

The Microlite20 RPG Collection

2017 Edition

A **Free** Collection of Roleplaying Games based on Microlite20 including the original Microlite20, expansions, variants, and complete games using the Microlite20 system.



The Microlite20 RPG Collection is a compilation of Microlite20 based games. This collection is available for **free** PDF download (and is available as a "Pay-What-You-Want" product on RPGNow/DriveThruRPG with a suggested price of \$0.00 for people who prefer that venue). Each individual game is copyrighted separately, is based on the Open Game License (because the original, Microlite20, is OGL), and is available for free. Each game is a separate entity with its own copyright and license. **The author of each individual game is solely responsible for his or her work -- no editing of individual games has been done.**

This is the third (2017) edition of The Microlite20 RPG Collection. Check the unofficial Microlite20 web site at <https://microlite20.org/> to see if there is a later edition available and for more information on Microlite20 and its variants.

This is a free publication of RetroRoleplaying.com.

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Donate to the RetroRoleplaying Cancer Fund and Get some PDF Goodies

Many Microlite gamers know that Randall Stukey (of RetroRoleplaying.com), the author of Microlite74 is trying to raise funds to pay the bills from his wife's oral cancer treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they lived in Texas and have no children. Donna cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owed a lot. To make matters worse, Donna was diagnosed with MS in 2014 – and the MS was apparently made much worse by the radiation treatments needed for her cancer. You can donate to the Retroroleplaying Cancer Fund (via PayPal) and help them pay their bills. The more money donated, the more time Randall has to work on games like the many he has released – and most of those available for free.

Everyone who donates any amount at all get a password giving them access to a number of special downloads. *Some* of the currently available downloads include:

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 (<http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html>) and The Grimoire #2 (<http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html>))
- pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECMI campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Special editions of some of the Microlite7x games with better artwork and the occasional special game created for donors.
- Access to early versions of games in development

To get access to these downloads, help Randall pay the medical bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

https://www.paypal.com/cgi-bin/webscr?cmd=s-xclick&hosted_button_id=5599990

Please consider donating if you can! Even \$5 or \$10 helps. Thank you!

Introduction

What is Microlite20?

Do you remember when the gaming table was full of pizza and soda, not rulebooks, miniatures and dungeon tiles? Do you yearn for a role-playing game that doesn't require weight training to carry all the books? Do you want to be able to hold all the rules in your head - or in your back pocket? And do you still want to use all those lovely monsters, adventures and game worlds too?

So do we!! -- Greywulf

Microlite20 is a minimalist role-playing game designed to be usable with the majority of the OGL/d20 supplements, rules and adventures with little or no advance preparation. The basic rules for character generation, combat, magic and level advancement take up a single sheet of paper, meaning it is perfect for introducing role-playing to new players, gaming one-shot adventures or tailoring into your own game system.

History of Microlite20

Microlite20 was designed by Robin V. Stacey (aka Greywulf) in 2006. The purpose of the rules were to strip the OGL/D20 system down to its bare minimum so that the world's most popular fantasy system could be played quickly and without thousands of pages of rules, but still be usable with all the adventures, campaign settings, and supplements that had been published for the 3.x edition of the world's most popular fantasy RPG.

Amazingly, one page of basic rules (coupled with the Fantasy SRD for spells and monsters) really did allow for fast-playing games with just about every adventure and supplement published for the 3.x edition.

Microlite20 was an immediate hit with players who liked the 3.x edition of the world's most popular fantasy RPG but did not like the complex and time-consuming (both to GM for and to play out combats) beast it had become. Microlite20 was a rules-light way to play that brought fun back to many game tables.

The Microlite20 rules were entirely open game content. Only the names "Microlite20" and "Robin V. Stacey" were listed as product identity. Having the entire system open game content sparked a flurry of gamer creativity. Simple variant rules and basic expansions came first – for example, lists of limited spells and monsters so Microlite20 could be played without lugging the huge SRD around. However, customized rule sets and complete games based on Microlite20 soon followed. As later editions of the world's most popular fantasy game were published, people created Microlite20-based versions of those editions. Many of these variant Microlite20 games are collected in this book. That's how a one page game grew to a 1500 page book.

In the spring of 2010, Robin sold the rights to Microlite20 to Seth Drebitko. Seth has big plans for the

game but even without big plans, the Microlite20 community is still going strong, still producing new material and complete new games based on Microlite20.

What is this Book?

This book is a simple collection of Microlite20 PDFs combined into a single PDF file for easy downloading and printing. Most Microlite20 materials are published as individual PDF files. For the most part, this book is all these PDFs (and a few extras like this introductory material) combined into a single PDF with an open source program called PDFSAM. Some material that was never published in PDF format has been converted from text and word files to PDF and included.

As one might expect, there isn't a lot of organization. As 90% of the material was in fixed format PDF files, that's unfortunate, but only expected. Your compiler has attempted to put the various PDFs into useful order in seven sections, however.

The first section has only one set of rules: Microlite20 Purest Essence. This is Paul Lessack's beautifully laid-out version of Microlite20. It includes the basic rules and some of the expansions (e.g. equipment, spells and the full expert rules and the GM guide) included in the second section. Many people consider this best version of "core" Microlite20.

The second section includes the original Microlite20 rules, and many variant rules and expansions building upon the original rules.

The third section has the current (as of late September 2017) draft version of Seth Drebitko's Microlite20 Revised.

The fourth – and largest – section includes many complete games based on Microlite20. Some of these games aren't that different from the original, while others break quite a bit of new ground. Not all of these games are fantasy, you'll find Microlite20 based science fiction games, espionage games, after the holocaust games, superhero games, and western games. Some games are quite short, others are fairly long and detailed. There's even a game, Tilehack, that uses Scrabble tiles instead of dice. A revised and more complete version of Pathfinder Lite is not included in this collection because its artwork is licensed under Paizo's Community Use Policy. A free copy of this version can be downloaded from the Microlite20 Download Library at Microlite20.org web site.

The fifth section has a collection of Microlite20 character sheets, setting, and mini-adventures.

The sixth section includes some of the Microlite74, Microlite78, and Microlite81 games available. These games convert old TSR versions to the more "modern" Microlite20 rules base. The rules of the more important core games are included; however, the many

supplements and variants are not included to save space. How to obtain free copies of this additional material is explained at the start of this section.

The seventh section includes complete games with many pictures or background images. Two of these games try to add more information from the 3.x SRD to make more complete versions of Microlite20 that do not require referencing the 3.x SRD will playing Microlite20.

The Future of Microlite20

What does the future hold for Microlite20 gaming? I don't know for sure, but I suspect there will be many more additional rules options and complete Microlite20-based games. Microlite20 is so easy to work with that just about any GM can rework the system to make it "just perfect" for his or her favorite setting or homebrew campaign. With luck, there will be future (and even larger) edition of The Microlite20 RPG Collection – perhaps one with a Microlite20-based game you designed. Until then, there are a lot of interesting games to try in this third edition of The Microlite20 RPG Collection. Happy gaming!



Section 1:

Microlite20 Purest Essence

This fancy printing of Microlite20 incorporates the basic rules, the expert rules, the compact monster and spell lists, and the GM Guide in a nicely formatted package. It's really all you need to play. If you are at all familiar the 3.x Fantasy SRD, it's probably more than enough to run a fantasy campaign as a GM. While it is not the purest form of Microlite20 (see section 2 for that), it is the "purest essence" of the Fantasy SRD.



Microlite20

purest essence

*Robin V. Stacey, Darrell King
& Al Krombach*



This is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play.

The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion.

©2008 <http://www.microlite20.net/>
Art Direction, Production & Layout: Paul Lesack

Characters

Stats

There are 3 stats : Strength (**STR**), Dexterity (**DEX**) and Mind (**MIND**).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (**STAT**-10)/2, round down.

Races

Humans get +1 to all skill rolls

Elves get +2 **MIND**

Dwarves get +2 **STR**

Halflings get +2 **DEX**

Classes

The classes are **Fighter, Rogue, Mage, Cleric**. Characters begin at Level 1.

Fighters

Wear any kind of armour and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on

Rogues

Can use light armour. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack

Magi

Wear no armour. They can cast arcane spells, and gain a +3 bonus to Knowledge

Clerics

Can wear light or medium armour. They cast divine spells and gain +3 bonus to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + **MIND** Bonus) times per day.



Skills

There are just 4 skills : **Physical, Subterfuge, Knowledge and Communication**. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.
Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + **STR** bonus. Dodging a falling rock is Physical + **DEX** bonus. Finding a trap is Subterfuge + **MIND** bonus. Disabling a trap is Subterfuge + **DEX** bonus.

Note that there are no "saving throws" in this game; use Physical + **STR** or **DEX** bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the SRD spell list.

Casting a spell of any kind costs Hit Points. The cost is:

1 + double the level of the spell being cast

Spell Level	HP Cost
0	1
1	3
2	5
3	7
4	9
5	11
6	13
7	15
8	17
9	19

This loss cannot be healed normally but is recovered after 8 hours rest. *There is no need to memorize spells in advance.*

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all spells:

10 + Caster Level + Caster's MIND bonus

Combat

Hit Points = **STR** Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces **STR**. If that reaches 0, death.

Roll d20 + **DEX** bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = **STR** bonus + Level

Missile attack bonus = **DEX** bonus + Level

Magic attack bonus = **MIND** bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

Fighters and Rogues can use **DEX** bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Add **STR** bonus to Melee damage, x2 for 2-handed weapons. Armour Class (AC) = 10 + **DEX** bonus + Armour bonus.

Other Hazards

Falling

1d6 damage per 10', half damage on Phys+DEX save.

DC=depth fallen in feet

Spikes

add +1 point to falling damage per 10' fallen, max +10

Poison

Phys+STR save to avoid or for half, depending on poison.

Effect varies with poison type.

Extreme Heat & Cold

If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds

- 1d6 to Hit Points
- 1 to all attack rolls
- 1 to all skills

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to **STR**, **DEX** or **MIND**.

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

Example:

The 1st level adventurers have just completed a dungeon adventure, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.



Monsters



Animal (small) eg Badger

HD 1d8+2 (6 hp) AC 15 Claw +4 (1d2-1)

Ankheg

HD 3d10+12 (28 hp) AC 18 Bite +7 (2d6+7 plus 1d4 acid)

Bugbear

HD 3d8+3 (16 hp) AC 17 Morningstar +5 (1d8+2) or javelin +3 (1d6+2)

Choker

HD 3d8+3 (16 hp) AC 17 Tentacle +6 (1d3+3)

Deinonychous (Raptor)

HD 4d8+16 (34 hp) AC 16 Talons +6 (2d6+4)

Dire Rat

HD 1d8+1 (5 hp) AC 15 Bite +4 (1d4 plus to dodge for half)

Dwarf

HD 1d8+2 (6 hp) AC 16 Waraxe +3 (1d10+1) or shortbow +1 (1d6)

Earth Elemental (large)

HD 8d8+32 (68 hp) AC 18 Slam +12 (2d8+7)

Elf

HD 1d8 (4 hp) AC 15 Longsword +2 (1d8+1) or longbow +3 (1d8)

Gargoyle

HD 4d8+19 (37 hp) AC 16 Claw +6 (1d4+2)

Goblin

HD 1d8+1 (5 hp) AC 15 Morningstar +2 (1d6) or javelin +3 (1d4)

Griffon

HD 7d10+21 (59 hp) AC 17 Bite +11 (2d6+4)

Halfling

HD 1d8+1 (5 hp) AC 16 Shortsword +3 (1d6) or light crossbow +3 (1d6)

Hellhound

HD 4d8+4 (22 hp) AC 16 Bite +5 (1d8+1 plus 1d6 fire)

Hill Giant

HD 12d8+48 (102 hp) AC 20 Greatclub +16 (2d8+10) or rock +8 (2d6+7)

Hobgoblin

HD 1d8+2 (6 hp) AC 15 Longsword +2 (1d8+1) or javelin +2 (1d6+1)

Human Commoner

HD 1d8+1 (5 hp) AC 12 Dagger +1 (1d6+1) or sling +1 (1d4)

Insect (small) eg Spider

HD 1d8 (4 hp) AC 14 Bite +4 (1d4-2 plus poison)

Kobold

HD 1d8 (4 hp) AC 15 Spear +1 (1d6-1) or sling +3 (1d3)

Ogre

HD 4d8+11 (29 hp) AC 16 Greatclub +8 (2d8+7) or javelin +1 (1d8+5)

Orc

HD 1d8+1 (5 hp) AC 13 Falchion +4 (2d4+4) or javelin +1 (1d6+3)

Owlbear

HD 5d10+25 (52 hp) AC 15 Claw +9 (1d6+5)

Rust Monster

HD 5d8+5 (27 hp) AC 18 Antennae touch +3 (rust)

Shadow

HD 3d12 (19 hp) AC 13 Incorporeal touch +3 (1d6 Str)

Skeleton Warrior

HD 1d12 (6 hp) AC 15 Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)

Stirge

HD 1d10 (5 hp) AC 16 Touch +7 (attach)

Stone Golem

HD 14d10+30 (107 hp) AC 26 Slam +18 (2d10+9)

Troll

HD 6d8+36 (63 hp) AC 16 Claw +9 (1d6+6)

Werewolf (hybrid form)

HD 3d8+7 (20 hp) AC 16 Claw +4 (1d4+2)

Wight

HD 4d12 (26 hp) AC 15 Slam +3 (1d4+1 plus energy drain)

Wolf

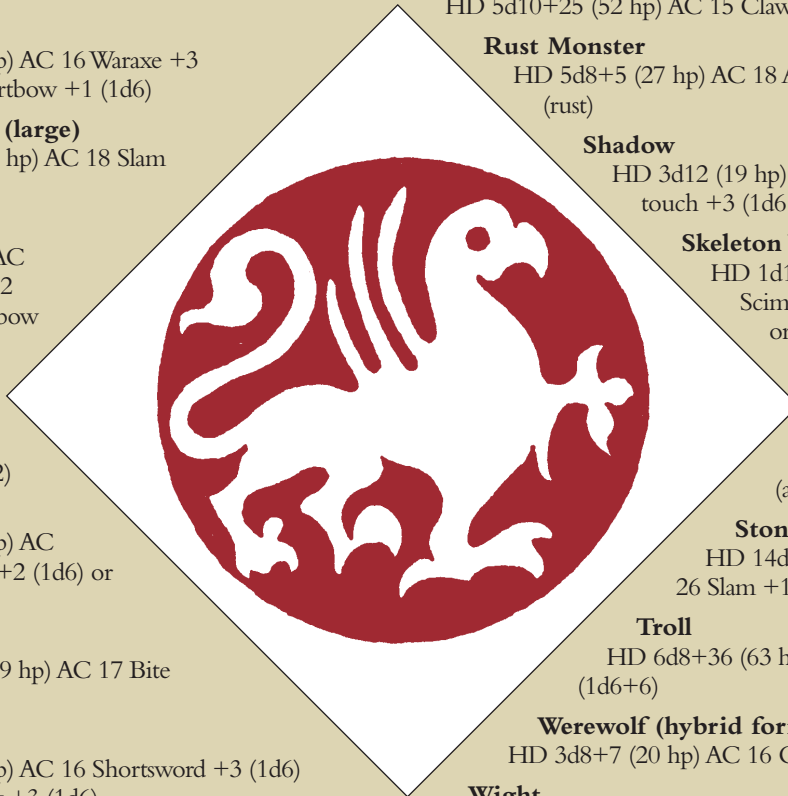
HD 2d8+4 (13 hp) AC 14 Bite +3 (1d6+1)

Wyvern

HD 7d12+14 (59 hp) AC 18 Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)

Zombie

HD 2d12+3 (16 hp) AC 11 Slam +2 (1d6+1) or club +2 (1d6+1)





Skills

All creatures have a bonus to all skills equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open -- if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

Monster Advancement

To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses.

For each doubling of the Hit Dice, increase the dice size for attacks (ie, $d4 \rightarrow d6$, $d6 \rightarrow d8$, etc). Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create your own

Assign Hit Dice (d8 for most things, d12 for Dragons and Undead).

Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.

Sample Characters

Morris, Human Rogue-1

STR 12 (+1), DEX 15 (+2), MIND 12 (+1)
hp 13, AC 15 (Studded Leather), Paired Short-swords, +0/+0, d6+1
Subterfuge +5, all others @ +2

Kendrick, Dwarf Fighter-1

STR 16 (+3), DEX 13 (+1), MIND 11 (+0)
hp 17, AC 17 (Chainmail + shield), Longsword +5, d8+4
Physical +4, all others @ +1

Cholmer, Elven Mage-1

STR 12 (+1), DEX 13 (+1), MIND 16 (+3)
hp 13, AC 11 (Robes), Quarterstaff +2, d6+1
Knowledge +4, all others @ +1
Spells: All 0 and 1st level arcane spells.

Barnabas, Halfling Cleric-1

STR 10 (+0), DEX 16 (+3), MIND 13 (+1)
hp 11, AC 18 (Chainmail), Morningstar +1, d8
Communication +4, all others @ +1
Spells: All 0 and 1st level divine spells.

Equipment List

Starting Wealth

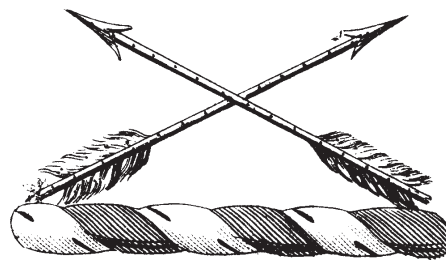
The most common coin is the *gold piece* (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins there are also platinum pieces (pp), which are each worth 10 gp.

Exchange	cp	sp	gp	pp
Copper piece	1	1/10	1/100	1/1,000
Silver piece	10	1	1/10	1/100
Gold piece	100	10	1	1/10
Platinum piece	1,000	100	10	1

You begin with a certain amount of acquired wealth, determined by your character class.

Class	Amount
Fighter	150 gp
Rogue	125 gp
Mage	75 gp
Cleric	120 gp

The character uses this accumulated wealth to purchase his initial weapons, armor, and adventuring equipment, using the price lists on the tables below.



Weapons

Here is the format for weapon entries (given as column headings on the table below).

Cost: This value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.

Damage: The damage column gives the damage dealt by the weapon on a successful hit.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Armour & Shields

Here is the format for armour entries (given as column headings on the table below).

Cost: This value is the price for purchasing the armour.

AC Bonus: The column gives the Armour Class bonus provided by the armour.





Two-Handed Weapons

Weapon	Cost	Damage	Range
Chain, spiked	25gp	2d4	—
Falchion	75gp	1d6	—
Flail, heavy	15gp	1d8	—
Glaive	8gp	1d8	—
Greataxe	20gp	1d10	—
Greatclub	5gp	1d8	—
Greatsword	50gp	2d6	—
Guisarme	9gp	2d4	—
Halberd	10gp	1d10	—
Lance	10gp	1d8	—
Longspear	5gp	1d8	—
Quarterstaff	—	1d6	—
Scythe	18gp	2d4	—
Spear	2gp	1d8	20ft.

Light Weapons

Weapon	Cost	Damage	Range
Unarmed Strike	—	1d3	—
Axe, throwing	8gp	1d6	10ft.
Dagger	2gp	1d4	10 ft.
Hammer, light	1gp	1d6	20ft.
Handaxe	6gp	1d4	—
Mace, light	5gp	1d6	—
Pick, light	4gp	1d4	—
Sap	1gp	1d6	—
Sickle	6gp	1d6	—
Sword, short	10gp	1d6	—

Armour

Armour	Cost	Bonus
Padded	2gp	+1
Leather	10gp	+2
Studded Leather	25gp	+3
Chain Shirt	100gp	+4
Hide	15gp	+3
Scale Mail	50gp	+4
Chainmail	150gp	+5
Breastplate	200gp	+5
Splint Mail	200gp	+6
Banded Mail	250gp	+6
Half-plate	600gp	+7
Full Plate	1,500gp	+8

Ranged Weapons

Weapon	Cost	Damage	Range
Crossbow, hand	100gp	1d4	30ft.
Crossbow, heavy	50gp	1d10	120ft.
Crossbow, light	35gp	1d8	80ft.
Dart	5sp	1d4	20ft.
Javelin	1gp	1d6	30ft.
Longbow	75gp	1d8	100ft.
Net	20gp	—	10ft.
Shortbow	30gp	1d6	60ft.
Sling	—	1d4	50ft.

One-Handed Weapons

Weapon	Cost	Damage	Range
Battleaxe	10gp	1d8	—
Club	—	1d6	10ft.
Flail	8gp	1d8	—
Longsword	15gp	1d8	—
Mace, heavy	12gp	1d8	—
Morningstar	8gp	1d8	—
Pick, heavy	8gp	1d6	—
Rapier	20gp	1d6	—
Scimitar	15gp	1d6	—
Shortspear	1gp	1d6	20ft.
Sword, bastard	35gp	1d10	—
Trident	15gp	1d8	10ft.
Waraxe, dwarven	30gp	1d10	—
Warhammer	12gp	1d8	—
Whip	1gp	1d3	—

Shields

Armour	Cost	Bonus
Buckler	15gp	+1
Shield, light wooden	3gp	+1
Shield, light steel	9gp	+1
Shield, heavy wooden	7gp	+2
Shield, heavy steel	20gp	+2
Shield, tower	30gp	+4





Adventuring Equipment

Back in the day, there were standard equipment packages, pre-compiled and pre-calculated, to help new players get started quickly. This document is inspired by those lists and provides a way for a player to quickly equip his or her PC or a GM to equip an NPC or Hireling on the fly. Additionally, these optional kits can be used to give a starting point from which to customize new characters.

50 Gold Pieces each

Choose a pack or roll 1d6 to select one randomly

Finally, add the following, based on your Class:

Cleric: Silver Holy symbol & 5 Gold Pieces

Fighter: Vial of Holy Water & 5 Gold Pieces

Mage: Spellbook & 2 Spell Pouches & 5 Gold Pieces

Rogue: Thieves Tools

Fast Packs

Pack A (1-2)

Backpack, Belt Pouch, Bedroll, Lantern (hooded), 10 Oil Flasks, Flint & Steel, Shovel, 2 sets of Caltrops, Signal Whistle, Waterskin, Iron Rations (4 days)

Pack B (3-4)

Backpack, Belt Pouch, Bedroll, 10 Torches, 4 Oil Flasks, Flint & Steel, 10 pieces of chalk, 10" Pole, Mirror, Crowbar, Waterskin, Iron Rations (4 days)

Pack C (5-6)

Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, 50. Rope, Grappling Hook, 10" Pole, Waterskin, Iron Rations (4 days)



Adventuring Gear

Acid (flask)	10gp	Antitoxin (vial)	50gp	Artisan's Tools	5gp	Backpack (empty)	2gp
Barrel (empty)	2gp	Basket (empty)	4sp	Bedroll	1sp	Bell	1gp
Blanket, winter	5sp	Block and Tackle	5gp	Bottle, wine, glass (empty)	2gp	Bucket (empty)	5sp
Caltrops	1gp	Candle	1cp	Canvas (sq. yd.)	1sp	Case, map or scroll	1gp
Chain (10 ft.)	30gp	Chalk, 1 piece	1cp	Chest (empty)	2gp	Craftsman's Tools	5gp
Crowbar	2gp	Disguise Kit	50gp	Firewood (per day)	1cp	Fishhook	1sp
Fishing net (25 sq.ft.)	4gp	Flask (empty)	3cp	Flint and Steel	1gp	Grappling Hook	1gp
Hammer	5sp	Healer's Kit	50gp	Holy Symbol, wooden	1gp	Holy Symbol, silver	25gp
Holy Water (flask)	25gp	Hourglass	25gp	Ink (1 oz. Vial)	8gp	Inkpen	1sp
Jug, clay	3cp	Ladder, 10 ft.	5cp	Lamp, common	1sp	Lantern, bullseye	12gp
Lantern, hooded	7gp	Lock, simple	20gp	Lock, average	40gp	Lock, good	80gp
Magnifying Glass	100gp	Manacles	15gp	Mirror, small steel	10gp	Mug/Tankard, clay	2cp
Musical Instrument	5gp	Oil, pint flask	1sp	Paper (sheet)	4sp	Parchment (sheet)	2sp
Pick, miner's	3gp	Pitcher, clay	2cp	Piton	1sp	Pole, 10 ft.	2sp
Pot, iron	5sp	Pouch, belt (empty)	1gp	Ram, portable	10gp	Rations, trail (per day)	5sp
Rope, hempen (50 ft.)	1gp	Rope, silk (50 ft.)	10gp	Sack (empty)	1sp	Sealing Wax	1gp
Sewing Needle	5sp	Signal Whistle	8sp	Signet Ring	5gp	Sledge	1gp
Soap (per lb.)	5sp	Spade or Shovel	2gp	Spell Component Pouch	5gp	Spellbook, wizard's (blank)	15gp
Spyglass	1,000gp	Tent	10gp	Thieves' Tools	30gp	Torch	1cp
Vial, ink or potion	1gp	Waterskin	1gp	Whetstone	2cp		



Clothing

Artisan's Outfit	1gp	Cleric's Vestments	5gp
Cold Weather Outfit	8gp	Courtier's Outfit	30gp
Entertainer's Outfit	3gp	Explorer's Outfit	10gp
Monk's Outfit	5gp	Noble's Outfit	75gp
Peasant's Outfit	1sp	Royal Outfit	200gp
Scholar's Outfit	5gp	Traveller's Outfit	1gp



Mounts and Related Gear

Barding, medium creature	armour price x2	Barding, large creature	armour price x4
Bit and Bridle	2gp	Dog, guard	25gp
Dog, war	75gp	Donkey or Mule	8gp
Feed (per day)	5cp	Horse, heavy	200gp
Horse, light	75gp	Pony	30gp
Saddle, military	20gp	Saddle, pack	5gp
Saddle, riding	10gp	Saddlebags	4gp
Stabling (per day)	5sp	Warhorse, heavy	400gp
Warhorse, light	150gp	Warpony	100gp



Spell Lists

0-Level Arcane Spells: Cantrips

Arcane Mark: Inscribes a permanent personal rune (visible or invisible).

Detect Magic: Detects spells and magic items within 60 ft. for up to 1 min./level or until concentration ends.

Ghost Sound: Figment sounds for 1 round/level.

Light: Object shines like a torch for 10 min./level.

Mage Hand: 5-pound telekinesis. Lasts until concentration ends.

Prestidigitation: Performs minor tricks for 1 hour.

Read Magic: Read scrolls and spellbooks for 10 min./level.

1st-Level Arcane Spells

Feather Fall: Objects or creatures fall slowly for 1 round/level or until landing.

Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level. Lasts for 1 hour/level.

Mage Armor: Gives subject +4 armor bonus for 1 hour/level.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Sleep: Puts 4 HD of creatures into magical slumber for 1 min./level.

Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

2nd-Level Arcane Spells

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Knock: Opens locked or magically sealed door.

Levitate: Subject moves up and down at your direction for 1 min./level.

Spider Climb: Grants ability to walk on walls and ceilings for 10 min./level.

3rd-Level Arcane Spells

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Dispel Magic: Cancels magical spells and effects.

Fireball: 1d6 damage per level, 20-ft. radius.

Fly: Subject flies at speed of 60 ft. for 1 min./level.

Lightning Bolt: Electricity deals 1d6/level damage.

Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp which last for 1 hour.

4th-Level Arcane Spells

Animate Dead: Creates level X2 HD of undead skeletons or zombies.

Arcane Eye: Invisible floating eye moves 30 ft./round for 1 min./level.

Black Tentacles: Tentacles grapple all within 20 ft. spread for 1 round/level.

Dimension Door: Teleports you short distance.

Polymorph: Gives one willing subject a new form for 1 min./level.

Stoneskin: Ignore 10 points of damage per attack. Lasts for 10 min./level or until discharged.

5th-Level Arcane Spells

Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take STR damage. Lasts for 1 min./level.

Contact Other Plane: Lets you ask one question of extraplanar entity. Lasts until concentration ends.





- Feeblemind:** Subject's MIND score drops to 1.
- Passwall:** Creates passage through wood or stone wall for 1 hour./level.
- Permanency:** Makes certain spells permanent.
- Teleport:** Instantly transports you as far as 100 miles./level.

6th-Level Arcane Spells

- Antimagic Field:** Negates magic within 10 ft. for 10 min./level.
- Chain Lightning:** 1d6/level damage; 1 secondary bolt/level each deals half damage.
- Contingency:** Sets trigger condition for another spell. Lasts for 1 day/level or until discharged.
- Disintegrate:** Destroys one creature or object.
- Geas:** Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.
- True Seeing:** Lets you see all things as they really are for 1 min./level.

7th-Level Arcane Spells

- Delayed Blast Fireball:** 1d6/level fire damage; you can postpone blast for 5 rounds.
- Ethereal Jaunt:** You become ethereal for 1 round/level.
- Finger of Death:** Kills one subject.
- Plane Shift:** As many as eight subjects travel to another plane.
- Power Word Blind:** Blinds creature with 200 hp or less for 1d4+1 minutes (permanent if creature has less than 50 hp).
- Spell Turning:** Reflect 1d4+6 spell levels back at caster for 10 min./level or until expended.

8th-Level Arcane Spells

- Clone:** Duplicate awakens when original dies.
- Horrid Wilting:** Deals 1d6/level damage within 30 ft.
- Incendiary Cloud:** Cloud deals 4d6 fire damage/round for 1 round/level.
- Irresistible Dance:** Forces subject to dance for 1d4+1 rounds.
- Power Word Stun:** Stuns creature with 150 hp or less for 2d4 rounds.
- Trap the Soul:** Imprisons subject within gem.

9th-Level Arcane Spells

- Astral Projection:** Projects you and companions onto Astral Plane.

- Etherealness:** Travel to Ethereal Plane with companions for 1 min./level.
- Gate:** Connects two planes for travel or summoning. Open for 1 round/level.
- Meteor Swarm:** Four exploding spheres each deal 6d6 fire damage.
- Power Word Kill:** Kills one creature with 100 hp or less.
- Soul Bind:** Traps newly dead soul to prevent resurrection.

0-Level Divine Spells: Orisons

- Create Water:** Creates 2 gallons/level of pure water.
- Guidance:** +1 on one attack roll, saving throw, or skill check. Lasts for 1 min. or until discharged.
- Light:** Object shines like a torch for 10 min./level.
- Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.
- Resistance:** Subject gains +1 on saving throws for 1 minute.
- Virtue:** Subject gains 1 temporary hp for 1 minute.

1st-Level Divine Spells

- Bless:** Allies gain +1 on attack rolls and communication + MIND checks against fear for 1 min./level.

Bless Water:



Makes holy water. Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Divine Favor: You gain +1 per three levels on attack and damage rolls for 1 minute.

Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts for 30 minutes or until discharged.

Shield of Faith: Aura grants +2 or higher AC bonus for 1 min./level.

2nd-Level Divine Spells

- Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
- Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).
- Delay Poison:** Stops poison from harming subject for 1
- Gentle Repose:** Preserves one corpse.
- Remove Paralysis:** Frees one or more creatures from paralysis or slow effect.
- Restoration, Lesser:** Dispels magical ability penalty or repairs 1d4 ability damage.

3rd-Level Divine Spells

- Create Food and Water:** Feeds three humans (or one horse)/level.



Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Prayer: Allies get a +1 bonus on most rolls, enemies take a -1 penalty for 1 round/level.

Remove Disease: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8/two levels damage, or 1d8/level against undead.

Speak with Dead: Corpse answers one question/two levels. Lasts for 1 min./level.

4th-Level Divine Spells

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Discern Lies: Reveals deliberate falsehoods for 1 round/level or until concentration ends.

Freedom of Movement: Subject moves normally despite impediments for 10 min./level.

Neutralize Poison: Immunizes subject against poison for 10 min./level, detoxifies venom in or on subject.

Restoration: Restores level and ability score drains.

Tongues: Speak any language for 10 min./level.

5th-Level Divine Spells

Atonement: Removes burden of misdeeds from subject.

Commune: Deity answers one yes-or-no question/level. Lasts for 1 round/level.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Raise Dead: Restores life to subject who died as long as one day/level ago.

True Seeing: Lets you see all things as they really are for 1 min./level.

6th-Level Divine Spells

Banishment: Banishes 2 HD/level of extraplanar creatures.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Harm: Deals 10 points/level damage to target.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Heroes' Feast: Food for one creature/level cures disease and grants +1 combat bonus for 12 hours. Lasts for 1 hour.

Quest: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.

7th-Level Divine Spells

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.

Destruction: Kills subject and destroys remains.

Ethereal Jaunt: You become ethereal for 1 round/level.

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Restoration, Greater: As restoration, plus restores all levels and ability scores.

Resurrection: Fully restores a dead subject from a small portion of the corpse.

8th-Level Divine Spells

Antimagic Field: Negates magic within 10 ft. for 10 min./level.

Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.

Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.

Discern Location: Reveals exact loc of creat or object.

Fire Storm: Deals 1d6/level fire damage.

Holy Aura: +4 to AC, +4 resistance, and SR 25 against evil spells for 1 round/level.

9th-Level Divine Spells

Astral Projection: Projects you and companions onto Astral Plane.

Etherealness: Travel to Ethereal Plane with companions for 1 min./level.

Gate: Connects two planes for travel or summoning. Open for 1 round/level.

Heal, Mass: As heal, but with several subjects.

Implosion: Kills one creature/round for 4 rounds or until concentration ends.

Soul Bind: Traps newly dead soul to prevent resurrection.



Monster List

Skills: All creatures have a bonus to all skills (*Physical, Subterfuge, Knowledge and Communication*) equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open – if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (ie, $d4 \rightarrow d6$, $d6 \rightarrow d8$, etc).

Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create your own: Assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.

Animal

Badger: HD 1d8+2 (6 hp), AC 15, Claw +4 (1d2-1)

Black Bear: HD 3d8+6 (19 hp), AC 13, Claw +6 (1d4+4) or bite +1 (1d6+2)

Brown Bear: HD 6d8+24 (51 hp), AC 15, Claw +11 (1d8+8) or bite +6 (2d6+4)

Boar: HD 3d8+12 (25 hp), AC 16, Gore +4 (1d8+3)

Cat: HD $\frac{1}{2}$ d8 (2 hp), AC 14, Claw +4 (1d2-4)

Crocodile: HD 3d8+9 (22 hp), AC 16, Bite +6 (1d8+6) or tail slap +6 (1d12+6)

Dog: HD 1d8+2 (6 hp), AC 15, Bite +2 (1d4+1)

Donkey: HD 2d8+2 (11 hp), AC 13, Bite +1 (1d2)

Eagle: HD 1d8+1 (5 hp), AC 14, Talons +3 (1d4)

Giant Crocodile: HD 7d8+28 (59 hp), AC 16, Bite +11 (2d8+12) or tail slap +11 (1d12+12)

Horse (heavy): HD 3d8+6 (19 hp), AC 13, Hoof -1 (1d6+1)

Mule: HD 3d8+9 (22 hp), AC 13, Hoof +4 (1d4+3)

Pony: HD 3d8+6 (19 hp), AC 13, Hoof -1 (1d6+1)

Snake (constrictor): HD 3d8+6 (19 hp), AC 15, Bite +5 (1d3+4), constrict (1d3+4)

Snake (giant constrictor): HD 11d8+14 (63 hp), AC 15, Bite +13 (1d8+10), constrict (1d8+10)

Snake (small viper): HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison)

Snake (large viper): HD 3d8+6 (19 hp), AC 15, Bite +4 (1d4 plus poison)

Snake (huge viper): HD 6d8+6 (33 hp), AC 15, Bite +6 (1d6+4 plus poison)

War Dog: HD 2d8+4 (13 hp), AC 16, Bite +3 (1d6+3)

Warhorse (heavy): HD 4d8+12 (30 hp), AC 14, Hoof +6 (1d6+4)

Warhorse (light): HD 3d8+9 (22 hp), AC 14, Hoof +4 (1d4+3)

Warpony: HD 2d8+4 (13 hp), AC 13, Hoof +3 (1d3+2)

Wolf: HD 2d8+4 (13 hp), AC 14, Bite +3 (1d6+1)

Ankheg: HD 3d10+12 (28hp), AC 18, Bite +7 (2d6+7 plus 1d4 acid)

Assassin Vine: HD 4d8+12 (30 hp), AC 15, Slam +7 (1d6+7), constrict (1d6+7)

Bugbear: HD 3d8+3 (16 hp), AC 17, Morningstar +5 (1d8+2) or javelin +3 (1d6+2)

Choker: HD 3d8+3 (16 hp), AC 17, Tentacle +6 (1d3+3)

Cockatrice: HD 5d10 (27 hp), AC 14, Bite +9 (1d4-2 plus petrification, DC 12 phys+STR to negate)

Dinosaur

Deinonychus: HD 4d8+16 (34 hp), AC 16, Talons +6 (2d6+4) or bite +1 (2d4+2)

Megaraptor: HD 8d8+43 (79 hp), AC 16, Talons +9 (2d8+5) or bite +4 (2d6+2)

Triceratops: HD 16d8+124 (196 hp), AC 18, Gore +20 (2d8+15)

Tyrannosaurus: HD 18d8+99 (180 hp), AC 14, Bite +20 (3d6+13)

Dire Animal

Dire Bear: HD 12d8+51 (105 hp), AC 17, Claw +19 (2d4+10) and bite +13 (2d8+5)

Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease)

Dire Wolf: HD 6d8+18 (45 hp), AC 14, Bite +11 (1d8+10)



Dragon

Young Red: HD 13d12+39 (123 hp), AC 21, Bite +20 (2d6+7) or Breath 10d10 DC24 phys+DEX to dodge for half

Very Old Red: HD 31d12+248 (449 hp), AC 36, Bite +40 (4d6+13) or breath 18d10 fire, DC 33 phys+DEX to dodge for half

Adult Gold: HD 23d12+115 (264 hp), AC 30, Bite +32 (2d8+11) or breath 12d10 fire, DC 26 phys+DEX to dodge for half

Young Adult Silver: HD 19d12+79 (202 hp), AC 28, Bite +24 (2d6+6) or breath 10d8 cold, DC 23 phys+DEX to dodge for half



Creatures

Dwarf: HD 1d8+2 (6 hp), AC 16, Waraxe +3 (1d10+1) or shortbow +1 (1d6)

Earth Elemental (large): HD 8d8+32 (68 hp), AC 18, Slam +12 (2d8+7)

Elf: HD 1d8 (4 hp), AC 15, Longsword +2 (1d8+1) or longbow +3 (1d8)

Gargoyle: HD 4d8+19 (37 hp), AC 16, Claw +6 (1d4+2)

Gelatinous Cube: HD 4d10+32 (54 hp), AC 3, Slam +1 (1d6 +1d6 acid) plus engulf (paralysis + 1d6 acid/round, DC 13 phys+DEX to negate)

Ghoul: HD 2d12 (13 hp), AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus paralysis)

Gnoll: HD 2d8+2 (11 hp), AC 15, Battle-axe +3 (1d8+2) or shortbow +1 (1d6)

Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4)

Griffon: HD 7d10+21 (59 hp), AC 17, Bite +11 (2d6+4)

Halfling: HD 1d8+1 (5 hp), AC 16, Shortsword +3 (1d6) or light crossbow +3 (1d6)

Hellhound: HD 4d8+4 (22 hp), AC 16, Bite +5 (1d8+1 plus 1d6 fire)

Hill Giant: HD 12d8+48 (102 hp), AC 20, Greatclub +16 (2d8+10) or rock +8 (2d6+7)

Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1)

Human Commoner: HD 1d8+1 (5 hp), AC 12, Dagger +1 (1d6+1) or sling +1 (1d4)

Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3)

Lizardfolk: HD 2d8+2 (11 hp), AC 15, Claw +2 (1d4+1) or club +2 (1d6+1) or javelin +1 (1d6+1)

Nymph: HD 6d6+6 (27 hp), AC 17, Dagger +6 (1d4) or stunning glance (unable to act for 2d4 rounds, DC 17 phys+STR to negate)

Ogre: HD 4d8+11 (29 hp), AC 16, Greatclub +8 (2d8+7) or javelin +1 (1d8+5)

Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3)

Otyugh: HD 6d8+9 (36 hp), AC 17, Tentacle +4 (1d6 plus disease)

Owlbear: HD 5d10+25 (52 hp), AC 15, Claw +9 (1d6+5)

Rust Monster: HD 5d8+5 (27 hp), AC 18, Antennae touch +3 (rust)

Shadow: HD 3d12 (19 hp), AC 13, Incorporeal touch +3 (1d6 Str)

Shambling Mound: HD 8d8+24 (60 hp), AC 20, Slam +11 (2d6+5), constrict (2d6+7)

Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)

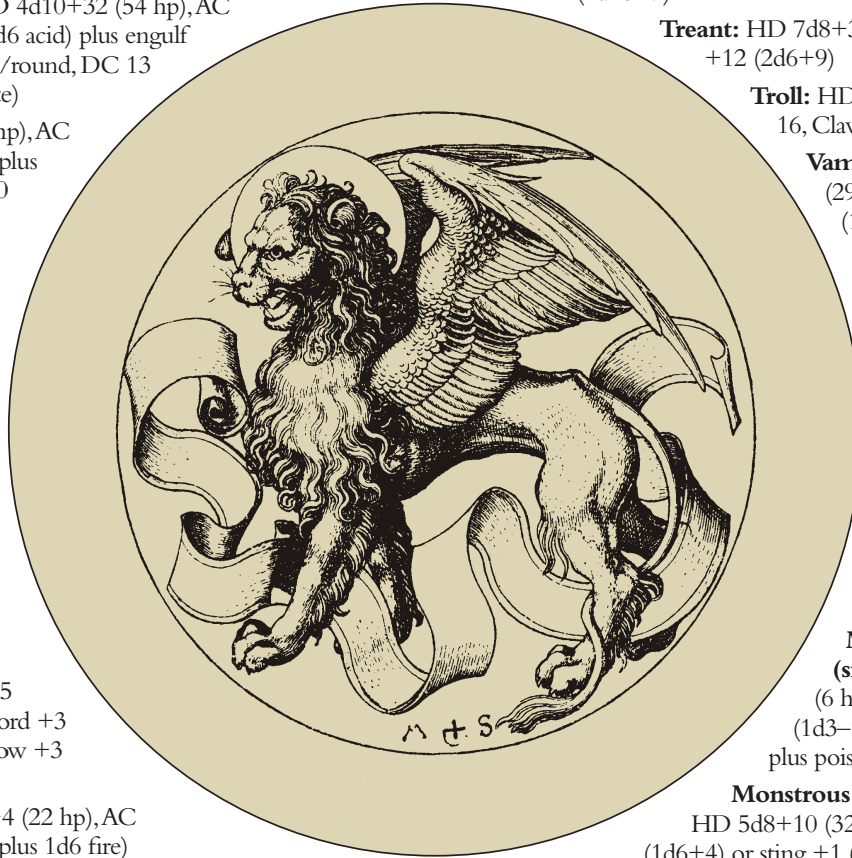
Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach)

Stone Golem: HD 14d10+30 (107 hp), AC 26, Slam +18 (2d10+9)

Treant: HD 7d8+35 (66 hp), AC 20, Slam +12 (2d6+9)

Troll: HD 6d8+36 (63 hp), AC 16, Claw +9 (1d6+6)

Vampire: HD 4d12+3 (29 hp), AC 15, Slam +5 (1d6+4 plus energy drain -1 level, DC 14 phys+STR to negate) or blood drain (-1d4 STR)



Bermin

Monstrous Scorpion (tiny): HD ½d8+2 (4 hp), AC 14, Claw+2 (1d2-4) or sting -3 (1d2-4 plus poison)

Monstrous Scorpion (small): HD 1d8+2 (6 hp), AC 14, Claw+1 (1d3-1) or sting -4 (1d3-1 plus poison)

Monstrous Scorpion (large): HD 5d8+10 (32 hp), AC 16, Claw+6 (1d6+4) or sting +1 (1d6+2 plus poison)

Monstrous Scorpion (huge): HD 10d8+30 (75 hp), AC 20, Claw+11 (1d8+6) or sting +6 (2d4+3 plus poison)

Monstrous Spider (small): HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison)

Monstrous Spider (large): HD 4d8+4 (22 hp), AC 14, Bite +4 (1d8+3 plus poison)

Monstrous Spider (huge): HD 8d8+16 (52 hp), AC 16, Bite +9 (2d6+6 plus poison)

Werewolf

Human Form: HD 3d8+7 (20 hp), AC 17, Longsword +3 (1d8+1) or light crossbow +2 (1d8)

Wolf Form: HD 3d8+7 (20 hp), AC 16, Bite +5 (1d6+3)

Hybrid Form: HD 3d8+7 (20 hp), AC 16, Claw +4 (1d4+2)

Wight: HD 4d12 (26 hp), AC 15, Slam +3 (1d4+1 plus energy drain)

Wraith: HD 5d12 (32 hp), AC 15, Incorporeal touch +5 (1d4 plus -1d6 STR, DC 14 phys+STR to negate)

Wyvern: HD 7d12+14 (59 hp), AC 18, Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)

Zombie: HD 2d12+3 (16 hp), AC 11, Slam +2 (1d6+1) or club +2 melee (1d6+1)



Expert Rules



This rule-set allows for introducing a few more options to your Microlite20 game, without necessarily increasing its complexity. Included are: a new skill, new races, new classes, and some other (hopefully) good stuff. It is not necessary to use Microlite20 Expert Rules

in its entirety; DMs are encouraged to “cherry pick” those specific items applicable to their own campaign.

Races

Gnomes get +1 to **DEX**, +1 to **MIND**

Half-orcs get +4 to **STR**, -2 to **MIND**

Half-elves get +1 to **DEX**, and +1 to any 2 Skills

Lizardmen get +2 to **STR**, +2 to **Dex**, -2 to **MIND**

Classes

Paladins

Wear any kind of armor and use shields. They have a +1 bonus to Physical and a +2 bonus to Communication. They are immune to diseases and apply a +1 bonus to all saving throws (this increases by +1 at 5th level and every 5 levels on). Paladins can detect evil within 60' at will and can heal up to 2hp per level per day by laying on hands. A character must be of Lawful Good alignment to be a Paladin.

Rangers

Can use light or medium armor and can use shields. They are +1 to hit and damage with ranged weapons and only incur a -1 to hit penalty when fighting with 2 weapons. They have a +3 bonus to Survival.

Illusionists

Wear no armor. They can cast Illusionist spells and gain a +2 bonus to Communication and a +1 bonus to Subterfuge. Characters must have a minimum DEX score of 13 to be Illusionists.



Druids

Wear any non-metal armor or shield. They cast Druid spells and gain +2 to Knowledge and +2 to Survival. Druids are immune to the spell-like effects of woodland fey. At 3rd level a Druid can pass without trace at will. At 7th level a Druid can assume the form of any small or medium sized animal up to 3 times per day. A Druid heals 2hp per level when changing back into his human form.

Bards

Wear light armor and can use bucklers. They gain a +2 bonus to Communication, Subterfuge, and Knowledge. A Bard can counter sound-based effects within a 30' radius. A Bard can use his song to charm person or remove fear up to 3 times (total) per day. Beginning at 6th level, a Bard casts spells as either a Druid or Illusionist (player's choice) of 5 levels lower.

Skills

Microlite20 Expert Rules adds a new, 5th skill: **Survival**.

Survival is used for things like tracking, foraging, setting or spotting snares, hunting, finding water or rare herbs, determining direction, and the like. Only *Rangers* and *Druids* are specialized with this skill.

Heroism

While *Microlite20* certainly simplifies your game by declining the use of the endless array of “Feats” available in the SRD, this can sometimes decrease *Microlite20*'s intended compatibility with some d20 adventures, with respects to power level. Heroism is intended to relieve some of that disparity.

Heroism is a bonus equal to 1 times the characters level (1 at 1st, 2 at 2nd, etc) and may be applied once per day to up to three of the following:

1. Attack Bonus
2. Damage
3. Saving Throw
4. Skill Check
5. Spell DC

Magic

Here are three ways for spell casters to add a little more variety to their repertoire. Each modifies a spell in a given way, and each doubles the casting time of the spell so modified (most spells become full round actions instead of standard actions, for example). Also, each requires an additional expenditure of hit points, added to the standard cost of the spell at the time it is cast.

Extending

Makes a spell last twice as long as it normally would. An Extended spell costs an additional 2hp.

Empowering

Makes a spell do 50% more damage than it normally would. An Empowered spell costs an additional 4hp.

Widening

Makes a spell's area of effect twice as big as it would normally be. A Widened spell costs an additional 6hp.

Spell Lists

0-Level Illusionist Spells

Arcane Mark: Inscribes a permanent personal rune (visible or invisible).

Dancing Lights: Creates torches or other lights for 1 minute.

Detect Illusion: Detects Illusions in a 60' radius for 1 minute per level.

Ghost Sound: Figment sounds for 1 round/level.

Prestidigitation: Performs minor tricks for 1 hour.

Read Magic: Read Scrolls and Spellbooks for 10/min per level.

1st-Level Illusionist Spells

Charm Person: Makes one person your friend for 1 hour per level.

Color Spray: Incapacitates creatures within a 15' cone.

Disguise Self: Changes your appearance for 10 minutes per level.

Hypnotism: Fascinates 2d4 HD of creatures for 2d4 rounds.

Silent Image: Creates minor illusion of your design.

Ventriloquism: Throws voice for 1 minute per level.

2nd-Level Illusionist Spells

Blur: Caster gains +4 to AC, cannot be Sneak Attacked for 1 minute per level.

Hideous Laughter: Subject loses actions for 1 round/level.

Hypnotic Pattern: Fascinates 2d4+level HD of creatures for concentration plus 2 rounds.

Invisibility: Subject is invisible for 1 minute/level or until it attacks.

Minor Image: As Silent Image plus some sound.

Mirror Image: Creates 1d4+1 decoys of caster for 1 minute per level.

3rd-Level Illusionist Spells

Daylight: 60' radius of daylight for 10 minute/level.

Deep Slumber: Puts 10HD of creatures to sleep for 1 minute per level.

Displacement: Attacks against the subject miss 50% of the time for 1 round/level.

Invisibility Sphere: Makes everyone within 10' invisible.

Major Image: As minor image, plus sound, smell, and thermal effects.

Suggestion: Compels subject to follow stated course of action for 1 hour/level or until completed.

4th-Level Illusionist Spells

Charm Monster: Make one monster believe it is your ally for 1 day/level.

Confusion: Subjects behave oddly for 1 round/level.

Invisibility, Greater: As invisibility, but subject can attack and stay invisible.

Minor Creation: Create one cloth or wood object.

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.

Rainbow Pattern: Lights Fascinate 24HD of creatures for concentration plus 1rnd/level.

5th-Level Illusionist Spells

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Dominate Person: Controls subject telepathically for 1 day/level.

Major Creation: As minor creation, plus stone or metal.

Persistent Image: As major image, but no concentration required; 1 minute/level.

Seeming: Changes appearance of 1 person per 2 levels for 12 hours.

Sending: Delivers short message anywhere, instantly.

6th-Level Illusionist Spells

Mislead: Turns you invisible and creates illusory double.

Permanent Image: Permanent illusion with sight, sound, and smell controlled by concentration.

Programmed Image: As major image, triggered by specific event.

Shadow Walk: Step into shadow and travel rapidly; 50mph for 1 hour/level.

Suggestion, Mass: As suggestion, plus one subject per level.

True Seeing: Lets you see things as they truly are.

7th-Level Illusionist Spells

Invisibility, Mass: As invisibility, but affects all in range.

Phase Door: Creates invisible passage through wood and stone.

Power Word: Blind: Blinds creature with 200hp or less.

Prismatic Spray: 60' Cone-shaped burst of rays for variety of effects:

Project Image: Illusory double can talk and cast spells at medium range for 1 round/level.

Weird: As phantasmal killer, but affects all within 30'.





0-Level Druid Spells

Create Water: Creates 2 gallons/level of pure water.

Detect Magic: Detects spells and magic items within 60' for 1 minute per level.

Detect Poison: Detects poison in one creature or object.

Mending: Makes minor repairs on an object.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws for 1 minute.

1st-Level Druid Spells

Entangle: Plants entangle everyone in 40' radius for 1 minute/level.

Faerie Fire: Outlines subjects with light for 1 minute/level, cancels blur, invisibility, etc.

Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Obscuring Mist: Fog surrounds you, provides concealment for 1 minute/level

Produce Flame: 1d6 damage +1/level, touch or thrown.

Speak with Animals: You can communicate with animals for 1min/level.

2nd-Level Druid Spells

Barkskin: Grants +2 or higher bonus to AC for for 10min/level.

Gust of Wind: Blows away or knocks down smaller creatures.

Heat Metal: Makes metal so hot it damages those who touch it

Summon Swarm: Summons swarm of bats, rats, or spiders for concentration plus 2 rounds

Tree Shape: You look exactly like a tree for 1hour/level.

Warp Wood: Bends wood within 20' radius.

3rd-Level Druid Spells

Call Lightning: Calls down 3d6-damage lightning bolts from the sky once per round for 1min/level.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy for 10min/level.

Speak with Plants: You can talk to normal plants and plant creatures for 1min/level.

Spike Growth: For 1hr/level, creatures in area take d4 damage per 5' movement, may be slowed.

Stone Shape: Sculpts stone into any shape.

Water Breathing: Subjects can breathe under water for 2 hours/level divided by number of subjects.

4th-Level Druid Spells

Air Walk: Subject treads on air for 10min/level

Anti-Plant Shell: Keeps animated plants at bay for 10min/level, 10' radius.

Ice Storm: Hail does 5d6 damage in cylinder 40' across

Reincarnate: Brings dead subject back in random body.

Repel Vermin: Insects, spiders, and other vermin stay 10' away for 10min/level.

Spike Stones: Creatures in area take 1d8 damage, may be slowed.



5th-Level Druid Spells

Awaken: Animal or Tree gains human intellect.

Baleful Polymorph: Transforms subject into harmless animal.

Call Lightning Storm: As call lightning, but does 5d6 per bolt.

Insect Plague: Up to 6 Locust Swarms attack creatures for 1min/level.

Transmute Rock to Mud: Transforms 2 10' cubes per level.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

6th-Level Druid Spells

Fire Seeds: Creates Acorn Grenades (1d6 fire dmg/lvl divided among up to 4 seeds) that explode in a 10' radius and ignite combustibles.

LiveOak: Oak becomes treant guardian.

Move Earth: Digs trenches and builds hills, in an area up to 750' square and 10' deep.

Stone Tell: Talk to natural or worked stone for 1min/lvl.

Transport via Plants: Move instantly from one plant to another of its type anywhere.

Wall of Stone: Creates a wall of stone that can be shaped.

7th-Level Druid Spells

Changestaff: Your staff becomes a treant on command.

Control Weather: Changes weather in local area.

Earthquake: Intense tremor shakes 80' radius, collapsing ceilings, opening fissures, etc.

Finger of Death: Kills one subject.

Fire Storm: Does 1d6/lvl fire damage to 2 10' cubes per level.

Wind Walk: You and your allies turn vaporous and travel at up to 60mph for 1 hour/level.



Game Master's Guide

Disease

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized below.

The entries for diseases include the following information:

Name of the disease: Type, DC, incubation, damage.

Type lists the disease's method of delivery (contact, inhaled, or injury).

DC lists the phys+STR check DC needed to prevent infection.

Incubation lists the time before damage begins.

Damage lists the ability damage the character takes after incubation and each day afterward.

Cackle Fever: Inhaled, DC 16, 1 day, -1d6 MIND.

Filth Fever: Injury, DC 12, 1d3 days, -1d3 DEX and 1d3 STR.

Mindfire: Inhaled, DC 12, 1 day, -1d4 MIND.

Red Ache: Injury, DC 15, 1d3 days, -1d6 STR.

Shakes: Contact, DC 13, 1 day, -1d8 DEX.



Extreme Heat & Cold

If not wearing suitable protection, a character must make a Phys+STR check once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Falling Damage

A falling character takes 1d6 hp of damage per 10 feet fallen. If the character makes a successful Phys+DEX roll, he takes only half damage. The DC for the phys+DEX roll is equal to the depth fallen in feet.

In the event that the fall ends in an area laden with spikes or jagged rocks, add +1 hp of damage to falling damage per 10' fallen (with a maximum of +10 hp).

Poison

Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way.

Several typical poisons are summarized below. The entries for poisons include the following information:

Name of the poison: Type, DC, damage, price.

Type lists the poison's method of delivery (contact, ingested, inhaled, or injury).

DC lists the phys+STR check DC needed to avoid the poison's damage.

Damage is expressed as "xdx/xdx." The first number is the initial damage, taken immediately upon failing the phys+STR check against the poison. The second number is the secondary damage, taken one minute after exposure to the poison if a second phys+STR check is failed. Ability damage is temporary unless marked with an asterisk(*), in which case the loss is permanent. Unconsciousness lasts 1d3 hours.

Price lists the cost for one dose of the poison. It can usually only be obtained through less-than-reputable sources, as the possession of poisons are commonly illegal.

Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.

Blue Whinnis: Injury, DC 14, -1 STR/ unconsciousness, 120 gp.

Burnt Othur Fumes: Inhaled, DC 18, -1 STR*/-3d6 STR, 2,100 gp.

Deathblade: Injury, DC 20, -1d6 STR/-2d6 STR, 1,800 gp.

Insanity Mist: Inhaled, DC 15, -1d4 MIND/-2d6 MIND, 1,500 gp.

Nitharit: Contact, DC 13, 0/-3d6 STR, 650 gp. Oil of Taggit: Ingested, DC 15, 0/unconsciousness, 90 gp.

Malys Root Paste: Contact, DC 16, -1 DEX/-2d4 DEX, 500 gp.

Monstrous Scorpion (tiny): Injury, DC 12, -1 STR/-1 STR, 50 gp.

Monstrous Scorpion (small): Injury, DC 12, -1d2 STR/- 1d2 STR, 100 gp.

Monstrous Scorpion (large):

Injury, DC 14, -1d4 STR/- 1d4 STR, 200 gp.

Monstrous Scorpion (huge): Injury, DC 18, -1d6 STR/- 1d6 STR, 400 gp.

Monstrous Spider (tiny): Injury, DC 10, -1d2 STR/-1d2 STR, 85 gp.

Monstrous Spider (small): Injury, DC 10, -1d3 STR/- 1d3 STR, 125 gp.

Monstrous Spider (large): Injury, DC 13, -1d6 STR/-1d6 STR, 250 gp.

Monstrous Spider (huge): Injury, DC 16, -1d8 STR/-1d8 STR, 500 gp.

Sassone Leaf Residue: Contact, DC 16, -2d12 hp/-1d8 STR, 300 gp.

Sleep Poison: Injury, DC 13, unconsciousness/ unconsciousness for 2d4 hours, 75 gp.

Snake (medium viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.

Snake (large viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.

Snake (huge viper): Injury, DC 14, -1d6 STR/-1d6 STR, 250 gp.

Wyvern: Injury, DC 17, -2d6 STR/-2d6 STR, 3,000 gp.



Traps

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures. Several typical traps of varying *Encounter Levels* are summarized below.

The entries for traps include the following information:

Type of trap: Attack (damage), Save DC, Search DC, Disable DC.

Type lists the trap used and the effect it has.

Attack shows the traps attack bonus or type of effect.

Damage shows the amount and type of damage the trap deals.

Save DC lists the phys+DEX check DC needed to either avoid the trap entirely, or to take only ½ the listed damage (if this is possible).

Search DC lists the DC for the know+MIND check necessary to find the trap without triggering it.

Disable DC lists the DC for the sub+DEX check necessary to disarm the trap safely.

EL1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search know+MIND DC 20, Disable sub+DEX DC 20.

Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.

Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.

EL2 Traps

Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for ½ damage; Search DC 26, Disable DC 26.

Large Net Trap: Atk +5 (—); Save DC 14 to avoid; Search DC 20, Disable DC 25.

Pit Trap: 40 ft. deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL3 Traps

Fire Trap: spell effect (1d4+3, fire); Save DC 13 for ½ damage; Search DC 27, Disable DC 27.

Pit Trap: 60 ft. deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Poisoned Arrow Trap: Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.

EL4 Traps

Lightning Bolt Trap: spell effect (5d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 60 ft. deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.

EL5 Traps

Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17.

Fireball Trap: spell effect (1d4+7, fire); Save DC 16 for ½ damage; Search DC 29, Disable DC 29.

Poisoned Wall Spikes: Atk +16 (1d8+4 plus poison, spikes); Search DC 17, Disable DC 21.

EL6 Traps

Compacting Room Trap: walls move together (12d6, crush); Search DC 20, Disable DC 22.

Lightning Bolt Trap: spell effect (10d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 100 ft. deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL7 Traps

Black Tentacles Trap: spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29.

Chain Lightning Trap: spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for ½ damage; Search DC 31, Disable DC 31.

Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18.

EL8 Traps

Destruction Trap: spell effect (death); Save DC 20 (phys+STR) for 10d6 damage; Search DC 32, Disable DC 32.

Power Word Stun Trap: spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32.

Well-camouflaged Pit Trap: 100 ft. deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18.

EL9 Traps

Dropping Ceiling: ceiling moves down (12d6, crush); Search DC 20, Disable DC 16.

Incendiary Cloud Trap: spell effect (4d6/round for 15 rounds, fire); Save DC 22 for ½ damage; Search DC 33, Disable DC 33.

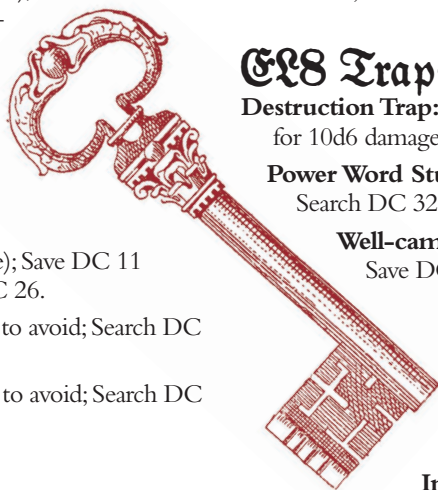
Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL10 Traps

Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20.

Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25.

Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.



When in Doubt... Remember

Whenever the players want to try something that goes around, through, or above and beyond the rules as written, you can always use the "GM's Friend"...the 50% chance.

Have them roll whatever check seems most appropriate. A roll of 1-10 is a failure, a roll of 11-20 is a success. If you feel that the situation warrants that you favor them, assign a +2 bonus to their roll. If the situation determines that they be hindered, then assign a -2 penalty.



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Section 2:

Microlite20: Rules & Variants

This section includes the basic Microlite20 rules and many rules variants designed to work with those basic rules, although not necessarily all the variants at once. This section gives you the basic rules and many options you can use to build the light D20-based rules system you need for your campaign.

MICROLITE20

This is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion.

Stats

There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Humans get +1 to all skill rolls

Elves get +2 MIND

Dwarves get +2 STR

Halflings get +2 DEX

Classes

The classes are Fighter, Rogue, Mage, Cleric. Characters begin at Level 1.

Fighters wear any kind of armour and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on

Rogues can use light armour. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack

Magi wear no armour. They can cast arcane spells, and gain a +3 bonus to Knowledge

Clerics can wear light or medium armour. They cast divine spells and gain +3 bonus to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Skills

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.
Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the SRD spell list.

Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6	7	8	9
HP Cost	1	3	5	7	9	11	13	15	17	19

This loss **cannot** be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all spells is
10 + Caster Level + Caster's MIND bonus

Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Add STR bonus to Melee damage, x2 for 2-handed weapons.
Armour Class (AC) = 10 + DEX bonus + Armour bonus.

Other Hazards

Falling : 1d6 damage per 10', half damage on Phys+DEX save.
DC=depth fallen in feet

Spikes : add +1 point to falling damage per 10' fallen, max +10
Poison : Phys+STR save to avoid or for half, depending on poison.
Effect varies with poison type.

Extreme Heat & Cold : If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:
+1d6 to Hit Points
+1 to all attack rolls
+1 to all skills

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND.

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

Example

The 1st level adventurers have just completed a dungeon adventure, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

Monsters

Name	Hit Dice	Armour Class	Attack
Animal (small) eg Badger	HD 1d8+2 (6 hp)	AC 15	Claw +4 (1d2-1)
Ankheg	HD 3d10+12 (28 hp)	AC 18	Bite +7 (2d6+7 plus 1d4 acid)
Bugbear	HD 3d8+3 (16 hp)	AC 17	Morningstar +5 (1d8+2) or javelin +3 (1d6+2)
Choker	HD 3d8+3 (16 hp)	AC 17	Tentacle +6 (1d3+3)
Deinonychous (Raptor)	HD 4d8+16 (34 hp)	AC 16	Talons +6 (2d6+4)
Dire Rat	HD 1d8+1 (5 hp)	AC 15	Bite +4 (1d4 plus disease)
Dragon (young Red)	HD 13d12+39 (123 hp)	AC 21	Bite +20 (2d6+7) or breath 10d10 DC24 phys+DEX to dodge for half
Dwarf	HD 1d8+2 (6 hp)	AC 16	Waraxe +3 (1d10+1) or shortbow +1 (1d6)
Earth Elemental (large)	HD 8d8+32 (68 hp)	AC 18	Slam +12 (2d8+7)
Elf	HD 1d8 (4 hp)	AC 15	Longsword +2 (1d8+1) or longbow +3 (1d8)
Gargoyle	HD 4d8+19 (37 hp)	AC 16	Claw +6 (1d4+2)
Goblin	HD 1d8+1 (5 hp)	AC 15	Morningstar +2 (1d6) or javelin +3 (1d4)
Griffon	HD 7d10+21 (59 hp)	AC 17	Bite +11 (2d6+4)
Halfling	HD 1d8+1 (5 hp)	AC 16	Shortsword +3 (1d6) or light crossbow +3 (1d6)
Hellhound	HD 4d8+4 (22 hp)	AC 16	Bite +5 (1d8+1 plus 1d6 fire)
Hill Giant	HD 12d8+48 (102 hp)	AC 20	Greatclub +16 (2d8+10) or rock +8 (2d6+7)
Hobgoblin	HD 1d8+2 (6 hp)	AC 15	Longsword +2 (1d8+1) or javelin +2 (1d6+1)
Human Commoner	HD 1d8+1 (5 hp)	AC 12	Dagger +1 (1d6+1) or sling +1 (1d4)
Insect (small) eg Spider	HD 1d8 (4 hp)	AC 14	Bite +4 (1d4-2 plus poison)
Kobold	HD 1d8 (4 hp)	AC 15	Spear +1 (1d6-1) or sling +3 (1d3)
Ogre	HD 4d8+11 (29 hp)	AC 16	Greatclub +8 (2d8+7) or javelin +1 (1d8+5)
Orc	HD 1d8+1 (5 hp)	AC 13	Falchion +4 (2d4+4) or javelin +1 (1d6+3)
Owlbear	HD 5d10+25 (52 hp)	AC 15	Claw +9 (1d6+5)
Rust Monster	HD 5d8+5 (27 hp)	AC 18	Antennae touch +3 (rust)
Shadow	HD 3d12 (19 hp)	AC 13	Incorporeal touch +3 (1d6 Str)
Skeleton Warrior	HD 1d12 (6 hp)	AC 15	Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)
Stirge	HD 1d10 (5 hp)	AC 16	Touch +7 (attach)
Stone Golem	HD 14d10+30 (107 hp)	AC 26	Slam +18 (2d10+9)
Troll	HD 6d8+36 (63 hp)	AC 16	Claw +9 (1d6+6)
Werewolf (hybrid form)	HD 3d8+7 (20 hp)	AC 16	Claw +4 (1d4+2)
Wight	HD 4d12 (26 hp)	AC 15	Slam +3 (1d4+1 plus energy drain)
Wolf	HD 2d8+4 (13 hp)	AC 14	Bite +3 (1d6+1)
Wyvern	HD 7d12+14 (59 hp)	AC 18	Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)
Zombie	HD 2d12+3 (16 hp)	AC 11	Slam +2 (1d6+1) or club +2 (1d6+1)

Skills: All creatures have a bonus to all skills equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open – if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (ie, d4->d6, d6->d8, etc).

Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create your own: Assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.

Sample Characters**Morris, Human Rogue-1**

STR 12 (+1), DEX 15 (+2), MIND 12 (+1)
hp 13, AC 15 (Studded Leather), Paired Shortswords, +0/+0, d6+1
Subterfuge +5, all others @ +2

Kendrick, Dwarf Fighter-1

STR 16 (+3), DEX 13 (+1), MIND 11 (+0)
hp 17, AC 17 (Chainmail + shield), Longsword +5, d8+4
Physical +4, all others @ +1

Cholmer, Elven Mage-1

STR 12 (+1), DEX 13 (+1), MIND 16 (+3)
hp 13, AC 11 (Robes), Quarterstaff +2, d6+1
Knowledge +4, all others @ +1
Spells: All 0 and 1st level arcane spells.

Barnabas, Halfling Cleric-1

STR 10 (+0), DEX 16 (+3), MIND 13 (+1)
hp 11, AC 18 (Chainmail), Morningstar +1, d8
Communication +4, all others @ +1
Spells: All 0 and 1st level divine spells.

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Microlite20

GAME MASTER'S GUIDE

DISEASE

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized below.

The entries for diseases include the following information:

Name of the disease: Type, DC, incubation, damage.

Type lists the disease's method of delivery (contact, inhaled, or injury). *DC* lists the phys+STR check DC needed to prevent infection. *Incubation* lists the time before damage begins. *Damage* lists the ability damage the character takes after incubation and each day afterward.

Cackle Fever: Inhaled, DC 16, 1 day, -1d6 MIND.

Filth Fever: Injury, DC 12, 1d3 days, -1d3 DEX and 1d3 STR.

Mindfire: Inhaled, DC 12, 1 day, -1d4 MIND.

Red Ache: Injury, DC 15, 1d3 days, -1d6 STR.

Shakes: Contact, DC 13, 1 day, -1d8 DEX.

EXTREME HEAT & COLD

If not wearing suitable protection, a character must make a Phys+STR check once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

FALLING DAMAGE

A falling character takes 1d6 hp of damage per 10 feet fallen. If the character makes a successful Phys+DEX roll, he takes only half damage. The DC for the phys+DEX roll is equal to the depth fallen in feet.

In the event that the fall ends in an area laden with spikes or jagged rocks, add +1 hp of damage to falling damage per 10' fallen (with a maximum of +10 hp).

POISON

Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way. Several typical poisons are summarized below.

The entries for poisons include the following information:

Name of the poison: Type, DC, damage, price.

Type lists the poison's method of delivery (contact, ingested, inhaled, or injury). *DC* lists the phys+STR check DC needed to avoid the poison's damage. *Damage* is expressed as "xdx/xdx." The first number is the *initial damage*, taken immediately upon failing the

phys+STR check against the poison. The second number is the *secondary damage*, taken one minute after exposure to the poison if a second phys+STR check is failed. Ability damage is temporary unless marked with an asterisk(*), in which case the loss is permanent. Unconsciousness lasts 1d3 hours. Price lists the cost for one dose of the poison. It can usually only be obtained through less-than-reputable sources, as the possession of poisons are commonly illegal.

Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.

Blue Whinnis: Injury, DC 14, -1 STR/unconsciousness, 120 gp.

Burnt Othur Fumes: Inhaled, DC 18, -1 STR*/-3d6 STR, 2,100 gp.

Deathblade: Injury, DC 20, -1d6 STR/-2d6 STR, 1,800 gp.

Insanity Mist: Inhaled, DC 15, -1d4 MIND/-2d6 MIND, 1,500 gp.

Nitharit: Contact, DC 13, 0/-3d6 STR, 650 gp.

Oil of Taggit: Ingested, DC 15, 0/unconsciousness, 90 gp.

Malys Root Paste: Contact, DC 16, -1 DEX/-2d4 DEX, 500 gp.

Monstrous Scorpion (tiny): Injury, DC 12, -1 STR/-1 STR, 50 gp.

Monstrous Scorpion (small): Injury, DC 12, -1d2 STR/-1d2 STR, 100 gp.

Monstrous Scorpion (large): Injury, DC 14, -1d4 STR/-1d4 STR, 200 gp.

Monstrous Scorpion (huge): Injury, DC 18, -1d6 STR/-1d6 STR, 400 gp.

Monstrous Spider (tiny): Injury, DC 10, -1d2 STR/-1d2 STR, 85 gp.

Monstrous Spider (small): Injury, DC 10, -1d3 STR/-1d3 STR, 125 gp.

Monstrous Spider (large): Injury, DC 13, -1d6 STR/-1d6 STR, 250 gp.

Monstrous Spider (huge): Injury, DC 16, -1d8 STR/-1d8 STR, 500 gp.

Sassone Leaf Residue: Contact, DC 16, -2d12 hp/-1d8 STR, 300 gp.

Sleep Poison: Injury, DC 13, unconsciousness/unconsciousness for 2d4 hours, 75 gp.

Snake (medium viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.

Snake (large viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.

Snake (huge viper): Injury, DC 14, -1d6 STR/-1d6 STR, 250 gp.

Wyvern: Injury, DC 17, -2d6 STR/-2d6 STR, 3,000 gp.

TRAPS

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures. Several typical traps of varying Encounter Levels are summarized below.

The entries for traps include the following information:

Type of trap: Attack (damage), Save DC, Search DC, Disable DC.

Type lists the trap used and the effect it has. **Attack** shows the traps attack bonus or type of effect. **Damage** shows the amount and type of damage the trap deals. **Save DC** lists the phys+DEX check DC needed to either avoid the trap entirely, or to take only ½ the listed damage (if this is possible). **Search DC** lists the DC for the know+MIND check necessary to find the trap without triggering it. **Disable DC** lists the DC for the sub+DEX check necessary to disarm the trap safely.

EL1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search know+MIND DC 20, Disable sub+DEX DC 20.

Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.

Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.

EL2 Traps

Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for ½ damage; Search DC 26, Disable DC 26.

Large Net Trap: Atk +5 (—); Save DC 14 to avoid; Search DC 20, Disable DC 25.

Pit Trap: 40 ft. deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL3 Traps

Fire Trap: spell effect (1d4+3, fire); Save DC 13 for ½ damage; Search DC 27, Disable DC 27.

Pit Trap: 60 ft. deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Poisoned Arrow Trap: Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.

EL4 Traps

Lightning Bolt Trap: spell effect (5d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 60 ft. deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.

EL5 Traps

Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17.

Fireball Trap: spell effect (1d4+7, fire); Save DC 16 for ½ damage; Search DC 29, Disable DC 29.

Poisoned Wall Spikes: Atk +16 (1d8+4 plus poison, spikes); Search DC 17, Disable DC 21.

EL6 Traps

Compacting Room Trap: walls move together (12d6, crush); Search DC 20, Disable DC 22.

Lightning Bolt Trap: spell effect (10d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 100 ft. deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL7 Traps

Black Tentacles Trap: spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29.

Chain Lightning Trap: spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for ½ damage; Search DC 31, Disable DC 31.

Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18.

EL8 Traps

Destruction Trap: spell effect (death); Save DC 20 (phys+STR) for 10d6 damage; Search DC 32, Disable DC 32.

Power Word Stun Trap: spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32.

Well-camouflaged Pit Trap: 100 ft. deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18.

EL9 Traps

Dropping Ceiling: ceiling moves down (12d6, crush); Search DC 20, Disable DC 16.

Incendiary Cloud Trap: spell effect (4d6/round for 15 rounds, fire); Save DC 22 for ½ damage; Search DC 33, Disable DC 33.

Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL10 Traps

Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20.

Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25.

Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.



WHEN IN DOUBT...REMEMBER

Whenever the players want to try something that goes around, through, or above and beyond the rules as written, you can always use the "GM's Friend"...the 50% chance.

Have them roll whatever check seems most appropriate. A roll of 1-10 is a failure, a roll of 11-20 is a success. If you feel that the situation warrants that you favor them, assign a +2 bonus to their roll. If the situation determines that they be hindered, then assign a -2 penalty.

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Microlite20 Expert Rules

This rule-set allows for introducing a few more options to your Microlite20 game, without necessarily increasing its complexity. Included are: a new skill, new races, new classes, and some other (hopefully) good stuff. It is not necessary to use **Microlite20 Expert Rules** in its entirety; DMs are encouraged to “cherry pick” those specific items applicable to their own campaign. Requires the use of **Microlite20**.

Races

Gnomes get +1 to DEX, +1 to MIND

Half-orcs get +4 to STR, -2 to MIND

Half-elves get +1 to DEX, and +1 to any 2 Skills

Lizardmen get +2 to STR, +2 to Dex, -2 to MIND

Classes

Paladins wear any kind of armor and use shields. They have a +1 bonus to Physical and a +2 bonus to Communication. They are immune to diseases and apply a +1 bonus to all saving throws (this increases by +1 at 5th level and every 5 levels on). Paladins can *detect evil* within 60' at will and can heal up to 2hp per level per day by *laying on hands*. A character must be of Lawful Good alignment to be a Paladin.

Rangers can use light or medium armor and can use shields. They are +1 to hit and damage with ranged weapons and only incur a -1 to hit penalty when fighting with 2 weapons. They have a +3 bonus to Survival.

Illusionists wear no armor. They can cast Illusionist spells and gain a +2 bonus to Communication and a +1 bonus to Subterfuge. Characters must have a minimum DEX score of 13 to be Illusionists.

Druids wear any non-metal armor or shield. They cast Druid spells and gain +2 to Knowledge and +2 to Survival. Druids are immune to the spell-like effects of woodland fey. At 3rd level a Druid can *pass without trace* at will. At 7th level a Druid can assume the form of any small or medium sized animal up to 3 times per day. A Druid heals 2hp per level when changing back into his human form.

Bards wear light armor and can use bucklers. They gain a +2 bonus to Communication, Subterfuge, and Knowledge. A Bard can counter sound-based effects within a 30' radius. A Bard can use his song to *charm person* or *remove fear* up to 3 times (total) per day. Beginning at 6th level, a Bard casts spells as either a Druid or Illusionist (player's choice) of 5 levels lower.

Skills

Microlite20 Expert Rules adds a new, 5th skill: **Survival**. **Survival** is used for things like tracking, foraging, setting or spotting snares, hunting, finding water or rare herbs, determining direction, and the like. Only Rangers and Druids are specialized with this skill.

Heroism

While Microlite20 certainly simplifies your game by declining the use of the endless array of “Feats” available in the SRD, this can sometimes decrease Microlite20's intended compatibility with some d20 adventures, with respects to power level. **Heroism** is intended to relieve some of that disparity.

Heroism is a bonus equal to 1 times the characters level (1 at 1st, 2 at 2nd, etc) and may be applied once per day to up to three of the following:

1. Attack Bonus
2. Damage
3. Saving Throw
4. Skill Check
5. Spell DC

Magic

Here are three ways for spell casters to add a little more variety to their repertoire. Each modifies a spell in a given way, and each doubles the casting time of the spell so modified (most spells become full round actions instead of standard actions, for example). Also, each requires an additional expenditure of hit points, added to the standard cost of the spell at the time it is cast.

Extending makes a spell last twice as long as it normally would. An **Extended** spell costs an additional 2hp.

Empowering makes a spell do 50% more damage than it normally would. An **Empowered** spell costs an additional 4hp.

Widening makes a spell's area of effect twice as big as it would normally be. A **Widened** spell costs an additional 6hp.

More To Come...

Keep an eye out for the forthcoming **Microlite20 Unearthed**, which features two new races (Half-ogres and Pixies), four new classes (Cavalier, Barbarian, Monk, and Sorcerer) and more!

Microlite20 Expert Rules is by Al Krombach aka Grimstaff!

Microlite20 Illusionist Spells

0-Level Illusionist Spells

Arcane Mark: Inscribes a permanent personal rune (visible or invisible).

Dancing Lights: Creates torches or other lights for 1 minute.

Detect Illusion: Detects Illusions in a 60' radius for 1 minute per level.

Ghost Sound: Figment sounds for 1 round/level.

Prestidigitation: Performs minor tricks for 1 hour.

Read Magic: Read Scrolls and Spellbooks for 10/min per level.

1st-Level:

Charm Person: Makes one person your friend for 1 hour per level.

Color Spray: Incapacitates creatures within a 15' cone.

Disguise Self: Changes your appearance for 10 minutes per level.

Hypnotism: Fascinates 2d4 HD of creatures for 2d4 rounds.

Silent Image: Creates minor illusion of your design.

Ventriloquism: Throws voice for 1 minute per level.

2nd-Level:

Blur: Caster gains +4 to AC, cannot be Sneak Attacked for 1 minute per level.

Hideous Laughter: Subject loses actions for 1 round/level.

Hypnotic Pattern: Fascinates 2d4+level HD of creatures for concentration plus 2 rounds.

Invisibility: Subject is invisible for 1 minute/level or until it attacks.

Minor Image: As *Silent Image* plus some sound.

Mirror Image: Creates 1d4+1 decoys of caster for 1 minute per level.

3rd Level:

Daylight: 60' radius of daylight for 10 minute/level.

Deep Slumber: Puts 10HD of creatures to sleep for 1 minute per level.

Displacement: Attacks against the subject miss 50% of the time for 1 round/level.

Invisibility Sphere: Makes everyone within 10' invisible.

Major Image: As *minor image*, plus sound, smell, and thermal effects.

Suggestion: Compels subject to follow stated course of action for 1 hour/level or until completed.

4th Level:

Charm Monster: Make one monster believe it is your ally for 1 day/level.

Confusion: Subjects behave oddly for 1 round/level.

Invisibility, Greater: As invisibility, but subject can attack and stay invisible.

Minor Creation: Create one cloth or wood object.

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.

Rainbow Pattern: Lights Fascinate 24HD of creatures for concentration plus 1rnd/level.

5th Level Spells

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Dominate Person: Controls subject telepathically for 1 day/level.

Major Creation: As *minor creation*, plus stone or metal.

Persistent Image: As *major image*, but no concentration required; 1 minute/level.

Seeming: Changes appearance of 1 person per 2 levels for 12 hours.

Sending: Delivers short message anywhere, instantly.

6th Level Spells

Mislead: Turns you invisible and creates illusory double.

Permanent Image: Permanent illusion with sight, sound, and smell controlled by concentration.

Programmed Image: As *major image*, triggered by specific event.

Shadow Walk: Step into shadow and travel rapidly; 50mph for 1 hour/level.

Suggestion, Mass: As *suggestion*, plus one subject per level.

True Seeing: Lets you see things as they truly are.

7th Level Spells

Invisibility, Mass: As *invisibility*, but affects all in range.

Phase Door: Creates invisible passage through wood and stone.

Power Word: Blind: Blinds creature with 200hp or less.

Prismatic Spray: 60' Cone-shaped burst of rays for variety of effects:

Project Image: Illusory double can talk and cast spells at medium range for 1 round/level.

Weird: As *phantasmal killer*, but affects all within 30'.

Microlite20 Druid Spells

0-Level Druid Spells

Create Water: Creates 2 gallons/level of pure water.
Detect Magic: Detects spells and magic items within 60' for 1 minute per level.
Detect Poison: Detects poison in one creature or object.
Mending: Makes minor repairs on an object.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws for 1 minute.

1st Level Druid Spells

Entangle: Plants entangle everyone in 40' radius for 1 minute/level.
Faerie Fire: Outlines subjects with light for 1 minute/level, cancels *blur*, *invisibility*, etc.
Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).
Obscuring Mist: Fog surrounds you, provides concealment for 1 minute/level
Produce Flame: 1d6 damage +1/level, touch or thrown.
Speak with Animals: You can communicate with animals for 1min/level.

2nd Level Druid Spells

Barkskin: Grants +2 or higher bonus to AC for 10min/level.
Gust of Wind: Blows away or knocks down smaller creatures.
Heat Metal: Makes metal so hot it damages those who touch it
Summon Swarm: Summons swarm of bats, rats, or spiders for concentration plus 2 rounds
Tree Shape: You look exactly like a tree for 1hour/level.
Warp Wood: Bends wood within 20' radius.

3rd Level Druid Spells

Call Lightning: Calls down 3d6-damage lightning bolts from the sky once per round for 1min/level.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy for 10min/level.
Speak with Plants: You can talk to normal plants and plant creatures for 1min/level.
Spike Growth: For 1hr/level, creatures in area take d4 damage per 5' movement, may be slowed.
Stone Shape: Sculpt stone into any shape.
Water Breathing: Subjects can breath under water for 2hours/level divided by number of subjects.

4th Level Druid Spells

Air Walk: Subject treads on air for 10min/level

Anti-Plant Shell: Keeps animated plants at bay for 10min/level, 10' radius.

Ice Storm: Hail does 5d6 damage in cylinder 40' across

Reincarnate: Brings dead subject back in random body.

Repel Vermin: Insects, spiders, and other vermin stay 10' away for 10min/level.

Spike Stones: Creatures in area take 1d8 damage, may be slowed.

5th Level Druid Spells

Awaken: Animal or Tree gains human intellect.
Baleful Polymorph: Transforms subject into harmless animal.
Call Lightning Storm: As *call lightning*, but does 5d6 per bolt.
Insect Plague: Up to 6 Locust Swarms attack creatures for 1min/level.
Transmute Rock to Mud: Transforms 2 10' cubes per level.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

6th Level Druid Spells

Fire Seeds: Creates Acorn Grenades (1d6 fire dmg/lvl divided among up to 4 seeds) that explode in a 10' radius and ignite combustibles.
LiveOak: Oak becomes Treant guardian.
Move Earth: Digs trenches and builds hills, in an area up to 750' square and 10' deep.
Stone Tell: Talk to natural or worked stone for 1min/lvl.
Transport via Plants: Move instantly from one plant to another of its type anywhere.
Wall of Stone: Creates a wall of stone that can be shaped.

7th Level Druid Spells

Changestaff: Your staff becomes a treant on command.
Control Weather: Changes weather in local area.
Earthquake: Intense tremor shakes 80' radius, collapsing ceilings, opening fissures, etc.
Finger of Death: Kills one subject.
Fire Storm: Does 1d6/lvl fire damage to 2 10' cubes per level.
Wind Walk: You and your allies turn vaporous and travel at up to 60mph for 1 hour/level.

Microlite20 Equipment List

STARTING WEALTH

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

Exchange	cp	sp	gp	pp
Copper piece	1	1/10	1/100	1/1,000
Silver piece	10	1	1/10	1/100
Gold piece	100	10	1	1/10
Platinum piece	1,000	100	10	1

You begin with a certain amount of acquired wealth, determined by your character class.

Class	Amount
Fighter	150 gp
Rogue	125 gp
Mage	75 gp
Cleric	120 gp

The character uses this accumulated wealth to purchase his initial weapons, armour, and adventuring equipment, using the price lists on the tables below.

WEAPONS

Here is the format for weapon entries (given as column headings on the table below).

Cost: This value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.

Damage: The Damage column gives the damage dealt by the weapon on a successful hit.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Weapon	Cost	Damage	Range
Unarmed Strike	—	1d3	—
<i>Light Weapons</i>			
Axe, throwing	8 gp	1d6	10 ft.
Dagger	2 gp	1d4	10 ft.
Hammer, light	1 gp	1d6	20 ft.
Handaxe	6 gp	1d4	—
Mace, light	5 gp	1d6	—
Pick, light	4 gp	1d4	—
Sap	1 gp	1d6	—
Sickle	6 gp	1d6	—
Sword, short	10 gp	1d6	—
<i>One-Handed Weapons</i>			
Battleaxe	10 gp	1d8	—
Club	—	1d6	10 ft.

Flail	8 gp	1d8	—
Longsword	15 gp	1d8	—
Mace, heavy	12 gp	1d8	—
Morningstar	8 gp	1d8	—
Pick, heavy	8 gp	1d6	—
Rapier	20 gp	1d6	—
Scimitar	15 gp	1d6	—
Shortspear	1 gp	1d6	20 ft.
Sword, bastard	35 gp	1d10	—
Trident	15 gp	1d8	10 ft.
Waraxe, dwarven	30 gp	1d10	—
Warhammer	12 gp	1d8	—
Whip	1 gp	1d3	—

Two-Handed Weapons

Chain, spiked	25 gp	2d4	—
Falchion	75 gp	1d6	—
Flail, heavy	15 gp	1d8	—
Glaive	8 gp	1d8	—
Greataxe	20 gp	1d10	—
Greatclub	5 gp	1d8	—
Greatsword	50 gp	2d6	—
Guisarme	9 gp	2d4	—
Halberd	10 gp	1d10	—
Lance	10 gp	1d8	—
Longspear	5 gp	1d8	—
Quarterstaff	—	1d6	—
Scythe	18 gp	2d4	—
Spear	2 gp	1d8	20 ft.

Ranged Weapons

Crossbow, hand	100 gp	1d4	30 ft.
Crossbow, heavy	50 gp	1d10	120 ft.
Crossbow, light	35 gp	1d8	80 ft.
Dart	5 sp	1d4	20 ft.
Javelin	1 gp	1d6	30 ft.
Longbow	75 gp	1d8	100 ft.
Net	20 gp	—	10 ft.
Shortbow	30 gp	1d6	60 ft.
Sling	—	1d4	50 ft.

ARMOUR & SHIELDS

Here is the format for armour entries (given as column headings on the table below).

Cost: This value is the price for purchasing the armour.

AC Bonus: The column gives the Armour Class bonus provided by the armour.

Armour	Cost	AC Bonus
<i>Light Armour</i>		
Padded	2 gp	+1
Leather	10 gp	+2
Studded Leather	25 gp	+3
Chain Shirt	100 gp	+4
<i>Medium Armour</i>		
Hide	15 gp	+3
Scale Mail	50 gp	+4
Chainmail	150 gp	+5
Breastplate	200 gp	+5
<i>Heavy Armour</i>		
Splint Mail	200 gp	+6
Banded Mail	250 gp	+6
Half-plate	600 gp	+7
Full Plate	1,500 gp	+8

Shields

Buckler	15 gp	+1
Shield, light wooden	3 gp	+1
Shield, light steel	9 gp	+1
Shield, heavy wooden	7 gp	+2
Shield, heavy steel	20 gp	+2
Shield, tower	30 gp	+4

ADVENTURING EQUIPMENT

Here is the format for equipment entries (given as column headings on the table below).

Cost: This value is the price for purchasing the desired equipment.

Equipment

Cost

Adventuring Gear

Acid (flask)	10 gp
Antitoxin (vial)	50 gp
Artisan's Tools	5 gp
Backpack (empty)	2 gp
Barrel (empty)	2 gp
Basket (empty)	4 sp
Bedroll	1 sp
Bell	1 gp
Blanket, winter	5 sp
Block and Tackle	5 gp
Bottle, wine, glass (empty)	2 gp
Bucket (empty)	5 sp
Caltrops	1 gp
Candle	1 cp
Canvas (sq. yd.)	1 sp
Case, map or scroll	1 gp
Chain (10 ft.)	30 gp
Chalk, 1 piece	1 cp
Chest (empty)	2 gp
Craftsman's Tools	5 gp
Crowbar	2 gp
Disguise Kit	50 gp
Firewood (per day)	1 cp
Fishhook	1 sp
Fishing net (25 sq.ft.)	4 gp
Flask (empty)	3 cp
Flint and Steel	1 gp
Grappling Hook	1 gp
Hammer	5 sp
Healer's Kit	50 gp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Hourglass	25 gp
Ink (1 oz. Vial)	8 gp
Inkpen	1 sp
Jug, clay	3 cp
Ladder, 10 ft.	5 cp
Lamp, common	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock, simple	20 gp
Lock, average	40 gp
Lock, good	80 gp
Magnifying Glass	100 gp
Manacles	15 gp
Mirror, small steel	10 gp
Mug/Tankard, clay	2 cp
Musical Instrument	5 gp

Oil, pint flask	1 sp
Paper (sheet)	4 sp
Parchment (sheet)	2 sp
Pick, miner's	3 gp
Pitcher, clay	2 cp
Piton	1 sp
Pole, 10 ft.	2 sp
Pot, iron	5 sp
Pouch, belt (empty)	1 gp
Ram, portable	10 gp
Rations, trail (per day)	5 sp
Rope, hempen (50 ft.)	1 gp
Rope, silk (50 ft.)	10 gp
Sack (empty)	1 sp
Sealing Wax	1 gp
Sewing Needle	5 sp
Signal Whistle	8 sp
Signet Ring	5 gp
Sledge	1 gp
Soap (per lb.)	5 sp
Spade or Shovel	2 gp
Spell Component Pouch	5 gp
Spellbook, wizard's (blank)	15 gp
Spyglass	1,000 gp
Tent	10 gp
Thieves' Tools	30 gp
Torch	1 cp
Vial, ink or potion	1 gp
Waterskin	1 gp
Whetstone	2 cp

Clothing

Artisan's Outfit	1 gp
Cleric's Vestments	5 gp
Cold Weather Outfit	8 gp
Courtier's Outfit	30 gp
Entertainer's Outfit	3 gp
Explorer's Outfit	10 gp
Monk's Outfit	5 gp
Noble's Outfit	75 gp
Peasant's Outfit	1 sp
Royal Outfit	200 gp
Scholar's Outfit	5 gp
Traveler's Outfit	1 gp

Mounts and Related Gear

Barding, medium creature	armour price x2
Barding, large creature	armour price x4
Bit and Bridle	2 gp
Dog, guard	25 gp
Dog, war	75 gp
Donkey or Mule	8 gp
Feed (per day)	5 cp
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp
Saddle, military	20 gp
Saddle, pack	5 gp
Saddle, riding	10 gp
Saddlebags	4 gp
Stabling (per day)	5 sp
Warhorse, heavy	400 gp
Warhorse, light	150 gp
Warpony	100 gp

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Microlite20 Fast Packs

Back in the day, there were standard equipment packages, pre-compiled and pre-calculated, to help new players get started quickly. This document is inspired by those lists and provides a way for a player to quickly equip his or her PC or a GM to equip an NPC or Hireling on the fly. Additionally, these optional kits can be used to give a starting point from which to customize new characters.

Ye Old Fast Packs

50 Gold Pieces each

Choose a pack or roll 1d6 to select one randomly

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

Finally, add the following, based on your Class:

Cleric: Silver Holy symbol & 5 Gold Pieces

Fighter: Vial of Holy Water & 5 Gold Pieces

Mage: Spellbook & 2 Spell Pouches & 5 Gold Pieces

Rogue: Thieves Tools

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Everything you need to know about the Microlite20 Skill System....

By **greywulf**

Created **05/15/2008 - 09:29**

...but were afraid to ask.

For all it's lack of size, Microlite20 does an admirable job of allowing GMs to run pretty much any published D&D adventure on the fly without having to resort to hefty conversion tables and the like. It uses the familiar d20 mechanic and terms which mirror those of D&D. Hit points, attack rolls and damage are the same, whichever game you're playing.

But there are a few notable differences. Some systems were completely altered, with Skills list having the largest revision. I'm going to give you an insight into the hows and whys of the Microlite20 Skill system, and show you why I think it's The Best Skill System Ever.

How it works

But first, a quick recap of the Microlite20 Skills rules. Here they are in their entirety:

Quote:

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no ?saving throws? in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

One of the key differences between the d20 skill system and Microlite20 is that **the attribute modifier can change**. That's an important distinction; it makes the Microlite20 system much more powerful and flexible. It

means that just four skills can cover the entire D&D skillset, and more. [Here's a handy list](#) ^[1] of the D&D skills, converted into Microlite20 terms. I had originally shied away from putting together such a list as I felt it stifled Microlite20 in the same way that the D&D skill system stifled player creativity. More on that later.

One thing that is important to emphasize is that the attribute modifier can be different for different characters, ***even if they're doing the same task.***

For example, depending on the situation, Physical could be modified by the character's STR, DEX or MIND. When presented with a dungeon door that's barred from the inside, the rough-and-tough Fighter could try to charge it. That's a Phys+STR check against the toughness of the door (DC15, say). The Rogue could try to slide his sword through a crack in the door to push the bar out of the way. That would be a Phys+DEX check at DC10, and probably the best solution. On the other hand, a wily Mage would try to use leverage to lift the door from it's hinges - a Phys+MIND check at DC20 - a difficult check, but far from impossible.

Each character has used the Physical skill to achieve the same end result, but approaching the task differently merits a different attribute modifier. In general, that means each character would benefit most from playing to their own strengths - a character with a high MIND stat would benefit most from using cleverness to solve a problem, whereas a high STR Fighter's best muscle is..... well, his muscle :)

Setting the DC

As in the example above, the Difficulty Class can vary depending on how the player approaches the task.

When setting the DC, I think in terms of "What would Bob do?" - Bob being my imaginary 1st level commoner with no modifiers. Bob has straight 10s for all stats and no skill bonuses. He's the unheroic man on the street, and the benchmark by which heroes are measured.

In general, I recommend using only four DCs, especially at low levels:

DC	Level
10	Easy - 50/50 chance of Bob succeeding 1st time
15	Moderate - would succeed after several attempts
20	Difficult - would succeed only with luck on his side
25	Very Difficult - Bob needs some hefty modifiers and the Gods watching over him

I never use DC 5 - if it's that easy and out of combat, keep the game flowing by having the players succeed automatically. Anything that would be DC5 is automatically at least DC10 in combat anyhow. For example, crossing a crowded tavern without spilling your drink would be a DC5 Phys+DEX check. No roll needed. Crossing the same room during a bar fight would be DC15, at least!

It helps if there's always an easy way to solve a problem as in the example of the barred door above. While each character can find at least one solution to a problem and gain the benefit of their highest attribute, there's usually a path of least resistance to be found. All the players have to do is discover it!

At higher levels, encourage the players to come up with ever more heroic (and excessive!) solutions to problems. While a barred door might be a pause for thought to 1st level characters, by 10th level it's an

excuse for light relief. Your 10th level Fighter would have a +13 Phys and most likely automatically succeed at any DC15 Phys+STR checks - so encourage them to aim for DC20, at least: "I push the door down with my index finger and a grunt."

Modifiers and more

Modifiers are the GM's Best Friend. Even a plus or minus 2 can make a world of difference, especially at lower levels. If your Halfling Rogue is trying to persuade the City Guard to let them enter the Merchant's Quarter after dark (Comm+MIND, DC15), grant them a +2 because the guard recently won at dice and is in a good mood. Alternatively, give them a **minus** 2 because he lost but drop hints as to the guard's weakness.

Modifiers can make all the difference between success and failure. If the characters need to find a path through the Lizardmen Swamps (Know+MIND, DC20) then finding an old trail map (a +4 modifier!) might just save them from becoming Hooman Stew.

Encourage the players to work for those modifiers, and reward them for clever, creative thinking. It's what the game is all about, after all.

The Four Skills

Microlite20's four skills - Physical, Subterfuge, Knowledge and Communication - can be used to adjudicate pretty much any situation the game demands. When creating Microlite20 I toyed with more skills, and less (even zero) but these four hit the sweet spot for general play. Of course, if you want more, or want to chance these four, feel free!

Skills are also used to replace two of the three saving throws from D&D, with Phys+STR and Phys+DEX replacing Fort and Reflex Saves respectively. This gives Fighters their built-in boost to saves against Poison, etc, and Rogues (with their higher DEX) their improved Reflexes. It also means that the Phys skill is important to all players, regardless of class. Which leads us to.....

Why is Subterfuge so important?

This is a common question that's regularly repeated on the [ENWorld threads](#) ^[2], and the short answer is: it depends on your style of play.

It's true that the Subterfuge Skill covers a whole range of D&D skills, including Hide, Move Silently, Listen, Open Lock, Search and Spot. It's THE skill for Rogues, and will get regular use from all classes. That's because all of the Adventuring classes are a nasty, sneaky lot, and not to be trusted :)

If your games are revolve around Urban Adventuring or involve a lot of stealth, Subterfuge will see a lot of use. On the other hand, games involving a lot of dynamic action will more likely demand more Physical checks, and ones with lots of social interaction will require Communication. That's more of a matter of playstyle than anything.

For my money, I'd put Knowledge as a critical skill; a failed Know check at a critical moment could result in a TPK. Imagine failing a Know+MIND check and bringing the wrong magic weapons to bear against a Demon Lord.....

Fewer skills means more choice

Back in the days of Classic D&D, the players could do **anything**. With no straight-jacketed skill system to limit their choices, the players invented cool and clever solutions to problems. When faced with a 30' high statue with rubies for eyes they erected pulleys to lift and swing the rogue into place far above their heads. Try doing that in 3rd Edition D&D and the GM will be left scratching their head working out how to call for skill checks for **that**. The D&D skill system has become a list of what the characters can do, silently eliminating all other possibilities, and that's not a Good Thing.

Microlite20 is the best of both worlds; rather than provide a skills **list**, it provides a skills **framework**. This gives the players room to think of solutions rather than looking down a long list of skills to see what's most applicable to the task in hand.

Here's another example: Climbing. In D&D, that's a skill modified by STR. That's good if you're a Fighter, but not so good if you're a Wizard. In Microlite20, the character could use Phys+STR ("I pull myself up"), Phys+DEX ("I nimbly climb the cliff face"), Phys+MIND ("I take my time, working out the best route and carefully testing each handhold") or even Sub+STR ("I climb, quietly"). That adds much more flavour to the game and encourages each player to find their own, unique, solution.

Using existing D&D monsters

But what happens when you're running a published adventure, or using a Monster from the Monster Manual or SRD?

Simple; use them as is. It doesn't matter that the Orc makes a Listen check to see if it detects the PCs, or if the NPC fails a Spot check. The mechanics are the same (roll d20+modifiers against a DC), and the emphasis should always be on simplicity and speed of play. There's no need to convert **any** monsters or NPCs to Microlite20 before you use them. Just roll, and have fun!

Let's recap

The Microlite20 Skill System is your friend. It's flexible, and encourages imaginative play like no other. **And** it's mostly d20 compliant too.

What's not to love?

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Links:

[1] <http://microlite20.net/node/24>

[2] <http://www.enworld.org/showthread.php?t=219419>

Microlite Monster Building

By **greywulf**

Created **05/16/2008 - 20:29**



If there's one thing that fills DMs with preparation dread, it's realizing you're going to have to Create The Monster. You've trawled through your Monster Manuals, searched the various RPG forums and cracked open your Tome of Horrors, and nothing quite matches your monster concept.

In 3rd Edition D&D, monster building is notoriously time-consuming, and even the shortcut solution of taking an existing monster and adapting it or adding class levels can easily take anything from 10 minutes to a full hour - per monster.

In comparison, Monster Building under Microlite20 is so fast, it's possible to do it **on the fly**, right at the game table - and I'm going to show you how, using our friend the Ninja Monkey above as an example.

Let's face it - Ninja Monkeys rock. Imagine hordes of Katana wielding tiny monkeys, and you're right into Cool Critter territory. Perhaps there's a secret Monkey Ninja training school in the hills and they assassinate people for peanuts or serve a Gorilla Samurai Lord. Whatever their origin, I guarantee your gameworld will be better off with Ninja Monkeys in there, somewhere. But first, we have to build them.

In D&D, one possible way to create your Ninja Monkeys would be to take the normal Monkey stats, **Awaken** it by applying the Awakened template then adding Ninja class levels. Even for an experienced DM, that's at least 20 minutes work, and most GMs will struggle to complete that task in under an hour. It's not for the faint-hearted. Those 20 minutes could have been spent creating an entire Microlite20 scenario, **including monsters**, but that's a blogpost for another day.

Here's the entire Monster-creation text for Microlite20:

Quote:

To create new monsters, assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Assign stats to suit. Equip and add abilities as required.

Let's start by setting the Hit Dice for our Ninja Monkeys. As these are tiny little monkeys, and (in my imaginary scenario) going to come up against 1st level PCs, let's give them 1HD.

Quick tip: to speed monster creation further, multiply the Hit Dice by 5 for hit points; multiply Hit Dice by 7 for Dragons and Undead

Remember that unlike Player Characters, Monsters and other NPCs ***don't*** add their STR total to their hit points. This is a special bonus for Real Heroes only. If you want a tougher Monster, increase their STR so they get an increase (equal to their STR bonus) to their hp per Hit Dice.

That gives the Ninja Monkeys 1HD, 5hp, +1 to hit with their Katana and +1 with all skills. As these are intelligent Ninjas (are there any other kind?), we'll allocate their +3 to Subterfuge. Let's give them STR 6, DEX 14 and MIND 12, allow them to use DEX (rather than STR) for their attack roll with their miniature Katanas, which do d6 damage. Factoring that in with the Hit Dice, we get:

Ninja Monkey, 1HD (3hp), AC12, +3 Katana (1d6-2)
Sub+4, all others @ +1
STR 6, DEX 14, MIND 12

And..... we're done. If the Ninja Monkeys have any special abilities or equipment, note them down but don't bother with setting uses/day, etc; if it's Dramatically Appropriate for a monster to use its abilities then use them. No Rules Needed! That's the Microlite20 way :)

So, to recap:

- Set the Hit Dice to get the hit points, chance to hit and skill levels
- If it's intelligent, add +3 to one skill
- Pick stats and adjust AC, hit points and damage
- Note and special abilities and equipment

If you want a more powerful Ninja Monkey (and who wouldn't?), just add Hit Dice, which increases hp, attack bonus and skills. Adjust Stats if it's logical to do so. Here's a 3HD Ninja Monkey:

Ninja Monkey, 3HD (12hp), AC12, +5 Katana (1d6-1)
Sub+6, all others @ +3
STR 8, DEX 14, MIND 12

Simple. See?

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The Microlite Campaign

By **greywulf**

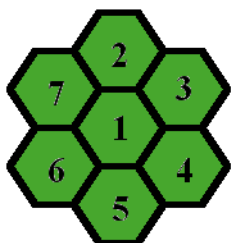
Created **06/17/2008 - 15:16**

AKA the lazy-gamer's guide to world building

Microlite is all about simplifying gaming to the point where the rules don't get in the way of the role-playing, while at the same time retaining usability from d20 adventures, supplements, etc.

From a campaign point of view, the simplest way to do this is to evolve the world as the game progresses. Plan ahead, but only as far as the next few steps - then stop.

Six sided gaming: Hex magic



One way to do this is to use a simple blank hex grid. Set the scale small - say, one hex = 3 miles - and put one adventure inside the centre hex. Populate it according to the needs of that adventure, then move on. Work around that one hex adding other adventures, all around roughly the same power level. Think about the kind of adventures you (as GM) enjoy playing, and the feel you want to impart.

By the end of this, you've got seven adventure settings and a solid core for the game world. It's likely you'll want to change something because of events in the first adventure, but that's fine. Perhaps the gamers enjoyed a section set in a forest, so you want to change one of the adjacent hexes to expand that locale. That's cool, as it means that the players are involved in the gameworld itself.

It's likely you will see links between adventures. Perhaps the Evil Bad Guy in one adventure is similar enough to one in another that the same villain could make a reprise. Interweave plot threads to make the players feel like they are a part of a larger story, and leave some hexes blank for future use. Some places - particularly cities and towns - will be reusable. Expand them as needed.

Finally, add in roads, rivers and other details.

As you progress, new ideas and a backstory will develop of it's own accord. The goblin raiders in one adventure will become scouts from a distant Goblin Empire; an NPC might come from a nearby city state, and

the Wight's Barrow will be a lost reminder of a long forgotten battle.

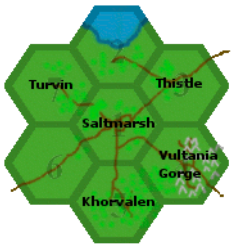
When the time is right, add more hexes and adventures. Re-visit and re-work previous locales. Perhaps that first dungeon the adventurers cleared out is now home to something more sinister, or the Elves in the Twisting Forest in hex 3 send out a call for help. Let the campaign setting evolve with the players to create a setting that feels alive.

Example

Grabbing a bunch of old **Dungeon** magazines and the hex grid above, it's time to create a new world. The game is going to start at first level, so I pull out the following adventures and drop them into the numbered hexes, making notes about the locales as I go:

- **Funeral Procession** (Dungeon 135) - Saltmarsh. Ideal for the (current) base of operations, and a likely scene of many adventures
- **Salvage Operation** (Dungeon 123) - Need coastline
- **Within the Circle** (Dungeon 130) - Thistle village, depot.
- **Home Under the Range** (Dungeon 134) - Vultania Gorge (Dwarf town), mountains
- **The Walking Dead** - An adventure of my own making. Zombie hordes wipe out a town and march toward Saltmarsh. Khorvalen town, forest.
- **Wingtipper's Revenge** (Dungeon 132) - Turvin village

The finished layout looks something like this, perfect for a starting campaign and rife for further adventure. Extra elements can be added and changed as required, but there's enough groundwork in place to begin with.



As the adventures develop, there's room to fill in the political blanks; factions and enemies will rise from the adventures themselves rather than premeditation. With such a clean slate, it's possible to turn the game in any direction with minimal effort.

Other genres

It's a simple matter to change the grid scale to suit the genre. For a world-hopping sci-fi game, each hex could represent a star system in the best **Traveller** style. For gritty urban fantasy or a modern game, each hex could be a single district in just one city.

Source URL: <http://microlite20.net/node/74>

Mass Combat Made Easy

By **greywulf**

Created **05/19/2008 - 19:27**

Most combat is carried out one-on-one, with each set of stats (HP, AC, combat bonuses, etc) applying to a single character or creature.

It can be extended by adding in Combat Scale. This takes the basic combat mechanics and uses them to apply to anything from Tactical Units to Destroyer-Class starships.

Combat Scale is a multiplier that shows the size of the unit relative to the norm. It is only applied to damage in combat between units of different size. Hit Points, AC and all other stats remain the same.

For example, a unit of 20 Goblin warriors will have CSx5 as per the table below. The combat stats are still HD1d8+1 (5hp), AC15, Morningstar +2 (1d6) or Javelin +3 (1d4). Against anything with the same Combat Scale (for example, a unit of 15 Elves), combat is resolved normally as if it was one goblin against one elf.

Number in Unit	Combat Scale
2-5	x3
6-10	x4
11-20	x5
21-40	x6
41-80	x7
81-160	x8
161-320	x9
321-640	x10
etc	

Combat Scale comes into play when battling against forces of a different size. It acts as a multiplier for damage taken, and also divides any damage given.

If the battle started between units of different CS, reduce the size of the Combat Scale as Hit Points as lost. For example, if the twenty Goblins above are reduced to 2hp, they have lost over half their unit, so are now CSx4. When down to just 1hp, they are CSx3 with just 5 goblins remaining.

If the Combat Scale becomes the same for all opponents, resolve combat normally; the playing field is now level.

Sci-Fi combat and more

The same system can be used to implement large scale science fiction battles where Combat Scale is used to reflect the widely different scale between starships.

Ship Type	Combat Scale	Example
One-man Fighter	x5	Tie Fighter, X-Wing
Starship	x10	Moya, Serenity
Cruiser	x20	Enterprise, Mecha Dropship
Destroyer	x40	Imperial Star Destroyer
etc		

For multiple ships, add the Combat Scale for the size of the ship to the CS from the number of Units. For example, 100 Fighters will be CSx13 (x5 + x8).

It's possible to use existing monster stats to create Fighters, Starships and even Destroyer-class behemoths with little difficulty. Simply select an appropriate creature from the Monster List and give it a type. Replace it's ranged weapon with a suitably sci-fi sounding name (or use the RandomSciFiWeaponGenerator), and you're done.

Ship Examples

- Goblin-class Fighter: HD1d8+1 (5hp), AC15, +1 Pulse Canon (1d6), CSx5
- Troll-class Cruiser: HD6d8+36 (63hp), AC16, +9 Distructor Beam Torpedo (1d6+6), CSx20 (includes Fast Auto-Repair system)
- Goblin-class Starship: HD1d8+1 (5hp), AC15, +1 Meson Canon (1d6), CSx10

Calculating EL

Experience is gained from taking part in a battle equal to the HD of the opponent, +1 for each CS higher than your own. For example, a member of the 20-strong Grey Company (CSx5) will earn 3EL in a battle against 35 Gnolls (a 2HD creature, CSx6).

Combat Examples

Orcs vs Elves

Twenty orcs enter a forest glade where they are beset upon by 15 elven archers. As their CS is the same, it's treated as a straight single combat. The elven archers fire their longbows (+3, 1d8), hitting for 3 points of damage. The Orcish unit is down to 2hp. As the combat started with both opponents having the same Combat Scale, there's no change to CS and combat continues. The Orcs rally and snarl, preparing to flush out the Elves with their barbed falchions. They charge into the bushes.

The elves calmly fire another volley, hitting for more 4 more hp - more than the Orcish unit can take. Silence falls in the clearing as orcish blood soaks into the grass????

Goblins vs lone warrior

Twenty goblins ambush a lone 5th level Fighter. Their CS is x5, so any damage dealt is multiplied by five before it's applied against his Hit Points. Similarly, any damage he does is divided by five. In the first round he hits well for 10 damage. That's divided by 5, to 2hp lost by the Goblin unit; They're down to 3hp - if they lose another hp they will drop down to CSx4 as they've lost more than half their hit points.

In reply, the Goblins hit, attacking with their Morningstars en masse. The Fighter is hit for 4hp, x5 due to their numbers. He takes 20hp of damage. Good luck to him!

Knights vs Red Dragon

The 500-strong Order of the Purple Flame stand ready against the Red Dragon. They are CSx10, while the Dragon - a single critter - is just CSx1, though formidable.

- 500 Knights: HD2d8+4 (14hp), AC18, Lance +7 (1d10+4) or Longsword +6 (1d8+2), CSx10
- Red Dragon: HD13x12+39 (123hp), AC21, Bite +20 (2d6+7) or Breath 10d10 DC24

The Dragon flies high above and breathes flame across their phalanx for 46hp damage. The knights dive for cover beneath their shields (phys+DEX to dodge DC24. They roll 25, barely making it). They take 1/2 damage - 23hp, divided by CSx10 for 2hp. The Knights are down to 12hp.

They ready their horses to charge as the Dragon lands, the thunder of 2,000 hooves causing the young Red to pause. They hit (rolled 18+7 = 25 vs. AC21), scoring 11 damage, CSx10 for a massive 110hp damage. The Red is down to 13hp against the small army, bleeding from the impact of many lances. It roars and lunges in anger, biting savagely. It hits easily (rolled 6+20 = 26 vs. AC18) for 17 damage, divided by 10 = 2hp. The Knights are down to 10hp. If they fall below 7hp they will be at half their numbers and down to CSx9.

They draw their Longswords and surround the downed Dragon, though their weapons to little more than scratch the drake's hide (6 + 8 = 14, a miss). The Dragon turns to bite again, and rolls a Natural 20. It's a critical, so the Knights take 19hp damage, CSx10 so 2hp lost. They're down to 8hp after watching a few more of their number be gobbled up.

Their longswords bit true (18 +6 = 24 vs. AC21), for 6hp damage, CSx10 for a total of 60hp against the drake. It's down, finally, though the Knights have lost 143 (500x4/14) of their number in the battle. The commend their souls in valour.

Knights vs Gnolls

The Knights of the Purple Flame, bolstered by their successes and reinforcements decide to tackle the Gnoll threat to the South. They ride out at full strength against the 300 Gnolls of Ghakak Khan.

- 500 Knights: HD2d8+4 (14hp), AC18, Lance +7 (1d10+4) or Longsword +6 (1d8+2), CSx10
- 300 Gnolls: HD2d8+2 (11hp), AC15, Battleaxe +3 (1d8+2) or shortbow +1 (1d6), CSx9

The Knights charge the Gnolls as the Gnolls fire shortbows into their midst. The Gnolls roll well ($18+1 = 19$) for 5 damage. $9/10$ th of it applies, which still rounds up to 5hp. The Knights are at 9hp as riders fall from their mounts.

The next round, the Knights hit hard (roll $14+7+2$ (from the charge) = 23, easily beating AC15) for 9hp, multiplied by $10/9$ th for 10hp. This leaves the Gnolls with just 2hp. Just 54 Gnolls remain standing ($300 \times 1/2$). The Gnolls route and the Knights are victorious!

Fighters vs Starship

A lone Griffon-class Starship, the 'Verdant Princess' is plying the spacelanes when it is attacked by pirates. They ambush from around an asteroid, 10 Stirge-class Fighters. The captain of the Starship, an Half-elven Merchant by the name of Kithillien Mahadrascapore has little choice but to turn and fight.

- Griffon-class Starship: HD7d10+21 (59hp), AC17, +11 Beam Laser (2d6+4), CSx10
- 10 Stirge-class Fighters, HD1d10 (5hp), AC16, +7 Breach and lock-on, CSx9

Kith instructs her 5 crewmembers to prepare for boarders. Stirge-class Fighters attack by attaching to the hull of their opponent, using cutting gear to inflict a point of damage each round. When 5hp of damage is done, there's a hole large enough to allow the pirates to board.

The Striges strike first, rolling poorly ($4+7=11$ vs AC17) and Kith's maneuvering has avoided them. She replies by cutting across them with her Beam Laser, easily catching them all in the blast ($12+11=32$ vs AC16) for $11\text{hp} \times 10/9 = 12\text{hp}$ damage. All that remains of the tiny Fighters is space-dust and Kith breathes a sigh of relief?..

?..which stops midgasp as a Hellhound-class Starship comes around the asteroid, it's markings clearly showing it belongs to Caleb Duo'nith, famed Drow Pirate - and her half-brother.

[Combat](#)

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Source URL: <http://microlite20.net/node/45>

Microlite20 - Minor Rules Expansions and Variants

Collected from the old Microlite20 web site. Most were probably by Greywulf.

Special Moves

Roll an attack at -8 to hit against d20+your opponent's to-hit bonus. If you roll higher, you succeed. If not, combat continues. If you're using a weapon designed for the purpose (a sai to disarm, chain to trip, etc.) then roll attack -4 instead.

Fatiguing Damage

This rule adds a bit of consequence to taking damage (either via combat or spell casting).

- * When a character is reduced to 3/4 of their maximum Hit Points (rounded up) he/she is Fatigued.
- * When a character is reduced to 1/2 or fewer of their maximum Hit Points (rounded up) he/she is Exhausted.

Unlike normal Fatigued and Exhausted conditions, these conditions are only removed when the character is healed above the applicable Hit Point threshold. Normal rules for stacking Fatigue apply.

Example

A character reduced to "Fatigued" by damage who later suffers another level of Fatigue through physical exertion is thus Exhausted. The Exhausted condition is removed with normal rest, however the Fatigued condition remains until the character is healed above 3/4 of his/her maximum Hit Points.

Effects are the same as the d20 SRD:

Fatigued

A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Exhausted

An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Criticals

The Core Rules say: "Natural 20 is automatically a critical doing maximum damage."

But: Players love fantastic stuff to happen when they roll a natural 20 in combat. Various variants suggest themselves. This is what I like to do:

Print the Critical Hit Tables from the HARP Lite manual (get it from the HARP site in the free download section) around page 56. When players roll a natural 20, roll 1d100 on the appropriate critical hits table. Add 5x STR bonus (or DEX bonus if using a light weapon and preferring DEX) to the result.

Example: A thief with DEX 16 using his knife and rolling a natural 20 gets a 1d100+15 on the puncture critical table. (I suggest you don't use this table against players...)

Last session, the level 1 priest decided to walk out into the forest in the middle of the night, trying to talk to the trees. A Kappa (4 HD) surprises him. He flees back to the village. The kappa follows. The priest draws his bow, takes aim, and rolls a natural 20. I roll 1d100+15 because the priest has DEX 16. The result is an awesome 92+15=107!

"You impale foe in the lung—he'll die in 12 gurgling rounds. Foe takes 29 Hits, is stunned 12 rounds, bleeds 3 per round, and is at -20."

I'm sure my players will remember this event for a while to come!

Alternative

Let them roll a second attack. Repeat as long as a natural 20 comes up. This is simpler, but lacks the gory details.

Combat Bonus

In this variant a character's Base Attack Bonus provides a bonus to their Armor Class as well as to their Attacks. This variant works well with the Base Attack Bonus by class variant. If you use this variant consider counting an armor's Armor Class bonus as Damage Reduction instead.

Cleave

To speed up combat, replace the ability to make multiple attacks if your attack bonus is +6 or more with the following:

If the melee attack bonus is +6 and the attacker drops or slays a foe, he is granted one additional attack against another opponent in melee weapon striking distance that round. As long as the combatant is dropping foes, he can continue attacking others until one does not fall to the might of his weapon.

As suggested by EditorBFG, wording by WSmith (with minor editing by GreyWulf)

Skill Use Examples

Here are the skills from the d20 SRD and their Microlite20 equivalents:

Appraise - com+MIND

Balance - phys+DEX

Bluff - com+MIND

Climb - phys+DEX or STR, whichever is highest

Concentration - doesn't apply. GM's fiat applies

Craft - it's an out of game thing. No one ever crafts things in-game, so it's a redundant skill. Alternatively, know+DEX

Decipher Script - know+MIND or com+MIND

Diplomacy - com+MIND

Disable Device - sub+MIND or sub+DEX
 Disguise - sub+MIND
 Escape Artist - sub+DEX or sub+STR, depending on what you're escaping out of
 Forgery - com+DEX
 Gather Information - com+MIND
 Handle Animal - com+MIND or com+STR if the animal is bigger than you
 Heal - know+MIND
 Hide - sub+DEX
 Intimidate - could be phys+STR, or sub+MIND or com+STR. You choose
 Jump - phys+STR (long jump) or phys+DEX (high jump)
 Knowledge - know+MIND
 Listen - sub+MIND
 Move Silently - sub+DEX
 Open Lock - sub+DEX
 Perform - com+MIND, though it could be DEX if you're juggling, or STR if you're a weightlifter
 Profession - com+MIND, usually
 Ride - com+DEX
 Search - sub+MIND
 Sense Motive - com+MIND
 Sleight of Hand - sub+DEX
 Speak Language - doesn't apply. You either know the language or you don't. Alternatively, com+MIND to understand subtle nuances, I guess
 Spellcraft - MIND only
 Spot - sub+MIND
 Survival - phys+STR to survive, or sub+DEX or STR to hunt stuff.
 Swim - phys+STR
 Tumble - phys+DEX
 Use Magic Device - you can either use it, or you can't. GM fiat. Alternatively, MIND only
 Use Rope - no, never ever. Use Rope is a DEAD SKILL. This skill is dead. It has passed the mortal coil (of rope). Use phys+DEX if you must, but don't say I didn't warn you.

Combat Example

Simple one-on-one example

Here's our thief Alex (HP 19, Melee +4 for 1d10+3, AC 15) sneaking up on an Orc wearing studded leather and wielding a falchion (HP 1d8+1=3, Melee +1 for 2d4+4, AC 13).

Alex tries to sneak up to the Orc: Roll 1d20+sub+DEX. $1+5+2 = 8$. Not good. The Orc has to beat only 8 to spot him. He rolls 1d20+sub+MIND (1 from his 1 HD, 0 for MIND bonus) for $11+1 = 12$, easily noticing Alex's attempt to be a shadow.

But what do you expect when you roll a natural 1...

The Orc hits Alex: $1d20 (19) + 1 = 20$ which is bigger than AC 15. Damage is $2d4 (3) + 4 = 7$. Alex is now down to 12 HP.

Time for initiative rolls! Alex has $1d20 (10) + 2 = 12$, the orc has $1d20 (5)$. Alex is first and attacks with $1d20 (9) + 4 = 14$ which is higher than 13. He hits for $1d10 (7) + 3 = 10$ points of damage. This kills the orc.

Four against an Ogre

Ok, while eating breakfast this morning I tried the following Ogre fight against my players. These are real player characters, except for Yasu Odong, because I don't have his character sheet here, and I had to advance Yonkyu and Yasu Odong from 2nd level to 3rd.

Kyoshi, Fighter-3, 29hp, STR 16, DEX 12, MIND 8, AC 16, Masterwork Katana+8/+3 (1d10+7)

Myung, Rogue-3, 21hp, STR 12, DEX 18, MIND 9, AC 14, Wakizashi+7/+2 (1d6+1)

Yonkyu, Cleric-3, 23hp, STR 9, DEX 18, MIND 11, AC 14, Takujo+3 (1d6), Kyuu+7/+2 (1d8), Magic+3 ("The Archer")

Yasu Odong, Mage-3, 18hp, STR 5, DEX 11, MIND 14, Tanto+1 (1d4-2), Magic+5

vs.

Ogre, 29hp, AC 16, club+8 (2d8+7).

We're assuming no surprise, no ranged combat, no ambush, and thus I rule that attacks go in order of attack bonus. Since both the ogre and Kyoshi have +8, I rule that the Ogre goes first, then the exact order of players doesn't matter for the rest of the round.

Ogre rolls 10+8, does 12 damage to Kyoshi – down to 17.

Kyoshi rolls 17+8, does 10 damage to Ogre – down to 19.

Kyoshi rolls 2+3, misses.

Myung tries to hide, rolls 4 + sub (7) + DEX bonus (4) = 15

Ogre tries to spot, rolls 3 + HD (4) = 7, fails.

Yonkyu casts Bull's Strength on Kyoshi (giving him STR 20), uses 5hp – down to 18.

Yasu Odong casts Sleep on Ogre, rolls 10 + Magic Attack Bonus (5) = 15, uses 3hp – down to 15

Ogre tries to resist, rolls 15 + HD (4) = 19, succeeds.

Ogre rolls 8+8, does 17 damage to Kyoshi – down to 0!

Myung attacks from the shadows, rolls 12+7, does 5+7 damage – down to 7.

(In an alternate universe the sneak failed and he rolled 12 and 15, doing 5 and 6 damage, bringing the ogre down to 8.)

Yonkyu sees that the ogre is badly hurt and rolls 18, does 3 damage – down to 4.

Yasu Odong casts Sleep on Ogre, rolls 9 + Magic Attack Bonus (5) = 14, uses 3hp – down to 12

Ogre tries to resist, rolls 6 + HD (4) = 10, fails, and will fall asleep next round!

Ogre rolls 15+8, does 20 damage to Myung – down to 1!

Myung rolls 9+7, does 5 damage to ogre – killing it before sleep takes effect.

Party wins!

Yonkyu casts Cure Light Wounds twice on Kyoshi & Myung, costing him 12 hp total, healing 2d8+6 for each: 15 for Kyoshi and 14 for Myung.

Status:

Kyoshi @ 15/29hp

Myung @ 15/21hp

Yonkyu @ 11/23hp

Yasu Odong @ 12/18hp

58% of max.

Conclusion:

1. Not a point landing with the party ending at 58% instead of 75%.
2. Combat was interesting I think.
3. The ogre having the initiative did not decide the fight.

Character Creation Example

Let's create a thief! Name: Alex. Class: Rogue. Race: Human. Level: 1. That was easy.

Roll 4d6: 5, 5, 2, 4. Drop 2 for a total of 14. Assuming this is above average, let's assign this to DEX.

Roll another 4d6: 5, 2, 5, 6. Drop 2 for a total of 16. Damn! Should have used this for DEX. Doesn't matter, however. We'll use it for STR. This is going to be a master assassin!

Roll the last 4d6: 5, 5, 3, 3. Drop 3 for a total of 13. This must be my lucky day. Use it for MIND.

This gives us STR 16, DEX 14, MIND 13. STR bonus is +3, DEX bonus is +2, MIND bonus is +1 since we have to round down.

Skills are Level + 1 because we're human. And Sub is + 3 because we're a rogue. Thus: Phys 2, Sub 5, Know 2, Comm 2.

There's no magic to worry about. As for combat, we'll be wearing studded leather and a large weapon because we're so strong: A katana, which we could use as a two-handed weapon, if necessary!

Hitpoints is $STR + 1d6 (3) = 19$. Not bad for a rogue...

Armour Class is $10 + DEX \text{ bonus } (+2) + \text{armour bonus } (+3 \text{ for studded leather}) = 15$.

Melee attack bonus is $Level + STR \text{ bonus} = +4$.

Missile attack bonus is $Level + DEX \text{ bonus} = +3$.

Let's consider the katana like a bastard sword. Damage is thus $1d10 + STR \text{ bonus} = 1d10+3$.

Level Advancement Example

The 1st level adventurers have just completed a dungeon adventure, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

Sanity Checks

SAN checks are a popular element in the Call of Cthulhu role-playing game.

To implement them in Microlite20 use $MIND \times 5$ as your starting SAN, then run SAN checks as per the Call of Cthulhu rules.

This would work as a substitute:

If the character encounters something that is likely to threaten their sanity (a rotting corpse, a vampire, a dragon, Great Cthulhu, etc), the player rolls d100. If the result exceeds their current SAN, they roll another dice (usually a d6, though more - many more! - for particularly frightening sights) and deduct that amount from their SAN.

I suggest that if they lose 1/10th of their current SAN in one go they gain a temporary insanity, such as short-term catatonia, nightmares or a phobia. When their SAN reaches 0, they're hopelessly lost. SAN can be regained through therapy, rest and weak tea.

For example: Matt Warren, Occult P.I. has a MIND of 16, so his SAN is 80 at the start of the campaign. His first case involves a series of bodies that have been discovered with their lips and eyelids sewn shut with red thread. He's in the morgue, and on his first sight of the bodies makes a SAN check, getting a 92 for the result. He rolls a d6 and gets a 4, meaning his SAN is now 76.

And thus begins the slow descent into madness.....

Alternate Skill System

Higher level characters in Microlite20 tend to be very skilled even at things outside of their area of expertise. A +3 bonus to one skill at level 1 is a significant advantage. However, by level 20 (and beyond), that bonus is marginal.

To signify the different specialties of each class you can use the following system.

Clerics are at (Level + 3 + Mind Modifier) for Communication, and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Cleric uses (Level + MIND) for Knowledge when used for all things related to dogma-related.

Fighters are at (Level + 3 + Strength Modifier) for Physical, and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Fighter uses (Level + MIND) for Knowledge when applicable to martial areas.

Magi are at (Level + 3 + Mind Modifier) for Knowledge, and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Magi uses (Level + MIND) for Communication when dealing with other spell casters.

Rogues are at (Level + 3 + Dexterity Modifier) for Subterfuge and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Rogue uses (Level + MIND) for Knowledge when applicable to all things rogue-like.

When determining a skill that is at "half-level" always round down.

Adding Charisma

Adding CHA as a stat is as simple as writing it onto your character sheet and making an extra 4d6 roll during character generation.

The skill bonus can then be used in place of your MIND bonus for any interactions with intelligent creatures.

Examples

Bluffing past a guard - sub+CHA

Intimidating the barbarian leader with a show of might - phys+CHA

Convincing the elven court that you mean no harm to their forest - com+CHA

Haggling down a merchant - com+CHA

Alternative

You can still simulate charismatic leaders by having non-magi with a high MIND stat.

Multiclassing

To Multiclass in Microlite20 simply take an additional class at your next level break, subject to GM permission. It is not recommended for Games Masters to allow more than two class combinations however as this can lead to Powergaming Munchkinitis, a dreadful disease that afflicts some role-players.

Optionally, only allow a class change every third level (3,6,9,etc).

Certain class combinations can be used to simulate other base D&D classes:

Fighter + Cleric = Paladin

Rogue + Cleric = Bard

etc.

As an additional option, characters do not get the +3 bonus to the specialty skill of that class, only the first class a character takes receives this bonus. This should cut down on min/maxing and allow characters to branch into multiple classes freely.

Monks

Monks use no armour. They have a +3 bonus to Physical and can fight unarmed (kicks, punches, etc) doing d6 damage (STR bonus to damage still applies). Their unarmed damage increases every four levels starting at the fourth level as shown in the following table:

Level	1-3	4-7	8-11	12-15	16-19	20
Damage	1d6	1d8	1d10	2d6	2d8	2d10

Their attacks count as magical after 3rd level.

They gain an AC bonus equal to half their level (rounded up) provided they are wearing no more than loose fitting clothes.

Level	1-2	3-4	5-6	7-8	9-10
AC Bonus	+1	+2	+3	+4	+5

Ninjas are the same as Monks, but gain +3 to Sub instead of the +3 to Phys.

Monks can use DEX bonus + level instead of STR bonus + level as melee attack bonus if unarmed.

Additionally, the following may be applicable for some campaigns:

Monks make multiple attacks per round by taking -2 on the first attack, -4 on the second attack, and so on, as long as their melee attack bonus is positive.

Example: Mu Ehr is a 5th level monk with STR 12/+1 and DEX 18/+4. He uses DEX based Gong Fu to fight and thus has a melee bonus +9 for a single attack. When using a Flurry of Blows, he has four attacks at +7/+5/+3/+1. He deals 1d8+1 points of damage when he hits. His AC is 17.

His older brother Chen Dong is a 5th level monk with STR 17/+3 and DEX 15/+2. He uses STR based Iron Fist moves and has a melee bonus of +8. When using a Flurry of Blows, he has three attacks at +6/+4/+2 (there is no +0 attack). He deals 1d8+3 points of damage when he hits. His AC is 15.

Druids

A Druid is a Cleric who worships Nature and Nature spirits. Generate as a Cleric but use the Druid spell lists from the SRD. Druids avoid using metal where possible, preferring living or once-living materials (leather, wood, etc).

From third level a Druid can Wild Shape into any small animal (eg a fox or badger) once a day. Every three levels the number of uses increases by one (2/day at 6th, 3/day at 9th, etc). A Druid can use up 2 uses by Wild Shaping into a medium-sized animal (eg, a wolf), or 3 uses by Wild Shaping into a large animal (eg, a bear).

Base Attack Bonus

This variant makes certain classes better at fighting than others.

Clerics have a Base Attack Bonus equal to 1/2 of their level (rounded up).

Fighters have a Base Attack Bonus equal to their level.

Rogues have a Base Attack Bonus equal to 3/4 of their level (rounded up).

Magi have a Base Attack Bonus equal to 1/2 of their level (rounded up).

Halfbreeds

Halfbreed races are a common staple of fantasy.

Half-Orc +3STR, -1MIND

Half-Elf +1MIND, +1 comm

Mul (Half-Dwarf) +1STR, +1 phys

Quarterling (Half-Halfling) +1DEX, +1 sub

Half-Fiend +3MIND, -1STR or -1DEX

Half-Stone Elemental +3STR, -1DEX

Half-Air Elemental +3MIND, -1STR

Half-Water Elemental +3DEX, -1MIND

Half-Fire Elemental +3MIND, -1DEX

Magic Variants

Turn Undead Alternatives

As an alternative to the rules for Turning Undead presented in the Core Rules, consider the following two variants:

(from Deimodius)

The Undead Turning: Level Check variant (UA pg67) has the cleric make a level check against each undead up to a certain HD limit, and within the 60' range. The cleric's level check (like a Wizards level check) is $1d20 + \text{Cleric lvl} + \text{Cha mod}$. The DC to beat is $10 + \text{Monster HD} + \text{Turn Resistance (if any)} + \text{Cha mod}$. A cleric can affect a number of HD worth of creatures = to Effective Cleric lvl x 3. Any affected creatures are "frozen in place for 1 round as if paralysed" (even creatures with immunity to paralysis). The cleric can concentrate each round to prolong the effect up to 10 rounds. If the creature is attacked or takes damage, the effect is broken and the creature can act normally on it's next turn. UA also suggests that if you use this variant, undead with turn resistance of +4 or higher should get a turn resistance increase of an extra +2.

Beating the DC by 5 or more means the cleric can choose to turn or rebuke (if evil) the undead normally (rather than just freezing them). If the creature's HD is = to 1/2 the Cleric's lvl or lower, no check is needed (it automatically succeeds), the undead is destroyed, and it still counts towards total HD worth that can be affected.

For m20, I would see it working something like this:

Turn Check = $1d20 + \text{Clr lvl} + \text{MIND mod}$

DC = $10 + \text{creature HD} + \text{Turn Resistance} + \text{MIND mod}$

In the interests of speeding play, the PC makes only 1 turn check roll and it is applied to all undead within range from lowest to highest HD in order until all HD that cleric can affect are used. So a lvl 1 cleric can affect a total of 3 HD worth of undead with that one check.

As above, undead with HD equal to or less than 1/2 the cleric's lvl are automatically affected and are destroyed. HD of these undead are still part of total HD that can be affected.

The cost to use this ability is a loss of HP equal to the total HD the cleric affects (or chooses to affect).

(from Darrell)

Use an m20 version of the 'Positive Energy Burst' variant from Complete Divine. When the cleric says he's going to attempt a turn, every undead critter within 30 feet must make a "Will save" (Knowledge + MIND). If the critter fails the check, he takes 1d6 points of damage per the cleric's level.

Open Ended Magic System

This Magic System is inspired by Realms of Renown and provides a completely open framework for spell-casting. It is particularly well suited for use with Ultramicrolite20.

A spellcaster does not use a spell list, but manipulates raw magic to create any required effect. Because of the flexibility of the system however, it is recommended that the player note a few pre-prepared examples in advance to keep the game moving quickly.

To cast any spell the caster rolls his Magic Attack. If this system is being used with Ultramicrolite20 then use Know+MIND bonus as Magical Attack.

The DC depends on the type of spell.

Spell type	DC
Directly damaging	Target's AC
Mind affecting, unwilling target	10+opponent's MIND bonus
Willing target/Self	0
Inanimate object	10*

*Special materials and locations may be more or less susceptible to magical manipulation.

Each spell cast (failed or otherwise) that day increases the DC by +2.

If a d20 rolls a natural twenty, add and roll again. If further natural twenties are rolled, continue adding and rolling.

For every 5 points (or part thereof) above the DC the caster may add 1 point to damage, range, area of effect or duration. If they are unstated, then the defaults are used.

Spell Attribute	Default	Each point allocated adds....
Damage	0	1d6*
Range	Touch	30'
Area of effect	0	10' radius
Duration	Instant	1 round

*1 Hit in Ultramicrolite20

“Damage” could be positive energy to make it a healing spell instead recovering 1d6 damage per point. Transformation spells must exceed the hp of the target to be successful. Turning a 6hp commoner into a frog for a few rounds is simple; doing the same to a dragon is considerably more difficult, and will likely take several rounds and a lot of courage!

A spell lasts as long as the caster concentrates (performing no other action) or as long as it's stated duration.

Examples

Norris the Elder is a 5th Level Mage with MIND 16. His Magical Attack is (5+3) +8. Norris has been captured by Gnolls and wishes to teach the leader a lesson. From within his wooden cage he throws a fireball into the centre of the gnoll gathering, targeting the campfire (DC10) 20' away. He rolls $18+8 = 26$. That's 4 points to put in to the fireball, so one goes into Range, two into damage and one into Area of Effect. All Gnolls within 10' of the campfire take 2d6 damage and start patting out singed fur, howling in pain. Norris chuckles.

Norris is beaten badly for this stunt and is back in the cage, down to just 3hp. He casts Heal on himself (DC0, +2 as it's his second spell that day). He rolls $10+8 = 18$ which exceeds DC2 by 16 points. He allocates all four points to “damage” and heals 4d6hp. He's back to full health.

Deciding it's time to make a break for freedom, Norris tries to use magical force to break the back of the cage. The bars are strong wood (DC10+4 as this is his third spell today). Norris rolls a natural 20, then a 12 for a total of (20+12+8) 40. That gives him 5 points to play with. Wanting to do it slowly so as not to attract attention, he

puts one point into damage (1d6), 3 into rounds and the GM ok's 1 point being spent to keep everything silent. By the time the Gnolls notice the hole in the bars, Norris is long gone.

New Magic Items

While any magic item from the SRD or published adventures is usable with Microlite20, there is room for a few more which are unique to the system. These items work according to the rules given in Microlite20 and can be used in place of published treasure.

Cyrdwa's Torc

A plain silver circlet worn around the forehead. A grants +2 MIND and the ability to speak and read Elven while worn. Named after a famed Elven philosopher

Guildsmen's Gloves

These are long black gloves often worn hidden. Closely associated with a large thief's guild; if spotted being used by a non-member they will often take steps to retrieve them. They grant +2 DEX when worn.

Hill Giant Breastplate

A plain looking breastplate of dull steel, crudely shaped to look like rippling muscles. It grants the wearer the usual +5 AC, and also +2 STR. Anyone using this for a period of time begins to have strange, primitive dreams leading to a fear that it is cursed in some way.

Holy Symbols

A Cleric wielding a Holy Symbol of his faith gains a +4 bonus on checks to Turn Undead. A non-cleric can attempt to Turn Undead using the Holy Symbol. They make a single Magic Attack with a DC equal to the current Hit Points of the Undead, though do not gain the +4 bonus.

Spellstaves

A spell staff can look like any common staff, varying in size and style from a stout walking stick up to an ornate creation higher than the wielder's head. It's form is no measure of power, however, for the plainest staff often holds the most power. Spell staves come in two types - Magestuffs, and Mitres. As the name implies, a Magestaff is useful only to a Mage (it is a plain, non-magic staff in anyone else's hands), and a Mitre to a Cleric. In all other respects, their powers and method of creation are the same.

Spellstaves hold Hit Points that are usable for casting spells. These can be used in place of the caster's own Hit Points to power any spell, up to the limit of it's own resources. The caster can choose at the point of casting whether to fuel the spell using her own Hit Points, or those contained in the staff.

Spellstaves are infused with power in a special ceremony involving at least three spellcasters of the same type (Magi or Clerics) whose total level is equal to the number of Hit Points to be implanted in the staff. For example, three 5th Level Magi could implant a total of 15 HP into a staff in one ceremony. All participants must be willing. The loss of Hit Points is shared evenly between the participants, and recovered after 8 hours rest, as per the rules for spellcasting.

Spellstaves can be recharged at any time, and there is no known limit to the amount of Hit Points a spellstave can store. In legend, the Godking of Rhul was said to hold a Mitre donated by a grateful populace which held over a 10,000 Hit Points of power.

If a spellstave is broken it unleashes the stored magical energy in a single powerful blast. It does 1d6 damage per 5 Hit Points stored to a range of 10' per 5 HP. It is said that Rhul was once a green and verdant land, completely unlike the blasted desert it is today. One can only theorise what became of the Godking's Mitre.

Magic Points

As an alternative to using hit points (hp) to fuel spells, give magi and clerics a magic point (mp) pool equal to their maximum hit point total. Use these to cast spells. Magic points regenerate after eight hours of rest.

Example: Max is a mage-1. He has STR 10, 16hp and 16 magic points. He casts 5 magic missiles spell. This is a level 1 spell costing $2 \times 1 + 1 = 3$ points each, for a total of 15 magic points, leaving him with one magic point.

In an emergency, a mage or cleric can convert hit-points to magic-points at a rate of 2:1. The hit-points thus converted will regenerate after eight hours of rest, just like magic points. They cannot be healed any other way.

Example: Having cast 5 magic missiles, Max casts another one in desperation; he needs three magic points but has only one. He can invest four hit points to make up for the lacking two magic points. He's down to 12hp and 0mp. Best of luck, Max.

Magic Item Creation

Clerics and Wizards gain the ability to make magic items at certain class levels. This translates to being able to buy these items, but at half their usual purchase price. This represents the raw materials required to make the item. Making items requires equipment (a forge, etc), the right skills and time as per the existing item creation rules. Making magic items does not cost XP.

Here's when Wizards and Clerics can make stuff:

- 1 Scroll
- 3 Potion and Wondrous Item
- 5 Wand, Arms and Armor
- 9 Rod
- 12 Staff, Ring

(Basically the same as the feat prerequisites)

Kami Magic

This is an optional magic system that can co-exist with other magic systems. This is a system for clerics, since it involves intercession with the spiritual world and constrains the kind of magic that can be worked.

Kami are spirits; virtually everything has a spirit, from the table to plants to bugs. To effect simple spell, all the cleric has to do is reach into the spirit world and pull a kami's essence into the real world. Pulling a firefly kami into the real world might effect a light spell, for example.

Design considerations:

Strength

Great flexibility for players.

Balancing Forces

The kami present and thus the spells available are determined by the current environment. No long distance magic unless delivered by a weapon. Powerful spells can require negotiation and the doing of favors.

Similarities

RuneMagic, but dependent on the environment instead of on the known runes.

The dependence on the local spirits “available” to a would-be magic user is essential. No fireflies in a hall full of dancing drunkards. No exploding sulfur kami out in the woodlands without a burning torch or campfire nearby. In a way, it could work like controlling the fire spirit in the movie *Howl’s Moving Castle* (2004).

For more interesting applications, the essence of a kami can be bound to physical objects such as doors, animals, or weapons. Pulling a spider kami into the real world, binding it to an arrow, and hitting a target with it will do damage as normal and effect a fear spell involving webs and bugs and many spiders crawling out of the wound, into the victim’s face, and so on.

More powerful spells require more powerful spirits, which might request the doing of a favor before effecting spells. Evil effects might require evil kami which may be interested in cheating the cleric unless successfully threatened by even bigger bullies. This is why evil kami magic usually involves something akin to selling your soul to evil demons... Enlisting the help of well-meaning kami, on the other hand, might entail some questing on their behalf.

If high-powered magic is controlled via such negotiations, it should not be necessary to take alignment into account. Any kami will serve, if either forced (if weak) or convinced (if strong).

The effect of kami magic is usually one HD affected per spell level, one die of damage done per spell level, or similar. In dire need, it should be possible to invoke stronger spells, by negotiating with stronger kami, if the current environment is appropriate.

Clerics should prepare a list of commonly used kami & their effect when used (including their signature spells!) and refer to this list for quick reference during game play.

If you’re a cleric with very high DEX, you might want to play a Kami Archer. Almost all spells will be effected by binding kami to arrows and firing them at enemies. Any spell effected by binding a kami to an arrow and shooting the arrow at a target would be considered a signature spell. The binding to the arrow itself takes a single round for simple spells, and lasts for ten rounds, unless a separate binding spell is used. Thus, up to nine arrows can be prepared with simple spells and unleashed starting in the tenth round. Kamis can also be used to increase the range of arrows, fly around curves, etc.

Microlite20 MONSTER LIST

Skills: All creatures have a bonus to all skills (Physical, Subterfuge, Knowledge and Communication) equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open – if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (ie, d4->d6, d6->d8, etc). Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create your own: Assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.

Animal

Badger: HD 1d8+2 (6 hp), AC 15, Claw +4 (1d2-1)
Black Bear: HD 3d8+6 (19 hp), AC 13, Claw +6 (1d4+4) or bite +1 (1d6+2)
Brown Bear: HD 6d8+24 (51 hp), AC 15, Claw +11 (1d8+8) or bite +6 (2d6+4)
Bison: HD 5d8+15 (37 hp), AC 13, Gore +8 (1d8+9)
Boar: HD 3d8+12 (25 hp), AC 16, Gore +4 (1d8+3)
Cat: HD ½d8 (2 hp), AC 14, Claw +4 (1d2-4)
Crocodile: HD 3d8+9 (22 hp), AC 16, Bite +6 (1d8+6) or tail slap +6 (1d12+6)
Dog: HD 1d8+2 (6 hp), AC 15, Bite +2 (1d4+1)
Donkey: HD 2d8+2 (11 hp), AC 13, Bite +1 (1d2)
Eagle: HD 1d8+1 (5 hp), AC 14, Talons +3 (1d4)
Giant Crocodile: HD 7d8+28 (59 hp), AC 16, Bite +11 (2d8+12) or tail slap +11 (1d12+12)
Horse (heavy): HD 3d8+6 (19 hp), AC 13, Hoof -1 (1d6+1)
Horse (light): HD 3d8+6 (19 hp), AC 13, Hoof -2 (1d4+1)
Mule: HD 3d8+9 (22 hp), AC 13, Hoof +4 (1d4+3)
Pony: HD 3d8+6 (19 hp), AC 13, Hoof -1 (1d6+1)
Snake (constrictor): HD 3d8+6 (19 hp), AC 15, Bite +5 (1d3+4), constrict (1d3+4)
Snake (giant constrictor): HD 11d8+14 (63 hp), AC 15, Bite +13 (1d8+10), constrict (1d8+10)
Snake (small viper): HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison)
Snake (medium viper): HD 2d8 (9 hp), AC 16, Bite +4 (1d4-1 plus poison)
Snake (large viper): HD 3d8+6 (19 hp), AC 15, Bite +4 (1d4 plus poison)
Snake (huge viper): HD 6d8+6 (33 hp), AC 15, Bite +6 (1d6+4 plus poison)

War Dog: HD 2d8+4 (13 hp), AC 16, Bite +3 (1d6+3)
Warhorse (heavy): HD 4d8+12 (30 hp), AC 14, Hoof +6 (1d6+4)
Warhorse (light): HD 3d8+9 (22 hp), AC 14, Hoof +4 (1d4+3)
Warpony: HD 2d8+4 (13 hp), AC 13, Hoof +3 (1d3+2)
Wolf: HD 2d8+4 (13 hp), AC 14, Bite +3 (1d6+1)
Ankheg
HD 3d10+12 (28 hp), AC 18, Bite +7 (2d6+7 plus 1d4 acid)
Assassin Vine
HD 4d8+12 (30 hp), AC 15, Slam +7 (1d6+7), constrict (1d6+7)
Bugbear
HD 3d8+3 (16 hp), AC 17, Morningstar +5 (1d8+2) or javelin +3 (1d6+2)
Choker
HD 3d8+3 (16 hp), AC 17, Tentacle +6 (1d3+3)
Cockatrice
HD 5d10 (27 hp), AC 14, Bite +9 (1d4-2 plus petrification, DC 12 phys+STR to negate)
Dinosaur
Deinonychus: HD 4d8+16 (34 hp), AC 16, Talons +6 (2d6+4) or bite +1 (2d4+2)
Megaraptor: HD 8d8+43 (79 hp), AC 16, Talons +9 (2d8+5) or bite +4 (2d6+2)
Triceratops: HD 16d8+124 (196 hp), AC 18, Gore +20 (2d8+15)
Tyrannosaurus: HD 18d8+99 (180 hp), AC 14, Bite +20 (3d6+13)
Dire Animal
Dire Bear: HD 12d8+51 (105 hp), AC 17, Claw +19 (2d4+10) and bite +13 (2d8+5)
Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease)
Dire Wolf: HD 6d8+18 (45 hp), AC 14, Bite +11 (1d8+10)
Dragon
Young Red: HD 13d12+39 (123 hp), AC 21, Bite +20 (2d6+7) or Breath 10d10 DC24 phys+DEX to dodge for half
Very Old Red: HD 31d12+248 (449 hp), AC 36, Bite +40 (4d6+13) or breath 18d10 fire, DC 33 phys+DEX to dodge for half
Adult Gold: HD 23d12+115 (264 hp), AC 30, Bite +32 (2d8+11) or breath 12d10 fire, DC 26 phys+DEX to dodge for half
Young Adult Silver: HD 19d12+79 (202 hp), AC 28, Bite +24 (2d6+6) or breath 10d8 cold, DC 23 phys+DEX to dodge for half
Dwarf
HD 1d8+2 (6 hp), AC 16, Waraxe +3 (1d10+1) or shortbow +1 (1d6)
Earth Elemental (large)
HD 8d8+32 (68 hp), AC 18, Slam +12 (2d8+7)
Elf
HD 1d8 (4 hp), AC 15, Longsword +2 (1d8+1) or longbow +3 (1d8)
Gargoyle
HD 4d8+19 (37 hp), AC 16, Claw +6 (1d4+2)

Gelatinous Cube

HD 4d10+32 (54 hp), AC 3, Slam +1 (1d6 +1d6 acid) plus engulf (paralysis + 1d6 acid/round, DC 13 phys+DEX to negate)

Ghoul

HD 2d12 (13 hp), AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus paralysis)

Gnoll

HD 2d8+2 (11 hp), AC 15, Battleaxe +3 (1d8+2) or shortbow +1 (1d6)

Goblin

HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4)

Griffon

HD 7d10+21 (59 hp), AC 17, Bite +11 (2d6+4)

Halfling

HD 1d8+1 (5 hp), AC 16, Shortsword +3 (1d6) or light crossbow +3 (1d6)

Hellhound

HD 4d8+4 (22 hp), AC 16, Bite +5 (1d8+1 plus 1d6 fire)

Hill Giant

HD 12d8+48 (102 hp), AC 20, Greatclub +16 (2d8+10) or rock +8 (2d6+7)

Hobgoblin

HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1)

Human Commoner

HD 1d8+1 (5 hp), AC 12, Dagger +1 (1d6+1) or sling +1 (1d4)

Kobold

HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3)

Lizardfolk

HD 2d8+2 (11 hp), AC 15, Claw +2 (1d4+1) or club +2 (1d6+1) or javelin +1 (1d6+1)

Nymph

HD 6d6+6 (27 hp), AC 17, Dagger +6 (1d4) or stunning glance (unable to act for 2d4 rounds, DC 17 phys+STR to negate)

Ogre

HD 4d8+11 (29 hp), AC 16, Greatclub +8 (2d8+7) or javelin +1 (1d8+5)

Orc

HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3)

Otyugh

HD 6d8+9 (36 hp), AC 17, Tentacle +4 (1d6 plus disease)

Owlbear

HD 5d10+25 (52 hp), AC 15, Claw +9 (1d6+5)

Rust Monster

HD 5d8+5 (27 hp), AC 18, Antennae touch +3 (rust)

Shadow

HD 3d12 (19 hp), AC 13, Incorporeal touch +3 (1d6 Str)

Shambling Mound

HD 8d8+24 (60 hp), AC 20, Slam +11 (2d6+5), constrict (2d6+7)

Skeleton Warrior

HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)

Stirge

HD 1d10 (5 hp), AC 16, Touch +7 (attach)

Stone Golem

HD 14d10+30 (107 hp), AC 26, Slam +18 (2d10+9)

Treant

HD 7d8+35 (66 hp), AC 20, Slam +12 (2d6+9)

Troll

HD 6d8+36 (63 hp), AC 16, Claw +9 (1d6+6)

Vampire Spawn

HD 4d12+3 (29 hp), AC 15, Slam +5 (1d6+4 plus energy drain -1 level, DC 14 phys+STR to negate) or blood drain (-1d4 STR)

Vermin

Monstrous Scorpion (tiny): HD ½d8+2 (4 hp), AC 14, Claw+2 (1d2-4) or sting -3 (1d2-4 plus poison)

Monstrous Scorpion (small): HD 1d8+2 (6 hp), AC 14, Claw+1 (1d3-1) or sting -4 (1d3-1 plus poison)

Monstrous Scorpion (large): HD 5d8+10 (32 hp), AC 16, Claw+6 (1d6+4) or sting +1 (1d6+2 plus poison)

Monstrous Scorpion (huge): HD 10d8+30 (75 hp), AC 20, Claw+11 (1d8+6) or sting +6 (2d4+3 plus poison)

Monstrous Spider (tiny): HD ½d8 (2 hp), AC 15, Bite +5 (1d3-4 plus poison)

Monstrous Spider (small): HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison)

Monstrous Spider (large): HD 4d8+4 (22 hp), AC 14, Bite +4 (1d8+3 plus poison)

Monstrous Spider (huge): HD 8d8+16 (52 hp), AC 16, Bite +9 (2d6+6 plus poison)

Wererat

Human Form: HD 2d8+3 (12 hp), AC 15, Rapier +2 (1d6+1) or light crossbow +1 (1d8)

Dire Rat Form: HD 2d8+3 (12 hp), AC 17, Bite +6 (1d4+1 plus disease)

Hybrid Form: HD 2d8+3 (12 hp), AC 16, Rapier +5 (1d6+1) or light crossbow +4 (1d8)

Werewolf

Human Form: HD 3d8+7 (20 hp), AC 17, Longsword +3 (1d8+1) or light crossbow +2 (1d8)

Wolf Form: HD 3d8+7 (20 hp), AC 16, Bite +5 (1d6+3)

Hybrid Form: HD 3d8+7 (20 hp), AC 16, Claw +4 (1d4+2)

Wight

HD 4d12 (26 hp), AC 15, Slam +3 (1d4+1 plus energy drain)

Wraith

HD 5d12 (32 hp), AC 15, Incorporeal touch +5 (1d4 plus -1d6 STR, DC 14 phys+STR to negate)

Wyvern

HD 7d12+14 (59 hp), AC 18, Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)

Zombie

HD 2d12+3 (16 hp), AC 11, Slam +2 (1d6+1) or club +2 melee (1d6+1)

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MONSTER QUICK STATISTICS

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Monster	AC	HD	hp	Init	Attacks and Qualities
Aboleth	16	8d8+40	76	+1	4 tentacles +12 (1d6+9 and transformation); transformation, psionics, enslave; mucus cloud
Achaierai	20	6d8+12	39	+1	2 claws +9 (2d6+4), bite +4 (4d6+2); black cloud; SR 19
Allip	15	4d12	26	+5	incorporeal touch +3 (1d4 perm. Wis); babble, madness; undead, incorporeal, +2 turn resistance
Ani. Object, Tiny	14	1/2 d10	2	+2	slam +1 (1d3-1); construct, hardness, etc.
Ani. Object, Small	14	1d10	5	+1	slam +1 (1d4); construct, hardness, etc.
Ani. Object, Med.	14	2d10	11	0	slam +2 (1d6+1); construct, hardness, etc.
Ani. Object, Large	14	4d10	22	0	slam +5 (1d8+4); construct, hardness, etc.
Ani. Object, Huge	13	8d10	44	-1	slam +9 (2d6+7); construct, hardness, etc.
Ani. Object, Garg.	12	16d10	88	-2	slam +15 (2d8+10); construct, hardness, etc.
Ani. Object, Col.	11	32d10	176	-3	slam +25 (4d6+13); construct, hardness, etc.
Ankheg	18	3d10+9	25	0	bite +6 (2d6+7); imp. grab, acid, spit acid; tremorsense
Aranea	13	3d8+6	19	+6	bite +4 (1d6 &p); poison (DC13, 1d6/2d6 Str), spells, web; alternate form
Arrowhawk, Juv.	20	3d8+3	16	+5	electricity ray +9 (2d6), bite +9 (1d6+1); electricity ray; immunities, fire and cold resistance 20
Arrowhawk, Adult	21	7d8+7	38	+5	electricity ray +12 (2d8), bite +12 (1d8+2); electricity ray; immunities, fire and cold resistance 20
Arrowhawk, Elder	22	15d8+45	112	+5	electricity ray +19 (2d8), bite +20 (2d6+9); electricity ray; immunities, fire and cold resistance 20
Assassin Vine	15	4d8+12	30	0	slam +7 (1d6+7); camouflage, electricity immunity, cold and fire resistance 20, blindsight
Athach	20	14d8+70	133	+1	2 huge clubs +12/+12 (2d6+4), bite +14 (2d8+4 &p), or 2 rocks +5/+5 (2d6); poison (DC22, 1d6/2d6 Str)
Azer	19	2d8+2	11	+1	warhammer +3 (1d8+1 and 1 fire), halfspear +3 (1d6+1 and 1 fire); heat; SR 13, fire subtype
Barghest	18	6d8+6	33	+6	bite +9 (1d6+3), 2 claws +4 (1d4+1); spell-like abilities, feed; damage reduction 15/+1, scent, alternate form
Barghest, Greater	20	9d8+18	58	+6	bite +12 (1d8+4), 2 claws +7 (1d6+2); spell-like abilities, feed; damage reduction 15/+1, scent, alternate form
Basilisk	16	6d10+12	45	-1	bite +8 (1d8+3); petrifying gaze
Behir	16	9d10+45	94	+1	bite +15 (2d4+8), 6 claws +10 (1d4+4); breath (70 ft., DC19, 7d6), improved grab, swallow whole, constrict 2d8+8; electricity immunity, scent, can't be tripped
Beholder	20	11d8+11	60	+4	eye rays +7 (var.), bite +2 (2d4); eye rays; all-around vision, antimagic cone, fly
Belker	22	7d8+7	38	+5	2 wings +9 (1d6+2), bite +4 (1d4+1), 2 claws +4 (1d3+1); smoke claws; smoke form
Blink Dog	16	4d10	22	+3	bite +4 (1d6); blink, dimension door, scent
Bodak	15	9d12	58	+6	slam +6 (1d8+1); death gaze; DR 15/silver, fire and acid resistance 20, electricity immunity, sunlight vul., flashback
Bugbear	17	3d8+3	16	+1	morningstar +4 (1d8+2), javelin +3 (1d6+2); darkvisn. 60 ft.
Bulette	22	9d10+45	94	+2	bite +12 (2d8+8), 2 claws +7 (2d6+4); leap; scent, tremors.
Carrion Crawler	17	3d8+6	19	+2	8 tentacles +3(par), bite -2(1d4+1); paralysis (DC13); scent
Cel., Lantern Arch.	15	1d8	4	+4	2 light rays +2 (1d6); spell abilities; DR 20/+1, cel. qualities
Cel., Hound Arch.	19	6d8+6	33	+4	bite +8 (1d8+2), 2 slams +3 (1d4+1); spell-like abilities; DR 10/+1, SR 16, celestial qualities, scent, alternate form
Cel., Avoral	21	7d8+7	38	+7	2 claws +9 (2d6+2), 2 wings +9 (2d8+2); spell-like abilities, fear aura; DR 10/+1, SR 25, celestial qualities, lay on hands, animal telepathy, true seeing
Cel., Ghaele	25	10d8+20	65	+5	+4 greatsword +21/+16 (2d6+14 & positive energy), 2 light rays +11 (2d12); spell-like abilities, spells, gaze, DR 25/+3, SR 28, celestial qualities, alternate form
Cel., Trumpet Arch	27	12d8+12	66	+7	+4 greatsword +21/+16/+11 (2d6+11); spell-like abilities, spells, trumpet; DR 10/+1, SR 29, celestial qualities

Monster	AC	HD	hp	Init	Attacks and Qualities
Cel., Astral Deva	29	12d8+48	102	+8	+3 heavy mace of disruption +21/+16/+11 (1d8+12 & stun); stun, spell-like abilities; DR 10/+1, SR 30, celestial qualities, uncanny dodge
Cel., Planetar	32	14d8+70	133	+8	+3 greatsword +23/+18/+13 (2d6+13); spell-like abilities, spells; DR 30/+3, SR 30, celestial qualities, fast healing 10
Cel., Solar	35	22d8+110	209	+9	+5 dancing vorpal grtsword +35/+30/+25/+20/15 (2d6+18), +2 mty comp. l-bow +28/+23/+18/+13/+8 (1d8+7 & slaying); spell-like abilities, spells; DR 35/+4, SR 32, celestial qualities, fast healing 15
Centaur	15	4d8+8	26	+2	greatclub +7 (1d10+4), 2 hooves +3 (1d6+2), mighty composite longbow +5 (1d8+4)
Chaos Beast	16	8d8+8	44	+5	2 claws +10 (1d3+2 & corporeal instability); SR 15, immune to transformation, immune to critical hits
Chimera	16	9d10+27	76	+1	bite +12 (2d6+4), bite +10 (1d8+2), butt +10 (1d8+2), 2 claws +10 (1d6+2); breath (40 or 20 ft., DC17, 3d8); scent
Choker	16	3d8+3	16	+4	2 tentacles +6 (1d3+3); haste, imp. grab, constrict 1d3+3
Chuul	22	11d8+44	93	+7	2 claws +12 (2d6+5); improved grab, squeeze, paralysis (DC19); paralysis and poison immunity
Cloaker	19	6d8+18	45	+7	tail +8 (1d6+5), bite +3 (1d4+2); moan, engulf, shadow shift
Cockatrice	14	5d10	27	+3	bite +4 (1d4-2); petrification; petrification immunity
Couatl	15	9d8+18	58	+7	bite +12 (1d3+6 &p); poison (DC16, 2d4/4d4 Str), spells, psionics, constrict 2d8+6; telepathy, ethereal jaunt
Darkmantle	17	1d10+1	6	+4	slam +5 (1d4+4); drknss, imp. grab, constrict 1d4+4; blndst
Delver	14	15d8+75	142	+5	2 slams +17 (1d6+8 and 2d6 acid); acid immunity, corrosive slime, tremorsense, stone shape
Demon, Dretch	16	2d8	9	0	2 claws +3 (1d4), bite +1 (1d4); spell-like abilities, summon demon; DR 5/silver, SR 5, demon qualities
Demon, Quasit	18	3d8	13	+3	2 claws +8 (1d3-1 &p), bite +3 (1d4-1); poison (DC13, 1d4/ 2d4 Dex), spell-like abilities, DR 5/silver, SR 5, poison immunity, fire resistance 20, alternate form, regen. 2
Demon, Succubus	20	6d8+6	33	+1	2 claws +7 (1d3+1); spell-like abilities, energy drain (kiss, remove DC18), summon demon; DR 20/+2, SR 12, demon qualities, alternate form, tongues
Demon, Bebilith	25	12d8+48	102	+5	bite +19 (2d6+9 &p), 2 claws +14 (2d4+4 & armor damage); poison (DC20, 1d6/2d6 Con), web; DR 30/+3, protective aura, plane shift, scent, telepathy
Demon, Retriever	22	10d10	55	+1	4 claws +12 (2d6+7), bite +7 (1d6); eye rays +6 ranged touch, improved grab, find target; construct, fast heal. 5
Demon, Vrock	25	8d8+24	60	+2	2 claws +11 (1d8+4), bite +9 (1d6+2), 2 rakes +9 (1d4+2); spell-like abilities, spores, screech, dance of ruin, summon demon; DR 20/+2, SR 22, demon qualities
Demon, Hezrou	26	9d8+27	67	0	bite +13 (4d4+5), 2 claws +8 (1d6+2); spell-like abilities, stench (10 ft., DC17, nausea), improved grab, summon demon; DR 20/+2, SR 23, demon qualities, half damage
Demon, Glabrezu	27	10d8+40	85	0	2 pincers +15 (2d6+7), 2 claws +13 (1d3+3), bite +13 (1d4+3); spell abilities, imp. grab, summon demon; DR 20/+2, SR 21, demon qualities, detect magic, true seeing
Demon, Nalfeshne	28	11d8+44	93	+1	bite +15 (2d4+6), 2 claws +13 (1d4+3); spell-like abilities, smite, summon demon; DR 20/+2, SR 24, demon qualities, know alignment, see invisibility
Demon, Marilith	29	9d8+45	85	+2	weapon +13/+8 (1d8+5), 5 weapons +13 (1d8+2), tail slam +11 (4d6+2); spell-like abilities, imp. grab, constrict 4d6+7, summon demon; DR 20/+2, SR 25, demon qualities
Demon, Balor	30	13d8+52	110	+5	+1 vorpal greatsword +18/+13/+8 (2d6+8), whip +17 (1d4+3 & entangle), 2 slams +19 (1d6+7 & fear); spell-like abilities, fear, entangle, body flames, summon demon; DR 30/+3, SR 28, demon qualities, death throes

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Destrachan	16	8d8+24	60	+5	2 claws +9 (1d6+4); destructive harmonics, reverberating harmonics; blindsight, protection from sonics
Devil, Lemure	13	2d8	9	0	2 claw +2 (1d3); DR 5/silver, SR 5, devil qualities, mindless
Devil, Imp	18	3d8	13	+3	sting +8 (1d4 &p); poison (DC13, 1d4/2d4 Dex), spell-like abilities; DR 5/silver, SR 5, poison immunity, fire resistance 20, see in darkness, polymorph, regen. 2
Devil, Osyluth	17	5d8+10	32	+4	bite +9 (1d8+5), 2 claw +4 (1d4+2), sting +4 (3d4+2 &p); poison (DC14, 1d6, 2d6 Str), spell-like abilities, fear aura, summon devil; DR 10/+1, SR 22, devil qualities, know alignment
Devil, Kyton	18	8d8+8	44	+4	2 chain rakes +9 (1d8+1); dancing chains, unnerving gaze; DR 20/+2, SR 17, cold immunity, regeneration 2
Devil, Bezekira	14	7d8+21	52	+6	2 claws +12 (1d4+6), bite +7 (2d6+3); pounce, improved grab, rake 1d4+3; scent, invisible in light, SR 16, DR 20/+2, fire resistance 20
Devil, Barbazu	17	6d8+6	33	+4	glaive +8/+3 (1d10+3 & wounding), 2 claws +8 (1d4+2); beard (1d8+2 &d), disease (DC14), battle frenzy, summon devil; DR 10/+1, SR 23, devil qualities
Devil, Erinyes	20	6d8+6	33	+1	longsword +8/+3 (1d8+3), longbow +7/+2 (1d8), rope +7 (entangle); charm person, summon devil; DR 10/+1, SR 12, devil qualities, tongues
Devil, Hamatula	22	9d8+9	49	0	2 claws +12 (2d4+3 & fear); improved grab, impale 3d4+4, summon devil; DR 10/+1, SR 23, devil qualities
Devil, Cornugon	25	11d8+33	82	+1	whip +15/+10/+5 (1d6+5 & stun), 2 claws +15 (1d4+5), bite +9 (1d4+2), tail +9 (1d3+2 and wound); spell-like abilities, fear aura, wound, summon devil; DR 20/+2, SR 24, devil qualities, regeneration 5
Devil, Gelugon	28	12d8+60	114	+1	longspear +17/+12/+7 (1d8+9), 2 claw +17 (1d8+6), bite +12 (2d4+3), tail +12 (3d4+3 & cold); spell-like abils, fear aura, summon devil; DR 20/+2, SR 25, devil qualities, regen. 5
Devil, Pit Fiend	30	13d8+65	123	+5	2 claws +19 (1d6+7), 2 wings +14 (1d4+3), bite +14 (2d6+3 &p &d), tail +14 (2d4+3); poison (DC21, 1d6 Str/death), disease (DC14), spell abil., fear, improved grab, constrict 2d4+10, sum. devil; DR 30/+3, SR 28, devil qual., regen. 5
Devourer	18	12d12	78	+4	2 claws +11 (1d6+5); energy drain (remove DC19), trap essence, spell-lk abilities; undead, spell deflection, SR 21
Digester	17	8d10+24	68	+6	rake +11 (1d8+4); acid spray (20 ft. Cone, 4d8, every 1d4 rounds); scent, acid immunity
Dino, Deinonychus	16	4d10+12	34	+2	rake +6 (2d6+4), 2 claws +1 (1d3+2), bite +1 (2d4+2); scent
Dino, Elasmosaur.	13	5d10+25	52	+2	bite +9 (2d8+12); scent
Dino, Megaraptor	16	8d10+32	76	+2	rake +9 (2d8+5), 2 claws +4 (1d4+2), bite +4 (2d6+2); scent
Dino, Triceratops	18	16d10+112	200	-1	gore +15 (2d8+7); charge for x2 damage, trample; scent
Dino, Tyrannosaur.	14	18d10+72	171	+1	bite +20 (5d8+13); improved grab, swallow whole; scent
Dire Rat	15	1d8+1	5	+3	bite +4 (1d4 &d); disease (DC12); scent
Dire Weasel	16	3d8	13	+4	bite +6 (1d6+3); attach, blood drain (2d4 Con/rnd); scent
Dire Badger	16	3d8+12	25	+3	2 claws +4 (1d4+2), bite -1 (1d6+1); rage; scent
Dire Bat	20	4d8+12	30	+6	bite +5 (1d8+4); blindsight
Dire Ape	15	5d8+10	32	+2	2 claws +8 (1d6+6), bite +3 (1d8+3); rend 2d6+12; scent
Dire Wolverine	16	5d8+20	42	+3	2 claws +8 (1d6+6), bite +3 (1d8+3); rage; scent
Dire Wolf	14	6d8+18	45	+2	bite +10 (1d8+10); trip; scent
Dire Boar	15	7d8+21	52	0	bite +12 (1d8+12); ferocity; scent
Dire Lion	15	8d8+24	60	+2	2 claw +12 (1d6+7), bite +7 (1d8+3); pnce, rake 1d6+3; scent
Dire Bear	17	12d8+48	102	+1	2 claws +18 (2d4+10), bite +13 (2d8+5); imp. grab; scent
Dire Tiger	16	16d8+48	120	+2	2 claw +18(2d4+8), bite +13 (2d6+4); pnce, rake 2d4+4; scent
Dire Shark	17	18d8+54	135	+2	bite +17 (2d6+9); imp. grab, swallow whole; keen scent
Displacer Beast	16	6d10+18	51	+2	2 tentacles +9 (1d6+4), bite +4 (1d8 +2); displacement, resistance to ranged attacks
Doppelganger	15	4d8+4	22	+1	2 slams +4 (1d6+1); detect thoughts; alter self, immunities

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Black, Wlg	15	4d12+4	30	0	bite +6 (1d4), 2 claws +1 (1d3); breath (30 ft., DC13, 2d4); blindst (30 ft.), immunities
Drag., Black, VY	17	7d12+7	52	0	bite +9 (1d6+1), 2 claws +4 (1d4); breath (40 ft., DC14, 4d4); blindst (60 ft.), immunities
Drag., Black, Yng	19	10d12+20	85	0	bite +12 (1d8+2), 2 claws +7 (1d6+1), 2 wings +7 (1d4+1); breath (60 ft., DC17, 6d4); blindst (90 ft.), immunities
Drag., Black, Juv	22	13d12+26	110	0	bite +16 (1d8+3), 2 claws +11 (1d6+1), 2 wings +11 (1d4+1); breath (60 ft., DC18, 8d4), spell-like abilities; blindst (120 ft.), immunities
Drag., Black, YA	24	16d12+48	152	0	bite +19 (2d6+4), 2 claws +14 (1d8+2), 2 wings +14 (1d6+2), tail slap +14 (1d8+6); breath (80 ft., DC21, 10d4), spell-like abilities, spells (1st), fright (150 ft., DC19); blindst (150 ft.), DR 5/+1, immunities, SR 17
Drag., Black, Adl	27	19d12+76	199	0	bite +24 (2d6+6), 2 claws +19 (1d8+3), 2 wings +19 (1d6+3), tail slap +19 (1d8+9); breath (80 ft., DC23, 12d4), spell-like abilities, spells (3rd), fright (180 ft., DC20); blindst (180 ft.), DR 5/+1, immunities, SR 18
Drag., Black, MA	29	22d12+110	253	+4	bite +28 (2d8+8), 2 claws +23 (2d6+4), 2 wings +23 (1d8+4), tail slap +23 (2d6+12); breath (100 ft., DC26, 14d4), spell-like abilities, spells (5th), fright (210 ft., DC23); blindst (210 ft.), DR 10/+1, immunities, SR 21
Drag., Black, Old	32	25d12+125	287	+4	bite +32 (2d8+9), 2 claws +27 (2d6+4), 2 wings +27 (1d8+4), tail slap +27 (2d6+13); breath (100 ft., DC27, 16d4), spell-like abilities, spells (7th), fright (240 ft., DC24); blindst (240 ft.), DR 10/+1, immunities, SR 22
Drag., Black, VO	35	28d12+168	350	+4	bite +36 (2d8+10), 2 claws +31 (2d6+5), 2 wings +31 (1d8+5), tail slap +31 (2d6+15); breath (100 ft., DC30, 18d4), spell-like abilities, spells (9th), fright (270 ft., DC27); blindst (270 ft.), DR 15/+2, immunities, SR 23
Drag., Black, Anc	38	31d12+186	387	+4	bite +40 (2d8+11), 2 claws +35 (2d6+5), 2 wings +35 (1d8+5), tail slap +35 (2d6+16); breath (100 ft., DC31, 20d4), spell-like abilities, spells (11th), fright (300 ft., DC28); blindst (300 ft.), DR 15/+2, immunities, SR 25
Drag., Black, Wyr	39	34d12+238	459	+4	bite +42 (4d6+12), 2 claws +37 (2d8+6), 2 wings +37 (2d6+6), tail slap +37 (2d8+18); breath (120 ft., DC34, 22d4), spell-like abilities, spells (13th), fright (330 ft., DC31); blindst (330 ft.), DR 20/+3, immunities, SR 26
Drag., Black, GW	42	37d12+296	536	+4	bite +46 (4d6+13), 2 claws +41 (2d8+6), 2 wings +41 (2d6+6), tail slap +41 (2d8+19); breath (120 ft., DC36, 24d4), spell-like abilities, spells (15th), charm reptiles, fright (360 ft, DC33); blindst (360 ft.), DR 20/+3, immunities, SR 28
Drag., Blue, Wlg	16	6d12+6	45	0	bite +8 (1d6+1), 2 claws +3 (1d4); breath (40 ft., DC14, 2d8); blindst (30 ft.), immunities
Drag., Blue, VY	18	9d12+18	76	0	bite +11 (1d8+2), 2 claws +6 (1d6+1), 2 wings +6 (1d4+1); breath (60 ft., DC16, 4d8); blindst (60 ft.), immunities
Drag., Blue, Yng	21	12d12+24	102	0	bite +15 (1d8+3), 2 claws +10 (1d6+1), 2 wings +10 (1d4+1); breath (60 ft., DC18, 6d8); blindst (90 ft.), immunities
Drag., Blue, Juv	23	15d12+45	142	0	bite +18 (2d6+4), 2 claws +13 (1d8+2), 2 wings +13 (1d6+2), tail slap +13 (1d8+6); breath (80 ft., DC20, 8d8), spells (1st); blindst (120 ft.), immunities
Drag., Blue, YA	26	18d12+72	189	0	bite +22 (2d6+5), 2 claws +17 (1d8+2), 2 wings +17 (1d6+2), tail slap +17 (1d8+7); breath (80 ft., DC23, 10d8), spells (3rd), fright (150 ft., DC21); blindst (150 ft.), DR 5/+1, immunities, SR 19
Drag., Blue, Adl	28	21d12+105	241	+4	bite +26 (2d8+7), 2 claws +21 (2d6+3), 2 wings +21 (1d8+3), tail slap +21 (2d6+10); breath (100 ft., DC25, 12d8), spell-like abilities, spells (5th), fright (180 ft., DC23); blindst (180 ft.), DR 5/+1, immunities, SR 21
Drag., Blue, MA	31	24d12+120	276	+4	bite +30 (2d8+8), 2 claws +25 (2d6+4), 2 wings +25 (1d8+4), tail slap +25 (2d6+12); breath (100 ft., DC27, 14d8), spell-like abilities, spells (7th), fright (210 ft., DC25); blindst (210 ft.), DR 10/+1, immunities, SR 22
Drag., Blue, Old	34	27d12+162	337	+4	bite +34 (2d8+9), 2 claws +29 (2d6+4), 2 wings +29 (1d8+4), tail slap +29 (2d6+13); breath (100 ft., DC29, 16d8), spell-like abilities, spells (9th), fright (240 ft., DC27); blindst (240 ft.), DR 10/+1, immunities, SR 24

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Blue, VO	37	30d12+180	375	+4	bite +38 (2d8+10), 2 claws +33 (2d6+5), 2 wings +33 (1d8+5), tail slap +33 (2d6+15); breath (100 ft., DC31, 18d8), spell-like abilities, spells (11th), fright (270 ft., DC29); blindst (270 ft.), DR 15/+2, immunities, SR 25
Drag., Blue, Anc	38	33d12+231	445	+4	bite +40 (4d6+11), 2 claws +35 (2d8+5), 2 wings +35 (2d6+5), tail slap +35 (2d8+16); breath (120 ft., DC33, 20d8), spell-like abilities, spells (13th), fright (300 ft., DC31); blindst (300 ft.), DR 15/+2, immunities, SR 27
Drag., Blue, Wyr	41	36d12+288	522	+4	bite +44 (4d6+12), 2 claws +39 (2d8+6), 2 wings +39 (2d6+6), tail slap +39 (2d8+18); breath (120 ft., DC36, 22d8), spell-like abilities, spells (15th), fright (330 ft., DC33); blindst (330 ft.), DR 20/+3, immunities, SR 29
Drag., Blue, GW	44	39d12+312	565	+4	bite +48 (4d6+13), 2 claws +43 (2d8+6), 2 wings +43 (2d6+6), tail slap +43 (2d8+19); breath (120 ft., DC37, 24d8), spell-like abilities, spells (17th), fright (360 ft., DC35); blindst (360 ft.), DR 20/+3, immunities, SR 31
Drag., Green, Wlg	15	5d12+5	37	0	bite +7 (1d6+1), 2 claws +2 (1d4); breath (20 ft., DC13, 2d6); blindst (30 ft.), immunities
Drag., Green, VY	17	8d12+16	68	0	bite +10 (1d8+2), 2 claws +5 (1d6+1), 2 wings +5 (1d4+1); breath (30 ft., DC16, 4d6); blindst (60 ft.), immunities
Drag., Green, Yng	20	11d12+22	93	0	bite +14 (1d8+3), 2 claws +9 (1d6+1), 2 wings +9 (1d4+1); breath (30 ft., DC17, 6d6); blindst (90 ft.), immunities
Drag., Green, Juv	22	14d12+42	133	0	bite +17 (2d6+4), 2 claws +12 (1d8+2), 2 wings +12 (1d6+2), tail slap +12 (1d8+6); breath (40 ft., DC20, 8d6), spells (1st); blindst (120 ft.), immunities
Drag., Green, YA	25	17d12+68	178	0	bite +21 (2d6+5), 2 claws +16 (1d8+2), 2 wings +16 (1d6+2), tail slap +16 (1d8+7); breath (40 ft., DC22, 10d6), spells (3rd), fright (150 ft., DC20); blindst (150 ft.), DR 5/+1, immunities, SR 19
Drag., Green, Adl	27	20d12+100	230	+4	bite +25 (2d8+7), 2 claws +20 (2d6+3), 2 wings +20 (1d8+3), tail slap +20 (2d6+10); breath (50 ft., DC25, 12d6), spell-like abilities, spells (5th), fright (180 ft., DC23); blindst (180 ft.), DR 5/+1, immunities, SR 21
Drag., Green, MA	30	23d12+115	264	+4	bite +30 (2d8+9), 2 claws +25 (2d6+4), 2 wings +25 (1d8+4), tail slap +25 (2d6+13); breath (50 ft., DC26, 14d6), spell-like abilities, spells (7th), fright (210 ft., DC24); blindst (210 ft.), DR 10/+1, immunities, SR 22
Drag., Green, Old	33	26d12+156	325	+4	bite +34 (2d8+10), 2 claws +29 (2d6+5), 2 wings +29 (1d8+5), tail slap +29 (2d6+15); breath (50 ft., DC29, 16d6), spell-like abilities, spells (9th), fright (240 ft., DC27); blindst (240 ft.), DR 10/+1, immunities, SR 24
Drag., Green, VO	36	29d12+174	362	+4	bite +38 (2d8+11), 2 claws +33 (2d6+5), 2 wings +33 (1d8+5), tail slap +33 (2d6+16); breath (50 ft., DC30, 18d6), spell-like abilities, spells (11th), fright (270 ft., DC28); blindst (270 ft.), DR 15/+2, immunities, SR 25
Drag., Green, Anc	37	32d12+224	432	+4	bite +40 (4d6+12), 2 claws +35 (2d8+6), 2 wings +35 (2d6+6), tail slap +35 (2d8+18); breath (60 ft., DC33, 20d6), spell-like abilities, spells (13th), fright (300 ft., DC31); blindst (300 ft.), DR 15/+2, immunities, SR 27
Drag., Green, Wyr	40	35d12+280	507	+4	bite +44 (4d6+13), 2 claws +39 (2d8+6), 2 wings +39 (2d6+6), tail slap +39 (2d8+19); breath (60 ft., DC35, 22d6), spell-like abilities, spells (15th), fright (330 ft., DC32); blindst (330 ft.), DR 20/+3, immunities, SR 28
Drag., Green, GW	43	38d12+304	551	+4	bite +48 (4d6+14), 2 claws +43 (2d8+7), 2 wings +43 (2d6+7), tail slap +43 (2d8+21); breath (60 ft., DC37, 24d6), spell-like abilities, spells (17th), fright (360 ft., DC35); blindst (360 ft.), DR 20/+3, immunities, SR 30
Drag., Red, Wlg	16	7d12+14	59	0	bite +10 (1d8+3), 2 claws +5 (1d6+1), 2 wings +5 (1d4+1); breath (30 ft., DC15, 2d10); blindst (30 ft.), fire subtype, immunities
Drag., Red, VY	18	10d12+30	95	0	bite +14 (2d6+5), 2 claws +9 (1d8+2), 2 wings +9 (1d6+2), tail slap +9 (1d8+7); breath (40 ft., DC18, 4d10); blindst (60 ft.), fire subtype, immunities
Drag., Red, Yng	21	13d12+39	123	0	bite +19 (2d6+7), 2 claws +14 (1d8+3), 2 wings +14 (1d6+3), tail slap +14 (1d8+10); breath (40 ft., DC19, 6d10), spells (1st); blindst (90 ft.), fire subtype, immunities

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Red, Juv	24	16d12+64	168	0	bite +24 (2d6+9), 2 claws +19 (1d8+4), 2 wings +19 (1d6+4), tail slap +19 (1d8+13); breath (0 ft., DC, d10), spells (3rd); blindst (120 ft.), fire subtype, immunities
Drag., Red, YA	26	19d12+95	218	0	bite +27 (2d8+10), 2 claws +22 (2d6+5), 2 wings +22 (1d8+5), tail slap +22 (2d6+15); breath (50 ft., DC24, 10d10), spells (5th), fright (150 ft., DC21); blindst (150 ft.), fire subtype, DR 5/+1, immunities, SR 19
Drag., Red, Adl	29	22d12+110	253	+4	bite +31 (2d8+11), 2 claws +26 (2d6+5), 2 wings +26 (1d8+5), tail slap +26 (2d6+16); breath (50 ft., DC26, 12d10), spells (7th), fright (180 ft., DC24); blindst (180 ft.), fire subtype, DR 5/+1, immunities, SR 21
Drag., Red, MA	32	25d12+150	312	+4	bite +34 (2d8+11), 2 claws +29 (2d6+5), 2 wings +29 (1d8+5), tail slap +29 (2d6+16); breath (50 ft., DC28, 14d10), spells (9th), fright (210 ft., DC26); blindst (210 ft.), fire subtype, DR 10/+1, immunities, SR 23
Drag., Red, Old	33	28d12+196	378	+4	bite +36(4d6+12), 2 claws +31(2d8+6), 2 wings +31(2d6+6), tail slap +31 (2d8+18); breath (60 ft., DC31, 16d10), spell-like abilities, spells (11th), fright (240 ft., DC29); blindst (240 ft.), fire subtype, DR 10/+1, immunities, SR 24
Drag., Red, VO	36	31d12+248	449	+4	bite +40(4d6+13), 2 claws +35(2d8+6), 2 wings +35(2d6+6), tail slap +35 (2d8+19); breath (60 ft., DC33, 18d10), spell-like abilities, spells (13th), fright (270 ft., DC31); blindst (270 ft.), fire subtype, DR 15/+2, immunities, SR 26
Drag., Red, Anc	39	34d12+306	527	+4	bite +44(4d6+14), 2 claws +39(2d8+7), 2 wings +39(2d6+7), tail slap +39 (2d8+21); breath (60 ft., DC36, 20d10), spell-like abilities, spells (15th), fright (300 ft., Will DC 34); blindst (300 ft.), fire subtype, DR 15/+2, immunities, SR 28
Drag., Red, Wyr	42	37d12+370	610	+4	bite +48(4d6+15), 2 claws +43(2d8+7), 2 wings +43(2d6+7), tail slap +43 (2d8+22); breath (60 ft., DC38, 22d10), spell-like abilities, spells (17th), fright (330 ft., DC35); blindst (330 ft.), fire subtype, DR 20/+3, immunities, SR 30
Drag., Red, GW	41	40d12+400	660	+4	bite +49(4d8+17), 2 claws +44(4d6+8), 2 wings +44(2d8+8), tail slap +44 (4d6+25); breath (70 ft., DC40, 24d10), spell-like abilities, spells (19th), fright (360 ft., DC38); blindst (360 ft.), fire subtype, DR 20/+3, immunities, SR 32
Drag., White, Wlg	14	3d12+3	22	0	bite +5 (1d4), 2 claws +0 (1d3); breath (15 ft., DC12, 1d6); blindst (30 ft.), cold subtype, immunities
Drag., White, VY	16	6d12+6	45	0	bite +8 (1d6+1), 2 claws +3 (1d4); breath (20 ft., DC14, 2d6); blindst (60 ft.), cold subtype, immunities
Drag., White, Yng	18	9d12+18	76	0	bite +11 (1d8+2), 2 claws +6 (1d6+1), 2 wings +6 (1d4+1); breath (30 ft., DC16, 3d6); blindst (90 ft.), cold subtype, immunities
Drag., White, Juv	21	12d12+24	102	0	bite +15 (1d8+3), 2 claws +10 (1d6+1), 2 wings +10 (1d4+1); breath (30 ft., DC18, 4d6), spell-like abilities; blindst (120 ft.), cold subtype, immunities
Drag., White, YA	23	15d12+45	142	0	bite +18 (2d6+4), 2 claws +13 (1d8+2), 2 wings +13 (1d6+2), tail slap +13 (1d8+6); breath (40 ft., DC20, 5d6), spell-like abilities, fright (150 ft., DC16); blindst (150 ft.), cold subtype, DR 5/+1, immunities, SR 16
Drag., White, Adl	26	18d12+72	189	0	bite +23 (2d6+6), 2 claws +18 (1d8+3), 2 wings +18 (1d6+3), tail slap +18 (1d8+9); breath (40 ft., DC23, 6d6), spell-like abilities, spells (1st), fright (180 ft., Will DC 19); blindst (180 ft.), cold subtype, DR 5/+1, immunities, SR 18
Drag., White, MA	28	21d12+105	241	+4	bite +27 (2d8+8), 2 claws +22 (2d6+4), 2 wings +22 (1d8+4), tail slap +22 (2d6+12); breath (50 ft., DC25, 7d6), spell-like abilities, spells (3rd), fright (210 ft., DC21); blindst (210 ft.), cold subtype, DR 10/+1, immunities, SR 20
Drag., White, Old	31	24d12+120	276	+4	bite +31 (2d8+9), 2 claws +26 (2d6+4), 2 wings +26 (1d8+4), tail slap +26 (2d6+13); breath (50 ft., DC27, 8d6), spell-like abilities, spells (5th), fright (240 ft., DC23); blindst (240 ft.), cold subtype, DR 10/+1, immunities, SR 21

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., White, VO	34	27d12+162	337	+4	bite +35 (2d8+10), 2 claws +30 (2d6+5), 2 wings +30 (1d8+5), tail slap +30 (2d6+15); breath (50 ft., DC29, 9d6), spell-like abilities, spells (7th), fright (270 ft., DC25); blindst (270 ft.), cold subtype, DR 15/+2, immunities, SR 23
Drag., White, Anc	37	30d12+180	375	+4	bite +39 (2d8+11), 2 claws +34 (2d6+5), 2 wings +34 (1d8+5), tail slap +34 (2d6+16); breath (50 ft., DC31, 10d6), spell-like abilities, spells (9th), fright (300 ft., DC27); blindst (300 ft.), cold subtype, DR 15/+2, immunities, SR 24
Drag., White, Wyr	38	33d12+231	445	+4	bite +41 (4d6+12), 2 claws +36 (2d8+6), 2 wings +36 (2d6+6), tail slap +36 (2d8+18); breath (60 ft., DC33, 11d6), spell-like abilities, spells (11th), fright (330 ft., DC28); blindst (330 ft.), cold subtype, DR 20/+3, immunities, SR 25
Drag., White, GW	41	36d12+288	522	+4	bite +45 (4d6+13), 2 claws +40 (2d8+6), 2 wings +40 (2d6+6), tail slap +40 (2d8+19); breath (60 ft., DC36, 12d6), spell-like abilities, spells (13th), fright (360 ft., DC32); blindst (360 ft.), cold subtype, DR 20/+3, immunities, SR 27
Drag., Brass, Wlg	15	4d12+4	30	0	bite +6 (1d4), 2 claws +1 (1d3); breath (30 ft., DC13, 1d6 or 15 ft., sleep 1d6+1), spell-like abilities; blindst (30 ft.), fire subtype, immunities
Drag., Brass, VY	17	7d12+7	52	0	bite +9 (1d6+1), 2 claws +4 (1d4); breath (40 ft., DC14, 2d6 or 20 ft., sleep 1d6+2), spell-like abilities; blindst (60 ft.), fire subtype, immunities
Drag., Brass, Yng	19	10d12+20	85	0	bite +12 (1d8+2), 2 claws +7 (1d6+1), 2 wings +7 (1d4+1); breath (60 ft., DC17, 3d6 or 30 ft., sleep 1d6+3), spell-like abilities, spells (1st); blindst (90 ft.), fire subtype, immun.
Drag., Brass, Juv	22	13d12+26	110	0	bite +16 (1d8+3), 2 claws +11 (1d6+1), 2 wings +11 (1d4+1); breath (60 ft., DC18, 4d6 or 30 ft., sleep 1d6+4), spell-like abilities, spells (3rd); blindst (120 ft), fire subtype, immun.
Drag., Brass, YA	24	16d12+48	152	0	bite +19 (2d6+4), 2 claws +14 (1d8+2), 2 wings +14 (1d6+2), tail slap +14 (1d8+6); breath (80 ft., DC21, 5d6 or 40 ft., sleep 1d6+5), spell-like abilities, spells (5th), fright (150 ft., DC20); blindst (150 ft), fire s-type, DR 5/+1, immun., SR 18
Drag., Brass, Adl	27	19d12+76	199	0	bite +24 (2d6+6), 2 claws +19 (1d8+3), 2 wings +19 (1d6+3), tail slap +19 (1d8+9); breath (80 ft., DC23, 6d6 or 40 ft., sleep 1d6+6), spell-like abilities, spells (7th), fright (180 ft., DC21); blindst (180 ft), fire s-type, DR 5/+1, immun., SR 20
Drag., Brass, MA	29	22d12+110	253	+4	bite +28 (2d8+8), 2 claws +23 (2d6+4), 2 wings +23 (1d8+4), tail slap +23 (2d6+12); breath (100 ft., DC26, 7d6 or 50 ft., sleep 1d6+7), spell-like abilities, spells (9th), fright (210 ft., DC24); blindst (210 ft), fire subtype, DR 10/+1, immunities, SR 22
Drag., Brass, Old	32	25d12+125	287	+4	bite +32 (2d8+9), 2 claws +27 (2d6+4), 2 wings +27 (1d8+4), tail slap +27 (2d6+13); breath (100 ft., DC27, 8d6 or 50 ft., sleep 1d6+8), spell-lk abilities, spells (11th), fright (240 ft., DC25); blindst (240 ft), fire subtype, DR 10/+1, immunities, SR 24
Drag., Brass, VO	35	28d12+168	350	+4	bite +36 (2d8+10), 2 claws +31 (2d6+5), 2 wings +31 (1d8+5), tail slap +31 (2d6+15); breath (100 ft., DC30, 9d6 or 50 ft., sleep 1d6+9), spell-lk abilities, spells (13th), fright (270 ft., DC28); blindst (270 ft), fire subtype, DR 15/+2, immunities, SR 25
Drag., Brass, Anc	38	31d12+186	387	+4	bite +40 (2d8+11), 2 claws +35 (2d6+5), 2 wings +35 (1d8+5), tail slap +35 (2d6+16); breath (100 ft., DC31, 10d6 or 50 ft., sleep 1d6+10), spell-lk abil, spells (15th), fright (300 ft., DC29); blindst (300 ft), fire subtype, DR 15/+2, immunities, SR 27
Drag., Brass, Wyr	39	34d12+238	459	+4	bite +42 (4d6+12), 2 claws +37 (2d8+6), 2 wings +37 (2d6+6), tail slap +37 (2d8+18); breath (120 ft., DC34, 11d6 or 60 ft., sleep 1d6+11), spell-lk abil, spells (17th), fright (330 ft., DC32); blindst (330 ft), fire subtype, DR 20/+3, immunities, SR 28

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Brass, GW	42	37d12+296	536	+4	bite +46 (4d6+13), 2 claws +41 (2d8+6), 2 wings +41 (2d6+6), tail slap +41 (2d8+19); breath (120 ft., DC36, 12d6 or 60 ft., sleep 1d6+12), spell-lk abil, spells (19th), fright (360 ft., DC33); blindst (360 ft), fire subtype, DR 20/+3, immunities, SR 30
Drag., Bronze, Wlg	15	6d12+6	45	0	bite +7 (1d6), 2 claws +2 (1d4); breath (40 ft., DC14, 2d6 or 20 ft., repulsed 1d6+1), spell-like abilities; blindst (30 ft.), immunities
Drag., Bronze, VY	17	9d12+18	76	0	bite +10 (1d8+1), 2 claws +5 (1d6), 2 wings +5 (1d4); breath (60 ft., DC16, 4d6 or 0 ft., repulsed 1d6+2), spell-like abilities; blindst (60 ft.), immunities
Drag., Bronze, Yng	20	12d12+24	102	0	bite +14 (1d8+2), 2 claws +9 (1d6+1), 2 wings +9 (1d4+1); breath (60 ft., DC18, 6d6 or 30 ft., repulsed 1d6+3), spell-like abilities, spells (1st); blindst (90 ft.), immunities
Drag., Bronze, Juv	22	15d12+45	142	0	bite +17 (2d6+3), 2 claws +12 (1d8+1), 2 wings +12 (1d6+1), tail slap +12 (1d8+4); breath (80 ft., DC20, 8d6 or 40 ft., repulsed 1d6+4), spell-like abilities, spells (3rd); blindst (120 ft.), immunities
Drag., Bronze, YA	25	18d12+72	189	0	bite +22 (2d6+5), 2 claws +17 (1d8+2), 2 wings +17 (1d6+2), tail slap +17 (1d8+7); breath (80 ft., DC23, 10d6 or 40 ft., repulsed 1d6+5), spell-like abilities, spells (5th), fright (150 ft., DC23); blindst (150 ft.), DR 5/+1, immunities, SR 20
Drag., Bronze, Adl	27	21d12+105	241	+4	bite +26 (2d8+7), 2 claws +21 (2d6+3), 2 wings +21 (1d8+3), tail slap +21 (2d6+10); breath (100 ft., DC25, 12d6 or 50 ft., repulsed 1d6+6), spell-like abilities, spells (7th), fright (180 ft., DC25); blindst (180 ft.), DR 5/+1, immunities, SR 22
Drag., Bronze, MA	30	24d12+120	276	+4	bite +30 (2d8+8), 2 claws +25 (2d6+4), 2 wings +25 (1d8+4), tail slap +25 (2d6+12); breath (100 ft., DC27, 14d6 or 50 ft., repulsed 1d6+7), spell-like abilities, spells (9th), fright (210 ft., DC27); blindst (210 ft.), DR 10/+1, immunities, SR 23
Drag., Bronze, Old	33	27d12+162	337	+4	bite +34 (2d8+9), 2 claws +29 (2d6+4), 2 wings +29 (1d8+4), tail slap +29 (2d6+13); breath (100 ft., DC29, 16d6 or 50 ft., repulsed 1d6+8), spell-like abilities, spells (11th), fright (240 ft., DC29); blindst (240 ft), DR 10/+1, immun., SR 25
Drag., Bronze, VO	36	30d12+180	375	+4	bite +38 (2d8+10), 2 claws +33 (2d6+5), 2 wings +33(1d8+5), tail slap +33 (2d6+15); breath (100 ft., DC31, 18d6 or 50 ft., repulsed 1d6+9), spell-like abilities, spells (13th), fright (270 ft., DC31); blindst (270 ft), DR 15/+2, immun., SR 26
Drag., Bronze, Anc	37	33d12+231	445	+4	bite +40 (4d6+11), 2 claws +35 (2d8+5), 2 wings +35(2d6+5), tail slap +35 (2d8+16); breath (120 ft., DC33, 20d6 or 60 ft., repulsed 1d6+10), spell-like abilities, spells (15th), fright (300 ft., DC33); blindst (300 ft), DR 15/+2, immun., SR 28
Drag., Bronze, Wyr	40	36d12+288	522	+4	bite +44 (4d6+12), 2 claws +39 (2d8+6), 2 wings +39(2d6+6), tail slap +39 (2d8+18); breath (120 ft., DC36, 22d6 or 60 ft., repulsed 1d6+11), spell-like abilities, spells (17th), fright (330 ft., DC36); blindst (330 ft), DR 20/+3, immun., SR 29
Drag., Bronze, GW	43	39d12+312	565	+4	bite +48 (4d6+13), 2 claws +43 (2d8+6), 2 wings +43(2d6+6), tail slap +43 (2d8+19); breath (120 ft., DC37, 24d6 or 60 ft., repulsed 1d6+12), spell-like abilities, spells (19th), fright (360 ft., DC37); blindst (360 ft), DR 20/+3, immun., SR 31
Drag., Copper, Wlg	16	5d12+5	37	0	bite +7 (1d4), 2 claws +2 (1d3); breath (30 ft., DC13, 2d4 or 15 ft., slowed 1d6+1); blindst (30 ft.), immunities
Drag., Copper, VY	18	8d12+8	60	0	bite +10 (1d6+1), 2 claws +5 (1d4); breath (40 ft., DC15, 4d4 or 20 ft., slowed 1d6+2); blindst (60 ft.), immunities
Drag., Copper, Yng	20	11d12+22	93	0	bite +13 (1d8+2), 2 claws +8 (1d6+1), 2 wings +8 (1d4+1); breath (60 ft., DC17, 6d4 or 30 ft., slowed 1d6+3), spells (1st); blindst (90 ft.), immunities
Drag., Copper, Juv	23	14d12+28	119	0	bite +17 (1d8+3), 2 claws +12 (1d6+1), 2 wings +12 (1d4+1); breath (60 ft., DC19, 8d4 or 30 ft., slowed 1d6+4), spells (3rd); blindst (120 ft.), immunities

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Copper, YA	25	17d12+51	161	0	bite +20 (2d6+4), 2 claws +15 (1d8+2), 2 wings +15 (1d6+2), tail slap +15 (1d8+6); breath (80 ft., DC21, 10d4 or 40 ft., slowed 1d6+5), spells (5th), fright (150 ft., DC21); blindst (150 ft.), DR 5/+1, immunities, SR 19
Drag., Copper, Adl	28	20d12+80	210	+4	bite +25 (2d6+6), 2 claws +20 (1d8+3), 2 wings +20 (1d6+3), tail slap +20 (1d8+9); breath (80 ft., DC24, 12d4 or 40 ft., slowed 1d6+6), spell-like abilities, spells (7th), fright (180 ft., DC23); blindst (180 ft.), DR 5/+1, immunities, SR 21
Drag., Copper, MA	30	23d12+115	264	+4	bite +29 (2d8+8), 2 claws +24 (2d6+4), 2 wings +24 (1d8+4), tail slap +24 (2d6+12); breath (100 ft., DC26, 14d4 or 50 ft., slowed 1d6+7), spell-like abilities, spells (9th), fright (210 ft., DC25); blindst (210 ft.), DR 10/+1, immunities, SR 23
Drag., Copper, Old	33	26d12+130	299	+4	bite +33 (2d8+9), 2 claws +28 (2d6+4), 2 wings +28 (1d8+4), tail slap +28 (2d6+13); breath (100 ft., DC28, 16d4 or 50 ft., slowed 1d6+8), spell-like abilities, spells (11th), fright (240 ft., DC27); blindst (240 ft.), DR 10/+1, immunities, SR 25
Drag., Copper, VO	36	29d12+174	362	+4	bite +37 (2d8+10), 2 claws +32 (2d6+5), 2 wings +32(1d8+5), tail slap +32 (2d6+15); breath (100 ft., DC30, 18d4 or 50 ft., slowed 1d6+9), spell-like abilities, spells (13th), fright (270 ft., DC29); blindst (270 ft.), DR 15/+2, immunities, SR 26
Drag., Copper, Anc	39	32d12+192	400	+4	bite +41 (2d8+11), 2 claws +36 (2d6+5), 2 wings +36(1d8+5), tail slap +36 (2d6+16); breath (100 ft., DC32, 20d4 or 50 ft., slowed 1d6+10), spell-lk abilities, spells (15th), fright (300 ft., DC31); blindst (300 ft.), DR 15/+2, immunities, SR 28
Drag., Copper, Wyr	40	35d12+245	472	+4	bite +43 (4d6+12), 2 claws +38 (2d8+6), 2 wings +38(2d6+6), tail slap +38 (2d8+18); breath (120 ft., DC34, 22d4 or 60 ft., slowed 1d6+11), spell-lk abilities, spells (17th), fright (330 ft., DC33); blindst (330 ft.), DR 20/+3, immunities, SR 29
Drag., Copper, GW	43	38d12+304	551	+4	bite +47 (4d6+13), 2 claws +42 (2d8+6), 2 wings +42(2d6+6), tail slap +42 (2d8+19); breath (120 ft., DC37, 24d4 or 60 ft., slowed 1d6+12), spell-lk abilities, spells (19th), fright (360 ft., DC35); blindst (360 ft.), DR 20/+3, immunities, SR 31
Drag., Gold, Wlg	17	8d12+16	68	0	bite +11 (1d8+3), 2 claws +6 (1d6+1), 2 wings +6 (1d4+1); breath (30 ft., DC16, 2d10 or 1 Str), spell-like abilities; blindst (30 ft.), fire subtype, immunities
Drag., Gold, VY	19	11d12+33	104	0	bite +15 (2d6+5), 2 claws +10 (1d8+2), 2 wings +10 (1d6+2), tail slap +10 (1d8+7); breath (40 ft., DC18, 4d10 or 2 Str), spell-like abilities; blindst (60 ft.), fire subtype, immunities
Drag., Gold, Yng	22	14d12+42	133	0	bite +20 (2d6+7), 2 claws +15 (1d8+3), 2 wings +15 (1d6+3), tail slap +15 (1d8+10); breath (40 ft., DC20, 6d10 or 3 Str), spell-like abilities, spells (1st); blindst (90 ft.), fire subtype, immunities
Drag., Gold, Juv	25	17d12+68	178	0	bite +25 (2d6+9), 2 claws +20 (1d8+4), 2 wings +20 (1d6+4), tail slap +20 (1d8+13); breath (40 ft., DC22, 8d10 or 4 Str), spell-like abilities, spells (3rd); blindst (120 ft.), fire subtype, immunities
Drag., Gold, YA	27	20d12+100	230	+4	bite +28 (2d8+10), 2 claws +23 (2d6+5), 2 wings +23(1d8+5), tail slap +23 (2d6+15); breath (50 ft., DC25, 10d10 or 5 Str), spell-like abilities, spells (5th), fright (150 ft., DC24); blindst (150 ft.), fire subtype, DR 5/+1, immunities, SR 21
Drag., Gold, Adl	30	23d12+115	264	+4	bite +32 (2d8+11), 2 claws +27 (2d6+5), 2 wings +27(1d8+5), tail slap +27 (2d6+16); breath (50 ft., DC26, 12d10 or 6 Str), spell-like abilities, spells (7th), fright (180 ft., DC26); blindst (180 ft.), fire subtype, DR 5/+1, immunities, SR 23
Drag., Gold, MA	33	26d12+156	325	+4	bite +36 (2d8+12), 2 claws +31 (2d6+6), 2 wings +31(1d8+6), tail slap +31 (2d6+18); breath (50 ft., DC29, 14d10 or 7 Str), spell-lk abilities, spells (9th), fright (210 ft., DC28); blindst (210 ft.), fire subtype, DR 10/+1, immunities, SR 25

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Gold, Old	34	29d12+203	391	+4	bite +39 (4d6+14), 2 claws +34 (2d8+7), 2 wings +34(2d6+7), tail slap +34 (2d8+21); breath (60 ft., DC31, 16d10 or 8 Str), spell-like abilities, spells (11th), fright (240 ft., DC31); blindst (240 ft.), fire subtype, DR 10/+1, immunities, SR 27
Drag., Gold, VO	37	32d12+256	464	+4	bite +43 (4d6+15), 2 claws +38 (2d8+7), 2 wings +38(2d6+7), tail slap +38 (2d8+22); breath (60 ft., DC34, 18d10 or 9 Str), spell-like abilities, spells (13th), fright (270 ft., DC34); blindst (270 ft.), fire subtype, DR 15/+2, immunities, SR 28
Drag., Gold, Anc	40	35d12+315	542	+4	bite +47 (4d6+16), 2 claws +42 (2d8+8), 2 wings +42(2d6+8), tail slap +42 (2d8+24); breath (60 ft., DC36, 20d10 or 10 Str), spell-like abilities, spells (15th), fright (300 ft., DC36); blindst (300 ft.), fire subtype, DR 15/+2, immunities, SR 30
Drag., Gold, Wyr	39	38d12+380	627	+4	bite +47 (4d8+17), 2 claws +42 (4d6+8), 2 wings +42(2d8+8), tail slap +42 (4d6+25); breath (70 ft., DC39, 22d10 or 11 Str), spell-like abilities, spells (17th), fright (330 ft., DC39); blindst (330 ft.), fire subtype, DR 20/+3, immunities, SR 31
Drag., Gold, GW	42	41d12+451	717	+4	bite +51 (4d8+18), 2 claws +46 (4d6+9), 2 wings +46(2d8+9), tail slap +46 (4d6+27); breath (70 ft., DC41, 24d10 or 12 Str), spell-like abilities, spells (19th), fright (360 ft., DC41); blindst (360 ft.), fire subtype, DR 20/+3, immunities, SR 33
Drag., Silver, Wlg	17	7d12+7	52	0	bite +9 (1d6+1), 2 claws +4 (1d4); breath (20 ft., DC14, 2d8 or paralyzed 1d6+1), spell-like abils; blindst (30 ft.), immun.
Drag., Silver, VY	19	10d12+20	85	0	bite +12 (1d8+2), 2 claws +7 (1d6+1), 2 wings +7 (1d4+1); breath (30 ft., DC17, 4d8 or paralyzed 1d6+2), spell-like abilities; blindst (60 ft.), immunities
Drag., Silver, Yng	22	13d12+26	110	0	bite +16 (1d8+3), 2 claws +11 (1d6+1), 2 wings +11 (1d4+1); breath (30 ft., DC18, 6d8 or paralyzed 1d6+3), spell-like abilities, spells (1st); blindst (90 ft.), immunities
Drag., Silver, Juv	24	16d12+48	152	0	bite +19 (2d6+4), 2 claws +14 (1d8+2), 2 wings +14 (1d6+2), tail slap +14 (1d8+6); breath (40 ft., DC21, 8d8 or paralyzed 1d6+4), spell-like abilities, spells (3rd); blindst (120 ft.), immunities
Drag., Silver, YA	27	19d12+76	199	0	bite +24 (2d6+6), 2 claws +19 (1d8+3), 2 wings +19 (1d6+3), tail slap +19 (1d8+9); breath (40 ft., DC23, 10d8 or paralyzed 1d6+5), spell-like abils, spells (5th), fright (150 ft., DC23); blindst (150 ft.), DR 5/+1, immunities, SR 20
Drag., Silver, Adl	29	22d12+110	253	+4	bite +28 (2d8+8), 2 claws +23 (2d6+4), 2 wings +23 (1d8+4), tail slap +23 (2d6+12); breath (50 ft., DC26, 12d8 or paralyzed 1d6+6), spell-like abils, spells (7th), fright (180 ft., DC26); blindst (180 ft.), DR 5/+1, immunities, SR 22
Drag., Silver, MA	32	25d12+125	287	+4	bite +32 (2d8+9), 2 claws +27 (2d6+4), 2 wings +27 (1d8+4), tail slap +27 (2d6+13); breath (50 ft., DC27, 14d8 or paralyzed 1d6+7), spell-lk abilities, spells (9th), fright (210 ft., DC27); blindst (210 ft.), DR 10/+1, immunities, SR 24
Drag., Silver, Old	35	28d12+168	350	+4	bite +36 (2d8+10), 2 claws +31 (2d6+5), 2 wings +31 (1d8+5), tail slap +31 (2d6+15); breath (50 ft., DC30, 16d8 or paralyzed 1d6+8), spell-like abilities, spells (11th), fright (240 ft., DC30); blindst (240 ft), DR 10/+1, immun., SR 26
Drag., Silver, VO	38	31d12+186	387	+4	bite +40 (2d8+11), 2 claws +35 (2d6+5), 2 wings +35 (1d8+5), tail slap +35 (2d6+16); breath (50 ft., DC31, 18d8 or paralyzed 1d6+9), spell-like abilities, spells (13th), fright (270 ft., DC32); blindst (270 ft), DR 15/+2, immun., SR 27
Drag., Silver, Anc	39	34d12+238	459	+4	bite +42 (4d6+12), 2 claws +37 (2d8+6), 2 wings +37(2d6+6), tail slap +37 (2d8+18); breath (60 ft., DC34, 20d8 or paralyzed 1d6+10), spell-like abilities, spells (15th), fright (300 ft., DC35); blindst (300 ft), DR 15/+2, immun., SR 29

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Silver, Wyr	42	37d12+333	573	+4	bite +47 (4d6+14), 2 claws +42 (2d8+7), 2 wings +42(2d6+7), tail slap +42 (2d8+21); breath (60 ft., DC37, 22d8 or paralyzed 1d6+11), spell-like abilities, spells (17th), fright (330 ft., DC37); blindst (330 ft), DR 20/+3, immun., SR 30
Drag., Silver, GW	41	40d12+400	660	+4	bite +48 (4d8+16), 2 claws +43 (4d6+8), 2 wings +43(2d8+8), tail slap +43 (4d6+24); breath (70 ft., DC40, 24d8 or paralyzed 1d6+12), spell-like abilities, spells (19th), fright (360 ft., DC40); blindst (360 ft), DR 20/+3, immun., SR 32
Dragon Turtle	20	12d12+60	138	0	bite +18 (4d6+8), 2 claws +13 (2d8+4); breath (25x50 ft., DC21, 20d6 fire), snatch, capsize; scent, fire immunity, dragon
Dragonne	18	9d10+27	76	+6	bite +12 (2d6+4), 2 claws +7 (2d4+2); roar; scent
Drider	17	6d8+18	45	+2	2 sh. swords +3 (1d6+2), bite +0 (1d4+1 &p), shortbow +5 (1d6); poison (DC16, 1d6 Str), spells, spell abilities; SR 14
Dryad	12	2d6	7	+6	dagger +1 (1d4); spell-like abilities; symbiosis
Dwarf	16	1d8+1	5	0	waraxe +1 (1d10), s-bow +1 (1d6); +1 atks vs. orcs/goblins; +4 AC vs. giants, +2 save vs. spells/poisons, dkvisn 60 ft.
Dwarf, Deep	16	1d8+1	5	0	waraxe +1 (1d10), s-bow +1 (1d6); +4 AC vs giants, +3 save vs. spells/poisons, dkvision 90 ft., light sens. (-1 atks)
Dwarf, Derro	16	1d8+1	5	0	dagger +0 (1d4), +0 (1d4), rep. c-bow +3 (1d8 &p); poison (DC13, 1/1d2 Con), +1 atks vs orc/goblins; +4 AC vs giants, +2 saves vs. spells/poisons, SR 18, drkvis. 30 ft., light vulnerability
Dwarf, Gray	16	1d8+1	5	0	hvy pick +1 (1d6), lt c-bow +1(1d8); +1 atks vs. orc/goblins; +4 AC vs. giants, +2 saves vs. spells/poisons, immune to paralysis/phantasm; spell abilities, dkvis. 120 ft., light sen.
Elem, Air, Small	17	2d8	9	+7	slam +5 (1d4); air mastery, whirlwind; elemental
Elem, Air, Med.	18	4d8+8	26	+9	slam +8 (1d6+1); air mastery, whirlwind; elemental
Elem, Air, Large	20	8d8+24	60	+11	slam +12/+7 (2d6+3); air mastery, whirlwind; elemental, DR 10/+1
Elem, Air, Huge	21	16d8+64	136	+13	slam +19/+14/+9 (2d8+6); air mastery, whirlwind; elemental, DR 10/+2
Elem, Air, Grtr.	26	21d8+84	178	+14	slam +23/+18/+13 (2d8+7); air mastery, whirlwind; elemental, DR 10/+2
Elem, Air, Elder	27	24d8+96	204	+15	slam +27/+22/+17/+12 (2d8+9); air mastery, whirlwind; elemental, DR 15/+3
Elem, Earth, Small	17	2d8+2	11	-1	slam +5 (1d6+4); earth mastery, push; elemental
Elem, Earth, Med.	18	4d8+12	30	-1	slam +8 (1d8+7); earth mastery, push; elemental
Elem, Earth, Large	18	8d8+32	68	-1	slam +12/+7 (2d8+10); earth mastery, push; elemental, DR 10/+1
Elem, Earth, Huge	18	16d8+80	152	-1	slam +19/+14/+9 (2d10+13); earth mastery, push; elemental, DR 10/+2
Elem, Earth, Grtr.	20	21d8+105	199	-1	slam +23/+18/+13 (2d10+15); earth mastery, push; elemental, DR 10/+2
Elem, Earth, Elder	22	24d8+120	228	-1	slam +27/+22/+17/+12 (2d10+16); earth mastery, push; elemental, DR 15/+3
Elem, Fire, Small	15	2d8	9	+5	slam +3 (1d4 & 1d4 fire); burn; elemental, fire subtype
Elem, Fire, Med.	16	4d8+8	26	+7	slam +6 (1d6+1 & 1d6 fire); burn; elemental, fire subtype
Elem, Fire, Large	18	8d8+24	60	+9	slam +10/+5 (2d6+3 & 2d6 fire); burn; elemental, DR 10/+1, fire subtype
Elem, Fire, Huge	19	16d8+64	136	+11	slam +17/+12/+7 (2d8+6 & 2d8 fire); burn; elemental, DR 10/+2, fire subtype
Elem, Fire, Grtr.	24	21d8+84	178	+12	slam +21/+16/+11 (2d8+7 & 2d8 fire); burn; elemental, DR 10/+2, fire subtype
Elem, Fire, Elder	25	24d8+96	204	+13	slam +25/+20/+15/+10 (2d8+9 & 2d8 fire); burn; elemental, DR 15/+3, fire subtype
Elem, Water, Small	17	2d8+2	11	0	slam +4 (1d6+3); water mastery, drench, vortex; elemental
Elem, Water, Med.	19	4d8+12	30	+1	slam +6 (1d8+4); water mastery, drench, vortex; elemental

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Elem, Water, Large	20	8d8+32	68	+2	slam +10/+5 (2d8+7); water mastery, drench, vortex; elemental, DR 10/+1
Elem, Water, Huge	21	16d8+80	152	+4	slam +17/+12/+7 (2d10+10); water mastery, drench, vortex; elemental, DR 10/+2
Elem, Water, Grtr.	22	21d8+105	199	+5	slam +21/+16/+11 (2d10+12); water mastery, drench, vortex; elemental, DR 10/+2
Elem, Water, Elder	23	24d8+120	228	+6	slam +25/+20/+15/+10 (2d10+13); water mastery, drench, vortex; elemental, DR 15/+3
Elf	15	1d8-1	3	+1	longsword +1 (1d8), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep
Elf, Aquatic	15	1d8	4	+1	trident +1 (1d8), l-spear +1 (1d8), net touch +2 (entangle); gills, low-light visn, +2 save vs enchant., immune to sleep
Elf, Dark	15	1d8-1	3	+1	longsword +1 (1d8), longbow +2 (1d8 &p); poison (DC17, 1 min./2d4 hours uncon.), darkvision 120 ft., +2 saves vs. spells, immune to sleep, light blindness, spell abils, SR 12
Elf, Wild	15	1d8	4	+1	longsword +1 (1d8), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep
Elf, Wood	15	1d8-1	3	+1	longsword +1 (1d8+1), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep
Ethereal Filcher	17	5d8	22	+8	bite +3 (1d4); ethereal jaunt, detect magic
Ethereal Marauder	14	2d10	11	+5	bite +4 (1d6+3); ethereal jaunt
Ettercap	14	5d8+5	27	+3	bite +3 (1d8 &p), 2 claws +1 (1d3); poison (DC13, 1d6/2d6 Dex), web, poison; low-light vision
Ettin	18	10d8+20	65	+3	2 greatclubs +12/+7 (1d10+6), 2 longspears +5/+0 (1d8+6); superior two-weapon fighting; darkvision 90 ft.
Formian, Worker	17	1d8+1	5	+2	bite +3 (1d4+1); hive mind; immunities, resistances, make whole, heal
Formian, Warrior	18	4d8+8	26	+3	sting +7 (2d4+3 &p), 2 claw +5 (1d6+1), bite +5 (1d4+1); poison (DC14, 1d6 Str), hive mind; immunities, resistances, SR 18
Formian, Taskm.	19	6d8+12	39	+7	sting +10 (2d4+4 &p), 2 claw +5 (1d6+2); poison (DC15, 1d6 Str), hive mind, dominate person, dominated creature; immunities, resistances, telepathy, SR 21
Formian, Myrm.	28	12d8+48	102	+8	sting +15 (2d4+4 &p), bite +13 (2d6+2), javelin +15/+10 (1d6+4 &p); poison (DC20, 2d6 Dex), hive mind, spell-like abilities; immunities, resistances, fast healing 2, SR 25
Formian, Queen	23	20d8+100	190	-5	-; hive mind, spells, spell-like abilities; immunities, resistances, fast healing 2, telepathy, SR 30
Frost Worm	18	14d10+70	147	+4	bite +20 (2d6+12 & 1d8 cold); trill, breath weapon (30 ft., DC22, 15d6); cold subtype, death throes
Fungus, Shrieker	13	2d8+2	11	-5	-; shriek; plant
Fungus, Violet	13	2d8+6	15	-1	4 tentacles +3 1d6+2 &p); poison (DC14, 1d4 Str + 1d4 Con); plant
Gargoyle	16	4d10+16	38	+2	2 claw +6 (1d4), bite +4 (1d6), gore +4 (1d6); DR 15/+1, frz.
Genie, Janni	18	6d8+6	33	+6	scimitar +9/+4 (1d8+4), longbow +8/+3 (1d8); spell-like abilities; plane shift, telepathy, fire resistance 30, elemental endurance
Genie, Djinni	16	7d8+14	45	+8	slam +10/+5 (1d8+6); spell-like abilities, air mastery, whirlwind; plane shift, telepathy, acid immunity
Genie, Efreeti	18	10d8+20	65	+7	slam +15/+10 (1d8+9 and 1d6 fire); spell-like abilities, heat; plane shift, telepathy
Ghoul	14	2d12	13	+2	bite +3 (1d6+1 &par), 2 claws +0 (1d3 &par); paralysis (DC14), create spawn; undead, +2 turn resistance
Ghast	16	4d12	26	+2	bite +4(1d8+1 &par), 2 claws +1 (1d4 &par); stench (10 ft., DC15, -2 circumstance), paralysis (DC15), create spawn; undead, +2 turn resist.
Giant, Hill	20	12d8+48	102	-1	huge greatclub +16/+11 (2d6+10), rock +8/+3 (2d6+7); rock throwing, rock catching
Giant, Stone	25	14d8+56	119	+2	huge greatclub +17/+12 (2d6+12), rock +12/+7 (2d8+8); rock throwing; rock catching
Giant, Frost	21	14d8+70	133	-1	huge greataxe +18/+13 (2d8+13), rock +9/+4 (2d6+9); rock throwing; rock catching, cold subtype

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Monster	AC	HD	hp	Init	Attacks and Qualities
Giant, Fire	21	15d8+75	142	-1	huge gtswd +20/+15/+10 (2d8+15), rock +10/+5/+0 (2d6+10 & 2d6 fire); rock throwing; rock catching, fire subtype
Giant, Cloud	21	17d8+102	178	+1	gar mngst +22/+17/+12 (4d6+18), rock +12/+7/+2 (2d8+12); rock throwing, spell-like abilities; rock catching, scent
Giant, Storm	27	19d8+114	199	+2	gargan. grtsword +26/+21/+16 (4d6+21), gargan mty comp. l-bow +14/+9/+4 (2d8+14); spell-like abilities; electricity immune, rock catching, freedom of mvmt, water breath.
Giant Eagle	15	4d10+4	26	+3	2 claws +7 (1d6+4), bite +2 (1d8+2); evasion
Giant Owl	15	4d10+4	26	+3	2 claws +7 (1d6+4), bite +2 (1d8+2); superior low-light visn.
Gibbering Mouther	19	4d8+4	22	+1	6 bites +4 (1); gibbering, spittle, imp. grab, blood drain (1 Con/round, max 1d4), engulf, ground manip.; amorphous
Girallon	16	7d10+14	52	+3	4 claws +12 (1d4+8), bite +7 (1d8+4); rend 2d4+12; scent
Gnoll	17	2d8+2	11	0	battleaxe +3 (1d8+2), shortbow +1 (1d6); darkvision 60 ft.
Gnome	16	1d8+1	5	0	sh sword +2 (1d6-1), lt c-bow +2 (1d8); spells; low-light vis., +2 save vs illusion, +1 atks vs kobold/gob., +4 AC vs giant
Gnome, Deep	21	1d8	4	0	sh. sword +2 (1d6-1), lt c-bow +2 (1d8); spells; nondetect., drkvis. 120 ft., +2 save vs illusion, +1 atk vs goblin., DR 12
Gnome, Forest	16	1d8+1	5	0	sh. sword +2 (1d6-1), lt c-bow +2 (1d8); pass., low-light vis., +2 save vs illusion, +1 atks vs humanoids, +4 AC vs giant
Goblin	15	1d8	4	+1	morningstar +1 (1d8-1), dart +3 (1d4-1); darkvision 60 ft.
Golem, Flesh	18	9d10	49	-1	2 slams +10 (2d8+5); berserk; construct, magic immunity, DR 15/+1
Golem, Clay	22	11d10	60	-1	2 slams +14 (2d10+7); berserk, wound; construct, magic immunity, DR 20/+1, immune to piercing/slashing, haste
Golem, Stone	26	14d10	77	-1	2 slams +18 (2d10+9); slow; construct, magic immunity, DR 30/+2
Golem, Iron	30	18d10	99	-1	2 slams +23 (2d10+11); breath (10 ft.,p); poison (DC17, 1d4 Con/death), construct, magic immunity, DR 50/+3, rust vulnerability
Gorgon	18	8d10+24	68	+4	gore +12 (1d8+7); breath weapon (60 ft., Fort DC17, turn to stone), trample 1d8+7; scent
Gray Render	19	10d10+70	125	0	bite +12 (2d6+6), 2 claws +7 (1d6+3); improved grab, rend 3d6+9; scent
Grick	16	2d8	9	+2	4 tentacles +3 (1d4+2), bite -2 (1d3+1); scent, DR 15/+1
Griffon	17	7d10+21	59	+2	bite +8 (2d6+4), 2 claw +3 (1d4+2); pnce, rake 1d6+2; scent
Grimlock	15	2d8+2	11	+1	battleaxe +4 (1d8+3); blindsight; immunities, scent
Hag, Sea	13	3d8+3	16	+1	2 claws +6 (1d4+4); horrific appearance, evil eye; SR 14, water breathing
Hag, Annis	20	7d8+14	45	+1	2 claws +13 (1d6+7), bite +8 (1d6+3); improved grab, rend 2d6+14, spell-like abilities; SR 19, steely skin
Hag, Green	22	9d8+9	49	+1	2 claws +13 (1d4+4); spell-like abilities, weakness, mimicry; SR 18, darkvision 90 ft.
Halfling	15	1d8	4	+1	l-sword +2 (1d8-1), hvy c-bow +3 (1d10); +2 saves vs. fear
Halfling, Tallfellow	15	1d8	4	+1	l-sword +2 (1d8-1), hvy c-bow +3 (1d10); +2 saves vs. fear
Halfling, Deep	15	1d8	4	+1	l-sword +2 (1d8-1), hvy c-bow +3 (1d10); +2 saves vs. fear, darkvision 60 ft., stonecunning
Harpy	13	7d8	31	+2	club +7/+2 (1d4), 2 claws +2 (1d3); captivating song
Hell Hound	16	4d8+4	22	+5	bite +5 (1d8+1); breath (30 ft., DC13, 1d4+1); scnt, fire sbtp
Hippogriff	15	3d10+9	25	+2	2 claws +5 (1d4+4), bite +0 (1d8+2)
Hobgoblin	15	1d8+1	5	+1	longsword +1 (1d8), javelin +2 (1d6); darkvision 60 ft.
Homunculus	14	2d10	11	+2	bite +2 (1d4-1 &p); poison (DC11, 1/ 5d6 min. sleep), construct

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Monster	AC	HD	hp	Init	Attacks and Qualities
Howler	17	6d8+12	39	+7	bite +10 (2d8+5), 1d4 quills +5 (1d4+2); quills, howl
Hydra (5 heads)	15	5d10+25	52	+1	5 bites +4 (1d10+3); scent
Hydra (6 heads)	15	6d10+30	63	+1	6 bites +5 (1d10+3); scent
Hydra (7 heads)	15	7d10+35	73	+1	7 bites +7 (1d10+4); scent
Hydra (8 heads)	15	8d10+40	84	+1	8 bites +8 (1d10+4); scent
Hydra (9 heads)	15	9d10+45	94	+1	9 bites +9 (1d10+5); scent
Hydra (10 heads)	15	10d10+50	105	+1	10 bites +10 (1d10+5); scent
Hydra (11 heads)	15	11d10+55	115	+1	11 bites +12 (1d10+6); scent
Hydra (12 heads)	15	12d10+60	126	+1	12 bites +13 (1d10+6); scent
Invisible Stalker	17	8d8+16	52	+8	slam +10/+5 (2d6+6); elemental, nat. invisibility, imp. track
Kobold	15	1/2 d8	2	+1	h-spear -1 (1d6-2), lt c-bow +2 (1d8); dkvisn. 60, light sens.
Kraken	20	20d10+180	290	+4	2 tentacle rakes +28 (2d8+12), 6 arms +23 (1d6+6), bite +23 (4d6+6); improved grab, constrict 2d8+12 or 1d6+6; jet, ink cloud, spell-like abilities
Krenshar	15	2d10	11	+2	bite +2 (1d6), 2 claws +0 (1d4); scare; scent
Kuo-Toa	18	2d8+2	11	0	spear +3 (1d8+1), bite -2 (1d4); lightning bolt, pincer staff; keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious
Lamia	17	9d10+9	58	+2	touch +9 (1 permanent wisdom drain), dagger +11/+6 (1d4); spell-like abilities, wisdom drain
Lamasu	14	7d10+21	59	0	2 claws +12 (1d6+6); spells, pounce, rake 1d6+3; magic circle against evil, spell-like abilities
Lillend	17	7d8+14	45	+3	sword +11/+6 (1d8+5), tail slap +6 (2d6+2); improved grab, constrict 2d6+5, spells, spell-like abilities; poison immunity, fire resistance 20
Lizardfolk	15	2d8+2	11	0	2 claws +2 (1d4+1), bite +0 (1d4), javelin +1 (1d6+1)
Locathah	14	2d8	9	+1	longspear +1 (1d8), light crossbow +2 (1d8)
Magmin	14	2d8	9	+1	burning touch +1 (1d8 fire and combustion); combustion, fiery aura; elemental, fire subtype, melt weapon, DR 15/+1
Manticore	16	6d10+24	57	+2	2 claw +9 (2d4+5), bite +7 (1d8+2), 6 spikes +6 (1d8+2); scent
Medusa	15	6d8 +6	33	+2	shortbow +8/+3 (1d6), dagger +6/+1 (1d4), snakes +3 (1d4 &p); poison (DC14, 1d6/2d6 Str), petrifying gaze, poison
Mephit, Air	17	3d8	13	+7	2 claws +4 (1d3); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Mephit, Dust	17	3d8	13	+7	2 claws +4(1d3); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Mephit, Earth	16	3d8+3	16	-1	2 claws +7 (1d3+3); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 10/+1
Mephit, Fire	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (15 ft., DC12, 1d8), spell-lk abils, summon mephit; fire subtype, fast heal 2, DR 5/+1
Mephit, Ice	18	3d8	13	+7	2 claws +4 (1d3 & 2 cold); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; cold subtype, fast healing 2, DR 5/+1
Mephit, Magma	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fire subtype, fast healing 2, DR 5/+1
Mephit, Ooze	16	3d8+3	16	0	2 claws +6 (1d3+2); breath (10 ft., DC12, 1d4 & torment), spell-lk abilities, summon mephit; fast healing 2, DR 5/+1
Mephit, Salt	16	3d8+3	16	-1	2 claws +7 (1d3+3); breath (10 ft., DC12, 1d4 & torment), spell-lk abilities, summon mephit; fast healing 2, DR 10/+1
Mephit, Steam	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fire subtype, fast healing 2, DR 5/+1
Mephit, Water	16	3d8+3	16	0	2 claws +6 (1d3+2); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Merfolk	13	1d8+1	5	+1	trident +1 (1d8), heavy crossbow +2 (1d10); low-light visn.
Mimic	13	7d8+21	52	+1	slam +8 (1d8+6); adhesive; mimic shape, acid immunity

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Monster	AC	HD	hp	Init	Attacks and Qualities
Mind Flayer	15	8d8+8	44	+6	4 tentacles +8 (1d4+1); mind blast, psionics, improved grab, extract; SR 25, telepathy
Minotaur	14	6d8+12	39	0	huge greataxe +9/+4 (2d8+6), gore +4 (1d8+2); charge 4d6+6; scent, natural cunning
Mohrg	15	14d12	91	+5	2 slams +12 (1d6+5), tongue touch +7 (par); improved grab, paralysis (DC14), create spawn; undead
Mummy	17	6d12+3	42	-1	slam +6 (1d6+4 and mummy rot); despair, mummy rot; undead, resistant to blows, DR 5/+1, fire vulnerability
Naga, Water	15	7d8+28	59	+1	bite +7 (2d6+4 &p); poison (DC17, 1d8 Con), spells
Naga, Spirit	16	9d8+36	76	+1	bite +9 (2d6+6 &p); poison (DC18, 1d8 Con), charm gaze, spells
Naga, Dark	14	9d8+18	58	+2	sting +7 (2d4+2 &p), bite +2 (1d4+1); poison (DC16, 2d4 min. sleep), detect thoughts, spells; poison immunity, guarded thoughts, charm resistance
Naga, Guardian	18	11d8+44	93	+2	bite +12 (2d6+7 &p); poison (DC19, 2d8 Con), spit, spells
Night Hag	20	8d8+8	44	+1	bite +12 (2d6+6 &d); disease (DC18), spell-like abilities, dream haunting; immunities, SR 25, DR 20/+3
Nightwing	28	17d12	110	+8	bite +15 (2d6+13 and transformation); nightshade abilities, magic drain Fort DC20 (+1); undead, nightshade abilities
Nightwalker	26	21d12	136	+6	2 slams +20 (2d6+12); nightshade abilities, crush item, evil gaze; undead, nightshade abilities
Nightcrawler	28	25d12	162	+4	bite +25 (4d6+17), sting +20 (2d8+8 &p); poison (DC22, 2d6 Str), nightshade abilities, improved grab, swallow whole, energy drain (remove DC24), poison; undead, nightshade abilities, tremorsense
Nightmare	24	6d8+18	45	+6	2 hooves +9 (1d8+4 and 1d4 fire), bite +4 (1d8+2); flaming hooves, smoke; astral projection, etherealness
Nymph	11	3d6	10	+1	dagger +1 (1d4); blind., unearthly beauty, spell-like abilities
Ogre	16	4d8+8	26	-1	huge greatclub +8 (2d6+7), large javelin +1 (1d8+5)
Ogre, Merrow	16	4d8+8	26	-1	huge longspear +7 (1d8+7)
Ogre Mage	18	5d8+15	37	+4	huge greatsword +7 (2d8+7), or huge longbow +2 (2d6); spell-like abilities; regeneration 2, SR 18
Ooze, Gray	5	3d10+10	26	-5	slam +3 (1d6+1 and 1d6 acid); improved grab, acid, corrosion, constrict 1d6+1 and 1d6 acid; blindsight, cold and fire immunity, ooze, camouflage
Ooze, Gel. Cube	3	4d10+36	58	-5	slam +1 (1d6 & 1d6 acid &par); engulf, paralysis (DC16), acid; blindsight, transparent, electricity immunity, ooze
Ooze, Ochre Jelly	4	6d10+27	60	-5	slam +5 (2d4+3 and 1d4 acid); improved grab, acid, constrict 2d4+3 and 1d4 acid; blindsight, split, ooze
Ooze, Black Pud.	3	10d10+60	115	-5	slam +8 (2d6+4 and 2d6 acid); improved grab, acid, constrict 2d6+4 and 2d6 acid; blindsight, split, ooze
Orc	14	1d8	4	0	grtaxe +3 (1d12+3), javln +1 (1d6+2); dkvis. 60 ft., light sen.
Otyugh	17	6d8+6	33	0	2 tentacle rakes +3 (1d6), bite -2 (1d4 &d); improved grab, constrict 1d6, disease (DC12); scent
Owlbear	15	5d10+20	47	+1	2 claws +7 (1d6+5), bite +2 (1d8+2); improved grab; scent
Pegasus	14	4d10+12	34	+2	2 hooves +7 (1d6+4), bite +2 (1d3+2); scent, spell abilities
Phantom Fungus	14	2d8+6	15	0	bite +3 (1d6+3); plant, improved invisibility
Phase Spider	15	5d10+15	42	+7	bite +7(1d6+4 &p); poison (DC15, 2d6 Con), ethereal jaunt
Phasm	17	15d8+30	97	+6	2 slams +12 (1d3+1); amorphous, scent, alternate form, telepathy, tremorsense
Planetch., Aasimr.	16	1d8	4	+4	longsword +1 (1d8), light crossbow +1 (1d8); light; acid, cold, and electricity resistance 5
Planetch., Tiefling	15	1d8	4	+1	rapier +2 (1d6), light crossbow +2 (1d8); darkness; fire, cold, and electricity resistance 5
Pseudodragon	18	2d12+2	15	0	sting +4 (1d3 &p), bite -1 (1); poison (DC12, 1 min./1d3 day sleep); see invisibility, telepathy, immunities, SR 19
Purple Worm	19	16d10+112	200	-2	bite +20 (2d8+12), sting +15 (2d6+6 &p); poison (DC24, 1d6 Str, 2d6 Str), improved grab, swallow whole, poison; tremorsense

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Rakshasa	21	7d8+21	52	+2	2 claws +8 (1d4+1), bite +3 (1d6); detect thoughts, spells; alternate form, spell immunity, vulnerable to blessed crossbow bolts, DR 20/+3
Rast	15	4d8+4	22	+5	4 claws +6 (1d4+2), bite +6 (1d8+3); paralyzing gaze, improved grab, blood drain (1 Con/rnd); fire subtype, flight
Ravid	25	3d8+3	16	0	tail slap +4 (1d6+1 and positive energy), claw +2 (1d4 and positive energy); positive energy lash, animate objects; fire immunity, flight
Remorhaz	20	7d10+35	73	+1	bite +13 (2d8+12); improved grab, swallow whole; heat, tremorsense
Roc	14	18d10+126	225	+2	2 claws +21 (2d6+12), bite +16 (2d8+6); snatch
Roper	24	10d10+30	85	+5	6 strands +11 (attach), bite +8 (2d6+2); strands, attach, weakness; electricity immunity, cold resistance 30, fire vulnerability, SR 28
Rust Monster	18	5d8+5	27	+3	antennae touch +3 (rust), bite -2 (1d3); rust; scent
Sahuagin	16	2d8+2	11	+1	trident +3 (1d8+2), 2 rakes +1 (1d4+2), 2 claws +1 (1d2+1), bite +1 (1d4+1), heavy crossbow +2 (1d10); blood frenzy; speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity
Salaman, Flamebr.	19	3d8+3	16	+1	halfspear +5 (1d6+1 and 1d6 fire), tail slap +3 (1d4 and 1d6 fire); heat, constrict 1d4 and 1d6 fire; fire subtype
Salaman, Average	18	7d8+7	38	+1	longspear +9/+4 (1d8+2 and 1d6 fire), tail slap +7 (2d6+1 and 1d6 fire); heat, constrict 2d6+1 and 1d6 fire; fire subtype, DR 10/+1
Salaman, Noble	18	15d8+45	112	+1	+3 huge longspear +23/+18/+13 (2d6+9 and 1d8 fire), tail slap +18 (2d8+3 and 1d8 fire); heat, constrict 2d8+3 and 1d8 fire, spell-like abilities; fire subtype, DR 20 /+2
Satyr	15	5d6+5	22	+1	gore +2 (1d6), dagger -3 (1d4), shortbow +3 (1d6); pipes
Sea Lion	18	6d10+18	51	+1	2 claws +7 (1d6+4), bite +2 (1d8+2); rend 2d6+6; scent
Shadow	13	3d12	19	+2	incorporeal touch +3 (1d6 Str); strength damage, create spawn; undead, incorporeal, +2 turn resistance
Shadow Mastiff	14	4d8+12	30	+5	bite +7 (1d6+4); bay, trip; shadow blend, scent
Shambling Mound	20	8d8+24	60	0	2 slams +10 (2d6+5); improved grab, constrict 2d6+7; plant, electricity immunity, fire resistance 30
Shield Guardian	24	15d10	82	0	slam +16/+11/+6 (1d8+9); spell storing; construct, fast healing 5, shield other, guard, find master
Shocker Lizard	16	2d10+2	13	+2	bite +3 (1d4); stunning shock, lethal shock; electricity sense, electricity immunity
Skeleton, Tiny	13	1/4 d12	1	+5	2 claws +0 (1d2-2); undead, immunities
Skeleton, Small	13	1/2 d12	3	+5	2 claws +0 (1d3-1); undead, immunities
Skeleton, Medium	13	1d12	6	+5	2 claws +0 (1d4); undead, immunities
Skeleton, Large	13	2d12	13	+5	2 claws +2 (1d6+2); undead, immunities
Skeleton, Huge	13	4d12	26	+5	2 claws +4 (1d8+4); undead, immunities
Skeleton, Gargan.	13	16d12	104	+5	2 claws +10 (2d6+6); undead, immunities
Skeleton, Colossal	13	32d12	208	+5	2 claws +16 (2d8+8); undead, immunities
Skum	13	2d8+2	11	+1	bite +5 (2d6+4), 2 claws +0 (1d4+2), 2 rakes +0 (1d6+2); low-light vision
Slaad, Red	16	7d8+21	52	+1	bite +10 (2d8+4), 2 claws +8 (1d4+2 & implant); pounce, implant, stunning croak, summon slaad; fast healing 5, resistances
Slaad, Blue	18	8d8+24	60	+2	4 rakes +11 (2d6+4), bite +9 (2d8+2 & d); spell-lk abilities, disease (DC17), summon slaad; fast heal. 5, resistances
Slaad, Green	20	9d8+27	67	+1	2 claws +12 (1d6+4), bite +10 (2d8+2); spell-like abilities, summon slaad; fast healing 5, resistances
Slaad, Gray	22	10d8+30	75	+1	2 claws +14 (2d4+4), bite +12 (2d8+2); spell-like abilities, summon slaad; fast healing 5, DR 10/+1, resistances, alternate form
Slaad, Death	26	15d8+45	112	+8	2 claws +20 (3d6+5 and stun), bite +18 (2d10+2); stun, spell-like abilities, summon slaad; fast healing 5, DR 20/+2, resistances, telepathy, alternate form
Spectre	15	7d12	45	+7	incorporeal touch +6 (1d8 and energy drain); energy drain (x2, remove DC15), create spawn; undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Spider Eater	13	4d10+20	42	+1	sting +7 (1d8+5 &p), bite +2 (1d8+2); poison (DC17, none/ 1d8+5 week paralysis), freedom of movement, scent
Sphinx, Andro-	22	12d10+48	114	0	2 claws +18 (2d4+7); pounce, rake 2d4+3, roar, spells
Sphinx, Crio-	20	10d10+30	85	0	butt +15 (2d6+6), 2 claws +10 (1d6+3); pounce, rake 1d6+3
Sphinx, Gyno-	21	8d10+8	52	+5	2 claws +11 (1d6+4); pounce, rake 1d6+2, spell-lk. abilities
Sphinx, Hieraco-	19	9d10+18	67	+2	bite +13 (1d10+5), 2 claws +8 (1d6+2); pounce, rake 1d6+2
Sprite, Grig	18	1/2 d6+1	2	+4	diminutive short sword +6 (1d3-3), composite shortbow +6 (1d4); spell-like abilities, fiddle; SR 17
Sprite, Nixie	14	1d6	3	+7	dagger +4 (1d4-2), light crossbow +4 (1d8); water breathing, charm person; SR 16
Sprite, Pixie	16	1d6	3	+4	dagger +5 (1d4-2), composite shortbow +6 (1d6); spell-like abilities, special arrows; SR 16, natural invisibility
Stirge	16	1d10	5	+4	touch +6 (1d3-4); attach, blood drain (1d4 Con/rnd, max 4)
Tarrasque	35	48d10+576	840	+7	bite +57 (4d8+17), 2 horns +52 (1d10+8), 2 claws +52 (1d12+8), tail slap +52 (3d8+8); frightful presence (DC26), rush (150 ft.), improved grab, swallow whole, augmented criticals (18-20/x3); DR 25/+5, carapace, immunities, regeneration 40, scent, SR 32
Tendriculos	16	9d8+54	94	-1	bite +13 (2d8+9), 2 tendrils +8 (1d6+4); improved grab, swallow whole, paralysis (DC19); plant, regeneration 10
Thoqqua	18	3d8+3	16	+1	slam +4 (1d6+3 & 2d6 fire); heat, burn; fire subtype, tremorsense
Titan	22	20d8+120	210	+1	gargantuan warhammer +31/+26/+21/+16 (4d6+19), huge javelin +19/+14/+9/+4 (2d6+13); spell-like abilities, spells; DR 15/+1, SR 25
Tojanida, Juvenile	22	3d8+6	19	+1	bite +6 (2d6+2), 2 claws +1 (1d4+1); all-around vision, acid and cold immunity, fire and electricity resistance 20
Tojanida, Adult	23	7d8+14	45	+1	bite +10 (2d8+3), 2 claws +5 (1d6+1); all-around vision, acid and cold immunity, fire and electricity resistance 20
Tojanida, Elder	24	15d8+60	127	+1	bite +20 (4d6+6), 2 claws +15 (1d8+3); all-around vision, acid and cold immunity, fire and electricity resistance 20
Treant	20	7d8+35	66	-1	2 slams +12 (2d6+9); animate trees, trample, double damage against objects; plant, fire vulnerability, half damage from piercing
Triton	16	3d8+3	16	0	trident +4 (1d8+1), hvy c-bow +3 (1d10); spell-like abilities
Troglodyte	15	2d8+4	13	-1	longspear +1 (1d8), bite -1 (1d4), stench (30 ft., DC13, -2 morale), darkvision 90 ft.
Troll	18	6d8+36	63	+2	2 claws +9 (1d6+6), bite +4 (1d6+3); rend 2d6+9; regeneration 5, scent, darkvision 90 ft.
Troll, Scrag	18	6d8+36	63	+2	2 claws +9 (1d6+6), bite +4 (1d6+3); rend 2d6+9; regeneration 5 (in water), scent, darkvision 90 ft.
Umber Hulk	17	8d8+32	68	+1	2 claws +11 (2d4+6), bite +9 (2d8+3); confusing gaze; tremorsense
Unicorn	18	4d10+20	42	+3	horn +11 (1d8+8), 2 hooves +3 (1d4+2); magic circle against evil, spell-like abilities, immunities
Vampire Spawn	15	4d12	26	+6	slam +5 (1d6+4 & energy drain); charm, energy drain (remove DC14), blood drain (1d4 Con/round); undead, +2 turn resist., DR 10/silver, cold and electricity resist. 10, gaseous form, spider climb, fast healing 2
Vargouille	12	1d8+1	5	+1	bite +3 (1d4 &p); poison (DC12, can't heal), shriek, kiss
Wight	15	4d12	26	+1	slam +3 (1d4+1 & energy drain); energy drain (remove DC14), create spawn; undead
Will-o'-wisp	29	9d8	40	+13	shock +16 (2d8); spell immunity, natural invisibility
Winter Wolf	15	6d10+18	51	+5	bite +9 (1d8+6); breath (15 ft, DC16, 4d6), trip; sct, cold stp
Worg	14	4d10+8	30	+2	bite +7 (1d6+4); trip; scent
Wraith	15	5d12	32	+7	incorporeal touch +5 (1d4 & 1d6 perm. Con); create spawn; undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Wyvern	17	7d12+14	59	+1	sting +9 (1d6+4 &p), bite +4 (2d8+2), 2 wings +4 (1d8+2), 2 claws +9 (1d6+4); poison (DC17, 2d6 Con), improved grab, snatch; scent
Xill	20	5d8+10	32	+7	2 sh. swords +7 (1d6+2), 2 claws +2 (1d4+1), 2 longbows +8 (1d8); improved grab, paralysis (DC14), implant; SR 21, planewalk
Xorn, Minor	23	3d8+6	19	0	bite +6 (2d8+2), 3 claws +4 (1d3+1); burrow; xorn qualities
Xorn, Average	22	7d8+14	45	0	bite +10 (4d6+3), 3 claws +8 (1d4+1); burrow; xorn qualities
Xorn, Elder	22	15d8+60	127	0	bite +21 (4d8+7), 3 claws +19 (1d6+3); burrow; xorn qual.
Yeth Hound	20	3d8+6	19	+6	bite +6 (1d8+4); bay, trip; scent, flight, DR 10/silver
Yrthak	18	12d10+36	102	+6	bite +15 (2d8+5), 2 claws +13 (1d6+2); sonic lance, explosion, snatch; blindsight, sonic vulnerability
Yuan-ti, Pureblood	16	6d8	27	+5	mw scimitar +7/+2 (1d6), mw longbow w/mw arrows +9/+4 (1d8); spell-like abilities, psionics; SR 16
Yuan-ti, Halfblood	16	7d8+7	38	+5	mw scimitar +10/+5 (1d6+2), bite +4 (1d6+1 &p), mw mty comp. l-bow +10/+5 (1d8+2); poison (DC17, 1d6 Con), spell-like abilities, psionics; SR 16
Yuan-ti, Abomina.	20	9d8+27	67	+5	mw falchion +13/+8 (2d4+6), bite +12 (2d6+6 &p), mw mty comp. l-bow +11/+6 (1d8+2); poison (DC17, 1d6 Con), spell abilities, psionics, imp. grab, constrict 1d6+6; SR 16
Zombie, Tiny	11	1/2 d12+3	6	-1	slam +2 (1d3); undead, partial actions only
Zombie, Small	11	1d12+3	9	-1	slam +1 (1d4); undead, partial actions only
Zombie, Medium	11	2d12+3	16	-1	slam +2 (1d6+1); undead, partial actions only
Zombie, Large	11	4d12+3	29	-1	slam +4 (1d8+4); undead, partial actions only
Zombie, Huge	11	8d12+3	55	-1	slam +7 (2d6+7); undead, partial actions only
Zombie, Gargan.	11	24d12+3	159	-1	slam +15 (2d8+10); undead, partial actions only
Zombie, Colossal	11	48d12+3	315	-2	slam +25 (4d6+13); undead, partial actions only

Monster	AC	HD	hp	Init	Attacks and Qualities
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APPENDIX 1: ANIMALS

Ape	14	4d8+8	26	+2	2 claws +7 (1d6+5), bite +2 (1d6+2); scent
Baboon	13	1d8+1	5	+2	bite +2 (1d6+3); scent
Badger	15	1d8+2	6	+3	2 claws +5 (1d2-1), bite +0 (1d3-1); rage; scent
Bat	16	1/4 d8	1	+2	-; blindsight
Bear, Black	13	3d8+6	19	+1	2 claws +6 (1d4+4), bite +1 (1d6+2); scent
Bear, Brown	15	6d8+24	51	+1	2 claws +11 (1d8+8), bite +6 (2d8+4); improved grab; scent
Bear, Polar	15	8d8+32	68	+1	2 claws +13 (1d8+8), bite +8 (2d8+4); improved grab; scent
Bison	13	5d8+15	37	0	butt +6 (1d8+6); stampede; scent
Boar	16	3d8+9	22	0	gore +4 (1d8+3); ferocity; scent
Camel	13	3d8+6	19	+3	bite +5 (1d4+6); scent
Cat	14	1/2 d8	2	+2	2 claws +4 (1d2-4), bite -1 (1d3-4)
Cheetah	15	3d8+6	19	+4	bite +6 (1d6+3), 2 claws +1 (1d2+1); trip; sprint
Crocodile	15	3d8+9	22	+1	bite +6 (1d8+6), tail slap +6 (1d12+6); improved grab
Crocodile, Giant	16	7d8+28	59	+1	bite +11 (2d8+12), tail slap +11 (1d12+12); improved grab
Dog	15	1d8+2	6	+3	bite +2 (1d4+1); scent
Dog, Riding	16	2d8+4	13	+2	bite +3 (1d6+3); scent
Donkey	13	2d8+2	11	+1	bite +1 (1d2); scent
Eagle	14	1d8+1	5	+2	2 claws +3 (1d3), bite -2 (1d4)
Elephant	15	11d8+55	104	0	slam +16 (2d6+10), 2 stamps +11 (2d6+5), gore +16 (2d8+15); trample 2d8+15; scent
Hawk	17	1d8	4	+3	claws +5 (1d4-2)
Horse, Heavy	13	3d8+6	19	+1	2 hooves +3 (1d6+2); scent
Horse, Heavy War	14	4d8+12	30	+1	2 hooves +6 (1d6+4), bite +1 (1d4+2); scent
Horse, Light	13	3d8+6	19	+1	2 hooves +2 (1d4+1); scent
Horse, Light War	14	3d8+9	22	+1	2 hooves +4 (1d4+3), bite -1 (1d3+1); scent
Leopard	15	3d8+6	19	+4	bite +6 (1d6+3), 2 claw +1 (1d3+1); pnce, rake 1d3+1; scent
Lion	15	5d8+10	32	+3	2 claw +7 (1d4+5), bite +2 (1d8+2); pnce, rake 1d4+2; scent
Lizard	14	1/2 d8	2	+2	bite +4 (1d4-4)
Lizard, Giant	15	3d8+9	22	+2	bite +5 (1d8+4)
Monkey	14	1d8	4	+2	bite +4 (1d3-4)
Mule	13	3d8+9	22	+1	2 hooves +4 (1d4+3)
Octopus	16	2d8	9	+3	arms +5 (0), bite +0 (1d3); improved grab; ink cloud, jet
Octopus, Giant	18	8d8+8	44	+2	8 tentacles +10 (1d4+5), bite +5 (1d8+2); improved grab, constrict; ink cloud, jet
Owl	17	1d8	4	+3	claws +5 (1d4-2)
Pony	13	2d8+2	11	+1	2 hooves +2 (1d3+1); scent
Pony, War	13	2d8+4	13	+1	2 hooves +3 (1d3+2); scent
Porpoise	15	2d8+2	11	+3	butt +4 (2d4); blindsight
Rat	14	1/4 d8	1	+2	bite +4 (1d3-4); scent
Raven	14	1/4 d8	1	+2	claws +4 (1d2-5)
Rhinoceros	16	8d8+40	76	0	gore +13 (2d6+12)
Shark, Medium	15	3d8+3	16	+2	bite +4 (1d6+1); keen scent
Shark, Large	15	7d8+7	38	+2	bite +7 (1d8+4); keen scent
Shark, Huge	15	10d8+20	65	+2	bite +10 (2d6+7); keen scent
Sn., Constrictor	15	3d8+3	16	+3	bite +5 (1d3+4); improved grab, constrict 1d3+4; scent
Sn., Giant Constr.	15	11d8+11	60	+3	bite +13 (1d8+10); improved grab, constrict 1d8+10; scent
Sn., Viper, Tiny	17	1/4 d8	1	+3	bite +5 (p); poison (DC11, 1d6 Con), scent
Sn., Viper, Small	17	1d8	4	+3	bite +4 (1d2-2 &p); poison (DC11, 1d6 Con), scent
Sn., Viper, Med.	16	2d8	9	+3	bite +4 (1d4-1 &p); poison (DC11, 1d6 Con), scent
Sn., Viper, Large	15	3d8	13	+3	bite +4 (1d4 &p); poison (DC11, 1d6 Con), scent
Sn., Viper, Huge	15	4d8+4	22	+4	bite +5 (1d4 &p); poison (DC13, 1d6 Con), scent
Squid	16	3d8	13	+3	arms +5 (0), bite +0 (1d6+1); imp., grab; ink cloud, jet
Squid, Giant	17	12d8+12	66	+3	10 tentacles +15 (1d6+8), bite +10 (2d8+4); improved grab, constrict 1d6+8; ink cloud, jet
Tiger	14	6d8+18	45	+2	2 claw +9 (1d8+6), bite +4 (2d6+3); pnce, grab, rake 1d8+3

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Toad	15	1/4 d8	1	+1	-
Weasel	14	1/2 d8	2	+2	bite +4 (1d3-4); attach; scent
Whale, Baleen	16	12d8+72	126	+1	tail slap +17 (1d8+18); blindsight
Whale, Cachalot	16	12d8+84	138	+1	bite +17 (4d6+12), tail slap +12 (1d8+6); blindsight
Whale, Orca	16	9d8+45	85	+2	bite +12 (2d6+12); blindsight
Wolf	14	2d8+4	13	+2	bite +3 (1d6+1); trip; scent
Wolverine	14	3d8+12	25	+2	2 claws +4 (1d4+2), bite -1 (1d6+1); rage; scent

Monster	AC	HD	hp	Init	Attacks and Qualities
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APPENDIX 2: VERMIN

Giant Ant, Worker	17	2d8	9	0	bite +1 (1d6); improved grab; vermin
Giant Ant, Soldier	17	2d8+2	11	0	bite +3 (2d4+3); improved grab, acid sting; vermin
Giant Ant, Queen	17	4d8+4	22	-1	bite +5 (2d6+4); improved grab; vermin
Giant Bee	14	3d8	13	+2	sting +2 (1d4 &p); poison (DC13, 1d6 Con), vermin
Giant Beetle, Bom.	16	2d8+4	13	0	bite +2 (1d4+1); acid spray; vermin
Giant Beetle, Fire	16	1d8	4	0	bite +1 (2d4); vermin
Giant Beetle, Stag	19	7d8+21	52	0	bite +10 (4d6+9); trample 2d8+3; vermin
Giant Pray. Mantis	14	4d8+8	26	-1	claws +6 (1d8+4), bite +1 (1d6+2); imp grab, squeeze; vrmn
Giant Wasp	14	5d8+10	32	+1	sting +6 (1d3+6 &p); poison (DC18, 1d6 Dex), vermin
M Centipde, Tiny	14	1/4 d8	1	+2	bite +4 (1d3-5 &p); poison (DC11, 1 Dex), vermin
M Centipde, Small	14	1/2 d8	2	+2	bite +3 (1d4-3 &p); poison (DC11, 1d2 Dex), vermin
M Centipde, Med.	14	1d8	4	+2	bite +2 (1d6-1 &p); poison (DC13, 1d3 Dex), vermin
M Centipde, Large	14	2d8	9	+2	bite +2 (1d8+1 &p); poison (DC16, 1d4 Dex), vermin
M Centipde, Huge	16	4d8	18	+2	bite +4 (2d6+4 &p); poison (DC18, 1d6 Dex), vermin
M Centipde, Garg.	18	16d8	72	+2	bite +13 (2d8+7 &p); poison (DC26, 1d8 Dex), vermin
M Centipde, Col.	20	32d8	144	+2	bite +23 (4d6+10 &p); poison (DC36, 2d6 Dex), vermin
M Scorpion, Tiny	14	1/2 d8+2	4	0	2 claws +2 (1d2-4), sting -3 (1d2-4 &p); poison (DC11, 1d2 Str), improved grab; vermin
M Scorpion, Small	14	1d8+2	6	0	2 claws +1 (1d3-1), sting -4 (1d3-1 &p); poison (DC11, 1d3 Str), improved grab, squeeze; vermin
M Scorpion, Med.	14	2d8+4	13	0	2 claws +2 (1d4+1), sting -3 (1d4 &p); poison (DC15, 1d4 Str), improved grab, squeeze; vermin
M Scorpion, Large	14	4d8+8	26	0	2 claws +5 (1d6+3), sting +0 (1d6+1 &p); poison (DC18, 1d6 Str), improved grab, squeeze; vermin
M Scorpion, Huge	16	16d8+32	104	0	2 claws +15 (1d8+5), sting +10 (2d4+2 &p); poison (DC26, 1d8 Str), improved grab, squeeze; vermin
M Scorpion, Garg.	18	32d8+64	208	0	2 claws +27 (2d6+7), sting +22 (2d6+3 &p); poison (DC36, 2d6 Str), improved grab, squeeze; vermin
M Scorpion, Col.	20	64d8+128	416	0	2 claws +49 (2d8+9), sting +44 (2d8+4 &p); poison (DC54, 2d8 Str), improved grab, squeeze; vermin
M Spider, Tiny	15	1/2 d8	2	+3	bite +5 (1d3-4 &p); poison (DC11, 1d2 Str), web; vermin
M Spider, Small	14	1d8	4	+3	bite +4 (1d4-2 &p); poison (DC11, 1d3 Str), web; vermin
M Spider, Med.	14	2d8+2	11	+3	bite +4 (1d6 &p); poison (DC14, 1d4 Str), web; vermin
M Spider, Large	14	4d8+4	22	+3	bite +4 (1d8+3 &p); poison (DC17, 1d6 Str), web; vermin
M Spider, Huge	16	10d8+10	55	+3	bite +9 (2d6+6 &p); poison (DC22, 1d8 Str), web; vermin
M Spider, Garg.	18	24d8+24	132	+3	bite +20 (2d8+9 &p); poison (DC31, 2d6 Str), web; vermin
M Spider, Col.	20	48d8+48	264	+3	bite +36 (4d6+12 &p); poison (DC35, 2d8 Str), web; vermin

APPENDIX 3: TEMPLATES

Werebear, Com1	17	6d8+24	51	+1	2 claws +11 (1d8+8), bite +9 (2d8+4); improved grab, curse of lycanthropy; bear empathy, scent, DR 15/silver
Wereboar, Com1	18	3d8+9	22	+4	gore +4 (1d8+3); ferocity, curse of lycanthropy; boar empathy, scent, DR 15/silver
Wererat, Com1	17	1d8+1	5	+3	bite +1 (1d4), rapier +3 (1d6); curse of lycanthropy; rat empathy, scent, DR 15/silver
Weretiger, Com1	16	6d8+18	45	+2	2 claw +9 (1d8+6), bite +7 (2d6+3); pounce, imp. grab, rake 1d8+3, curse of lycan.; tiger empathy, scent, DR 15/silver
Werewolf, Com1	16	2d8+4	13	+6	bite +3 (1d6+1); trip, curse of lycanthropy; scent, DR 15/sil.

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Microlite20 ARCANES SPELLS

0-LEVEL ARCANES SPELLS (CANTRIPS)

- Arcane Mark:** Inscribe a permanent personal rune (visible or invisible).
- Detect Magic:** Detects spells and magic items within 60 ft. for up to 1 min./level or until concentration ends.
- Ghost Sound:** Figment sounds for 1 round/level.
- Light:** Object shines like a torch for 10 min./level.
- Mage Hand:** 5-pound telekinesis. Lasts until concentration ends.
- Prestidigitation:** Performs minor tricks for 1 hour.
- Read Magic:** Read scrolls and spellbooks for 10 min./level.

1st-LEVEL ARCANES SPELLS

- Feather Fall:** Objects or creatures fall slowly for 1 round/level or until landing.
- Floating Disk:** Creates 3-ft.-diameter horizontal disk that holds 100 lb./level. Lasts for 1 hour/level.
- Mage Armor:** Gives subject +4 armor bonus for 1 hour/level.
- Magic Missile:** 1d4+1 damage; +1 missile per two levels above 1st (max 5).
- Sleep:** Puts 4 HD of creatures into magical slumber for 1 min./level.
- Shocking Grasp:** Touch delivers 1d6/level electricity damage (max 5d6).

2nd-LEVEL ARCANES SPELLS

- Acid Arrow:** Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
- Flaming Sphere:** Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
- Invisibility:** Subject is invisible for 1 min./level or until it attacks.
- Knock:** Opens locked or magically sealed door.
- Levitate:** Subject moves up and down at your direction for 1 min./level.
- Spider Climb:** Grants ability to walk on walls and ceilings for 10 min./level.

3rd-LEVEL ARCANES SPELLS

- Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.
- Dispel Magic:** Cancels magical spells and effects.
- Fireball:** 1d6 damage per level, 20-ft. radius.
- Fly:** Subject flies at speed of 60 ft. for 1 min./level.
- Lightning Bolt:** Electricity deals 1d6/level damage.
- Vampiric Touch:** Touch deals 1d6/two levels damage; caster gains damage as hp which last for 1 hour.

4th-LEVEL ARCANES SPELLS

- Animate Dead:** Creates level X2 HD of undead skeletons or zombies.
- Arcane Eye:** Invisible floating eye moves 30 ft./round for 1 min./level.
- Black Tentacles:** Tentacles grapple all within 20 ft. spread for 1 round/level.
- Dimension Door:** Teleports you short distance.
- Polymorph:** Gives one willing subject a new form for 1 min./level.
- Stoneskin:** Ignore 10 points of damage per attack. Lasts for 10 min./level or until discharged.

5th-LEVEL ARCANES SPELLS

- Cloudkill:** Kills 3 HD or less; 4-6 HD save or die, 6+ HD take STR damage. Lasts for 1 min./level.
- Contact Other Plane:** Lets you ask one question of extraplanar entity. Lasts until concentration ends.
- Feeblemind:** Subject's MIND score drops to 1.
- Passwall:** Creates passage through wood or stone wall for 1 hour/level.
- Permanency:** Makes certain spells permanent.
- Teleport:** Instantly transports you as far as 100 miles/level.

6th-LEVEL ARCANES SPELLS

- Antimagic Field:** Negates magic within 10 ft. for 10 min./level.
- Chain Lightning:** 1d6/level damage; 1 secondary bolt/level each deals half damage.
- Contingency:** Sets trigger condition for another spell. Lasts for 1 day/level or until discharged.
- Disintegrate:** Destroys one creature or object.
- Geas:** Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.
- True Seeing:** Lets you see all things as they really are for 1 min./level.

7th-LEVEL ARCANES SPELLS

- Delayed Blast Fireball:** 1d6/level fire damage; you can postpone blast for 5 rounds.
- Ethereal Jaunt:** You become ethereal for 1 round/level.
- Finger of Death:** Kills one subject.
- Plane Shift:** As many as eight subjects travel to another plane.
- Power Word Blind:** Blinds creature with 200 hp or less for 1d4+1 minutes (permanent if creature has less than 50 hp).
- Spell Turning:** Reflect 1d4+6 spell levels back at caster for 10 min./level or until expended.

8th-LEVEL ARCANES SPELLS

- Clone:** Duplicate awakens when original dies.
- Horrid Wilting:** Deals 1d6/level damage within 30 ft.
- Incendiary Cloud:** Cloud deals 4d6 fire damage/round for 1 round/level.
- Irresistible Dance:** Forces subject to dance for 1d4+1 rounds.
- Power Word Stun:** Stuns creature with 150 hp or less for 2d4 rounds.
- Trap the Soul:** Imprisons subject within gem.

9th-LEVEL ARCANES SPELLS

- Astral Projection:** Projects you and companions onto Astral Plane.
- Etherealness:** Travel to Ethereal Plane with companions for 1 min./level.
- Gate:** Connects two planes for travel or summoning. Open for 1 round/level.
- Meteor Swarm:** Four exploding spheres each deal 6d6 fire damage.
- Power Word Kill:** Kills one creature with 100 hp or less.
- Soul Bind:** Traps newly dead soul to prevent resurrection.

Microelite 20 DIVINE SPELLS

0-LEVEL DIVINE SPELLS (ORISONS)

Create Water: Creates 2 gallons/level of pure water.

Guidance: +1 on one attack roll, saving throw, or skill check. Lasts for 1 min. or until discharged.

Light: Object shines like a torch for 10 min./level.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Resistance: Subject gains +1 on saving throws for 1 minute.

Virtue: Subject gains 1 temporary hp for 1 minute.

1st-LEVEL DIVINE SPELLS

Bless: Allies gain +1 on attack rolls and communication + MIND checks against fear for 1 min./level.

Bless Water: Makes holy water.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Divine Favor: You gain +1 per three levels on attack and damage rolls for 1 minute.

Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts for 30 minutes or until discharged.

Shield of Faith: Aura grants +2 or higher AC bonus for 1 min./level.

2nd-LEVEL DIVINE SPELLS

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Delay Poison: Stops poison from harming subject for 1 hour/level.

Gentle Repose: Preserves one corpse.

Remove Paralysis: Frees one or more creatures from paralysis or slow effect.

Restoration, Lesser: Disperses magical ability penalty or repairs 1d4 ability damage.

3rd-LEVEL DIVINE SPELLS

Create Food and Water: Feeds three humans (or one horse)/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Prayer: Allies get a +1 bonus on most rolls, enemies take a -1 penalty for 1 round/level.

Remove Disease: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8/two levels damage, or 1d8/level against undead.

Speak with Dead: Corpse answers one question/two levels. Lasts for 1 min./level.

4th-LEVEL DIVINE SPELLS

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Discern Lies: Reveals deliberate falsehoods for 1 round/level or until concentration ends.

Freedom of Movement: Subject moves normally despite impediments for 10 min./level.

Neutralize Poison: Immunizes subject against poison for 10 min./level, detoxifies venom in or on subject.

Restoration: Restores level and ability score drains.

Tongues: Speak any language for 10 min./level.

5th-LEVEL DIVINE SPELLS

Atonement: Removes burden of misdeeds from subject.

Commune: Deity answers one yes-or-no question/level. Lasts for 1 round/level.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Raise Dead: Restores life to subject who died as long as one day/level ago.

True Seeing: Lets you see all things as they really are for 1 min./level.

6th-LEVEL DIVINE SPELLS

Banishment: Banishes 2 HD/level of extraplanar creatures.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Harm: Deals 10 points/level damage to target.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Heroes' Feast: Food for one creature/level cures disease and grants +1 combat bonus for 12 hours. Lasts for 1 hour.

Quest: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.

7th-LEVEL DIVINE SPELLS

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.

Destruction: Kills subject and destroys remains.

Ethereal Jaunt: You become ethereal for 1 round/level.

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Restoration, Greater: As restoration, plus restores all levels and ability scores.

Resurrection: Fully restores a dead subject from a small portion of the corpse.

8th-LEVEL DIVINE SPELLS

Antimagic Field: Negates magic within 10 ft. for 10 min./level.

Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.

Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.

Discern Location: Reveals exact location of creature or object.

Fire Storm: Deals 1d6/level fire damage.

Holy Aura: +4 to AC, +4 resistance, and SR 25 against evil spells for 1 round/level.

9th-LEVEL DIVINE SPELLS

Astral Projection: Projects you and companions onto Astral Plane.

Etherealness: Travel to Ethereal Plane with companions for 1 min./level.

Gate: Connects two planes for travel or summoning. Open for 1 round/level.

Heal, Mass: As heal, but with several subjects.

Implosion: Kills one creature/round for 4 rounds or until concentration ends.

Soul Bind: Traps newly dead soul to prevent resurrection.

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APOCRYPHA

A Complete Cleric's Spell List for MICROLITE 20

0-LEVEL CLERIC SPELLS (ORISONS)

1. **Create Water:** Creates 2 gallons/level of pure water.
2. **Cure Minor Wounds:** Cures 1 point of damage.
3. **Detect Magic:** Detects spells and magic items within 60 ft.
4. **Detect Poison:** Detects poison in one creature or object, whether poisonous or poisoned.
5. **Guidance:** +1 on one attack roll, saving throw, or skill check within 1 minute.
6. **Inflict Minor Wounds:** Touch attack, 1 point of damage.
7. **Light:** Object shines like a torch with a 20' radius for 10 minutes / level.
8. **Mending:** Makes minor repairs on an object.
9. **Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.
10. **Read Magic:** Read scrolls and spell books for 10 minutes / level.
11. **Resistance:** Subject gains +1 on saving throws for 1 minute.
12. **Virtue:** Subject gains 1 temporary hp for 1 minute.

1ST-LEVEL CLERIC SPELLS

1. **Bane:** All enemies within 50' take -1 on attack rolls and saves against fear for 1 minute / level.
2. **Bless:** All allies within 50' gain +1 on attack rolls and saves against fear for 1 minute / level.
3. **Bless Water :** Makes 1 pint of holy water.
4. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
5. **Command:** One subject obeys selected command for 1 round.
6. **Comprehend Languages:** You understand all spoken and written languages for 10 minutes / level.
7. **Cure Light Wounds:** Cures 1d8 damage +1 / level (max +5).
8. **Curse Water :** Makes unholy water.
9. **Death-watch:** Reveals how near death subjects within 30 ft are for 10 minutes / level.
10. **Detect Un-dead:** Reveals undead within 60 ft for 1 minute / level.
11. **Divine Favour:** You gain +1 per three levels on attack and damage rolls for 1 minute.
12. **Doom:** One subject takes -2 on attack rolls, damage rolls, saves, and checks, for 1 minute / level.
13. **Endure Elements:** Exist comfortably in hot or cold environments.
14. **Entropic Shield:** Ranged attacks against you have 20% miss chance for 1 minute / level.
15. **Hide from Undead:** Undead can't perceive one subject/level for 10 minutes / level. Any form of interaction negates this.
16. **Inflict Light Wounds:** Touch deals 1d8 damage +1/level (max +5).
17. **Magic Stone:** Three stones gain +1 on attack, deal 1d6 +1 damage, until they are used or for 30 minutes.
18. **Magic Weapon:** Weapon gains +1 bonus for 1 minute / level.
19. **Obscuring Mist:** a stationary fog surrounds you to a radius of 20' for 1 minute / level.
20. **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels for 10 minutes.
21. **Sanctuary:** For 1 round / level, opponents can't attack you, and you can't attack them.
22. **Shield of Faith:** Aura grants +2 (+1 again per 6 levels) to AC for 1 minute / level.

23. **Summon Monster I:** Calls extraplanar creature to fight for you.

2ND-LEVEL CLERIC SPELLS

1. **Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10) for 1 minute / level.
2. **Augury:** Learns whether a particular action will bring good or bad (or both!) results.
3. **Bear's Endurance:** subject gains +4 to physical rolls for 1 min./level.
4. **Bull's Strength:** Subject gains +4 to Str for 1 min./level.
5. **Calm Emotions:** Calms creatures, negating emotion effects and rids a target of bonuses from spells such as bless, good hope, and rage, for 1 round / level.
6. **Consecrate:** Fills area of 20' radius with positive energy, making undead weaker. They suffer a -1 to all rolls and the caster gains a +3 to turning rolls.
7. **Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10) with a touch.
8. **Darkness:** 20-ft. radius of supernatural shadow for 10 minutes / level.
9. **Death Knell:** Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level for 10 minutes per HD of subject.
10. **Delay Poison:** Stops poison from harming subject for 1 hour/level.
11. **Desecrate:** Fills area equal to a 25' + 5'/ level with negative energy, making undead stronger. They gain +1 to all rolls for 2 hours per level.
12. **Eagle's Splendour:** Subject gains +4 to communication for 1 min./level.
13. **Enthrall:** Captivates all within 100 ft. + 10 ft./level for 1 hour.
14. **Find Traps:** Notice traps as a rogue does (MIND + subterfuge) with a bonus equal to half your level (round down).
15. **Gentle Repose:** Preserves one corpse for 1 day / level.
16. **Hold Person:** Paralyzes one humanoid for 1 round/level. The held creature may attempt a STR + physical save every round.
17. **Inflict Moderate Wounds:** Touch attack, 2d8 damage +1/level (max +10).
18. **Make Whole:** Repairs an object.
19. **Owl's Wisdom:** the touched being gains +4 Mind for 1 minute / level.
20. **Remove Paralysis:** Frees up to 4 creatures within 25' + 5'/per level from paralysis or *slow* effect.
21. **Resist Energy:** touched target ignores 20 points of damage/attack from specified energy type after save roll (acid, cold, electricity, fire, or sonic) for 10 minutes / level.
22. **Restoration, Lesser:** Repairs 1d4 temporary ability damage.
23. **Shatter:** Sonic vibration damages objects or crystalline creatures within 25' + 5'/ level. Damage against crystalline creatures inflicts 1d6 damage per level (max 1d6, save halves damage).
24. **Shield Other :** You take half of chosen subject's damage. Subject must remain within 25' + 5'/ level to benefit and gains +1 to AC and all rolls.
25. **Silence:** Negates sound in 20-ft. radius for 1 minute / level.
26. **Sound Burst:** Deals 1d8 sonic damage to subjects at a range of 25' + 5'/ level and a 10' radius ; may stun them on a failed STR + physical roll.
27. **Spiritual Weapon:** Magic weapon attacks on its own within a range of 100' + 10' / level for 1d8 + 1 / level damage for 1 round / level. It attacks as if wielded by caster but the caster can always do something else while "thinking" it to attack.
28. **Status:** Monitors condition, position of touched allies (1 per 3 levels) for 1 hour per level
29. **Summon Monster II:** Calls extraplanar creature to fight for you.
30. **Zone of Truth:** Subjects within range (25' + 5'/ level) and radius (20') cannot lie.

3RD-LEVEL CLERIC SPELLS

1. **Animate Dead :** Creates a number of un-dead skeletons and/or zombies with a HD total equal to twice your caster level. They obey all commands until destroyed.
2. **Bestow Curse:** touched being suffers -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
3. **Blindness/Deafness:** Makes a touched subject blinded or deafened, permanently.
4. **Contagion:** Infects subject with a disease with no incubation period.

5. **Continual Flame** : Makes a permanent, heatless torch.
6. **Create Food and Water**: Feeds three humans (or one horse)/level.
7. **Cure Serious Wounds**: Cures 3d8 damage +1/level (max +15).
8. **Daylight**: 60-ft. radius of bright light for 10 minutes / level.
9. **Deeper Darkness**: Object sheds supernatural shadow in 60-ft. radius for 1 day / level.
10. **Glyph of Warding**: Inscription harms 1d8 damage / 2 levels to those who pass it without proper password.
11. **Helping Hand**: Ghostly hand leads subject if within 5 miles to you if it chooses.
12. **Inflict Serious Wounds**: Touch attack, 3d8 damage +1/level (max +15).
13. **Invisibility Purge**: Dispels invisibility within 5 ft./level.
14. **Locate Object**: Senses direction toward object (specific or type) within 400' + 40' / level.
15. **Magic Circle against**: subject cannot be approached, attacked or touched within a 10-ft. radius and 10 min./level.
16. **Magic Vestment**: Armour or shield gains +1 enhancement per four levels four 1 hour / level.
17. **Meld into Stone**: You and your gear merge with stone for 10 minutes / level.
18. **Obscure Object**: Masks object against scrying for 8 hours.
19. **Prayer**: All Allies +1 bonus on most rolls, All enemies –1 penalty within 40' radius for 1 round / level.
20. **Protection from Energy**: Absorb 12 points/level of damage from one kind of energy (acid, cold, electricity, fire, or sonic) for 10 minutes / level or until all used up.
21. **Remove Blindness/Deafness**: Cures normal or magical conditions.
22. **Remove Curse**: Frees object or person from curse.
23. **Remove Disease**: Cures all diseases affecting subject.
24. **Searing Light**: Ray deals 1d8/two levels damage, 1d6 / level against undead, requires a magic attack against AC to hit.
25. **Speak with Dead**: Corpse answers one question/two levels.
26. **Stone Shape**: Sculpts stone into any shape (10 cubic feet + 1 / level).
27. **Summon Monster III**: Calls extra planar creature to fight for you.
28. **Water Breathing**: Subjects equal to caster level can breathe underwater for 2 hours / level.
29. **Water Walk**: Subject treads on water as if solid for 10 minutes / level.
30. **Wind Wall**: 10' x 5' x 2' wall of blowing wind deflects arrows, smaller creatures, and gases (50/50 chance) for 1 round / level.

4TH-LEVEL CLERIC SPELLS

1. **Air Walk**: Subject treads on air as if solid (climb at 45-degree angle) for 10 minute / level.
2. **Control Water**: Raises or lowers bodies of water by a volume of 10 x 10 to a maximum height of depth of 1' / level, for 10 minutes / level.
3. **Cure Critical Wounds**: Cures 4d8 damage +1/level (max +20).
4. **Death Ward**: Grants immunity to death spells and negative energy effects to touched subject for 1 minute / level.
5. **Dimensional Anchor**: Bars extradimensional movement of a being within 100' + 10' / level, for 1 minute / level. Requires a magic attack to hit AC to effect subject.
6. **Discern Lies**: Reveals deliberate falsehoods in 1 creature / level, at a range of 25' + 5' / level for 1 minute / level.
7. **Dismissal**: Forces a creature to return to native plane.
8. **Divination**: Provides one piece of useful advice for specific proposed actions.
9. **Divine Power**: You gain attack bonus, +6 to Str, and 1 hp/level for 1 round / level.
10. **Freedom of Movement**: Subject moves normally despite impediments for 10 minutes / level.
11. **Giant Vermin**: Turns centipedes, scorpions, or spiders into giant vermin.
12. **Imbue with Spell Ability**: Transfer 1 spell to subject, which can be cast at any time, once.
13. **Inflict Critical Wounds**: Touch attack, 4d8 damage +1/level (max +20).
14. **Magic Weapon, Greater**: +1 bonus/four levels (max +5) for 1 minute / level.
15. **Neutralize Poison**: Immunizes subject against poison, detoxifies venom in or on subject.
16. **Planar Ally, Lesser**: Exchange services with a 6 HD extraplanar creature.

17. **Poison:** Touch deals 1d10 STR damage, repeats in 1 min.
18. **Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.
19. **Restoration:** Restores 1 level and all ability score drains.
20. **Sending:** Delivers short message (25 words or less) anywhere, instantly.
21. **Spell Immunity:** Subject is immune to one spell per four levels for 10 minutes / level.
22. **Summon Monster IV:** Calls extraplanar creature to fight for you.
23. **Tongues:** Speak any language for 10 minutes / level.

5TH-LEVEL CLERIC SPELLS

1. **Break Enchantment:** Frees subjects (1 per caster level within 30') from enchantments, alterations, curses, and petrification. Requires a magic attack roll.
2. **Command, Greater:** As *command*, but affects one subject/level.
3. **Commune:** Deity answers one yes-or-no question/level.
4. **Cure Light Wounds, Mass:** Cures 1d8 damage +1/level for many creatures.
5. **Disrupting Weapon:** Melee weapon destroys undead of equal or lower HD provided they fail a save. 1 round / level.
6. **Flame Strike:** Smite foes with divine fire (1d6/level damage) within 100'+ 10' with an area of 10' radius. Save reduces damage by one quarter.
7. **Hallow:** Designates location of 40'radius as holy for a year. All attempts to turn undead gain a +4 bonus, undead cannot be raised in the area and the area acts as a magic circle against undead, demons, devils etc.
8. **Inflict Light Wounds, Mass:** Deals 1d8 damage +1/level to 1 creature / level at a range of 25'+5'/ level.
9. **Insect Plague:** Locust swarms attack creatures (1 swarm / 3 levels).
10. **Mark of Justice:** Designates action that will trigger *bestow curse* on subject.
11. **Plane Shift:** As many as eight subjects travel to another plane.
12. **Raise Dead:** Restores life to subject who died as long as one day/level ago.
13. **Righteous Might:** Your size increases, and you gain combat bonuses (+8 STR, +4 AC, Damage inflicted goes up to next die, 1d6>1d8 etc) for 1 round / level.
14. **Scrying:** Spies on subject from a distance for 1 minute / level.
15. **Slay Living:** Touch attack kills subject.
16. **Spell Resistance:** Subject gains SR 12 + level.
17. **Summon Monster V:** Calls extraplanar creature to fight for you.
18. **Symbol of Pain:** Triggered rune wracks nearby creatures with pain (60'radius, -4 on all rolls for 1 hour).
19. **Symbol of Sleep:** Triggered rune puts nearby creatures under 10 HD into catatonic slumber for 3d6x10 minutes.
20. **True Seeing:** Lets you see all things as they really are including in darkness, invisible, polymorphed etc. but not mundane events like being physically hidden, in disguise etc.
21. **Unhallow:** Designates location as unholy for a year. Turning undead attempts suffer a -4 penalty and the area (40'radius) acts as a magic circle against good.
22. **Wall of Stone:** Creates a stone wall that can be shaped (5' square and 2 inches thick per level).

6TH-LEVEL CLERIC SPELLS

1. **Animate Objects:** Objects (1 per level within 100'+ 10'/ level) attack your foes for 1 round per level.
2. **Antilife Shell:** 10-ft. field hedges out living creatures for 10 minutes / level.
3. **Banishment:** Banishes 2 HD/level of extraplanar creatures within 25'+ 5'/ level back to their home plane.
4. **Bear's Endurance, Mass:** As *bear's endurance*, affects one subject/ level for 1 minute / level within 25'+ 5'/per 2 levels.
5. **Blade Barrier:** Wall of blades (20'long per level and 20'high) deals 1d6/level damage for 1 minute per level. A DEX + subterfuge roll halves the damage if passed.
6. **Bull's Strength, Mass:** As *bull's strength*, affects one subject/level within 25'+ 5'/ 2 levels, for 1 minute / level.

7. **Create Undead:** Create ghosts (levels 12 to 14), mummies (15-17), or mohrgs (18+) from a touched corpse.
8. **Cure Moderate Wounds, Mass:** Cures 2d8 damage +1/level for 1 creature / level.
9. **Eagle's Splendour, Mass:** As *eagle's splendour*, affects one subject/level.
10. **Find the Path:** Shows most direct way to a location.
11. **Forbiddance :** Blocks planar travel within a 60'cube within 100'+ 10'per level.
12. **Geas/Quest:** As *lesser geas*, plus it affects any creature of any HD and suffers 3d6 damage each day it does not attempt to fulfil quest.
13. **Glyph of Warding, Greater:** As *glyph of warding*, but up to 1d8 damage / level.
14. **Harm:** Deals 10-points/level damage to a touched target. A save halves this damage.
15. **Heal:** Cures 10 points/level of damage, all diseases and mental conditions on touched subject.
16. **Heroes' Feast:** Food for one creature/level. This cures all diseases, makes you immune to poison, adds 1 temporary HP / level and grants a +1 to all rolls. This lasts for 12 hours..
17. **Inflict Moderate Wounds, Mass:** Deals 2d8 damage +1/level to 1 creature / level within 25'+ 5'per 2 levels.
18. **Owl's Wisdom, Mass:** As *owl's wisdom*, affects one subject/level within 25'+ 5' / level for 1 minute / level.
19. **Planar Ally :** As *lesser planar ally*, but up to 12 HD.
20. **Summon Monster VI:** Calls extraplanar creature to fight for you.
21. **Symbol of Fear :** Triggered rune panics nearby creatures (1 per level, 60' radius) for 1 round per level.
22. **Symbol of Persuasion :** Triggered rune charms nearby creatures (1 per level,60' radius) for 1 hour per level.
23. **Undeath to Death :** Destroys 1d4 HD/level of undead within 40'radius (max 20d4).
24. **Wind Walk:** You and your allies (1 per 3 levels) turn vaporous and travel fast (60 mph for 1 hour per level).
25. **Word of Recall:** Teleports you back to designated place with any willing touched or touching others.

7TH-LEVEL CLERIC SPELLS

1. **Blasphemy:** Kills (if subject is 10 HD lower than caster) , paralyses (for 1d10 minutes if 5HD lower) , weakens (-2d6 STR for 2d4 rounds if 1 HD lower) or dazes (misses next round of actions) to all creatures within a 40 range and radius.
2. **Control Weather:** Changes weather in local area.
3. **Cure Serious Wounds, Mass:** Cures 3d8 damage +1/level for 1 creature / level within 25'+ 5'/ level.
4. **Destruction :** Kills subject and destroys remains instantly although a successful STR + physical roll reduces it to 10d6 damage.
5. **Dictum:** as Blasphemy except deafens instead of weakens.
6. **Ethereal Jaunt:** You become ethereal for 1 round/level.
7. **Holy Word:** as Blasphemy except it blinds instead of weakens.
8. **Inflict Serious Wounds, Mass:** Deals 3d8 damage +1/level to 1 creature / level within 25'+ 5'/ level.
9. **Refuge :** Alters item to transport its possessor to you upon speaking a command word and breaking item.
10. **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
11. **Repulsion:** Creatures can't approach you within a range of 10'per level for 1 round per level.
12. **Restoration, Greater :** As *restoration*, plus restores all levels and ability scores.
13. **Resurrection :** Fully restore dead subject who cannot have been dead more than 10 years / level, cannot died of old age and loses a level or 1d4 STR if 1st level.
14. **Scrying, Greater:** As *scrying*, but 1 hour per level.
15. **Summon Monster VII:** Calls extraplanar creature to fight for you.
16. **Symbol of Stunning :** Triggered rune stuns nearby creatures within 60'radius for 1d6 rounds.
17. **Symbol of Weakness :** Triggered rune weakens nearby creatures by 3d6 STR (all

creatures without STR are reduced by 1d6 HD) for 10 minutes per level.

18. **Word of Chaos:** as Blasphemy except stuns (unable to take any action against another for 2d4 rounds) instead of weakens.

8TH-LEVEL CLERIC SPELLS

1. **Antimagic Field:** Negates all magic within 10 ft.
2. **Cloak of Chaos:** +4 to AC, +4 resistance, and SR 25 against spells from lawful creatures.
3. **Create Greater Undead:** Create shadows, wraiths, spectres, or devourers.
4. **Cure Critical Wounds, Mass:** Cures 4d8 damage +1/level for 1 creature / level within 25'+ 5' / level.
5. **Dimensional Lock:** Teleportation and interplanar travel blocked for one day/level.
6. **Discern Location:** Reveals exact location of creature or object.
7. **Earthquake:** Intense tremor shakes 80-ft.-radius.
8. **Fire Storm:** Deals 1d6/level fire damage at a range of 100'+ 10' / level with 2 10'cubes per level.
9. **Holy Aura:** as Cloak of Chaos except against evil creatures .
10. **Planar Ally, Greater :** As *lesser planar ally*, but up to 18 HD.
11. **Inflict Critical Wounds, Mass:** Deals 4d8 damage +1/level for 1 creature / level within 25'+ 5' / level.
12. **Shield of Law:** as Cloak of Chaos except against chaotic creatures.
13. **Spell Immunity, Greater:** As *spell immunity*, but up to 8th-level spells.
14. **Summon Monster VIII:** Calls extraplanar creature to fight for you.
15. **Symbol of Death:** Triggered rune slays nearby creatures (60'radius).
16. **Symbol of Insanity:** Triggered rune renders nearby creatures insane (60'radius).
17. **Unholy Aura:** as Cloak of Chaos except against good creatures.

9TH-LEVEL CLERIC SPELLS

1. **Astral Projection:** Projects you and companions onto Astral Plane.
2. **Energy Drain:** Subject gains 2d4 negative levels for 24 hours.
3. **Etherealness:** Travel to Ethereal Plane with companions.
4. **Gate:** Connects two planes for travel or summoning.
5. **Heal, Mass:** As *heal*, but ALL afflictions from 1 creature / level within 25'+ 5' / level.
6. **Implosion:** Kills one creature/round for 1 round / level with 25'+ 5' / 2 levels.
7. **Miracle:** Requests a deity's intercession (see game master).
8. **Soul Bind:** Traps newly dead soul to prevent *resurrection*, *true resurrection*, *miracle*, *wish* etc. within 1 round / level of creature dying and within 25'+ 5' / 2 levels.
9. **Storm of Vengeance:** Storm rains acid (1d6 damage), lightning (6 bolts, 10d6 damage, different targets), and hail (5d6 damage), deafens all within 360'radius and 400'+ 40' / level range.
10. **Summon Monster IX:** Calls extraplanar creature to fight for you.
11. **True Resurrection:** As *resurrection* but within 10 years per level of the creatures death and you must be able to identify exactly who the creature was. Remains are not needed.

And finally, a note about All **SUMMON MONSTER** spells.

- The summoning of a monster out of nothing to do your will lasts for 1 round / level.
- The monster has a number of HD equal the caster level that is required to cast the spell.
- The monster's AC equals 10 + (monster's HD / 2, round up)
- The monster inflicts damage equal to 1d8 plus half it's number of HD (round down)
- Each spell allows the caster to summon, instead of 1 monster from that spell, 1d3 monsters from the previous spell level or 1d4+1 monsters from the level below that.
- The monster always looks like a creature that reflects the caster's philosophies, beliefs and associations. I.E. an evil caster's monsters may look like demons, a naturalist caster's as a glowing animal and a pious caster's monsters appear as glowing balls of light.

Psionics

Psionics are powers of the mind – made manifest through intense concentration. This rule-set introduces new races, classes, a new skill, and, of course, psionic powers as well as psionic monsters and items.

RACES

Dromites are insect-like humanoids and get a +3 natural armor bonus to **AC**.

Druegars are dwarves of the deep and get a +2 to **STR**.

Elans, humanoid aberrations, get a +1 bonus to all **saves**.

Half-Giants get a +4 **STR** and –2 **DEX**.

CLASSES

Psion

Masters of the mind, they wear no armor. They can manifest Psion powers and gain a +2 to Knowledge and +2 Concentration.

Psychic Warrior

Disciples of the body and mind, they wear any kind of armor and use shields. They can manifest Psychic Warrior powers and gain a +2 to Physical and +2 to Concentration.

SKILLS

Concentration

Concentration is a new skill used for things like focusing on a task, ignoring distractions and pain, making **Will saves** (Concentration + **MIND**), etc. Only Psions and Psychic Warriors are specialized in this skill.

Focus

By meditating for a full round and making a successful Concentration + **MIND** check vs. DC 20, a psionic character can gain focus. This focus remains until it is expended. The focus can be expended to add 1d6 to a single roll.

STARTING WEALTH

You begin with a certain amount of wealth depending upon your psionic character class.

Class	Amount
Psion	75 gp
Psychic Warrior	125 gp

Fast Packs

Instead of starting wealth, you may wish to use the fast packs option. Both the Psion and Psychic Warrior use the Fighter's fast pack entry.

Microlite



This is a skimmed version of the Primary Fantasy SRD rules for psionics. It has been designed for the Microlite20 system by Robin V. Stacy, Darrell King & Al Krombach. Both are available at <http://www.microlite20.net/>.

POWERS

Psionic characters can manifest any of their powers, so long as the power level is equal or below ½ their class level, rounded down (unlike spellcasters, who round-up).

Manifesting Powers

Manifesting a power costs Hit Points. The base cost is:

Power Level	Base HP Cost
1	1
2	3
3	5
4	7
5	9
6	11
7	13
8	15
9	17

Unlike spells, all aspects of a power do not automatically scale with level. Instead, they are augmented with additional Hit Points (**HP**). The augmenting HP cost is noted under each power's entry in the SRD.

The combined hit point cost for manifesting and augmented a power cannot exceed the character's psionic class level. Thus, a 3rd level psychic could manifest a level one power by spending 1 hit point, and augment it by spending 2 additional hit points for a total hit point cost of 3.

The hit points lost through manifesting and augmenting powers cannot be healed normally. They are recovered after 8 hours of rest.

Temporary hit points cannot be used to manifest powers.

Power Difficulty Class

The Difficulty Class (**DC**) for all powers is:

$$10 + \text{Psionic Level} + \text{Psionic's MIND bonus}$$

Psionic vs. Magical Effects

Powers interact with spells and spells interact with powers in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability. For example, detect magic detects psionics and dispel psionics dispels magic.

Power Lists

1ST LVL PSION POWERS

Charm, Psionic: Makes one person a friend. *Duration:* 1 hr./lvl. *Augment:* 4 extra HP raises duration to 1 day/lvl.

Control Object: Telekinetically animate a small object. *Duration:* Concentration, up to 1 rd./lvl. *Augment:* None.

Detect Psionics: Detect the presence of psionics. *Duration:* Concentration, up to 1 min./lvl. *Augment:* None.

Mindlink: Forge a limited mental bond with another creature. *Duration:* 10 min./lvl. *Augment:* Each extra HP links another creature.

Mind Thrust: Deal 1d10 damage. *Duration:* Instant. *Augment:* Each extra HP adds 1d10 to damage.

Precognition: Gain +2 insight bonus to one roll. *Duration:* 10 min./lvl. *Augment:* None.

2ND LVL PSION POWERS

Clairvoyant Sense: See and hear a distant location. *Duration:* 1 min./lvl. *Augment:* None.

Cloud Mind: You erase knowledge of your presence from target's mind. *Duration:* 1 min./lvl. *Augment:* None.

Ego Whip: Deal 1d4 **MIND** damage and daze for 1 rd. *Duration:* Instant. *Augment:* Every 4 extra HP increases damage by 1d4 points and save DC by 2.

Identify, Psionic: Learn the properties of a psionic item. *Duration:* Instant. *Augment:* None.

Read Thoughts: Detect the thoughts of creatures in range. *Duration:* Concentration, up to 1 min./lvl. *Augment:* None.

Sensitivity to Psychic Impressions: Find out about an area's past. *Duration:* Concentration, up to 10 min./lvl. *Augment:* None.

3RD LVL PSION POWERS

Body Adjustment: You heal 1d12 damage. *Duration:* Instant. *Augment:* Every 2 extra HP heals an extra 1d12.

Dispel Psionics: Cancel psionic powers and effects. *Duration:* Instant. *Augment:* Each extra HP raises dispel check by 2.

False Sensory Input: Subject sees what isn't there. *Duration:* Concentration, up to 1 min./lvl. *Augment:* Every 2 extra HP affects another target.

Fate Link: Link the fates of two targets. *Duration:* 10 min./lvl. *Augment:* Every 2 extra HP raises DC by 1.

Psionic Blast: Stun creatures in 30-ft. cone for 1 rd. *Duration:* Instant. *Augment:* Every 2 extra HP raises duration by 1 rd.

Telekinetic Force: Move an object (up to 250 lbs.) with your mind. *Duration:* Concentration, up to 1 rd./lvl. *Augment:* Each extra HP raises weight limit by 25 lbs.

4TH LVL PSION POWERS

Control Body: Take rudimentary control of foe's limbs. *Duration:* Concentration, up to 1 min./lvl. *Augment:* Every 2 extra HP affects a target one size larger.

Death Urge: Target tries to kill itself. *Duration:* 1 rd. *Augment:* Every 4 extra HP raises save DC by 2 and duration by 1 rd.

Dimension Door, Psionic: Teleport short distance. *Duration:* Instant. *Augment:* 6 extra HP to manifest as a bonus action.

Mindwipe: Wipe a part of target's mind to reduce target's current level by 2. *Duration:* 1 hr. *Augment:* Every 2 extra HP raises DC by 2. Every 3 extra HP reduces an extra level.

Schism: Split your mind into two independent entities. *Duration:* 1 rd./lvl. *Augment:* None.

Telekinetic Maneuver: Telekinetically bull rush, disarm, grapple, or trip your target. *Duration:* Concentration, up to 1 rd./lvl. *Augment:* Every 2 extra HP grants a +1 bonus to maneuver checks.

5TH LVL PSION POWERS

Mind Probe: You discover the subject's secret thoughts. *Duration:* 1 rd./lvl. *Augment:* None.

Psychic Crush: Crush subject's mind, reducing subject to -1 hit points. *Duration:* Instant. *Augment:* Every two extra hit points increases save damage by 1d6 (base 3d6).

Second Chance: Gain a reroll. *Duration:* 1 rd./lvl, until discharged. *Augment:* None.

Shatter Mind Blank: Cancels target's *mind blank*. *Duration:* Instant. *Augment:* None.

Teleport, Psionic: Instantly teleport up to 100 miles/lvl. *Duration:* Instant. *Augment:* None.

True Seeing, Psionic: See all things as they really are. *Duration:* 1 min./lvl. *Augment:* None.

6TH LVL PSION POWERS

Cloud Mind, Mass: Erase knowledge of your presence from the minds of one creature/lvl. *Duration:* 1 min./lvl. *Augment:* None.

Co-opt Concentration: Take control of foe's power. *Duration:* Concentration, up to 1 rd./lvl. *Augment:* None.

Crystallize: Turn subject permanently to crystal. *Duration:* Permanent. *Augment:* None.

Null Psionics Field: Create a field where psionic power does not function. *Duration:* 10 min./lvl. *Augment:* None.

Restoration, Psionic: Restores level and stats from drains. *Duration:* 11. *Augment:* None.

Temporal Acceleration: Your time frame accelerates for 1 rd. *Duration:* 1 rd. (apparent time). *Augment:* Every 4 extra HP raises duration by 1 rd.

7TH LEVEL PSION POWERS

Ethereal Jaunt, Psionic: Become ethereal for 1 rd./lvl. *Duration:* 1 rd./lvl. *Augment:* None.

Fission: You briefly duplicate yourself. *Duration:* 1 rd./lvl. *Augment:* None.

Insanity: Subject is permanently confused. *Duration:* Instant. *Augment:* Every 2 extra HP raises save DC by 1 and affects another creature.

Moment of Prescience, Psionic: You gain an insight bonus equal to your psionic character level on a single attack roll, check, or save. *Duration:* 1 rd./lvl, until discharged. *Augment:* None.

Reddopsi: Powers targeting you rebound back. *Duration:* 10 min./lvl. *Augment:* None.

8TH LEVEL PSION POWERS

Astral Seed: You plant the seed of your rebirth from the Astral Plane. You return from death (even disintegration) after 10 days. *Duration:* Instant. *Augment:* None.

Hypercognition: You can deduce almost anything. *Duration:* Instant. *Augment:* None.

Mind Blank, Psionic: Subject immune to mental/emotional effects, scrying, and remote viewing. *Duration:* 1 day. *Augment:* None.

Time Hop, Mass: Willing subjects hop forward in time. *Duration:* 1 hr./lvl. *Augment:* 6 extra HP to instantly manifest the power (even when it's not your turn).

9TH LEVEL PSION POWERS

Assimilate: Inflict 20d6 damage and incorporate creature (fully or partially) into your own body. *Duration:* Instant or 1 hr. *Augment:* None.

Etherealness, Psionic: You and 1 creature/3 levels become ethereal. *Duration:* 1 min./lvl. *Augment:* None.

Microcosm: One creature (100 hp or less) or group of creatures (each 30 hp or less, totaling to 300 hp maximum) is trapped forevermore in world of own imagination (no saving throw). *Duration:* Instant. *Augment:* Each extra HP raises the hit point limit of target by 10.

Timeless Body: Ignore all harmful, and helpful, effects for 1 rd. *Duration:* 1 rd. *Augment:* None.



1ST LVL PSYCHIC WARRIOR POWERS

Call Weaponry: Call a weapon “from thin air” into your hand. *Duration:* 1 min./lvl. *Augment:* Every 4 extra HP grants a +1 enhancement bonus to the weapon.

Catfall: Instantly save yourself from a fall (as if fall was 10 ft. shorter). *Duration:* Until landing or 1 rd./lvl. *Augment:* Each extra HP makes the fall a further 10 ft. shorter.

Detect Psionics: You detect the presence of psionics. *Duration:* Concentration, up to 1 min./lvl. *Augment:* None.

Prescience, Offensive: Gain +2 insight bonus on your damage rolls. *Duration:* 1 min./lvl. *Augment:* Every 3 extra HP raises damage bonus by +1. 6 extra HP to manifest power as a bonus action.

Synesthete: You receive one kind of sense when another sense is stimulated. *Duration:* 10 min./lvl. *Augment:* None.

Vigor: Gain 5 temporary hit points. *Duration:* 1 min./lvl. *Augment:* Each extra HP gives 5 extra hit points.

2ND LVL PSYCHIC WARRIOR POWERS

Animal Affinity: Gain +4 to one stat. *Duration:* 1 min./lvl. *Augment:* Every 5 extra HP enhances another stat.

Body Adjustment: Heal 1d12 damage. *Duration:* Instant. *Augment:* Every 2 extra HP heals an extra 1d12.

Detect Hostile Intent: Detect hostile creatures within 30 ft. *Duration:* 10 min./lvl. *Augment:* None.

Hustle: Instantly gain a move action. *Duration:* Current round. *Augment:* None.

Sustenance: You can go without food and water for one day. *Duration:* Instant. *Augment:* None.

Wall Walker: You can walk on walls and ceilings. *Duration:* 1 min./lvl. *Augment:* None.

3RD LVL PSYCHIC WARRIOR POWERS

Dimension Slide: Teleport within line of sight. *Duration:* Instant. *Augment:* 4 extra HP to manifest power as a bonus action.

Empathic Feedback: When hit in melee, your attacker takes equal damage or 5 points of damage (whichever is less). *Duration:* 10 min./lvl. *Augment:* Each extra HP raises the damage potential by 1.

Evade Burst: Instantly take no damage on a successful Reflex save. *Duration:* Instant. *Augment:* 4 extra HP to only take half damage even on a failed save.

Graft Weapon: Gain +1 competence bonus to attack and damage with weapon and cannot be disarmed. *Duration:* 24 hrs. *Augment:* None.

Mental Barrier: Instantly gain +4 deflection bonus to AC (even when it's not your turn). *Duration:* 1 rd. *Augment:* Each extra HP raises the duration by 1 rd. Every 4 extra HP raises the AC bonus by 1.

Ubiquitous Vision: You have all-around vision. *Duration:* 10 min./lvl. *Augment:* None.

4TH LVL PSYCHIC WARRIOR POWERS

Energy Adaptation: Gain resistance 10 (20 at 9th level and 30 at 13th level). All energy attack damage is reduced by that amount. *Duration:* 10 min./lvl. *Augment:* 4 extra HP to manifest power as a bonus action.

Freedom of Movement, Psionic: You cannot be held or rendered immobile. *Duration:* 10 min./lvl. *Augment:* None.

Immovability: You are almost impossible to move (+20 to STR checks) and gain damage resistance 15. All physical attack damage is reduced by that amount. *Duration:* Concentration. *Augment:* 8 extra HP to manifest power instantly (even when it's not your turn).

Steadfast Perception: Gain immunity to illusory effects and a +6 bonus on skill checks to find or notice anything. *Duration:* 10 min./lvl. *Augment:* None.

Weapon of Energy: Deal an extra 1d6 damage of specific energy type (plus 1d10 on critical hit). *Duration:* 1 rd./lvl. *Augment:* None.

5TH LVL PSYCHIC WARRIOR POWERS

Adapt Body: Your body automatically adapts to hostile environments. *Duration:* 1 hr./lvl. *Augment:* None.

Catapsi: Characters must make a Will save or pay an extra 4 hit points to manifest a power, and psi-like abilities require a full round to use. You are not affected. *Duration:* 1 rd./lvl. *Augment:* Every 4 extra HP raises range and radius by 5 ft. (base 30 ft.)

Metaconcert: Link with up to 9 participants to manifest powers from their hit points. Each link boosts DC of manifested powers by 1. Everyone linked gains a +1 bonus to save vs. powers. *Duration:* 1 min./lvl. *Augment:* Each extra HP raises duration by 1 min.

Psychofeedback: Boost STR or DEX score by an amount up to your psionic class level, but lower MIND by a respective amount. *Duration:* 1 rd./lvl. *Augment:* None.

6TH LVL PSYCHIC WARRIOR POWERS

Breath of the Black Dragon: Breathe a cone of acid for 11d6 damage. *Duration:* Instant. *Augment:* Each extra HP increases damage by 1d6.

Dispelling Buffer: The DC to dispel your power is increased by +5. *Duration:* 1 hr./level. *Augment:* None.

Mind Blank, Personal: You are immune to scrying and mental effects. *Duration:* 1 day. *Augment:* None.

Suspend Life: Go into suspended animation (1 day passes for each year). *Duration:* Permanent unless ended or dismissed. *Augment:* None.

Psionic Spell Lists

6TH LEVEL ARCANESPELL

Probe Thoughts: Read subject's memories, one question/rd.

8TH LEVEL DIVINE SPELL

Brain Spider: Hear thoughts of up to eight other creatures.



Psionic Items

Cognizance Crystals

Cognizance crystals can store hit points that psionic characters can use to manifest powers. It can store an odd number of hit points between 1 and 17. Once the hit points are used, the crystal can be recharged on a 1-to-1 basis.

Crystal Weapons

As a free action, crystal weapons can be charged with 2 HP to deal 2d6 extra damage. The weapon will keep the charge for 1 minute or until it scores a hit.

Power Stones

A power stone stores a power, which can be used only once. To manifest the power, a check must be made (Concentration + MIND vs. DC 15 + power level of the stored power). The power must be on the user's power list. The stored power is always manifested at minimum level required to manifest the power.

Psicrystals

A psicrystal contains a fragment of a psyche's personality. A psionic character can bond with a psicrystal and gain a minor benefit related to its personality.

Personality	Benefit
Bully	+3 on Physical checks
Heroic	+2 on Fortitude saves
Poised	+2 on Reflex saves
Resolved	+2 on Will saves
Sneaky	+3 on Subterfuge checks
Stubborn	+3 on Concentration checks

Psionic Monsters

Blue (small goblinoid)

HD 1d4+2 plus 4 (8 hp); AC 16; quarterstaff +0 (1d4-2) or light crossbow (1d6); *mind thrust*.

Brain Mole (tiny magical beast)

HD 1d10-2 (3 hp); AC 14; bite +5 (1d3-4); *detect psionics*, *mind thrust*; burrow.

Cerebrilith (large outsider)

HD 9d8+63 (103 hp); AC 25 (DR 10/good, acid/fire/cold resistance 10, immune to electricity, PR 20); bite +14 (1d8+6); *detect psionics*, *telepathy*, *ego whip*; summon cerebrilith (35%).

Crysmal (small elemental)

HD 6d8+6 (33 hp); AC 21 (DR 5/bludgeoning, electricity resistance 15, immune to fire and cold); sting +7 (1d3+3); *control object*, *detect psionics*, *mind thrust*, *psionic dimension door*; burrow.

Folugub (medium aberration)

HD 4d8+12 (30 hp); AC 18; tongue touch +6 (liquefy crystal) or bite +1 (2d4); scent.

Intellect Devourer (small aberration)

HD 6d8+15 (42 hp); AC 21 (DR 10/adamantine, electricity resistance 14, immune to fire, PR 23, vulnerable to protection from evil); claw +6 (1d3+1); *cloud mind*, *detect psionics*, *ego whip*, *body adjustment*; blindsight, body thief.

Neothelid (gargantuan aberration)

HD 25d8+200 (312 hp); AC 28 (DR 5, PR 25); tentacle rake +24 (2d6+10) or acid breath (14d10) or swallow whole (2d8+14 plus 2d6 acid); *telekinetic force*, *telekinetic maneuver*, *psionic teleport*, *mind thrust*; blindsight.

Udoroot (huge plant)

HD 6d8+18 (45 hp); AC 11 (cold/fire resistance 10, immune to electricity); *false sensory input*, *mind thrust*, *telekinetic force*, *body adjustment*, *mental barrier*; double manifest, blindsight.

Unbodied (medium incorporeal humanoid)

HD 4d8+4 (22 hp); AC 13; incorporeal touch +5 (1d6); psion powers; fly.

Damage resistance (DR) is subtracted from physical attack damage.

Resistance (acid, cold, electricity, fire, or sonic) is subtracted from energy attack damage.

Power resistance (PR) is the DC that a manifester must beat to affect the target (d20 + psionic character level vs. PR).

Blindsight is the ability to 'see' without vision.

Body thief is the ability to physical take over a body.

Double manifest is the ability to manifest 2 powers at once.

Touch attacks ignore AC from armor and shields.

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M20 Psionic Rules

Classes

Psions can wear light armour, but usually prefer to wear none. They can use psionic powers, and gain a +3 bonus to Knowledge

Psionics

Psions can use any power with a power level equal or below 1/2 their class level, rounded up. They have access to almost all Psion powers in the SRD powers list. Powers that deal with power points are unavailable only because power points are not used. (See Alternate Rule if you wish to use these powers.)

Unless otherwise stated in the power description, powers that do damage work once. All other powers last 1 minute per psion level.

Using a power of any kind costs Hit Points. The cost is 1 + double the level of the power being cast:

Power Level	1	2	3	4	5	6	7	8	9
HP Cost	3	5	7	9	11	13	15	17	19

This loss **cannot** be healed normally but is recovered after 8 hours rest. Just because a character can use any power, doesn't mean that they should. Choose powers that suit the character. Select one 'signature' power per power level from 1st upward that they prefer to use over any other. These powers are easier to use due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all powers is
10 + Caster Level + Caster's MIND bonus

Combat

The Psionic attack bonus is the same as the Magic Attack Bonus

Alternate Rule for Power Points

Some players may wish to include all powers, including those that pertain to power points. In that case, the Power Point pool starts as the MIND stat +4 points. At each level, the Psion gains 4 more power points (no roll).

If a Psion uses a power that would reduce their Power Points below zero, those points come from the MIND stat. MIND points heal at a rate of 1 point per 24 hours. If MIND is reduced to zero, the psion becomes an undead wight.

Psion Powers

NOTE: Any power with a line through it either deals with power points or has not been translated for M20 yet. Some offensive powers have been weakened from what is listed in the SRD.

1st-Level Psi-Powers

<i>Astral Traveller</i>	Enable yourself or another to join an <i>astral caravan</i> -enabled trip.
<i>Attraction</i>	Subject has an attraction you specify.
<i>Biofeedback</i>	All attacks against you have damage reduced by 2 points
<i>Bite of the Wolf</i>	Gain bite attack for 1d8 damage.
<i>Bolt</i>	You create a few enhanced short-lived bolts, arrows, or bullets.
<i>Burst</i>	Move twice as fast for one round.
<i>Call to Mind</i>	Gain +4 bonus to a Knowledge skill check.
<i>Call Weaponry</i>	Create temporary weapon.
<i>Catfall</i>	Instantly save yourself from a fall. Lessens damage of fall by 10ft/level.
<i>Chameleon</i>	Gain +10 bonus on Subterfuge rolls that involve hiding.
<i>Claws of the Beast</i>	Your hands become deadly claws doing 1d6 damage.
<i>Compression</i>	You grow smaller.
<i>Conceal Thoughts</i>	You conceal your motives.
<i>Control Flames</i>	Take control of nearby open flame.
<i>Control Light</i>	Adjust ambient light levels.
<i>Create Sound</i>	Create the sound you desire.
<i>Crystal Shard</i>	Ranged touch attack for 1d6 points of damage.
<i>Daze, Psionic</i>	Humanoid creature of 4 HD or less loses next action.
<i>Deceleration</i>	Target's speed is halved.
<i>Déjà Vu</i>	Your target repeats his last action.
<i>Demoralize</i>	Enemies become shaken.
<i>Detect Psionics</i>	You detect the presence of psionics.
<i>Disable</i>	Subjects incorrectly believe they are disabled.
<i>Dissipating Touch</i>	Touch deals 1d6 damage.
<i>Distract</i>	Target gets –4 penalty on anything that requires concentration.
<i>Ecto Protection</i>	An astral construct gains bonus against <i>dismiss ectoplasm</i> .
<i>Elfsight</i>	Gain low-light vision, +2 bonus to search for items and notice secret doors.
<i>Empathy</i>	You know the subject's surface emotions.
<i>Empty Mind</i>	Gain +2 on Will saves until your next action.
<i>Energy Ray</i>	Deal 1d6 energy (cold, electricity, fire, or sonic) damage.
<i>Entangling Ectoplasm</i>	You entangle a foe in sticky goo.
<i>Expansion</i>	Become one size category larger.
<i>Far Hand</i>	Move small objects at a limited distance.

<i>Float</i>	Buoy yourself in water or other liquid.
<i>Force Screen</i>	Invisible disc acts as a +4 shield.
<i>Grease, Psionic</i>	Makes 10-ft. square or one object slippery.
<i>Grip of Iron</i>	Your iron grip gives +4 bonus to hit in unarmed combat and hold on to objects.
<i>Hammer</i>	Translucent hammer appears in hand that deals 1d8/round.
<i>Inertial Armour</i>	Tangible field of force provides you with +4 bonus to AC.
<i>Know Direction and Location</i>	You discover where you are and what direction you face.
<i>Matter Agitation</i>	You heat a creature or object. After three rounds, does 1d6 damage per round.
<i>Metaphysical Claw</i>	Your natural weapon gains +1 bonus.
<i>Metaphysical Weapon</i>	Weapon gains +1 bonus.
<i>Mind Thrust</i>	Deal 1d10 damage for one action.
<i>Missive</i>	Send a one-way telepathic message to subject.
<i>My Light</i>	Your eyes emit 20-ft. cone of light.
<i>Precognition, Defensive</i>	Gain +1 to AC and saving throws.
<i>Precognition, Offensive</i>	Gain +1 to all attack rolls.
<i>Prescience, Offensive</i>	Gain +2 on damage rolls.
<i>Prevenom Armour</i>	Your weapon is mildly venomous.
<i>Prevenom</i>	Your claws gain a poison coating.
<i>Sense Link</i>	You sense what the subject senses (single sense).
<i>Skate</i>	Subject slides skillfully along the ground.
<i>Stomp</i>	Subjects fall prone and take 1d4 damage.
<i>Synesthete</i>	You receive one kind of sense when another sense is stimulated.
<i>Telepathic Projection</i>	Alter the subject's mood.
<i>Thicken Skin</i>	Gain +1 to AC for 10 min./level. This is cumulative to other powers.
<i>Vigour</i>	Gain 5 temporary hit points.

2nd-Level Psi-Powers

<i>Animal Affinity</i>	Gain +4 enhancement to one ability.
<i>Body Adjustment</i>	Heal 1d12 damage.
<i>Body Equilibrium</i>	You can walk on nonsolid surfaces.
<i>Body Purification</i>	Restore 2 points of ability damage.
<i>Cloud Mind</i>	You erase knowledge of your presence from target's mind.
<i>Concealing Amorphia</i>	Quasi-real membrane grants you concealment.
<i>Concussion Blast</i>	Deal 1d6 force damage to target.
<i>Control Sound</i>	Create very specific sounds.
<i>Darkvision, Psionic</i>	See 60 ft. in total darkness.
<i>Detect Hostile Intent</i>	You can detect hostile creatures within 30 ft. of you.
<i>Dimension Swap</i>	You and an ally switch positions.

<i>Dissolving Touch</i>	Your touch deals 4d6 acid damage.
<i>Dissolving Weapon</i>	Your weapon deals 4d6 acid damage.
<i>Ego Whip</i>	Deal 1d4 MIND (or CHA) damage and daze for 1 round.
<i>Empathic Transfer</i>	Transfer another's wounds to yourself.
<i>Energy Adaptation, Specified</i>	Ignore 10 points of damage/round against one energy type.
<i>Energy Push</i>	Deal 2d6 damage and knock subject back.
<i>Energy Stun</i>	Deal 1d6 damage and stun target if it fails both saves.
<i>Feat Leech</i>	Gain ability to use any level power from another psion.
<i>Hustle</i>	Instantly gain a move action.
<i>Id Insinuation</i>	Swift tendrils of thought disrupt and confuse your target.
<i>Identify, Psionic</i>	Learn the properties of a psionic item.
<i>Inflct Pain</i>	Telepathic stab gives your foe -4 on attack rolls, or -2 if he makes the save.
<i>Knock, Psionic</i>	Opens locked or psionically sealed door.
<i>Levitate, Psionic</i>	You move up and down, forward and back via mental support.
<i>Mental Disruption</i>	Daze creatures within 10 feet for 1 round.
<i>Missive, Mass</i>	You send a one-way telepathic message to an area.
<i>Painful Strike</i>	Your natural weapons deal an extra 1d4 damage.
Prowess	Instantly gain another attack of opportunity.
<i>Psionic Lion's Charge</i>	You can make full attack in same round you charge.
<i>Psionic Lock</i>	Secure a door, chest, or portal.
<i>Psionic Scent</i>	Gain the scent ability (like a dog).
<i>Recall Agony</i>	Foe takes 2d6 damage.
<i>Sense Link, Forced</i>	Sense what subject senses.
<i>Share Pain</i>	Willing subject takes some of your damage.
<i>Strength of My Enemy</i>	On successful hit, take one point of STR from target and add it to your own. Lasts 1 round/level.
<i>Sustenance</i>	Go without food and water for one day.
<i>Swarm of Crystals</i>	Crystal shards are sprayed forth doing 3d4 slashing damage.
<i>Thought Shield</i>	Gain PR 13 against mind-affecting powers.
<i>Tongues, Psionic</i>	You can communicate with intelligent creatures.
<i>Wall Walker</i>	Grants ability to walk on walls and ceilings.

3rd-Level Psi-Powers

<i>Claws of the Vampire</i>	On successful melee attack, heal half of your claw's base damage.
<i>Concealing Amorpha, Greater</i>	Quasi-real membrane grants you total concealment. 1 round/level
<i>Danger Sense</i>	Gain +4 bonus against traps.
<i>Darkvision, Psionic</i>	See 60 ft. in total darkness.
<i>Dimension Slide</i>	Teleports you very short distance.

<i>Dismiss Ectoplasm</i>	Dissipates ectoplasmic targets and effects.
<i>Dispel Psionics</i>	Cancels psionic powers and effects.
<i>Duodimensional Claw</i>	Critical hit with claw occurs on a roll of 19 or 20, instead of 20.
<i>Ectoplasmic Form</i>	You gain benefits of being insubstantial and can fly slowly.
<i>Empathic Feedback</i>	When you are hit in melee, your attacker takes damage.
<i>Empathic Transfer, Hostile</i>	Your touch transfers your hurt to another.
<i>Energy Bolt</i>	Deal 5d6 energy damage in 120-ft. line.
<i>Energy Burst</i>	Deal 5d6 energy damage in 40-ft. burst.
<i>Energy Retort</i>	Ectoburst of energy automatically targets your attacker for 4d6 damage once each round.
<i>Energy Wall</i>	Create wall of your chosen energy type.
<i>Eradicate Invisibility</i>	Negate invisibility in 50-ft. burst.
<i>Escape Detection</i>	You become difficult to detect with clairsentience powers.
<i>Evade Burst</i>	You take no damage from a burst on a successful DEX save.
<i>Exhalation of the Black Dragon</i>	Your acid breath deals 1d6/level damage to a close target. (Max damage 7d6)
<i>Graft Weapon</i>	Your hand is replaced seamlessly by your weapon.
<i>Keen Edge, Psionic</i>	Doubles normal weapon's threat range.
<i>Mental Barrier</i>	Gain +4 deflection bonus to Defence until your next action.
<i>Mind Trap</i>	Drain 1d6 hit points from anyone who attacks you with a telepathy power.
<i>Psionic Blast</i>	Stun creatures in 30-ft. cone for 1 round.
<i>Share Pain, Forced</i>	Unwilling subject takes some of your damage.
<i>Solicit Psicrystal</i>	Your psicrystal takes over your concentration power.
<i>Telekinetic Force</i>	Move an object with the sustained force of your mind.
<i>Telekinetic Thrust</i>	Hurl objects with the force of your mind.
<i>Time Hop</i>	Subject hops forward in time 1 round/level.
<i>Touchsight</i>	Your telekinetic field tells you where everything is.
<i>Ubiquitous Vision</i>	You have all-around vision.
<i>Vampiric Blade</i>	On a successful melee attack, you heal half of your base weapon damage.

4th-Level Psi-Powers

<i>Aura Sight</i>	Reveals creatures, objects, powers, or spells of selected alignment axis.
<i>Claw of Energy</i>	Your claws deal additional energy damage.
<i>Correspond</i>	Hold mental conversation with another creature at any distance.
<i>Death Urge</i>	Implant a self-destructive compulsion.
<i>Detect Remote Viewing</i>	You know when others spy on you remotely.

<i>Dimension Door, Psionic</i>	Teleports you short distance.
<i>Divination, Psionic</i>	Provides useful advice for specific proposed action.
<i>Empathic Feedback</i>	When you are hit in melee, your attacker takes damage.
<i>Energy Adaptation</i>	Your body converts energy to harmless light.
<i>Freedom of Movement, Psionic</i>	You cannot be held or otherwise rendered immobile.
<i>Immovability</i>	You are almost impossible to move and gain DR 15/-.
<i>Inertial Barrier</i>	Gain DR 5/-.
<i>Intellect Fortress</i>	Those inside fortress take only half damage from all powers and psi-like abilities until your next action.
<i>Mindwipe</i>	Subject's recent experiences wiped away, target loses 2 levels for 24 hours.
<i>Personality Parasite</i>	Subject's mind creates self-antagonistic splinter personality for 1 round/level.
<i>Power Leech</i>	Drain 1d6 power points/round while you maintain concentration; you gain 1/round.
<i>Psychic Reformation</i>	Subject can choose skills, feats, and powers anew for previous levels.
<i>Psychic Vampire</i>	Touch attack drains 2 power points/level from foe.
<i>Steadfast Perception</i>	Gain immunity to illusory effects, +6 bonus on Spot and Search checks.
<i>Telekinetic Manoeuvre</i>	Telekinetically bull rush, disarm, grapple, or trip your target.
<i>Trace Teleport</i>	Learn destination of subject's <i>teleport</i> .
<i>Truevenom Weapon</i>	Your weapon is horribly poisonous.
<i>Truevenom</i>	Your natural weapons are covered in horrible poison.
<i>Wall of Ectoplasm</i>	You create a protective barrier.
<i>Weapon of Energy</i>	Weapon deals additional energy damage.

5th-Level Psi-Powers

<i>Adapt Body</i>	Your body automatically adapts to hostile environments.
<i>Catapsi</i>	Psychic static inhibits power manifestation.
<i>Ectoplasmic Shambler</i>	Foglike predator deals 1 point of damage/two levels each round to an area.
<i>Incarnate</i>	Make some powers permanent.
<i>Leech Field</i>	Leech power points each time you make a saving throw.
<i>Major Creation, Psionic</i>	As <i>psionic minor creation</i> , plus stone and metal.
<i>Metaconcert</i>	Mental concert of two or more increases the total power of the participants.
<i>Oak Body</i>	Your body becomes as hard as oak.
<i>Plane Shift, Psionic</i>	Travel to other planes.
<i>Power Resistance</i>	Grant PR equal to 12 + level. If PR + Level is higher than 1d20 + manifestor's level, the power has no effect.
<i>Psychic Crush</i>	Brutally crush subject's mental essence, reducing subject to -1 hit points.

<i>Psychofeedback</i>	Boost STR or DEX at the expense of another score.
<i>Shatter Mind Blank</i>	Cancels target's <i>mind blank</i> effect.
<i>Tower of Iron Will</i>	Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.
<i>True Seeing, Psionic</i>	See all things as they really are.

6th-Level Psi-Powers

<i>Aura Alteration</i>	Repairs psyche or makes subject seem to be something it is not.
<i>Breath of the Black Dragon</i>	Breathe acid for 6d6 damage.
<i>Cloud Mind, Mass</i>	Erase knowledge of your presence from the minds of one creature/level.
<i>Co-opt Concentration</i>	Take control of foe's concentration power.
<i>Contingency, Psionic</i>	Sets trigger condition for another power.
<i>Disintegrate, Psionic</i>	Turn one creature or object to dust.
<i>Dispelling Buffer</i>	You are buffered from one <i>dispel psionics</i> effect.
<i>Form of Doom</i>	You transform into a frightening tentacled beast.
<i>Fuse Flesh</i>	Fuse subject's flesh, creating a helpless mass.
<i>Mind Blank, Personal</i>	You are immune to scrying and mental effects.
<i>Overland Flight, Psionic</i>	You fly at a speed of 40 ft. and can hustle over long distances.
<i>Remote View Trap</i>	Deal 8d6 points electricity damage to those who seek to view you at a distance.
<i>Retrieve</i>	Teleport to your hand an item you can see.
<i>Suspend Life</i>	Put yourself in a state akin to suspended animation.
<i>Temporal Acceleration</i>	Your time frame accelerates for 1 round.

7th-Level Psi-Powers

<i>Decerebrate</i>	Remove portion of subject's brain stem.
<i>Divert Teleport</i>	Choose destination for another's <i>teleport</i> .
<i>Energy Conversion</i>	Offensively channel energy you've absorbed.
<i>Energy Wave</i>	Deal 7d6 damage of your chosen energy type in 120-ft. cone.
<i>Evade Burst</i>	You take no damage from a burst on a successful Reflex save.
<i>Insanity</i>	Subject is permanently <i>confused</i> .
<i>Mind Blank, Personal</i>	You are immune to scrying and mental effects.
<i>Moment of Prescience, Psionic</i>	You gain bonus equal to level on a single attack roll, check, or save.
<i>Oak Body</i>	Your body becomes as hard as oak.
<i>Phase Door, Psionic</i>	Invisible passage through wood or stone.
<i>Sequester, Psionic</i>	Subject invisible to sight and remote viewing; renders subject comatose.
<i>Ultrablast</i>	Deal 1d6/level damage in 15-ft. radius.

8th-Level Psi-Powers

<i>Bend Reality</i>	Alters reality within power limits.
<i>Iron Body, Psionic</i>	Your body becomes living iron.
<i>Matter Manipulation</i>	Increase or decrease an object's base hardness by 5.
<i>Mind Blank, Psionic</i>	Subject immune to mental/emotional effects, scrying, and remote viewing.
<i>Recall Death</i>	Subject dies or takes 5d6 damage.
<i>Shadow Body</i>	You become a living shadow (not the creature).
<i>Teleport, Psionic Greater</i>	As <i>psionic teleport</i> , but no range limit and no off-target arrival.
<i>True Metabolism</i>	You regenerate 10 hit points/round.

9th-Level Psi-Powers

<i>Affinity Field</i>	Effects that affect you also affect others.
<i>Apopsi</i>	You delete target's psionic powers.
<i>Assimilate</i>	Incorporate creature into your own body.
<i>Etherealness, Psionic</i>	Become ethereal for 1 min./level.
<i>Microcosm</i>	Creature or creature lives forever more in world of his own imagination.
<i>Reality Revision</i>	As <i>bend reality</i> , but fewer limits.
<i>Timeless Body</i>	Ignore all harmful, and helpful, effects for 1 round.

Psionic Items

This is not the last word in Psionic Items. Feel free to make your own.

Psionic Armour Abilities

These abilities can be applied to armour, shields, or any other protective gear.

Gleaming This kind of Armour is usually made of crystal, though it doesn't have to be. Gleams and flashes from the Armour give the wearer and his Armour a "fuzzy" appearance, granting the wearer concealment.

Power Resistance This kind of Armour or shield grants the wearer power resistance while it is worn. The power resistance can be 13, 15, 17, or 19, depending on the amount that was built into the Armour or shield.

Quickness This kind of Armour increases the wearer's speed by 5 feet. Thus, a character whose normal speed in Armour is 20 feet moves 25 feet in Armour of quickness.

Radiant The wearer of this kind of Armour gains resistance 10 against energy attacks (acid, cold, electricity, fire, or sonic). The Armour absorbs the first 10 points of damage dealt by any such attack, and this absorption causes it to radiate light for a number of rounds equal to the points of damage absorbed. This light is sufficient to illuminate a 60-foot-radius area.

If the Armour absorbs more damage while it is radiating light, the newer radiant effect overlaps (does not stack with) the effect that was already in place.

Ranged The wielder of a ranged shield can throw it in combat, with a range increment of 30 feet. While in the air, the shield is treated in all ways as a ranged weapon and cannot be blocked or grabbed except by those with appropriate feats. No matter the size of the wielder, a buckler or light shield deals 1d6 points of damage and a heavy one 1d8 points. (A tower shield cannot be created with this special ability.) The wielder's Strength modifier and the shield's enhancement bonus add to the base damage.

A ranged shield flies through the air back to the creature that threw it. It returns to the wielder just before the creature's next turn (and is therefore ready to use again in that turn). If the wielder can't catch it, or if the wielder has moved since throwing it, the shield drops to the ground in the square from which it was thrown.

Time Buttress This kind of shield gives the wielder a chance to avoid telling blows by using time itself as a shield. Once per day, the wielder can use timeless body as though manifesting the power.

Vanishing On command, this suit of Armour or shield renders its wearer and all the wearer's equipment invisible to the minds of others, as if he had manifested the power cloud mind. The wearer can use this ability twice per day.

Psionic Weapon Abilities These special abilities can be applied to weapons of all kinds, melee and ranged, as well as firearms, where applicable.

Bodyfeeder All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A bodyfeeder weapon grants its wielder temporary hit points equal to the total damage dealt by a successful critical hit. These temporary hit points last for 10 minutes. Thus, if the wielder of a bodyfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary hit points from a previous critical hit, the wielder gains only the better of the two values: either his current number of temporary hit points, or the new influx of temporary hit points, whichever is higher.

Collision Collision weapons psionically increase their own mass at the end point of each swing or shot. Such weapons deal an extra 5 points of damage on each successful strike, in addition to the weapon's enhancement bonus. Bows, crossbows, and slings bestow the extra damage upon their ammunition.

Coup de Grace Coup de grace weapons are exceptionally dangerous. On a successful critical hit, the foe must succeed on a DC 27 Will save or be paralyzed for 1 round. While this ability does work on creatures that are immune to extra damage from critical hits, it does not work on creatures without an Intelligence score. Bows, crossbows, and slings bestow this ability on their ammunition.

Dislocator The wielder of this kind of weapon can attempt to dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 17 Will save or be teleported 1–100 wasted. Bows, crossbows, and slings bestow this ability on their ammunition.

Dissipater This kind of weapon is devastating to creatures and objects composed of or originally formed from ectoplasm (such as astral constructs, walls of ectoplasm, creatures in ectoplasmic form, and items created using the metacreativity discipline). Against qualifying targets, a dissipater weapon ignores damage reduction and hardness, and treats all successful hits as critical hits.

Great Dislocator The wielder of this kind of weapon can attempt to greatly dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 20 Will save or be cast into a random alternate plane of existence. If the weapon misses, the use is wasted. Bows, crossbows, and slings bestow this ability upon their ammunition.

Lucky A lucky weapon offers a second chance at success. Once per day, the wielder can reroll a failed attack roll (whether a single attack or one in a series of multiple attacks) as a free action. The rerolled attack uses the same bonuses or penalties as the missed roll.

~~*Minderusher* Any psionic creature struck in combat by a minderusher weapon loses a number of power points equal to half the amount of hit point damage the weapon deals (only the base damage of the weapon contributes to the power point loss; additional damage from high Strength or other sources does not cause additional power point loss). A psionic creature that is out of power points (or has none) must succeed on a DC 17 Will save or take 1d2 points of Wisdom damage.~~

~~*Mindfeeder* All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A mindfeeder weapon grants its wielder temporary power points equal to the total damage dealt by a successful critical hit. These temporary power points last for 10 minutes. The wielder gains power points even if the target has none (effectively, its hit point damage is converted to power points). Constructs and undead are not subject to mindfeeder weapons. As with temporary hit points, temporary power points do not stack with each other; they overlap. Thus, if a mindfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary power points from a previous critical hit, the wielder gains only the better of the two values: either her current number of temporary power points, or the new influx of temporary power points, whichever is higher.~~

Power Storing A power storing weapon allows a manifester to store a single targeted power of up to 3rd level in the weapon. Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately manifest the power on that creature as a swift action if the wielder desires.

Once the power is manifested, the weapon is empty, and a manifester can imbed any other targeted power of up to 5 power points into it. The weapon telepathically whispers to the wearer the name of the power currently stored within it. A randomly generated power storing weapon has a 50% chance to have a power stored in it already.

Psibane A psibane weapon is crafted to oppose psionic beings. When used against such creatures, its effective enhancement bonus is 2 higher than its actual enhancement bonus. It deals an extra 2d6 points of damage against psionic opponents. It bestows one negative level on any psionic creature attempting to wield it.

This negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Psibane bows, crossbows, and slings bestow this ability upon their ammunition.

Psi-Power Storing A psi-power storing weapon allows a you to store a single, targeted psi-power of up to 3rd level in the weapon. You do not have to have the ability to manifest psi-powers to use this weapon. Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately manifest the psi-power on that creature as a free action if the wielder desires.

Once the psi-power has been manifested from the weapon, anyone who can manifest psipowers can channel any other targeted psi-power of up to 3rd level into it. The weapon telepathically imparts to the wielder the name of the psi-power currently stored within it, but not the specific effects of that psi-power. A randomly rolled psi-power storing weapon has a 50% chance to have a psi-power stored in it already.

Psychokinetic Upon command, a psychokinetic weapon glows from the inside with lethal psionic energy. The energy does not harm the hands that hold the weapon. Such a weapon deals an extra 1d4 points of damage on a successful hit. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Psychokinetic Burst This weapon functions as a psychokinetic weapon that also releases a blast of destructive psionic energy upon scoring a successful critical hit. In addition to the extra damage of the psychokinetic ability (see above), a psychokinetic burst weapon deals an extra 1d6 points of damage on a successful critical hit. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Soulbreaker This weapon has a special ability that functions only upon scoring a successful critical hit. On a successful critical hit, a soulbreaker weapon bestows one negative level on the foe. One day after being struck, if the negative levels have not been purged, the subject must succeed on a DC 18 Fortitude save for each negative level or lose a character level.

Sundering This kind of weapon allows a wielder to attack opponents' weapons.

Suppression An opponent or object struck by this kind of weapon is subject to a targeted *dispel psionics* power. The wielder makes a power check (1d20 + 5 + manifester level, maximum +15) against a DC of 11 + the manifester level of the power to be dispelled. Bows, crossbows, and slings bestow this ability upon their ammunition, but can do so only three times per day.

Teleporting This ability can be imbedded only in weapons that can be thrown. A teleporting weapon returns through the Astral Plane to the creature that threw it. It teleports into the throwing creature's empty hand in the round following the round when it was thrown, just before that creature's turn. It is therefore ready to use again on that turn.

Md20 Age Level system

Max population ages, and corresponding levels, in yellow

Ages to reach levels; Coming-of-age-ages in blue box

Lvl	EL's	Humans+HalfX	Elves/Dwarves	Halflings	Orcs	Gnomes
1	0	16	32	25	10	5
2	10	18	35	27	11	10
3	30	22	42	32	13	20
4	60	28	52	40	17	35
5	100	36	65	50	22	55
6	150	46	82	62	28	80
7	210	58	102	77	36	110
8	280	72	125	95	45	145
9	360	88	152	115	55	185
10	450	106	182	137	66	230
11	550	126	215	162	78	280
12	660	148	252	190	92	335
13	780	172	292	220	107	395
14	910	198	335	252	123	460
15	1050	226	382	287	141	530
16	1200	256	432	325	160	605
17	1360	288	485	365	180	685
18	1530	322	542	407	201	770
19	1710	358	602	452	223	860
20	1900	396	665	500	247	955
21	2100	436	732	550	272	1055

Characters and NPCs gain levels simply by doing their jobs for a number of years. Slackers get nothing. The main goal is to populate the game world with higher level NPCs and give a more realistic feel to the world. Maximum levels encountered are in the yellow boxes. Adventurers or NPCs doing more dangerous jobs might gain levels more quickly

Humans come of age at 16 and gain 5ELs per year

Dwarves and Halflings come of age at 32 and gain 3ELs per year

Halflings come of age at 25 and gain 4ELs per year

Orcs come of age at 10 and gain 8ELs per year

Gnomes come of age at 5 and gain 2ELs per year

STATISTICS

Strength (STR), Dexterity (DEX) and Mind (MIND).

Stat bonus (STATb) = (stat - 10)/2, round down.

Roll 4d6, discard lowest to generate stats.

Hit Points (HP) = STR + 1d6/level.

SKILLS

Physical (PHYS), Subterfuge (SUB), Knowledge (KNOW) and Communication (COM)

Skills start at 1 + class or race bonus.

Skill roll = d20 + SKILL + STATb, where SKILL and STAT are determined by DM based on what character is trying to accomplish.

RACES

Human: +1 to all stats

Elf: +2 MIND

Dwarf: +2 STR

Halfling: +2 DEX

CLASSES

Fighter

+3 PHYS, +1 Attack and Damage, +1/5 levels

-1 to minSTR for all weapons and armor, -1/5 levels

Cleave: If fighter kills an opponent in melee, can attack another a adjacent opponent. No more than fighter level attacks per round.

Cleric

+3 COM

Casts divine Spells (no hp penalty from Armour).

No spellbook needed, knows all divine spells.

Turn undead: Magic attack vs. current HP of monster, 10 over DC destroys monster.

Rogue

+3 SUB, +1 Dodge, +1/5 levels.

Sneak attack: Melee attack when opponent is unaware, SUB added to attack damage.

Mage

+3 KNOW, +1MAGa + 1/5 levels

Casts arcane Spells

Can select 1 favored spell/level which costs -1 HP/cast.

Multiclass

Choose a different class on level-up. +3 skill bonuses only at 1st character level. Class benefits based on number of levels in that class, not total character level.

MAGIC

Clerics can cast any Divine spell and Mages can cast any Arcane spell in their spellbook with a spell level equal to or below ½ their class level, rounded up.

Mages start knowing 5 0-level spells and 3 1st level spells. More spells can be gleaned from spellbooks or teachers.

Casting a spell of any kind costs HP equal to 1 + (spell level * 2). This loss cannot be healed normally, but is recovered after 6 hours of rest.

For spells that require a hit, roll Magic attack vs Dodge.

For spells that allow a save, DC is 10 + caster level + MINDb

Sacrifice

Human sacrifice can fuel ritual casting, freeing the mage/cleric from harm, or enhancing the spell. Willing victims contribute 4x their HP.

Rituals

Any spell can be cast as a ritual. 1hr/spell level casting time reduces spell cost 1 hp /spell level. Multiple practitioners can cooperate and either split the hp cost or make the spell more effective or last longer. Effect or duration increases x1 for each doubling of casters.

Magic items

Wands store HP for use by spellcasters, sometimes with restrictions for which spells can be cast or what type of magic. Wands can be crafted in rituals costing 5 HP + 50GP + 1 hour of time per HP of power stored. Example: ring of Feather Fall costs 30 hp + 1000gp.

Magic items can be crafted by rituals costing (10 x spell cost) HP and (1000 * spell level) GP for each spell effect on the item. Groups of casters or human sacrifice make extremely powerful items possible.

COMBAT

Attack

Melee attack (MELa) = level + STRb or DEXb *

Missile attack (MISa) = level + DEXb

Magic attack (MAGa) = level + MINDb

*DEXb can only be used for MELa only up to the amount the character's STR exceeds the weapon's minSTR.

Determine which attack is being used, and add attack bonus to d20 roll. If higher than your opponents DEF, it's a hit. Natural 20 is always a critical hit (see below).

Critical hit: natural attack roll of 20 always hits, does max damage AND ignores armor DR.

Defense

Defense (DEF) = Dodge + Block

Dodge = 10 + DEXb,

Block = STRb + Shield bonus

Block is 0 unless a shield is equipped, or an offhand weapon is equipped, but not used for attacking (in which case -2 penalty still applies for main weapon attack).

Characters cannot use DEX instead of STR for block.

If a character/creature is targeted by multiple assailants in one round, DEF -1/attack for each attack beyond the 1st.

Touch attacks are rolled against Dodge only.

Equipment modifiers

Weapons and armor have a minimum strength to use without penalties. Armor provides damage resistance against all physical attacks, and shields boost blocking defense.

DR: subtract this from each hit taken to get total damage sustained.

Min STR: Player's effective DEXb = (STR - minSTR) or DEXb, whichever is lower. Can easily be negative.

HP penalty: Additional HP cost per arcane spell cast while wearing this armor.

MinSTR: If STR is less than minSTR, reduce MELa by the difference

and

DEXb can be used as MELa modifier only up to STR - minSTR

DEXb penalty: reduce DEXb by this amount while shield is equipped.

Characters cannot cast arcane spells while using shield.

Damage

Add STRb to melee damage, x2 if two-handed.

If HP reaches 0, character falls unconscious and near death. Further damage directly reduces STR. If STR reaches 0, character dies.

ADVANCEMENT

Encounter Level (EL) = HD of defeated foe +1 for each doubling of the number of similar foes.
 Add EL for each encounter to a running total. When character has 10 x level in EL, he advances and resets the EL total.
 If the new level is a multiple of 3, player adds 1 point to their choice of STR, DEX or MIND.
 Player adds 1 to base skill of class, +1 to any other skill.
 Roll 1d6 and add to hitpoints.
 Mage can change favored spell choices for all levels.

EQUIPMENT STATISTICS

Armor

General rule of thumb: minSTR = DR+10, and +HP/Spell = DR.
 To maintain D&D flavor, introduce exceptions and simply modify price, eg: chain shirt (DR4 | minSTR13 | -HP3), should cost double Scale Mail (DR4 | minSTR14 | -HP4).

Example armor table for D&D type game:

Armor	Cost	DR	Min STR
Padded	2 gp	1	11
Leather	10 gp	2	12
Studded Leather	25 gp	3	13
Chain Shirt	100gp	4	13
Hide	15gp	3	14
Scale Mail	50gp	4	14
Chainmail	150gp	5	15
Breastplate	200gp	5	14
Splint Mail	200gp	6	16
Banded Mail	250gp	6	16
Half-plate	600gp	7	17
Full Plate	1,500gp	8	18

Weapons

General weapon classes:

Damage	minSTR	Hands
1d4	None	1
1d6	11	1
1d8	13	1
1d10	15	2
2d6	17	2

1 or 2 hand modifiers:

If 1d6 or 1d8 dam weapon is wielded with 2 hands, it's minSTR is the class below it.
 Similarly, if a 1d10 or 2d6 weapon is wielded with one hand, it's minSTR is raised by 2.
 Eg. A staff does 1d6 damage and is used in two hands: minSTR = none. A dwarven waraxe does 1d10 damage and is wielded in 1 hand: minSTR = 17.

Shields

General shield classes:

Size	Block bonus	DEXb penalty
Light	0	-1
Heavy	2	-2
Tower	4	-3

RUNE MAGIC

Runes are the written form of the language of the gods. No mortal can speak them aloud--the sound would shatter their bones and blast their sanity. They were first carved into the bark of the World Tree, Yggdrasil, at the dawn of time. Everything that exists is represented by its own rune—rune magic is the grammar of reality.

Before a spell can be cast, you must learn the appropriate runes, which are then inscribed on an object. Runecasters will often inscribe runes on small tiles, usually made of ivory or stone, but any durable material will do.

Casting spells requires arranging the runes in the proper order.

Preparing a spell with rune tiles requires drawing forth the ruins in the proper order and holding them in your fist, a process that takes 1 round per rune used in the spell + or – your Dex bonus (minimum 1).

Casting a prepared spell is a normal action. You can prepare a pouch which holds nothing but the runes in the proper order--in this case, it takes one round to grab the runes from the pouch and the next to cast it.

Once you cast a spell, you either need to have spare runes to recast or you need to pick them back up.

Creating a rune tile requires knowledge of the rune in question and one day of craftsmanship, ritual and meditation.

Typically, spells require an Object Rune and an Action Rune, modified by Effect and other Runes.

Examples:

Object Runes: Fire, Ice, Trees, Man, Wolf, Dragon, Wood.

Action Runes: Blast, Summon, Hex, Glamour.

Effect Runes: Lesser, Major, Greater

Duration Runes: Brief, Extended, Eternal

Area of Effect Runes: Broad, Wide, Vast

Typical spells would look like this:

*Major Summon Troll Extended
Lesser Vast Ice Blast
Lesser Hex Wood*

Building a spell requires taking enough runes from each category to create the effect desired. For example, if you want to blast an enemy with fire, you might use the Fire, Blast and Lesser runes. If you replaced Fire with Ice,

you'd do an ice attack.

Effect, Duration and Area of Effect Runes are always listed from lesser to greater--to know a higher level Effect Rune, you must know the lower level ones as well. When counting runes to determine effects, you always count the lower level Effect Runes as well. For example, Major Wood Blast would be 2 for Wood and Blast, plus 2 for Major (Lesser + Major), for a total of 4 runes used.

You can combine any runes you know in any way, as long as it makes sense to do so. For example, if you have Blast, Fire, Snake, Ice and Lesser to begin with, but learn Hex later on, you can do a Lesser Ice Hex. Lesser Snake Blast wouldn't really make sense, though, unless your GM likes the idea of using snakes as projectile weapons.

Runes can also be carved permanently into an object, such as a wall, armor, a weapon, even trees or human skin--such runes take longer, anywhere from an hour to several days per rune, depending on the complexity of the spell and hardness of the object. Such spells are frequently inscribed with the Eternal rune. If they aren't, the runes fade away after the spell duration runs out, sometimes taking the object with them.

This can, however, change the context of the Action Runes. Blast might become Imbue and would grant a bonus or penalty based on the Object Rune, for example. The section on Action Runes has more detail.

Duration Runes determine how long a spell will endure. A spell with no duration rune lasts for an instant. **Brief** spells last a combat round for every level of the character + plus their Mind bonus. **Extended** spells last an hour for every level of the caster + plus their Mind bonus. **Eternal** spells last until the caster decides to end them or they are dispelled (with an appropriate Hex, no duration required, with an Effect equal to or larger than the spell being dispelled).

Unique runes only affect one being and are very powerful and difficult to find. A being's true name is never the name they go by on a daily basis. In fact, most of the time they aren't even aware of it themselves. If a Unique rune is used and has any quantifiable effect, double it if appropriate--damage, save DC, bonuses, whatever.

Process

Step 1: Choose Runes

Step 2: Cast Spell

Some spells may require a Dex-based to-hit roll to target. This is pretty much up to the GM and the specific spell. Otherwise, assume the spell is automatically cast.

A save is allowed when--

- a spell causes damage without requiring a to-hit roll. A save in this case cuts the damage to half.
- the spell causes unwanted change in a target. A save in this case negates the change.

If the target's a living creature, choose the most appropriate stat bonus + the most appropriate skill (usually Phys or Know). Resistance DC is equal the caster's level + Mind bonus +3.

Range is mostly touch to throwing distance, depending on the effect of the rune. Mostly just go with what's visually appropriate.

Step 3: Fatigue

Spell points are treated similarly to Microlite20. When casting a spell, roll 1d6 + 1 for each rune used. For runes that require knowledge of previous Runes, count those previous runes as well (e.g. Greater effect would count as 3 runes total, not one). For every maxed out effect (e.g. Greater, Eternal and Vast) rune, add another 1d6 damage.

Action Runes

Note: There are many, many runes. If a player wants a specific effect and none of the runes below seem to cover it, feel free to create more. *For example: Njal wants to stitch a pattern in his money pouch to prevent thieves from taking his coin. He wants the pouch to shock anyone who touches it and doesn't not want the duration to ever wear out. Lightning, Blast(Imbue), Lesser and Eternal are appropriate runes. However, this doesn't cover everything--something is still needed to trigger the effect. The GM invents a Guard rune which signifies a trigger--if anybody but the owner touches the pouch, they get blasted.*

Blast

Blast can't be used by itself--it requires an object to determine the type of damage. With no Effect rune, it only does 1 point of damage.

You can optionally add an additional Object rune to limit damage to to one type of target--in that case, add another die of damage. Other types of targets are unaffected.

Sample Runes: Fire, Ice, Stone, Lightning, Pain

Effect Runes: Lesser (1d6 + 1pt/level damage), Major ((1/2 Level)d6 damage), Greater (1d6/level damage)

Alternatively, an effect rune may cause a useful effect in combat not quantifiable in damage, such as inflicting a penalty to hit or knocking an opponent down.

Area of Effect: Broad (a few people), Wide (a field), Vast (a forest)

Duration: Adding a duration rune will cause the object of the spell to remain for the duration. For example, fire may continue to burn in the area affected for the duration. Blocks of ice may stay around and be useful for cover instead of melting immediately, and so on.

Inscribed: Becomes "Imbue". Examples: Greater Fire Imbue Undead Eternal inscribed on a weapon will light on fire any undead who come in contact with the weapon. The weapon will remain enchanted forever. Lesser Pain Imbue Brief means the weapon will cause additional damage, but the effect will disappear after a few minutes of combat and the weapon will go back to being unenchanted.

Appropriate bonuses for an Imbued item would be +1 for Lesser, +3 major, +6 Greater.

In some cases, an Inscribed Blast can act like a normal Blast, such as when setting a trap.

Cure

Can't be used by itself--requires an object. With no Effect rune, it only cures 1 point of damage.

Sample Runes: Man, Beast, Plague, Poison

Effect Runes: Lesser (1d6 + 1pt/level damage), Major ((1/2 Level)d6 damage), Greater (1d6/level damage)

Duration is always permanent.

Inscribed: Becomes a form of Ward that wards off plagues, poisons or aids in recovery rate.

Glamour

Creates illusions.

Build another spell that performs the effect you're trying but substitute Glamor for the spell rune. For example Glamour(Blast) Fire Lesser Wide on a building would duplicate an illusory house fire. You don't necessarily have to have the spell rune to be able to imitate it.

Building an illusory house would be Glamour(Summon) Wood Major Wide

Effect Runes: Lesser (ghostly), Major (looks real, but insubstantial), Greater (full tactile illusions, doesn't do any damage or actually move anything, but otherwise very, very real).

Inscribed: Effect unchanged.

Hex

Changes some part of your environment, including creatures.

Runes: Specific to the element of what you're trying to affect: Metal, Magic, Wood, Stone, Fire, Ice. Type of creatures: dragons, beasts, humans, insects, lizards.

Effect Runes: Lesser (superficial change), Major (significant change), Greater (fundamental change)

Duration Runes: Brief (a few minutes), Extended (a few hours), Eternal (lasts until dispelled)

Example: Lesser Hex Wood Brief on a door- warps the door so it jams shut. After a few moments it unjams. Major Hex Wood Extended on a door - the door swings open and stays that way, despite all efforts to close it. The door goes back to normal after a few hours. Greater Hex Wood Eternal- the door disappears as if it has never existed and never comes back.

Major Hex Air Water Man Extended might allow a human to breathe underwater. Add Vast to that spell, and you can gift an entire village with water breathing. Lesser Hex Man Wolf Eternal would permanently give a human minor wolf characteristics, such as pointed ears and a fur coat.

Summonings

Summons and Dispel various creatures and objects. You must know the Rune of anything you summon. To summon someone specific, you must know their unique rune. A creature that has been summoned will arrive as fast as it can--attempting to Summon a camel, for example, while you're at the north pole is a fruitless endeavor.

Requires Summon Rune, Type Rune, Effect and Duration Rune.

This can also dispel summoned creatures (but not naturally occurring ones).

Type Runes: Type of creatures: dragons, beasts, humans, undead, insects, lizards, etc.

Effect Runes: The general rule of thumb for Effect is **Lesser** = minor benefit in combat. **Major** = considerable benefit in combat. **Greater** = extreme benefit in combat--this is calling in the cavalry.

Note that these effects are relative to your own power level: A Summon Lesser Dragon Extended at level 1 might summon a fire drake the size of a dog. The same spell cast at level 20 might bring in a wyrm the size of a house.

Ward

Offers protection from something. Usually provides either an AC bonus (+1 Lesser, +3 Major, +6 Greater) or creates a barrier. Can be inscribed or cast.

Runes: Specific to what you're warding against or creating the ward from. Air Ward, for example could be against air elementals or creating a barrier **from** air.

Effect Runes: Lesser (equal to strength to a wooden shield), Major (equal in strength to a metal shield), Greater (a fortified wall)

The Runecaster Class

Starts with 2+Mind bonus runes, of which at least 1 must be an Action and 1 must be an Object rune. Runecasters gain 1 additional rune per level.

Every level evenly divisible by 3, runecasters may choose one of their known runes and make it a favored rune. Favored runes are never counted when calculating fatigue. Effect runes can't be chosen as favored runes.

Runecasters' favored skill is Knowledge and they can use medium armor and any weapon.

Great Sacrifice. Sacrifice is at the core of the runecaster's religion and represents the lengths at which they will go for the quest for knowledge. This has three major ramifications:

Every time they gain a rune from leveling up, they gain one scar. Scars have no game effects. Just keep a running tally for flavor.

A runecaster can deliberately inflict HP damage to themselves to increase the effect of their magic. If they have more than 10 HP after successfully casting a spell, they can injure themselves in a dramatic and bloody way. Doing so immediately takes them down to 1 HP, but the spell's effects are doubled. They also gain one scar (as above), if they pass a DC 15 saving throw. If they fail the saving throw, they take a lasting injury (as below).

Knowledge. A runecaster can undertake a week long ritual for knowledge. At the end of which they either gain 5 normal runes or 1 unique rune. One of these runes is automatically a favored rune.

In exchange for this, at the end of the week long spirit journey, they will have only 1 hit point left and will be scarred in a game-impacting way, whether it be a missing eye, loss of a hand or foot, 2 points taken from Strength or Dex, whatever.

ELEMENTAL MAGIC

by Darth Cestual

Elemental spellcasters can cast any elemental spell, but choose 1 favored element; Air (A), Earth (E), Fire (F), or Water (W) as their domain. Domain spells are treated as Signature Spells as in Microlite20. Some spells fall under more than 1 domain. Non-designated spells are treated normally as spells of that level from M20. All Elemental spellcasters have Endure Elements: Exist comfortably in hot or cold environments, no protection from fire or cold damage as a free ability. These are not all the spells available, but have been limited to these selections in keeping with Microlite20. Duration based spells are assumed to last to the end of the scene, or 10 minutes per level, unless otherwise noted.

0 level Spells

Create Water: (W) creates 2 gallons/level of pure water (or ½ gallon in the Dark Sun setting)

Flare: (F) Dazzles on target (-1 on attack rolls)

Message: (A) whispered conversation at distance, 100ft+10ft/level

Resistance: (E) Subject gains +1 on saving throws

1st level Spells

Burning Hands: (F) 1d4/level fire damage (max 5d4)

Feather Fall: (A) Targets fall slowly, until landing or 1 round/level

Jump: (A) Subject gets bonus on Jump checks (+1/level)

Magic Stone: (E) Three stones gain +1 on attack, deal 1d6+1 damage

Obscuring Mist: (W) Fog surrounds you, 20ft height & radius

Produce Flame: (F) 1d6 damage +1/level, touch or thrown

2nd level Spells

Flame Blade: (F) Touch attack deals 1d8+1/two levels damage

Fog Cloud: (W) Fog obscures vision, 20ft high x 20ft radius, concealment, 20% miss over 5ft

Gust of Wind: (A) Blows away (1d6x5ft) and/or knocks down, 1d4 nonlethal/10ft

Pyrotechnics: (F) Turns fire into blinding light or choking smoke, -4 on rolls for 1d4 rounds

Soften Earth & Stone: (E) Turns stone to clay or dirt to sand or mud, 10cu ft/level

Sound Burst: (A) Deals 1d8/level sonic damage to subjects, may stun them, 50% chance

3rd level Spells

Fireball: (F) 1d6 damage/level, 20 ft radius

Fly: (A) Subject flies at speed of 60ft

Gaseous Form: (A) Subject becomes insubstantial and can fly slowly, 2mins/level

Meld into Stone: (E) You and your gear merge with stone

Stone Shape: (E) Sculpts stone into any shape, 10cu ft+1/level

Water Breathing: (W) Subjects can breathe underwater

4th level Spells

Fire Shield: (F) Creatures attacking you take 1d6/level fire damage, you're protected from heat or cold

Ice Storm: (W) Hail deals 5d6 damage 40ft area

Stoneskin: (E) Ignore 10 points of damage per attack

Wall of Fire: (F) Passing through wall deals 2d6 damage/level

Wall of Ice: (W) has 15 hp/level

Zone of Silence: (A) Keeps eavesdroppers from overhearing conversations

5th level Spells

Cloudkill: (A) Kills 3HD or less; 4-6 HD save or die, 6+ HD take Str damage
Cone of Cold: (W) 1d6/level cold damage
Control Winds: (A) Change wind direction and speed, 40ft x 40ft
Summon Monster V: Calls extraplanar creature (elemental only) to fight for you, 1HD/level
Transmute Mud to Rock: (E) transforms two 10ft cubes per level; reversible
Wall of Stone: (E) Creates a stone wall that can be shaped, 5sq ft/level, 15hp/level

6th level Spells

Find the Path: (E) Shows most direct way to a location
Shout, Greater: (A) Devastating yell deals 10d6 sonic damage, stuns creatures, damages objects
Freezing Sphere: (W) freezes water or deals cold damage
Flesh to Stone: (E) Turns subject into statue; reversible
Move Earth: (E) Digs trenches and builds hills, 10x10 cu ft/minute
Stone Tell: (E) Talk to natural or worked stone

7th level Spells

Acid Fog: (A or W) Fog deals acid damage, 20ft high x 20ft radius, 2d6 acid damage
Earthquake: (E) Intense tremor shakes 80ft radius
Control Weather: (A) Changes weather in local area, 2mi radius, 4d12 hours
Delayed Blast Fireball: (F) 1d6/level fire damage; you can postpone blast for 5 rounds
Fire Storm: (F) Deals 1d6/level fire damage, 20cu ft/level
Wind Walk: (A) You and you allies turn vaporous, 600ft/round, self+1 every 3 levels, 1hr/level

8th level Spells

Horrid Wilting: (W) Deals 1d6/level damage within 30ft, from dehydration
Incendiary Cloud: (F) Cloud deals 1d6/level fire damage, 20ft high x 20ft radius
Iron Body: (E) Your body become living iron, 1min/level, +6 Str, -6 Dex, +15 AC
Polar Ray: (W) 1d6/level cold damage
Shout, Greater: (A) 10d6 sonic damage, stuns creatures & damages objects
Whirlwind: (A) Cyclone deals damage and can pick up creatures, 10ft wide x 30 high, 3d6 damage

9th level spells

Elemental Swarm: Summons multiple elementals (cast as domain element only) 2d4 elementals

Proposal for Vancian Magic

By **chgowiz**

Created **12/02/2008 - 17:58**

Despite the definite lack of love for Vancian magicks in the game that we love to play, it remains a part of the lore and history of D&D and the SRD/D20 system that microlite20 and microlite74 are based from.

Greywulf's original vision of using an abstraction of HP to represent "life force" and using that life force to control and project the mystical forces for spells is an excellent mechanic. I did miss the concept of Vancian magic, though, and decided to incorporate Vancian magic into my own house rules for microlite74. I think this is easily extended to microlite20 as well, as it doesn't involve anything specific beyond magic being part of the setting.

Magic Users may opt to memorize spells instead of reading them out of their books and burning HP. Casting a spell does not cost them HP, but they lose the ability to recast that spell once it's cast. Such Magic Users are known as Wizards or Mages. Those Magic Users who use the spell books and HP to cast their magicks are known as Sorcerers or hedge wizards.

Mages must rest for 8 hours and spend 10 min per spell level to memorize each spell that was cast. They must have their spell books available to memorize the spells. Mages may not "duplicate" spells, once a spell is memorized, it is memorized once and used once. (That is why scrolls and wands may exist).

A Wizard may attempt to "hold onto" the magic in his mind as he is casting the spell, should he dare to exert his control over the mystical energy. Magic is a powerful and fickle thing, and those that attempt to master it often find themselves in harms way in trying to control such power. A player declares their intention to try and retain the spell when they are casting it. The DM rolls a d6 and uses the following chart:

- 1 - Spell is retained in memory.
- 2 - Spell is lost from memory but nothing bad happens.
- 3 - Spell is lost from memory and PC loses 1/2 of their HP total.
- 4 - Spell is lost from memory and PC loses 3/4 of their HP total.
- 5 - Spell is lost from memory and PC loses their HP total.
- 6 - Spell is lost from memory. PC loses their HP total plus (1d6 x lvl of caster) of damage. **

Note that results of 3 - 6 will apply the normal rules of m74 damage, that is if they were not at full HP, then they may be dropped to 0 and possibly lose some of their STR as well. A result of 6 when a mage has been in combat will more than likely kill them.

This gives the Magic User player a few options:

- If they want to be more involved in combat, they can become a Wizard/Mage which gives them more HP to rely on, but fewer magic options at lower levels. There's a real danger to trying to hang onto spells, but if a Wizard is desperate, they may be able to count on luck to help them.

- If they want to maximize their casting at the sacrifice of HP, they can opt to be a Sorcerer/Hedge Wizard, which may allow them to cast 2 spells at 1st level and still have an HP or two left to survive on. I hope that Sorcerer is paired up with some strong Fighting Men!

Characters gain the ability to memorize spells according to this chart:

1st/2nd/3rd/4th/5th/6th spell levels

1 1
2 2
3 2/1
4 2/2
5 3/2/1
6 3/2/2
7 4/3/2/1
8 4/3/2/2
9 4/4/3/2/1
10 4/4/3/2/2
11 4/4/4/3/2/1

(GMs who run games with characters above level 11 may continue to use the pattern of progression here or come up with their own.)

** NOTE - there are LOTS of possibilities of Bad Things that could happen to a mage who has an epic failure of attempting to retain the spell and rolling a 6. The DM could consider the complete loss of HP and some other randomly chosen side effect, like the PC aging 10 years, or becoming disfigured, or gaining some sort of "taint".

[Magic](#)

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Source URL: <http://microlite20.net/node/107>

Four By Five Magic

By **greywulf**

Created **06/03/2008 - 10:27**

A variant magic system inspired by [FUDGE Four-by-Five magic](#) ^[1], Ars Magica, Harry Potter and the Belgariad.

Quote:

?My friend, magic is not stored in pretty book or scrolls. It is the power of the Will and the Word. Your Will take times to perfect and control; you follow your own path in it?s mastery. The Words can only be taught. There are only nine Words of Power, but they may take an age to fully comprehend their meaning. Often, the Will breaks before the Nine are found. Do you have the power. Well, do you boy??

Magic is nothing more than the speaking of two (or more) Words of Power in the Divine Tongue. These words take a lifetime to master all their subtle inflections and are far beyond the capabilities of most mere mortals; magic is the sole purlieu of the Magi. Multiclassing to, or from, the Magi class is impossible. Either you have the Gift and follow it to the end, or it is gone forever. To have the Gift is to be a Mage; to be a Mage is to possess the Gift.

Magi begin play at 1st level knowing three Words of Power - either Two Actions and One Realm, or Two Realms and One Action. They learn one new Word of Power every three levels (3,6,9,etc).

The Four Actions

- **Enhance** (augeo): Strengthen, Heal, Enlarge, Repair, Sharpen, etc.
- **Diminish** (infirmio): Weaken, Damage, Injure, Reduce, Break, Dull, Deteriorate, etc.
- **Communicate with** (defero): Sense, Read, Seek, Inform, Determine, Understand, etc.
- **Control** (tempero): Shape, Hold, Command, Form, Direct, Dictate, etc. Control is difficult to learn, and you may not learn Control spells until you have learned all of the other Actions

The Five Realms

- **Body** (corpus): Living body of sentient beings, animals, plants.
- **Mind** (mentis): That which normally inhabits and animates a body
- **Spirit** (animus): The essence or soul. Spirit is difficult to learn, and you may not learn Spirit spells

until you have learned at least three other Realms and three Actions

- **Energy** (navitas): Fire, water, air, magic, [electricity, etc.] - and, if the GM is willing, time.
- **Matter** (materia): Solid material with no mind - stone, metal, wood, leather, paper, [plastic, etc.]

Spells are cast by combining a Word with an Action and successfully making a Magical Attack (Level+MIND) check.

The DC for the check is dependant on the target of the spell.

Target	DC
Self	10
Willing	15
Inanimate organic	20
Unwilling	25
Inanimate inorganic	35

Each spell cast that day increases the DC by +2.

Spells that affect inanimate objects are generally permanent; an enlarged pebble will stay large, a broken belt will stay mended. Magically created fires, etc, will die down naturally. Living creatures will eventually revert back to their normal form, though any healed damage stays healed.

Every 5 (or part) points of success is equal to 1d8 effect. This can take the form of damage, healing or transformation; to turn one thing into another the total effect rolled must equal the difference between the two hit point totals. That's why it's so easy to turn commoners into toads, but Magi turn into dragons.

Examples

Maximus Verlinius, a Magi-1 knows the Words augeo, defero and navitas. his stats are STR10, DEX12 and MIND16. His Magical Attack is $1 + 3 = +4$. He suspects Todmore Fellhaven, his enemy, is in the next room, so casts defero navitas to detect any energy sources in the area. He rolls a 16, just reaching DC of 20. He senses the burning torch held by his enemy.

Maximus bursts into the room, shouting "Augeo navitas!", pointing at the torch. He rolls a natural 20, getting 24. The DC of the torch 22 (there's a +2 because it's his second spell today), so it explodes for maximum damage (a critical). Todmore takes 8 points of damage, staring in surprise at his opponent's sudden arrival.

Maximus' mentor is Creol Festerburn, a Magi-10 of great power. His stats are STR12, DEX10, MIND18. His Magic Attack is $10 + 4 = +14$. He knows the all of the Words of Action, plus navitas, specialising in fire-based magic.

Clutching a small coal in a brazier, Creol approaches the giant's lair. His apprentice stumbles over a tree branch, and the giant roars, appearing from the cave mouth. Creol utters a curse, then blows on the coal, whispering "Augeo navitas?". He rolls a 15 for a total of 29. That's 9 above the DC, so the flame from the coal erupts into a man-sized sheet of flame (2d8 of effect, total 5). Creol then shouts "Tempero Navitas!" and elemental eyes of coal appear in the flickering form. He rolled 18 for a total of 32, easily beating the DC of 22. 2d8 of effect rolls 12, higher than the previous 5, so the fire is under Creol's complete control.

The giant's roar stops mid stream as the fire elemental approaches to do battle.

[Magic](#)

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Source URL: <http://microlite20.net/node/66>

Links:

[1] <http://www.panix.com/~sos/rpg/4by5.html>

Microlite20 Martial Arts

By **greywulf**

Created **06/19/2008 - 21:09**

Contributed by **Darth Cestual**

Martial Artists hone their minds and bodies into well crafted weapons. They are just as effective in combat whether armed or not. They can even focus their Chi, or life energy, to amazing effect.

Their unarmed strikes can be just as effective as crafted weapons, and advances as follows:

1d4 1st-3rd level, 1d6 4th-7th, 1d8 8th-11th, 1d10 12th-15th, 2d6 16th-19th, and 2d8 at 20th level, +Str bonus.

Martial artists can choose between lethal and non lethal damage. While class and style bonuses may appear to be lower than other M20 rule sets, it can be assumed that players can choose from any of the previously covered M20 races and therefore gain their appropriate bonuses as well. All martial artists can use Dex bonus + Level as their Melee attack bonus instead if wielding a light weapon, and can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. If the total bonus is +6 or more, a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2. Add Str bonus to melee damage, x2 for 2 handed weapons.

AC = 10 + Dex bonus + armor bonus

Classes

There are 4 classes of Martial Artist

Samurai: +1 Str- Knights, soldiers, and defenders of the weak. Samurai can wear armor, use shields, and are proficient in all weapons and armor.

Ninja: +1 Dex- Spies, assassins, and thieves, quick and deadly are their trademarks. Taking out an opponent quickly and quietly, and the ends always justify the means to the Ninja. They use light weapons and armor.

Sifu: +1 Mind- Teachers, wizened sages, simple beggars, or the unassuming drunkard that have vast knowledge and skills that are carefully guarded. They generally display their skills veiled as ?accidents? or ?clumsiness?. What they lack for in physical power and agility, they make up for with their knowledge of critical spots, pressure points, and mastery of their Chi. Sifus rarely use traditional weapons or armor and typically improvise weapons from whatever objects are available.

Monk: +1 All Skills- Those who hone their bodies and minds to seek peace and enlightenment enter the monasteries. Monks will usually seek a peaceful resolution to conflicts first, but when it becomes clear that it isn't an option, they are quite capable of defending themselves and those who can't. A monk will rarely kill if

they can help it, so when a monk renders an opponent to 0 HP, they are considered incapacitated, but not dead. Monks do not wear armor, and while able to use any weapon, they prefer simple weapons such as staves or go unarmed.

Martial Arts Styles

There are 4 Martial Arts Styles

Way of the Dragon: +1 Phys- Ferocious and powerful, Dragon style fighters are very tough but also hold a high regard for honor. They relish a good fight and the smell of battle, yet to challenge a clearly weaker opponent lacks any honor. They seek to challenge themselves and continually push their skills.

Way of the Serpent: +1 Sub- Serpent fighters rely upon stealth and deception and have little problem using trickery or poisons to defeat their opponents. Striking from shadows or catching enemies unaware are perfectly acceptable forms of fighting for them.

Way of the Tiger: +1 Know- Wisdom and cunning are the Tigers way, as they know the Mind is the most deadly of weapons. Tiger style fighters will study an opponent, even toy with them, until it's the proper time to strike.

Way of the Mantis: +1 Com- Mantis style fighters are patient. They often give opponents the opportunity to walk away, using negotiation or intimidation, but when they refuse, the Mantis fighter is quick to strike and deadly in efficiency.

Chi: A martial artist can draw upon their focused life energy, Hit Points, to boost their abilities. They can spend a max number of HP as Chi equal to their Mind bonus + level. 1HP = 1Chi. For example, a 1st level Ninja with a Mind bonus of +1 can use up to 2 points of Chi at any given time. So if the Ninja is using Chi Armor at a cost of 2 Chi, those points cannot be used elsewhere unless he releases the armor and frees up his Chi. However, the points may be split as long as the total is within the martial artists threshold.

Chi Techniques

Chi Armor: Increase AC by +4 for 1 hour, 2 Chi

Chi Blast: The martial artist can release pure Chi energy as a directed bolt that does their current unarmed strike dice level/Chi points used, or as an area effect that knocks back people and objects 10 meters/Chi point used.

Chi Jump: By using Chi, the martial artist can move faster than can be seen. 10 meters/Chi point.

Chi Strike: A martial artist can use Chi to add to a standard attack. +1 damage/Chi point

Fade: A tightly focused sheath of Chi bends light around the martial artist, allowing them to blend with shadows and even become invisible. +1 Sub when trying to hide/Chi point

Pressure Points: Understanding the way Chi flows through the body allows a martial artist to be able to alter that flow in others by striking key points on the body. On a Critical Hit, the martial artist may choose to temporarily paralyze the target until the end of the scene, or for 10 minutes. On the other hand, the martial

artist may manipulate Chi through pressure points to heal, transferring their Chi to another and healing for however many HP/Chi used.

Weapons

Acupuncture Needles: -1 Dex, every successful hit with a needle reduces the targets Dex by -1. When the targets Dex score reaches 0, they are paralyzed and immobile, and even if the needles are removed, the effects last for 1 hour after removal.

Axe: 1d6

Bo Staff: 1d6

Bow, Short: 1d6

Bow, Long: 1d8

Chakram: 1d4

Kama: 1d6

Katana: 1d8

Katar(punch dagger): 1d4

Naginata: 1d10

Nunchaku: 1d6

Sai: 1d4

Shuriken: 1

Siangham: 1d6

[Campaign Settings](#)

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Source URL: <http://microlite20.net/node/76>

Microlite 20 Anthro Races

By **greywulf**

Created **06/06/2008 - 12:43**

Contributed by **Darth Cestual**.

This list is based on the Gamma World 4th edition Base Animal Stock list and by no means complete, but does provide a wide variety of animal PC options. The animals presented here are assumed to be medium sized, unless stated otherwise, be of a general humanoid/bipedal form, and able to use most weapons and tools used by other human/demihuman races. Animals with the Aquatic mutation are considered to be adapted for land dwelling, and capable of surviving both in and out of the water. Other natural abilities will be listed as per Microlite20 Mutations.

Alligator ; Scales +3 natural armor, 1d8 tail slap, 2d6 bite

Armadillo ; Carapace +6 natural armor, Low Light Vision 30m, 1d4 claw

Badger ; Low Light Vision 30m, 1d6 claw, burrow 1 meter/minute

Bat ; Wings- fly for 10min/level, Keen Ears +20 Listen (sub+Mind), 1d4 bite

Bear ; Keen Nose, Fur +2 natural armor, +5 vs cold, 1d8 claw, 1d6 bite

Boar ; 1d6 tusk x2 on a charge

Bull ; Horns 2d4 damage x2 on a charge, Tougher +2hp/level

Camel ; Amazing Fortitude vs hot dry climates, needs 1/2 as much water, 1d4 bite

Chameleon ; Chameleon Skin +20 Sub when wearing nothing, Regeneration heals 1hp/round

Cheetah ; 1d4 claw, 1d6 bite, Fleet Feet +2 Dex to movement, Haste 2 actions per turn

Cougar ; 1d6 claw, 1d6 bite, Keen Ears +20 Listen, Keen Nose, Low Light Vision 30m

Crab ; Aquatic, Exoskeleton +5 natural armor, Pincers 1d6+2

Deer ; 2d4 antlers (Horns) x2 on charge, Keen Ears +20 Listen

Duck ; Immunity Cold, Wings- fly for 10mins/level

Elephant ; 2d6 tusks x2 if charging, Bigger +1 size category, +2 Str, prehensile trunk (Extra Arm)

Fox ; +2 Dex, Keen Ears +20 Listen, Keen Nose, Low Light Vision 30m, Padded Feet +10 Sub when sneaking

Frog ; Aquatic, Spring Legs +30 Jump, 10m/level

Gorilla ; 1d6 bite, Tougher +2hp/level

Grasshopper ; Extra Arms 1 extra 2 handed attack or 1 handed + shield, Spring Legs +30 Jump
10meters/level

Hawk ; 1d6 claw, 1d4 bite, Wings fly for 10min/level, Keen Eyes +20 Spot (sub+Mind)

Horse ; 1d6 kick

Kangaroo ; Spring Legs +30 Jump 10meters/level

Monkey ; 1d4 bite, +2 Dex

Mosquito ; 1d4 bite +1 per round blood drain, Extra Arms 1 extra 2 handed attack or 1 handed + shield, Wings
fly for 10min/level

Octopus ; Aquatic, Chameleon Skin +20 Sub when wearing nothing, Extra Arms 1 extra 2 handed attack or 1
handed + shield

Ostrich ; 1d6 kick, Fleet Feet +2 Dex to movement

Otter ; 1d6 bite, Immunity Cold

Porcupine ; 1d4 bite, Quills 1d6 damage

Praying Mantis ; 1d8 claws, Extra Arms 1 extra 2 handed attack or 1 handed + shield, Chameleon Skin +20
Sub when wearing nothing

Raccoon ; 1d4 bite, Low Light Vision 30m

Rhinoceros ; 1d6+1 horn x2 when charging, Keen Nose, Bigger +1 size category, +2 Str

Sea Lion ; 1d4 bite, Keen Nose, can hold breath for 10+Str bonus/rounds

Shark ; 1d12 bite, Aquatic, Keen Nose, Rage +4 Str -2AC

Sheep, Bighorn ; 1d6+1 head butt x2 charging, Immunity Cold

Skunk ; 1d4 bite, Low Light Vision 30meters, Stench adjacent creatures suffer -2 on all rolls

Snake ; Poison Bite 1d6+1 bite+Poison see M20 GM Guide for type, Darkvision see in total darkness 20
meters, Tremorsense 10m

Spider ; Poison Bite 1d6+1 bite+Poison see M20 GM Guide for type, Extra Arms 1 extra 2 handed attack or 1
handed + shield, Climbing Hooks 10ft climb speed, Web (as the spell) fills 20ft radius spread with sticky
spiderwebs

Squirrel ; 1d4 bite, Climbing Hooks 10ft climb speed, Tail +4 Dex

Termite ; 1d6 bite, Extra Arms 1 extra 2 handed attack or 1 handed + shield, Exoskeleton +5 natural armor, can eat wood

Tiger ; 1d8 claw, 1d10 bite, Keen Nose, Low Light Vision 30meters

Turtle : Carapace +6 natural armor, can hold breath for 5 mins

Wasp ; 1d6+1 sting +Poison see M20 GM Guide for type, Extra Arms 1 extra 2 handed attack or 1 handed + shield, Wings fly for 10min/level

Weasel ; 1d6 bite, Low Light Vision 30meters

Wolf ; 1d6 bite, Keen Nose, Keen Ears +20 Listen, Fur +2 natural armor, +5 vs cold

[Races](#)

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Source URL: <http://microlite20.net/node/69>

Microlite20 Mutations

By **greywulf**

Created **06/02/2008 - 09:22**

Contributed by Darth Cestual

These mutations and rules are based on Omega World by Jonathan Tweet as presented in Dungeon #94/Polyhedron #153, with a few additions and modifications for M20 flavor and personal choices.

To determine a mutant's mutations, roll d% on the Random Defect List. Each mutation has a value. A mutant's total number of defects should not exceed their total in Stat Bonuses. For example, Waukeegan has Stat Bonuses Str +1, Dex +3, and Mind +0, therefore he cannot exceed 4 Mutation Defects. Once defects are selected, add up their total value and move on to the Random Mutation List, and roll d%. Players have the option of "flipping" the d% result, say if a 7 and a 5 are rolled, the player may choose between 57 and 75 in selecting their mutation. Each beneficial mutation has a cost. Players roll for beneficial mutations until they meet but not exceed the value accrued by their Random Defects. In general, mutations stack, so you can have fur (+2 natural armor) over your exoskeleton (+5 natural armor) for +7 natural armor, lucky mutant. But the GM can disallow abusive stacking. For example, if Acidic Bite was rolled twice, the acid damage could be doubled, but the bite damage would only increase "one step" from 1d6 to 2d4. Due to M20s streamlined design, some mutations will be mechanically similar, therefore it's up to the player to really role-play his defects and abilities and make them unique. GMs should remember to award players properly for their efforts.

Some mutations are free to use or always in effect while others must be activated to use. In keeping with Microlite20, "activated" (A) mutations drain Hit Points equal to their point cost, to emulate the drain using such power has on an individual. Mutations with duration effects last until the end of the scene, 10 minutes per level, or unless otherwise stated.

Random Mutation Defects

d% - Defect - Summary - Value

1-4 ; Distinctive Odor ; Smells horrible -2 Sub ; 1

5-6 ; Tongue Tied ; -4 Com ; 1

7-10 ; Wheezy ; Poor respiratory, becomes fatigued after 5 rounds of combat ; 2

11-14 ; Slow ; -5ft speed (-4 Phys involving movement) ; 2

15-16 ; Numbskull ; -4 Know ; 2

17-18 ; Dimwit ; -2 Mind ; 2

19 ; Sensitivity to Acid ; 2x damage from acid ; 2

20 ; Sensitivity to Cold ; 2x damage from cold ; 2

21 ; Sensitivity to Electricity ; 2x damage from electricity ; 2

22 ; Sensitivity to Fire ; 2x damage from fire ; 2

23 ; Sensitivity to Poison ; 2x damage from poison ; 2

24 ; Sensitivity to Radiation ; 2x damage from radiation ; 2
 25 ; Sensitivity to Sonics ; 2x damage from sonics ; 2
 26-29 ; Voracious ; Requires double rations ; 3
 30-33 ; Stiff Motion ; Can't enter combat in the 1st round ; 3
 34-35 ; Terrible Fortitude ; -10 on Fort saves (Str+Phys) ; 3
 36-37 ; Terrible Reflexes ; -10 on Reflex saves (Str+Dex) ; 3
 38-39 ; Terrible Willpower ; -10 on Will saves (Mind+level) ; 3
 40-43 ; Club Footed ; -8 Phys involving movement ; 4
 44-46 ; Poor Dual Brain ; 10% chance per melee round you lose your turn ; 4
 47-49 ; Frenzy ; 10% chance per melee of going berserk and attacking a random friend or foe ; 6
 50-53 ; Fits ; 10% chance per melee round to fall down flopping ; 7
 54-57 ; Smaller ; Cannot apply Str stat to hit points ; 7
 58-59 ; Weakling ; -4 to Str ; 7
 60-63 ; Obsessive Compulsive ; 50% chance of having to do some kind of ritualized routine before taking an action in combat or a skill check ; 8
 64-66 ; Weapon Incompetent ; May only use natural weapons ; 8
 67-68 ; Reduced Dexterity ; -4 Dex ; 8
 69-72 ; Yellow Streak ; 50% chance to run away from danger ; 9
 73-75 ; Bleeder ; -1 HP per round per wound until stopped ; 9
 76-79 ; Crude Hands ; -4 Dex with manipulation actions ; 10
 80-83 ; Fragile ; 2x damage from melee (not energy) ; 10
 84-86 ; Poor Vision ; Can pinpoint targets out to 10meters ; 12
 87-88 ; Glass Jaw ; 50% chance of being knocked out in melee ; 15
 89-90 ; No Arms ; Good afternoon Mr. Stumpy ; 20
 91-92 ; No Legs ; I save a fortune on shoes ; 20
 93-96 ; Eat it ; Roll again, take defect without adding its value ; ?
 97-00 ; OMGWTF ; Roll twice, taking defects without adding their value ; --

Random Mutations

d% ; Mutation ; Summary ; Cost

1 ; Amazing Fortitude ; +10 on Fort saves (Phys+Str) ; ; 1
 2 ; Amazing Reflexes ; +10 on Reflex saves (Phys+Dex) ; 1
 3 ; Amazing Will ; +10 on Will saves (Mind bonus+level) ; 1
 4 ; Blindsense ; Pinpoint(not ?see?)targets within 10meters ; 1
 5 ; Chameleon Skin ; +20 Sub when wearing nothing ; 1
 6 ; Climbing Hooks ; 10 ft climb speed ; 1
 7 ; Double Healing ; 2x effects from heals & recovery ; 1
 8 ; Fleet Feet ; +2 Dex to movement ; 1
 9 ; Immunity: Poison ; No effects from poisons ; 1
 10 ; Immunity: Psychic ; No effects from psychic attacks/aid ; 1
 11 ; Keen Ears ; +20 Listen (sub+Mind) ; 1
 12 ; Keen Eyes ; +20 Spot (sub+Mind) ; 1
 13 ; Keen Nose ; Can track by scent ; 1
 14 ; Low Light Vision ; Can see in all but total darkness 30meters ; 1

15 ; Padded Feet ; +10 Sub when sneaking ; 1
16 ; Resist Radiation ; +10 Fort (Str+Phys) vs Radiation ; 1
17 ; Aquatic ; Gills and webbed fingers/toes ; 1
18 ; Tail ; +4 Dex vs Balance, Jump, Swim ; 1
19 ; Tentacles ; 1d6 3 meter tentacles +1 Phys ; 1
20 ; Tremorsense ; Sense target through vibrations 10 meters ; 1
21 ; Uncanny Dodge ; 2x Dex bonus to AC ; 1
22 ; Blindsight ; Pinpoint (not ?see?) targets 10m per level ; 2
23-24 ; Claws ; 1d6 damage ; 2
25 ; Darkvision ; See in total darkness 20meters ; 2
26 ; Dual Brain ; +2 Mind, 2 Will saves ; 2
27 ; Empathy ; +2 Com ; 2
28-29 ; Fur ; +2 natural armor, +5 vs cold ; 2
30-31 ; Horns ; 2d4 damage, 2x on a charge ; 2
32 ; Leech Damage ; Touch. absorb & take 1d6 damage from target ; 2
33 ; Stench (A) ; Adjacent creatures suffer -2 on all rolls ; 2
34 ; Quills ; 1d6 damage ; 2
35 ; Spring Legs (A) ; +30 Jump, 10 meters per level range ; 2
36 ; Tougher ; +2 hp per level ; 2
37 ; Toxic Snot (A) ; See addendum, roll for type, 2d4 damage ; 2
38 ; Acidic Bite (A-acid) ; 1d6 bite + 1d6 acid ; 2
39 ; Carapace ; +6 natural armor, -2 Dex ; 3
40 ; Tank ; Double hit points ; 3
41 ; Haste (A) ; 2 actions per turn ; 3
42 ; Silver Tongue (A) ; +5 Com ; 3
43 ; Brainiac ; +3 Mind ; 3
44-45 ; Pinchers ; 1d6 damage ; 3
46-47 ; Regeneration ; Heal 1 hit point per round ; 3
48-49 ; Scales ; +3 natural armor ; 3
50 ; Shaper (A) ; Shape change 10 mins/level ; 3
51 ; Psionic: Telepathy (A); As per GW Psionics rules ; 3
52 ; Force Field (A) ; Absorbs 10 points of damage/level ; 3
53 ; Brain Trust ; +5 Mind ; 4
54-55 ; Light Warp (A) ; +20 Sub ; 4
56-57 ; Lightning Touch (A) ; 1d6+2 damage/level ; 4
58 ; Psionic: Psychic Shield (A); As per GW Psionics rules ; 4
59-60 ; Psychic Healing (A) ; Heal 1d6 damage/level to target ; 4
61-62 ; Rage (A) ; +4 Str, -2 AC ; 4
63 ; Teleport (A) ; 10 meters/level ; 5
64 ; Extra Arm ; 1 extra one handed attack or shield ; 5
65 ; Levitate Self (A) ; Self +100lbs per Mind bonus ; 5
66-67 ; Poison Bite (A-poison);1d6 damage + poison -see M20 GM guide ; 5
68-69 ; Psionic: Telekinesis (A) ; As per GW Psionics rules ; 5
70 ; Psionic: Precognition (A) ; As per GW Psionics rules ; 5
71 ; Wings (A) ; Fly for 10mins/level ; 5

72-73 ; Brain Bite (A) ; Psychic attack vs Will, 2d4 damage, close range ; 6
74-75 ; Mental Mirror ; Psychic effects reflected back, even beneficial ones ; 6
76 ; Displacement (A); 50% chance of being missed in combat ; 6
77 ; Exoskeleton ; +5 natural armor ; 6
78 ; Overmind ; +10 Mind ; 6
79 ; Heightened Dexterity ; +10 Dex ; 6
80 ; Beefcake ; +10 Str ; 6
81 ; Life Leech (A) ; Deals 1d6 damage/level to anyone within 10 meters ; 6
82-83 ; Bigger ; +1 size category, +2 Str ; 7
84-85 ; Palooka ; Hardened bones, fists and feet do 1d8 damage/level ; 7
86 ; Leech Strength (A) ; Touch attack, drain 1d4 Str and add to your own ; 7
87 ; Extra Arms ; 1 extra 2 handed attack or 1 handed + shield ; 8
88 ; Light Slip (A) ; Invisible 1 round per level or until attack ; 8
89-90 ; Energy Blast (A) ; 20 meter range, select type, 1d12/level ; 8
91 ; Immunity: Acid ; No damage from acid effects, not including gear ; 8
92 ; Immunity: Fire ; No damage from fire effects, not including gear ; 8
93 ; Immunity: Radiation; No damage from radiation, cannot mutate further ; 8
94 ; Immunity: Electricity; No damage from electricity, not including gear ; 8
95 ; Immunity: Cold ; No damage from cold effects, not including gear ; 8
96-98 ; Roll Again ; Free mutation, no cost from Defect points ; ?
99-00 ; Roll Again ; Mutation effects are doubled (if possible, GMs call) ; ?

Addendum

Toxic Shot Types- 2d4 damage, mutant is immune to the effects of its own shot only, takes normal damage from outside sources.

Acid

Disease: see M20 GM Guide for types

Napalm: ignites next round, burns for 1d4 rounds

Poison: see M20 GM Guide for types

Mutagenic: Target temporarily gains 1 Random Defect for 1d4 days

Energy Blast Types- 1d12 damage/level , mutant is immune to the effects of its own energy, takes 1/2 damage (rounded up) from outside sources

Cold

Electricity

Fire

Radiation

Sonic

[Classes](#)

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Microlite20 Mecha

By **greywulf**

Created **06/30/2008 - 10:43**

Contributed by **Darth Cestual**.

Mecha are giant walking vehicles used in combat or heavy industrial work. Each basic mecha has a cockpit for the pilot, a basic sensor system, is of a vague humanoid shape, and is powered by one or more Power Cores as determined by the size of the vehicle. Keep in mind that Mecha stats do not directly relate to character stats, and should it be necessary, such as strafing a battlefield of infantry troops or rebels taking down an Imperial Walker, just roll for the mecha and multiply the result by 10.

Power Core

Every mecha draws energy from its Power Core which enables its weapons and other systems. Every mecha must have at least 1 Power Core, and each Core supplies 50 power points for its systems. Power pulled from the Core for system use drains points from the power pool, and are not regenerated until after a scene ends, or 1 point per minute to recharge. When a mechas Power Core reaches zero points, it is immobile and inoperable. There is a 10% chance (1 on a D10) that Core containment is lost and a Core Breach occurs, which means a Core Explosion is immanent. The Pilot or any crew will have 1d4 rounds to escape via Escape Pod or some other means. Backup Systems can allow a reroll of a Core Breach, or add an additional 1d6 rounds to escape. A Core Explosion completely destroys a ship and does 1d100 damage for a 100 meter radius per Power Core. Additional Cores can be installed beyond the mecha size standard, take up 2 slots, however mecha with multiple Cores cannot function properly without the full compliment, and thus cannot sacrifice a Power Core for additional slots.

Stats

Mecha have 3 Stats: Chassis, Handling, and Pilot. Stats are rolled as per the M20 core rules

Chassis = the strength of the mechas structural design and its hydraulics systems

Handling = how well the mechas servos and hydraulics perform under various conditions

Pilot = the skill of the individual controlling the mecha, (Mind), this stat can vary depending on who's driving, and the conditions required of the scene.

Configuration and Systems

Mecha come in 4 basic configurations: Assault, Industrial, Infiltrator, and Support

Assault: the standard combat model, +3 Armaments
Industrial: the standard construction model, +3 Engineering
Infiltrator: the standard reconnaissance model, +3 Sensors
Support: the standard service and repair model, +3 Interface

Mecha have 4 basic Systems: Armaments, Sensors, Engineering, and Interface. System ratings are determined the same way as Skills in the M20 core rules.

Armaments: the offensive & defensive capabilities of the mecha

Sensors: how well the mecha can process the information of its surrounding environment, as well as how to avoid other sensor systems

Engineering: how well maintained the mecha is kept by its mechanic and/or pit crew. A well engineered and maintained mecha can often push beyond its initial design performance.

Interface: how well a mecha's on board computers can interact with outside systems

Mecha Size

Mecha come in 4 basic sizes: Large, Huge, Gargantuan, and Colossal

Large: these size mecha are common as industrial loaders, urban infantry, starship boarding actions, and for civic police. Not much larger than a standard human, they are commonly referred to as power armor. They run on a single Power Core and have 6 slots for weapons and equipment. +2 Pilot

Huge: Designed as the standard battlefield infantry model, they are a good balance between production cost and effectiveness in the various theaters of war. They have 10 slots for weapons and equipment and run on 2 Power Cores. +2 Handling

Gargantuan: These massive machines of war are seen sparingly on the battlefield, typically used as mobile artillery. They are more commonly used in space combat campaigns against starships or other mecha. They have 15 slots for weapons and equipment and are powered by 3 Power Cores. +2 Chassis, -1 Handling

Colossal: These mecha are rare. Used planetside as primarily mobile weapon platforms and planetary defense against starships. Mecha of this size often have crews, with gunners and engineers aboard to free the pilot to focus on maneuvering such a massive vehicle. They have 20 slots for weapons and equipment and are powered by 4 Power Cores. +1 all systems, -2 Handling

Equipment

Additional Cockpit: 2 slots, can be used as a separate gunners control, engineering station, or for a passenger.

Additional Power Core: +50 power points, 2 slots

Advanced Comm System: 1 slot, +3 Interface, used in tactical relays, secure communiques, and jamming the enemies communication systems. 1 power point/round while in use

Advanced Diagnostics: 1 slot, restores 1d10 points of damage/hour, during which time the mecha cannot move or be in combat. +3 Interface

Advanced Sensor Array: +1 Sensors, 1 power point/round while in use

Afterburner: 1 slot, doubles the range of a Jump Pack and speed of Thrusters, but costs 2x power points of

the equipment used.

Armor, Duraplastic: +3 AC, 2 slots

Armor, Reactive Gel: +8 AC, 4 slots

Armor, Megatanium: +12 AC, -2 Handling, 8 slots

Back Up Systems: help prevent a Core Breach, 1 slot

Crane: +2 Chassis, +2 Handling, 4 slots, special lifting arm equipped with a cable and wench system

Energy Shield Generator: 2 slots, 2pts to activate, absorbs damage at 1 power point for every point of damage inflicted.

Escape Pod: 1 slot/cockpit, the mechas cockpit is fitted as an escape pod, if the mecha has multiple cockpits, they must be purchased separately.

Jump Pack: 2 slots, allows the mecha to make short rocket assisted jumps of up to 1 km, 2 power points per use, Large and Huge sizes only.

Life Support System: 1 slot, required use for aquatic or space bound mecha

Lifters: +2 Chassis, special lifting arms, 2 slots ea.

Nanorepair Unit: 1 slot, repairs 5HP damage/round, 1 power point/round

Neural Link: 1 slot, +2 Pilot, a direct link to the Pilots brain increases reaction time.

Reserve Power Supply: holds 20 points of reserve power, 1 slot, can only be recharged once all Power Cores are fully charged.

Space Worthy: 1 slot, a series of stabilizers and small maneuvering thrusters that enable a mecha to function in space.

Stealth Suite: 3 slots, +10 Sensors (to avoid detection) Large and Huge sizes only, the mecha has been refitted to have a very low detectable profile.

Structural Enhancement: +10HP/slot

Tactical Shield: +4 AC, 1 slot-attached to arm, retractable

Thermoptic Camouflage: 1 slot, +3 Sensors (to avoid detection), allows a mecha to blend in with its surroundings, 1 power point/round while in use

Thrusters: 4 slots, allows the mecha to fly 150m/round, 3 power points to **launch, +1 power point/round of maintained flight**

[b]Wings: 2 slots, +1 Handling while a mecha is in flight

Weapons / damage / power point cost / slots

Chain Guns: 1d6, 1 pt/shot, 2 slots

Combat Claws: (Large 1d6, Huge 1d8, Gargantuan 2d6, Colossal 2d10), no power cost, 1 slot ea.

Laser Cannon: 2d10, 2 points/shot, 2 slots

Mass Cannon: 2d12, 4 points/shot, 2 slots

Microwave Beam: 1d6, 1 point/shot, 1 slot

Missile Pods: 1d20, 4pts/launch, 2 slots ea. Fires a barrage of 20 1-point of damage small missiles, die roll indicates how many hit their mark.

Plasma Cannon: 1d20+2, 4 points/shot, 3 slots

Shockwave Pulse Emitter: 2d8+2, 4 points/shot, 2 slots, fires an electromagnetic pulse that fries electrical systems, sparks flammable materials, and sends living creatures flying an additional 10 meters per point of damage taken.

Recoilless Rifle: 2d6, 2 points/shot, 2 slots

Rocket Launcher: 1d8, 2 points/shot, 2 slots

Mecha Melee Weapons: Any of the core M20 melee weapons can be used ?mecha-sized? and can be sheathed internally taking up 1 slot for 1 handed weapons, and 2 slots for 2 handed weapons, or by not using any slots with the weapon holding to the outside of the mecha magnetically, however only a maximum of 4 slots can be used this way. Should the players/GM wish to make the melee weapons energy based, 1 handed weapons should burn 1 power point per round while active, and 2 handed weapons should burn 2 power points per round while active.

Transformable Mecha

Should the GM wish to have mecha or giant robots that transform into vehicles, just do it. ;)

But, if you feel the need, include on the Equipment list the Veriform Matrix: 1 slot, 2 power points per use, allows a mecha to engage a physical transformation changing it into a vehicle form or back. +2 Sub

[Campaign Settings](#)

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MICROLITE 20 Mecha

By Andrew Domino (www.dominowriting.com/tabletop-gaming-3/microlite-20)

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Based on the Microlite 20 Purest Essence rules, Mecha rules initially by Darth Cestual/greywulf

This is an adaptation of the Microlite 20 Purest Essence rules for the creation of mecha. A mecha is a giant robot or mechanized suit of armor used for heavy industrial work, or more often, combat, like a massive tank with arms and legs, though your mecha may instead have wheels, skis or some other mode of transport. These rules will enable you to create any kind of mecha, from a personal battle suit to a team of robots that combine together to form a super-robot, strong enough to destroy a planet.

You'll need Purest Essence for rules on how to play and other rules not listed here. Non-mecha creatures, like humans, animals and monsters, are called "ordinary characters" in these rules.

Piloted Or Independent?

No matter what kind of mecha you create, the first decision you'll have to make is: who's controlling the mecha?

A *piloted* mecha is one that has a human (or alien, elf, or some other creature) inside it. In a battle suit, the mecha is wrapped head-to-toe around the human's body. In a larger mecha, a human sits in a cockpit in its torso or head, directing the mecha's movements and weapons from that central point.

An *independent* mecha is actually a robot itself, with a computer brain controlling its thoughts and actions. It's even possible for a smaller mecha to pilot another mecha.

Choose piloted or independent when creating your mecha character. A pilot's statistics do not affect the mecha's attacks and other actions.

Power Core

Each mecha holds at least one "power core" — a compact engine and fuel compartment stored in a protected section of the mecha. It can be described any way you wish: a miniature nuclear

reactor, nanotech energy generators, gasoline engine, magical sphere of force, etc. Each power core provides 10 Power Points for the mecha to use in a battle, or about 10 minutes (outside combat) before it is fully drained. Power cores can be combined (a mecha with 3 power cores has 30 Power Points per turn). Some equipment calls for the mecha to spend Power Points, though movement and basic controls (lifting, connecting to an outside computer, etc.) do not require Power Points.

A power core will recharge 1 Power Point per minute outside combat, and must be recovered in combat (see below). If a mecha ends its turn with 0 (zero) Power Points or less, there is potential that the power core or cores may melt down or even explode. Roll 1d10: on a result of 1, the power core is unstable. The pilot and anyone else inside the mecha must leave immediately, before the power core is destroyed, causing damage equal to Size Grade d12 to all targets in a circle Size Grade x 10 feet (or 2 spaces) around the mecha. For example, a Size Grade III mecha that is destroyed causes 3d12 damage in a 30 foot (6 spaces) radius.

Stats And Level

Mecha have three stats, similar to ordinary characters. Roll 4d6, drop lowest die. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats. Alternately, assign the stat scores 16, 13 and 11 in any order. After each major adventure, or when the game master chooses, each mecha gains a **Level**. Every three levels (Level 3, 6, 9, etc.), add +1 to one of the mecha's stats in the form of upgrades. All mecha begin at Level 1.

Chassis: The stability and lifting capability of the mecha's structural design and its hydraulics systems. This is the equivalent of an ordinary character's Strength stat.

Handling: The mecha's ability to move and

target its weapons, using its electronics and servo controls. This is the equivalent of an ordinary character's Dexterity stat.

Pilot or Cortex: The skill of the person operating the mecha (for a piloted mecha), or the performance ability of the mecha's computing "brain" power (for an independent mecha). This is the equivalent of an ordinary character's Mind stat.

After adjusting stat scores for Size Grade (see below) and equipment, determine your stat bonuses by using (stat score -10) /2, round down. This math is done for you here.

<u>Stat Score</u>	<u>Stat Bonus</u>
3	-4
4 – 5	-3
6 – 7	-2
8 – 9	-1
10 – 11	+0
12 – 13	+1
14 – 15	+2
16 – 17	+3
18	+4

Operating Systems (OS)

Where standard characters have skills, mecha have operating systems. There are four.

Combat: The offensive and defensive capabilities of the mecha. Half this value (round up) is the mecha's Attack Bonus (see below). This is the equivalent of an ordinary character's combat abilities – melee/hand-to-hand, missile/ranged and magic/supernatural (if possible).

Engineering: How well-maintained the mecha is kept by its mechanic and/or pit crew. A well-engineered and maintained mecha can often push beyond its initial design performance controls. This is the equivalent of an ordinary character's Physical skill.

Sensors: How well the mecha can process the information on its surrounding environment, as well as how to avoid or disarm other sensor systems. This is the equivalent of an ordinary character's Subterfuge skill.

Interface: How well a mecha's on board computers can interact with outside systems. This is the equivalent of an ordinary character's Knowledge and Communication skills, as a mecha's computer both stores its records and can upload and download information.

Each character starts with four OS points to be assigned to any operating systems the player chooses. Any OS points not assigned are lost. Roll higher than the Difficulty Class given in the adventure to succeed.

Operating System rank = 1 + OS points + bonus offered by Configuration (see below) + any other bonuses. When a mecha gains a Level, add +1 to each of the mecha's operating systems in the form of upgrades.

Slots

A mecha doesn't need to purchase equipment, armor and weapons. Instead, it is built by filling "slots": segments on its structure made to host guns and ammunition, computer controls, readouts for the pilot, etc.

Each Size Grade (below) lists the number of slots the mecha will hold, and each item of equipment and armament lists the number of slots it requires to be installed. Any slots not filled go unused. If a mecha picks up a new item, it must clear one or more slots before it can be used by the mecha.

The mecha's cockpit, power core or cores and basic mechanical and electronic elements do not take up slots. Each item of equipment or armament can only be purchased once.

Size Grade

Size Grade I: These mecha are common as industrial loaders, urban infantry, starship boarding actions and for police and military "power armor." Not much larger than a standard human, Size Grade I is the equivalent of a medium or large size ordinary character.

An attack by a Size Grade I mecha on an ordinary character causes the listed amount of damage (a Size Grade I mecha's machine

guns cause 1d6 damage to a human).

An attack by an ordinary character on a Size Grade I mecha causes at most $\frac{1}{2}$ the listed amount of damage (round down — a human firing a 2d6 machine gun causes 1d6 damage to a Size Grade I mecha).

Power Cores: 1 (10 Power Points)
Slots Available: 5
Stat Score: +2 Pilot or Cortex

Size Grade II: Designed as the standard battlefield model, Size Grade II mecha are a good balance between production cost and effectiveness in the various theaters of war. Most shape-changing mecha, ones that can switch between a humanoid and vehicle, animal or object form, are also this size. Size Grade II is the equivalent of a huge or gargantuan size ordinary character.

An attack by a Size Grade II mecha on an ordinary character causes 5 times the listed amount of damage (a Size Grade II mecha's machine guns cause 5d6 damage to a human).

An attack by an ordinary character on a Size Grade II mecha causes at most 1d3 points of damage, no matter what the weapon's normal damage (a human firing a 2d6 machine gun causes 1d3 points of damage to a Size Grade II mecha).

Power Cores: 2 (20 Power Points)
Slots Available: 10
Stat Score: +2 Handling

Size Grade III: These massive machines of war are seen sparingly on the battlefield, typically used as mobile artillery. They are more commonly used in space combat campaigns against starships or other mecha. Combiners, shape-changing mecha that can connect together to form a larger mecha, are this size. Size Grade III is the equivalent of a gargantuan or colossal size ordinary character.

An attack by a Size Grade III mecha on an ordinary character causes 10 times the listed

amount of damage (a Size Grade III mecha's machine guns cause 10d6 damage to a human).

An attack by an ordinary character on a Size Grade III mecha cannot cause any damage at all, no matter what the weapon's normal damage (a human firing a 2d6 machine gun causes no damage to a Size Grade III mecha).

Power Cores: 3 (30 Power Points)
Slots Available: 15
Stat Score: +2 Chassis

Configuration

A mecha's configuration is its primary purpose in and out of combat. Each provides a bonus to one operating system and some other special ability. While Size Grade is equivalent to an ordinary character's race, Configuration is equivalent to an ordinary character's class.

Assault: Designed with weapons and armor for heavy combat use. Nicknamed the "soldier bot."

Operating System: +3 Combat

Special Ability: +1 free slot, which must be used for an armament (not non-combat equipment).

Industrial: Used for heavy lifting and carrying, in construction, terrain modification, etc. Nicknamed the "salaryman bot."

Operating System: +3 Engineering

Special Ability: +1 free slot, which must be used for an item of non-combat equipment (not armament).

Infiltrator: Used for reconnaissance. Often slightly smaller than similar mecha, these have sound and video dampeners to keep them concealed and protected from bigger, tougher mecha. Nicknamed the "scout bot."

Operating System: +3 Sensors

Special Ability: +2 to Armor Class. Add another +1 to Armor Class after three Levels (Level 3, 6, 9, etc.).

Support: Used as the standard service and repair model. Nicknamed the "scientist bot."

Operating System: +3 Interface

Special Ability: Each turn this mecha is in melee/hand-to-hand distance with another

mecha, it can repair +2d6 hit points to that mecha (or to itself). It requires 1 Power Point each time.

Combat Data

Armor Class: 10 + Handling stat bonus + Infiltrator special ability + any armor armament.

Hit Points: Chassis stat score + 5 (for Size Grade I) or +10 (for Size Grade II) or +20 (for Size Grade III). Add +2 hit points each time the character gains a Level. If a mecha's hit points fall to 0 (zero), damage is removed from Power Points (see above). A mecha can not be restored to more than its initial hit points.

Initiative: 1d20 + Handling stat bonus.

On its turn, a mecha can move once and take other actions, including attacks, using equipment, and attempting other rolls using operating systems. Each action, except for that first move, "costs" a certain number of Power Points. A mecha can keep acting until it ends its turn or runs out of Power Points.

Moving additional times in a turn uses 2 Power Points per time after the first. A Size Grade I mecha normally moves 30 feet (6 spaces on a standard battle map) per turn. A Size Grade II or III mecha normally moves 60 feet (12 spaces) per turn.

Attacks are: 1d20 + Attack Bonus vs Armor Class. **Attack Bonus** is equal to ½ Combat Operating System (round up), whether it is using a fist, a gun, or any other weapon, since they all rely on the mecha's design and functionality. This works even if a mecha is facing an ordinary character — it's the damage that is affected (see Size Grade, above). Power Points for the attack (listed by the armament) are spent before the attack is rolled. A mecha can make multiple attacks in a single turn, but each must use a different armament.

To perform another action, determine which stat and operating system will best fit the action. Spend 1 Power Point (or more, if the game master decides the action is especially complex or demands a lot of energy), then roll 1d20 + Stat Bonus + Operating System rank vs a

difficulty determined by the game master (often 10 or 15).

If a mecha does not move, attack or take any other action on its turn in combat, it will recover 1d6 Power Points.

Non-Combat Equipment

Additional Cockpit: This can be used as a separate gunner's control, engineering station, or for a passenger. Each turn, add +1d6 to one roll your mecha makes. You must decide which roll you will use this bonus for before you roll any dice. Slots used: 2, Power Points used: none

Additional Power Core: +10 power points. Slots used: 2, Power Points used: none

Advanced Comm Center: Used in tactical relays, scientific analysis and jamming enemy communication systems. +3 Interface when applied. Slots used: 1, Power Points used: 1 per turn this bonus is applied

Advanced Diagnostics: If a mecha does not move, attack or take any other action on its turn in combat, it will recover 1d12 Power Points, instead of the regular 1d6. Slots used: 1, Power Points used: none

Advanced Sensor Array: +3 Sensors when applied. Slots used: 1, Power Points used: 1 per turn this bonus is applied

Afterburner: This oversized engine doubles the range of a jump pack and the speed of thrusters (one afterburner will apply to either or both items). Slots used: 1, Power Points used: 2 Power Points per turn along with jump pack, 1 Power Point per turn along with thrusters.

Anti-Gravity Functionality: A series of stabilizers and small maneuvering thrusters that enable a mecha to function in space. It operates at the same speed and with the same operating system capability as it does on land. Slots used: 1, Power Points used: 1 per turn

Back-Up Systems: These redundant coolant and alarms help prevent a core breach. If you are rolling to see if a power core is unstable, roll 1d20 instead of 1d10. Slots used: 1, Power Points used: none

Gestalt Formatting: As its entire turn, a mecha can combine with other mecha to form part of a larger mecha, called a combiner (one Size Grade larger than itself – Size Grade III mecha cannot select this item). When combined, the mecha uses the best stat and operating system numbers of its individual mecha for each dice roll. The players of each mecha in the combined mecha must decide which of them will control the combiner mecha while together. Slots used: 1, Power Points used: 5 per combination action (coming together or separating).

Jump Pack: This system allows the mecha to make short rocket-assisted jumps of up to 1 kilometer (10 spaces in one turn). Size Grade III mecha cannot use this item. Slots used: 2, Power Points used: 2 per turn

Life Support System: The mecha is sealed and treated for aquatic or off-world operations. Slots used: 1, Power Points used: none

Lifters: Special lifting arms or crane with winch. +2 to Chassis stat score. Slots used: 2, Power Points used: none

Nanorepair Unit: The mecha can repair 3 hit points to itself, and can still take other actions on this turn. Slots used: 1, Power Points used: 3 per turn

Neural Link: A direct link to the pilot's brain increases reaction time. This item can only be used by piloted mecha. +2 to Pilot stat score. Slots used: 1, Power Points used: none

Remote: A small vehicle often used by the mecha to silently observe or move into dangerous situations. The remote can hold a small amount of material (it is not big enough to hold another mecha or an ordinary character). The remote cannot make attacks, but uses the mecha's AC if it is attacked. The mecha controls its remote. It can take one action per turn, in addition to the mecha's actions. Slots used: 2, Power Points used: 1 to launch the remote

Reserve Power Supply: A small generator holds reserve energy, providing the mecha with +5 Power Points. Slots used: 1, Power Points used: none

Shape-Changing Matrix: Allows a mecha to engage a physical transformation, changing it into a vehicle, robotic animal or object form and back. The shape-change takes

place instantaneously. In its alternate form, the mecha has all the capabilities of that vehicle, creature or object, and can still communicate in spoken language. +5 Sensors to appear as a "normal" vehicle, animal or object when in that form. Slots used: 1, Power Points used: 2 per shape-change (from mecha to other form or the reverse).

Structural Enhancement: The mecha is built to absorb additional damage, providing +5 initial hit points. Slots used: 1, Power Points used: none

Thermoptic Camouflage: Light refraction and camouflage paint enable a mecha to blend in with its surroundings. +10 Sensors, but only to avoid detection. Slots used: 1, Power Points used: 1 per turn

Thrusters: These rocket engines enable a mecha to fly through the air as fast as it can walk. Terrain will not affect the mecha's movement. It can still attack and be attacked by other mecha, but only with ranged weapons. Slots used: 2, Power Points used: 3 to launch, +1 point per turn to remain in the air until the next turn.

Wings: +5 to Combat, Engineering and Sensors, but only when in flight. Thrusters are required to actually begin and end flight. Slots used: 2, Power Points used: none

Armaments

Armor, Light Mecha: +2 Armor Class. A mecha can have only one type of armor (and a shield). Slots used: 2, Power Points used: none

Armor, Medium Mecha: +4 Armor Class. A mecha can have only one type of armor (and a shield). Slots used: 4, Power Points used: none

Armor, Heavy Mecha: +8 Armor Class. A mecha can have only one type of armor (and a shield). Slots used: 8, Power Points used: none

Tactical Shield: +1 Armor Class. Slots used: 1, Power Points used: none

Gladiator Enhancement: The mecha has specialized combat ability when fighting face to face. +1 to hit with a melee/hand-to-hand attack per Power Point spent. Slots

used: 1, Power Points used: 1 to 5 per turn this bonus is applied

Ion Cannon: No damage to hit points, but the enemy suffers a -1d6 penalty to all rolls on its next turn. Slots used: 2, Power Points used: 5 per attack.

Laser Blaster: 3d6 damage. Slots used: 2, Power Points used: 6 per attack.

Machine Guns: 1d6 damage. Slots used: 1, Power Points used: 4 per attack.

Mass Cannon: 2d12 damage. Slots used: 2, Power Points used: 6 per attack.

Mecha-Sized Hand Weapon: Size Grade I: 1d8, Size Grade II: 2d8, Size Grade III: 3d8 damage. Slots used: 1, Power Points used: 6 per attack. This weapon can be used in melee/hand-to-hand combat only. Choose a specific weapon, like axe, sword or club.

Missile Pods: 1d20 damage. Slots used: 2, Power Points used: 8 per attack. Fires a barrage of 20 small missiles. The die roll indicates how many hit their mark.

Plasma Cannon or Rail Gun: 2d10+5 damage.

Slots used: 3, Power Points used: 7 per attack.

Punch or Crush (landing on another mecha): Size Grade I: 1d6, Size Grade II: 2d6, Size Grade III: 3d6 damage. Slots used: none, Power Points used: 4 per attack. This weapon can be used in melee/hand-to-hand combat only.

Targeting System: The mecha has specialized combat ability with long-range attacks. +1 to hit with a missile/ranged attack per Power Point spent. Slots used: 1, Power Points used: 1 to 5 per turn this bonus is applied

Recoilless Rifle: 2d10 damage. Slots used: 2, Power Points used: 5 per attack.

Rocket Launcher: 1d8 damage. Slots used: 1, Power Points used: 5 per attack.

Shockwave Pulse Emitter: 2d8 damage. Slots used: 3, Power Points used: 7 per attack. It fires an electromagnetic pulse that fries electrical systems, sparks flammable materials, and sends targets flying an additional 10 feet (2 spaces) per point of damage suffered.

Microlite 20 Ultimate Mecha

Mecha Name (& Pilot):

Player:

Size Grade:

Configuration:

Level:

	STAT	BONUS
Chassis	<input type="text"/>	<input type="text"/>
Handling	<input type="text"/>	<input type="text"/>
Piloted (Pilot)	<input type="text"/>	<input type="text"/>
Independent (Cortex)	<input type="text"/>	<input type="text"/>

Power Cores:

Total Power Points

Current Power Points

OPERATING SYSTEM RANKS

Combat

Engineering

Sensors

Interface



ARMAMENTS

NON-COMBAT EQUIPMENT

Initiative

Attack Bonus

Armor Class

Total Hit Points

Current Hit Points

Microlite20 Spacecraft

By **greywulf**

Created **06/17/2008 - 08:39**

Contributed by **Darth Cestual**.

These are ship creation rules based around Microlite20 character creation rules. Please keep in mind that I have none of the D20 Future or any of the D20 Star Wars books,(as shame I know) so I've been kinda winging it basing my options on how M20 has developed thus far. So on that note, I wholeheartedly welcome other, more informed conversions for space goodies into M20.

Ship stats do NOT directly translate to character stats. Should it be needed, such as strafing a battlefield of infantry troops, or an orbital bombardment, roll the effects as normal, then multiply by 10.

A ship has 3 stats and 4 systems.

Stats:

Hull = the strength of a ships structural integrity

Thrust = the ships speed and maneuverability performance

Network = the efficiency of the various systems to keep a ship running

Systems:

Computer = the information resource on board as well as the processing power in investigating new phenomenon.

Sensors = the means the ship uses to examine the area around it as well as being able to avoid other sensory systems.

Armaments = a ships offensive and defensive capabilities.

Command = the efficiency of a ships captain and crew to maintain a ships systems as well as it's ability to communicate with other representatives beyond the ships crew.

Ships come in 4 basic classes and are outfitted to meet whatever configuration they need to fill. Each ship has a number of slots per ship type to allocate special systems such as Weapons, Defensive Systems, etc.

Classes:

Raven- small 1-2 person craft, examples are: stunt fighter, spy ship, advanced recon, personal transport.

Ravens are capable of maneuvering through an atmosphere and landing planetside. Ravens gain +2 Thrust, 6 slots, 1 Power Core

Falcon- 3-10 person crew, examples are: assault craft, cargo smuggler, supply shuttle, diplomatic transport.

Falcons are capable of maneuvering through an atmosphere and landing planetside. Falcons gain +2 Hull, 10 slots, 2 Power Cores standard

Albatross- 10-20 person crew, examples are: battleship, freighter, research vessel, refugee transport,

passenger liner. An Albatross is capable of maneuvering through an atmosphere and landing planetside. Albatross gains +2 Network, 20 slots, 3 Power Cores standard

Phoenix- up to 50+ crew compliment, examples are: Capital ships, carriers, heavy freighters, deep space exploratory vessels. A Phoenix is a space only craft and requires a shuttle or other means of transport planetside. Phoenix gains +1 all Systems, 50 slots, 4 Power Cores standard

Space Stations- if it's necessary for your game to stat up a Space Station, I'd suggest taking the stats for a Phoenix class ship and doubling/tripling/or quadrupling as appropriate.

Configurations:

Warship- gains +3 Armaments, military vessels designed for combat

Privateer- gains +3 Sensors, used by independent contractors, pirates, smugglers, and space gypsies.

Science Vessel- gains +3 Computer, for explorers, researchers, and medical ships

Transport- gains +3 Command, noted for cargo haulers, public/private charters, and supply ships

Power Core- Every ship draws energy from its Power Core which enables its weapons, defenses, drive systems, etc. Every ship must have at least 1 Power Core, and each Core supplies 50 power points for its systems. Power pulled from the Core for system use drains points from the power pool, and are not regenerated until after a scene ends, or 1 point per minute to recharge. When a ship's Power Core reaches zero points, it is dead in space. There is a 10% chance (1 on a D10) that Core containment is lost and a Core Breach occurs, which means a Core Explosion is imminent. The crew will have 1d20+5 rounds to escape via Escape Pods or some other means. Backup Systems can allow a reroll of a Core Breach, or add an additional 1d6 rounds to escape. A Core Explosion completely destroys a ship and does 1d100 damage for a 1 kilometer radius per Power Core. Additional Cores can be installed beyond the ship standard, take up 2 slots, Ships with multiple Power Cores may sacrifice the available power for 2 more slots, but must maintain at least 1 Power Core and power usage remains the same. For example a Phoenix class cargo vessel may opt to drop its 3 of its Cores for more storage space, but would not be able to jump to Hyperspace as it requires 100 points of power for a ship of that size to do so.

Weapons:

Weapon Mount- 2 slots

Lasers- low power beams of coherent light 1d4 damage, 1pt/shot

Rail Guns- magnetically accelerated slugs 1d6 damage, 2pts/shot

Torpedo Bay- 3 slots, 3pts/shot

Torpedoes- low yield, but very maneuverable rockets that can track a target 1d8 damage, +2 Armaments on attack

Photonic Torpedoes - high yield rockets that can track a target 2d8 damage, +1 Armaments on attack

Missile Launcher- 4 slots, 3pts/launch

Missiles- high yield rockets that can be outfitted with various warheads 2d10

Heavy Weapon Mounts- 4 slots, 4pts/shot

Particle Beams- pulsed beams of sub-atomic particles, 3d6 damage

Disruptors- energy beams that disrupt energy shields and power to systems for 1d4 rounds

Lances - high power energy beams, 1d20+5 damage, 5 slots, 5pts/shot

Defensive Systems

Armor- adds bonus to AC, 1 slot = +1 AC

Cloaking Device- avoids Sensor detection, (+20 Sensors) 1pt/round while active.

Energy Shields- absorbs damage, Shield Generator 2 slots, 2pts to activate, absorbs damage at 1 power point for every point of damage inflicted.

Escape Pods- allows up to 4 people per pod to escape a doomed ship. 2 slots

Evasive Maneuvers- pushing a ships maneuverability to it's limit, +1 Thrust/per point

Other Systems

Additional Power Core- +50 power points, 2 slots

Advanced Sensor Array- intense active multispectrum scan and analysis, adds +10 Sensors, 1 slot, 1point/round while in use.

Back Up Systems, help prevent a Core Breach, 1 slot

Cargo Bay- 4 slots, 1 ton of cargo/slot

Hyperdrive- allows interstellar travel, 2 slots, ?spinning up? the hyperdrive requires ½ the standard power supply for a ship of its size, Raven 25points, Falcon 50 points, Albatross 75 points, Phoenix 100 points

Matter Transporter- teleports people or cargo ship to ship or to and from planetside, 3 slots, 1point/100lbs transported.

Rec Room- 3 slots, be it a lounge, mess hall, or holodeck, a rested crew functions better, +1 Command

Research Lab- +5 Computer, 3 slots

Reserve Power Supply- holds 20 points of reserve power, 1 slot, can only be recharged once all Power Cores are fully charged.

Probes- automatic or remote guided sensor arrays that can be sent into hostile or unknown areas with little risk to the crew, +5 Sensors, may be used in place of Missile or Photonic Torpedo warheads, 1 slot

Robot- a non-sentient construct that can perform tasks and duties too dangerous for the crew, 1 slot, (A robotic PC may take this spot as part of the crew, freeing up the slot)

Robotic Arm; Cargo- 1 slots, used for moving cargo, debris, or docking with other ships

Robotic Arm; Combat- 2 slots, can be equipped with ranged or melee style weapons for ship to ship combat

Shuttle- Larger craft may hold smaller craft within their cargo bays, Ravens taking 4 slots and Falcons taking 8 slots, or they can attach to the mother ship on the outside for ½ their cost.

Storage Unit- 2 slots, 1 ton of cargo/slot

Tractor Beam- 3 slots, a projected EM field that can hold or move an object in space. 3 points to activate

Combat

Hit Points = Hull Stat + ship class, Raven= 10, Falcon= 20, Albatross= 30, Phoenix= 40

If HP reaches zero, the ship is destroyed and a Core Explosion occurs, see above.

Roll d20 + Thrust bonus for initiative order

Each ship can do one thing each turn; move, attack, beam down the away team...etc.

Diplomacy bonus = Network bonus + Command

Weapon attack bonus = Network bonus + Armaments

[Other](#)

Source URL: <http://microlite20.net/node/73>

WAYFARER M20

Wayfarer M20 presents 6 sections that are designed to be used in conjunction with Microlite20 Core rules. Its primary design goal is to allow M20 to be played with as few pages of rules as possible, without the SRD, and without limiting content to a few short lists. It seeks to provide alternate, fast-moving, and detailed systems to break free of the tyranny of lists, and provide game masters with the tools they need to instantly create limitless variety of original material.

SRD compatible material can be created using Wayfarer M20 such as new and original races, classes, equipment, weapons, armor, spells, magic items, magic weapons, magic armor, wandering monsters, campaign monsters, improvised attacks, hazardous effects, treasure hoards, traps, poisons, diseases, and prestige classes.

The intent is not to create content that is *identical* to the SRD, which is impossible. Rather, the intent is to create *compatible* material. Meaning, that players will not notice a difference between a monster they fight from the SRD, and the monster behind them that was spawned from MonsterMill20.

A second goal of Wayfarer M20 is to include some of the innovations that have come to 3.X gaming in recent years. Much like Trailblazer and Pathfinder, Wayfarer M20 is Micro-3.75 Edition.

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The Appendices are provided in order to aid Game Masters and players with integrating Wayfarer M20 material into their M20 campaigns. The Wayfarer M20 material, combined with the Appendices, is all the material gaming groups should need besides dice, pencils, and a quest. The Class, Monster, and Spell/Item Record Sheets will help GMs quickly create unique content for their campaign, and store it away for future sessions.

WAYFARER M20: APPENDIX

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WAYFARER M20: CORE SUPPLEMENT

Wayfarer M20 presents additional Races and Classes that are both compatible with the M20 Core rules, and also reflect the design philosophy of the Core material. An alternate system for multiple Level-dependant attacks is presented that averages the same damage output per Level as the previous system, but increases speed of play. Other sections are a supplement to Core material.

Alternate Character Creation and Advancement

Standard Point Buy: Purchase Stat scores with the following system using 13 points.

Stat Score 8 9 10 11 12 13 14 15 16 17

Point Cost 0 1 2 3 4 5 6 8 10 13

Elite Array: Assign these scores as desired: 15 (+2), 11 (+0), 8 (-1).

Stat Based Level Advancement: Increase HP by STR score/3 (round down), rather than by d6. A number of skills increase by +1 equal to Mind score/5 (round down), rather than every skill increasing by +1.

Additional Races

Gnomes get +2 AC

Half-Elves get +1 to Feat bonuses

Half-Orcs get +2 melee and missile damage

Additional Classes

Barbarians can wear light or medium armor and use shields. They have a +3 bonus to Physical and may expend HP to go into a rage, suffering -2 AC. For every 2 HP expended, gain +1 to melee attack rolls, melee damage rolls, and ignore 1 point each time damage is taken. A Rage may expend a maximum of (Level +1) HP per encounter. Barbarians may also use their uncanny senses to add +1 to any roll once per day. This increases by +1 at 5th Level and every five levels on.

Bards can use light armor. They have a +3 bonus to any one chosen skill. They cast Arcane spells with a max Spell Level of $\frac{1}{3}$ Level (round down). Bards may choose to cast a spell as a Bardic Performance. The Performance takes a full turn, uses chosen skill rather than Level for magic checks, and lowers the spells' final level by 1.

Clerics can wear light or medium armor and use shields. They cast divine spells with a Spell Level equal or below $\frac{1}{2}$ their Class Level, and gain +3 bonus to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Druids can wear light and medium armor but may never use worked metal. They have a +3 bonus to Communication. May transform into any creature with HD less than or equal to Caster Level. Casts any nature related spell with a Spell Level equal or below $\frac{1}{2}$ their Class Level (rounded down). Spells are cast at +1 HP cost (no signature spells).

Fighters wear any kind of armor and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on.

Monks wear no armor but add both DEX and MIND bonuses to AC. They add +3 to Physical. Unarmed attacks deal d8 damage and are treated as light weapons. Add +1 to AC, 'saving throws,' and attack and damage rolls made with unarmed attacks and special monk weapons. This increases at 4th Level, and every four Levels on.

Paladins use any kind armor and use shields except tower shields. They have a +3 bonus to Communication. Their touch and melee attacks may cure or inflict 1 HP on allies or evil enemies for every 1 HP they exhaust. May cast Divine spells with a Spell Level equal to or below $\frac{1}{4}$ Caster Level (round down).

Rangers use light armor and shields. They have a +3 bonus to Subterfuge. They reduce total penalties from additional attacks by +1, increasing by +1 at 6th Level and every five Levels on. At 6th Level, may add a second bonus two-weapon/bow attack if they take a further -2 penalty on all attacks that round. May cast Divine spells with a Spell Level equal to or below $\frac{1}{4}$ Caster Level (round down).

Rogues can use light armor. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually Sub+DEX, but depends on situation) against a foe they can add their Subterfuge skill rank to the damage of their first attack that round

Sorcerers/Magi wear no armor and gain a +3 bonus to Knowledge. They can cast arcane spells with a spell level equal or below $\frac{1}{2}$ their class level, rounded up.

Wizards wear no armor and add +3 to Knowledge. They cast Arcane spells with a Spell Level equal or below $\frac{1}{2}$ their Class Level, (rounded down, minimum 1st). May select 2 signature spells/Schools of Magic rather than 1.

Combat

Each round, a character may do 2 things: attack once and move 30 feet. Movement must be traded to make extra attacks. Attacking may be traded for a total of 120 feet of movement. Characters may also do something minor (like draw a weapon) for free each round.

Rather than the standard extra attack progression, at Level 6 characters may choose to make a bonus attack, but every attack you make that round is with a -2 penalty. Reduce all bonus attack penalties by +1 at Level 11 and 16.

Members of every class, except those with a max spell Level of $\frac{1}{2}$ Level, may use Dex bonus + Level as Melee attack bonus when wielding light weapons. They may also make an extra attack when using two light weapons or a bow, if they take a -2 penalty on all attack rolls that round.

Characters with a max Spell Level of $\frac{1}{2}$ may choose a signature spell per level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use. For campaigns with impromptu casting, choose a School, rather than 1 spell per level, that costs 1 HP less to use.

Saving Throws = Level + relevant ability bonus.

Feats

Feats are used to perform extraordinary tasks, and may be used twice per encounter. Feats may be used to add a bonus equal to $\frac{1}{2}$ the character's Level (round up) to any of the following: d20 roll, damage roll, AC, or spell DC. The GM might also allow you to expend a feat use to attempt a rule-bending action or cause hazardous effects.

WAYFARER M20: MINIMERCHANT20

MiniMerchant20 allows GM's create many of the items they need for a campaign. Weapons and protective items are able to be created from scratch. A means of generating magical gear is also presented.

Weapons and Protective Items

Each weapon is created by selecting features from its table. Each feature costs a number of points and the point total determines the item's cost. To create a Melee weapon, a Damage and a Size must be selected. To create a missile weapon a Damage, Range, and Re-fire must be selected. To create weapons from scratch determine the number of Points used to create the item. The weight of a weapon is equal to ¼ the number of points used to create it (round down, minimum 1). The weight of a protective item is ¼ its AC bonus (round down, minimum 1).

Melee Weapons			Missile Weapons				Protective Items
Weapons: gp Price = points*5			Weapons: gp Price = points*5				Armor: Price = (AC x 5) ²
Points	Damage	Size	Points	Damage	Range	Re-fire	Light +1; +2; +3
1	d4	2 Handed	1	d4	Short	Full Turn	Medium +4; +5; +6
2	d6	1 Handed	2	d6	Medium	Move Action	Heavy +7; +8
3	d8	+2 Maneuver	3	d8	Long	At-Will	
4	d10	Thrown	4	d10			Shields: Price = AC x 7
6	d12	Light/Double	6	d12			Standard +1; +2
*Maximum point value= 8			*Maximum point value= 8				Tower +4

Equipment

Most equipment is purchased in sets of items used for similar purposes. A basic set merely allows the character to participate in the corresponding activity (survive in the wild, investigate a ruin, etc). Each set of items comes with an appropriate means of carrying/packing the set. If a specific item is required, a d20 roll of 11 or more confirms that the character has the item in question at that time. Deluxe kits lower this roll's target to 5 or more and add a +2 to appropriate skill rolls. Characters may carry a weight equal to their STR score.

Equipment					
Set	Price	Weight	Set	Price	Weight
Wilderness Survival Pack	15 gp	5	Craftsman's Tools	5 gp	3
Deluxe Survival Pack	200 gp	10	Deluxe Craftsman's Tools	55 gp	10
Exploration Kit	20 gp	3	Healer's Supplies	100 gp	5
Deluxe Exploration Kit	150 gp	5	Deluxe Healer's Supplies	400 gp	10
Scholar's Bag	70 gp	3	Common Mount and Gear	90 gp	-
Deluxe Scholar's Bag	250 gp	5	War Mount and Gear	580 gp	-
Thieves' Implements	40 gp	3	Magic-Crafting Assortment	500 gp	10
Deluxe Thieves' Implements	130 gp	5	Unique Tool	50 gp	1

Mounts and Vehicles

Vehicle speed is expressed in five categories with accompanying modifiers: Stationary/Slow speed (0), Average speed (1), Fast (2), and Full (4). These modifiers apply positively to the vehicles' and passengers' defense and apply negatively to many passenger actions. Riders use the vehicle's speed rather than their own. A typical horse moves twice as fast as a humanoid.

Magic Items

Magic items can be brought over directly from the SRD. If this is done, modify DC's to fit M20 by adding ½ of the party's average Level (round up) to the DC from the SRD. They may also be made from MicroMagic20 spells. When adding magical properties to items of significant value, add the Cost presented below to the value of the regular item. Once creation of a magic item is complete, it may not be modified.

The DC for resisting a magic item is 10 + the Creator's Level + Creator's Mind bonus. There are 4 basic types of magic items: single charge, multiple charge, renewable use, and constant use.

Single Charge: contains single disposable charge, such as a potion or scroll. (Cost= Spell Level x Caster Level x 50gp).

Multiple Charge: contains many disposable charges, such as a wand. (Cost= Spell Level x Caster Level x number of charges x 50gp).

Renewable use: contains multiple charges that renew each day. (Cost= Spell Level squared x 2000gp/ (5/Charges per day)).

Constant use: effect is continuous, such as magical weapons or rings. (Cost= Spell Level squared x 2000gp).

If PCs create magic items, they must expend 1 Mind for every 250gp of cost (round down) rather than HP for each charge cast into the object, so this may take many days.

WAYFARER M20: MICROMAGIC20

Micromagic20 allows magic users to create and cast their own unique spells. Rather than rely on traditional spell lists, spells are created to fit the situation, using one of eight Schools of Magic. A School of Magic is a group of related spells that work in similar ways, have a shared starting point, and share a scale of progression. A School's table provides the information needed to create a unique spell, but GMs and players are encouraged to use additional template structures and spell descriptors. The tables provide mostly bare bones game-rule information about how powerful a spell can be, without providing specific details. Players and GMs are left to narrate any remaining information such as which creature is targeted, what the effect looks like, etc.

Reading the School of Magic Tables

Name: the name of the School of Magic that is represented on that table.

Ad-lib spell template: This fill-in-the-blank sentence is completed by selecting descriptors from the table below. The selected descriptors modify the final Spell Level (SL). Each School has a set of default descriptors which are in **bold** and indicate a 0-level spell for that School. For each category "step up" a descriptor improves, adjust the spell's final Level by +1. Decrease the spell's final level by -1 for each "step down."

Power source: A School of Magic is "Arcane," "Divine," or both "Arcane and Divine" in origin. This designation limits which Schools a particular class has access to.

Target(s): A spell may target certain subjects or an area of space. A spell's "area" may be a cylinder (10' radius, 30' high), cone (40' long), four 10' cubes, a ball (20' radius spread) or a 120' line.

Range: A spell's range indicates how far from you it can reach. A range of "zero" means the spell can only target the caster or something the caster touches. "close" range is about how far a character can move in one action, or 25'. "medium" range is about 4x close range, or 100'. "long" range is about 8x close range, or 400'.

Effect: A spell's effect describes how the spell influences its target. It is the most unique part of a School of Magic.

Qualifiers: A spell's qualifier further defines a spell's effect. Not every School of Magic has qualifiers.

Duration: How long a spell lasts. A spell with no duration has an instantaneous result with possible long-lasting consequences.

Additional Modifications

- To combine multiple spells into one, set all common descriptors identically, total combined spell Levels, and add +1.
- Cast spell as a free action by adding +4 to Spell Level.
- Delay spell effects up to 5 rounds by adding +3 to spell Level.
- Set a specific condition to trigger spell cast into creature or object by taking MIND rather than HP damage.
- Effect additional targets (up to Caster Level) dealing half damage or -4 DC by adding +3 to Spell Level.

Abjuration: "...to protect/shield a(n) [Target(s)] at [Range] range from [Effect] by [Qualifier] for [duration]."					Arcane & Divine
	Target(s)	Range	Effect	Qualifier	Duration
+6				by deflecting [Effect] back to its origin	+6
+5				by granting immunity	+5
+4				-	+4
+3				+8 to saves; DR; dispelling [Effect]	+3
+2		long		+ 4 to saves; damage reduction	1 hr./Lv
+1	area of creatures	close		+2 to saves; damage reduction	1 min/Lv.
+0	[creature]	[zero]	[all spells; physical damage]	[+1 to saves; damage reduction]	[1 min.]
-1			spell School; type of damage ⁺		
-2	⁺ bludgeoning, slashing, piercing, ranged, fire, cold, acid, electricity, or sonic.				-2

Conjuration: "...to create/summon a(n) [Target(s)] at [Range] range that [Effect] for [duration]."					Arcane & Divine
Target(s)	Range	Effect	Qualifier	Duration	
+2		provides total cover or concealment; pins down			+2
+1	area of effect	long	grants a +/-4; entangles; knocks down		+1
+0	[single entity]	[close]	[grants a +/-2; disarms; simulates moderate weather]	[10 min/Lv.]	+0
-1		grants a +/- 1; dazzles, simulates light weather		1 round/Lv.	-1

Divination: "... to have [Target] about a(n) [Effect] of an [Qualifier] at [Range] range for [Duration]."					Arcane & Divine
Target(s)	Range ⁺	Effect	Qualifier	Duration ⁺	
	unlimited	event, action, future, past			
+2	direct knowledge	long	property; condition; thought	subject	1 hr./Lv. +2
+1	a perception	close	alignment; artifact; object	-	10 min/Lv. +1
+0	[a 'yes'/'no' answer]	[zero]	[magical aura; physical substance]	[area]	[time concentrating] +0
-1			-		-1
-2			plant; animal; willing subject		-2

⁺Use range to measure time, rather than space, when appropriate.

May cast divinations as an hour long ritual, which has a 75% chance of success, by lowering its final Spell Level by 4.

Enchantment: "...to effect/influence a(n) [Target(s)] at [Range] range to [Effect] for [duration]."					Arcane & Divine
	Target(s)	Range	Effect	Duration	
+4	area of creatures		be controlled		+4
+3	creature of any kind		be held		+3
+2	-		speak	1 day/Lv.	+2
+1	-	long	sleep	1 hour/Lv.	+1
+0	[humanoid]	[close]	[charm]	[1 min/Lv.]	+0
-1	animal	zero	take -1 to rolls be calmed	1 round/Lv. 1 round	-1

Evocation: "...to blast a [Target(s)] at [Range] range in order to deal [Effect] [Qualifier] damage."					Arcane
	Target(s)	Range	Effect	Qualifier	
+3				+6	+3
+2	number of targets (SL/2)			+4	+2
+1	area	long	2 x (SL)d6 ⁺⁺	+2	+1
+0	[single target]	[close]	[(SL)d6⁺]	[+0]	+0
-1		zero	⁺ 1d6 damage per Spell Level, minimum 1 damage.		-1
			⁺⁺ 2d6 damage per Spell Level, no minimum.		

Illusion: "...to project within/disguise a [Target(s)] at [Range] range, [Effect], [Qualifier] for [duration]."					Arcane
	Target(s)	Range	Effect	Qualifier	Duration
+3				full sensory illusion	
+2				audio & visual illusion	1 day
+1	10' /SL around something	long	an adapting	visual illusion	10 min./Lv.
+0	[20' cube per SL]	[close]	[an unchanging]	[audio illusion]	[1 round/Lv.]
-1		zero		as long as caster focuses	-1

Necromancy/Healing: "...to cure/inflict a [Target(s)] at [Range] range with [Effect] [Qualifier] for [duration]."					Divine
	Target(s)	Range	Effect	Qualifier	
+7			death		+7
+6			un-death		+6
+5			2d4 stat score		+5
+4			4d8 + 2 x (SL) HP		+4
+3			3d8 + 2 x (SL) HP; paralysis; disease		+3
+2	creature per Lv.	close	2d8 + 2 x (SL). HP; d4 stat		+2
+1	-	-	1d8 + 2 x (SL) HP; fear; blindness		+1
+0	[creature]	[zero]	[1 HP; contamination]	[n/a]	+0
-1				for only 2 x (SL) rounds	-1

Transmutation: "...to change/morph a [Target(s)] at [Range] range by [Effect] for [duration]."					Arcane & Divine
	Target(s)	Range	Effect	Duration	
+4	target per Lv.				+4
+3	-		transformation	permanent	+3
+2	object		alteration; fly; +4 stat	1 day	+2
+1	-	long	resizing; +2 stat score	10 min/Lv.	+1
+0	[creature]	[close]	[disguise; +1 roll; +1 dmg]	[1 rnd/Lv.]	+0
-1		zero		1 round	-1

Examples

- Tholozan the Cleric wants to protect himself from fire while exploring the Dungeon of Flame and decides to cast a Level 3 Abjuration spell in preparation. He explains what he wants to the GM, reviews the Abjuration School and announces, "Tholozan casts a Spell Level 3 Abjuration to protect [a creature]^{+0 Sp.Lv.} at [zero]^{+0 Sp.Lv.} range from a [type of damage: fire]^{-1 Sp.Lv.} by [+4 damage reduction]^{+2 Sp.Lv.} for [1hr./Lv.]^{+2 Sp.Lv.}." He expends the required HP and the spell takes effect.
- Tiamat the Mage wants to destroy a pack of trolls with a cone of acidic vapor with a 5th Level spell. He explains what he wants to the GM, and decides, "Tiamat casts a Level 5 Evocation to blast this [cone shaped area]^{+1 Sp.Lv.} at [close]^{+0 Sp.Lv.} range to deal [2(SL)d6]^{+1 Sp.Lv.} [+6]^{+3 Sp.Lv.} damage." The Level 5 spell deals 10d6+6 damage to the trolls that fail the save.

WAYFARER M20: MONSTERMILL20

MonsterMill20 presents two systems for developing M20 monsters quickly, and with a little more detail than the "Create your own" section of the Core rules. While it was designed for monsters, these systems can be used to create unique NPCs and even quick characters. These values represent the complete monster, thus equipment is relegated to flavor or posthumous treasure. Simply perform each step in order.

Creating Wandering Monsters

1. Choose the monster's Encounter Level (EL). A good EL is usually same as player's Level.
2. Choose a HD/Spells pairing (may cast any spell within chosen School(s), or have a special ability that acts like a particular spell created from that School of Magic. Max Spell Level = $\frac{1}{2}$ Lv.).

HP= Roll HDx EL.

AC= 8 + max HD face value

Attack and Skills= EL

Weapon= 2HD dice, +1d at EL 6, 11, and 16.

Feats= Per Player Characters

Wandering Monster Example: The (EL 8) Die Six Monster. HD 8d6 (24 hp); AC 14; Weapon +8 (3d6); Casts Abjuration, Divination, Enchantment, and Transmutation Schools of spells with a max Spell Level of 2.

HD	Spell Schools/-like Abilities
d4	all arcane
d6	all divine
d8	4 'Arcane & Divine'
d10	1 'Arcane & Divine'
d12	None

Creating Animals

To create mundane animals, simply use the Wandering Monster rules and exclude magical abilities. Next, choose the HD according to the animal's size and its EL according to its ferocity (max EL 8). Make any needed adjustments from there.

Creating Campaign/Adventure Monsters

1. Develop the monster's concept, including how it will use its magical ability. Note that this can represent cast-able spells or spell-like abilities for non-casting monsters. So, a monster could have the ability to fly with no cost to HF, or the ability to cast Transmutation School spells, allowing it to fly, at the normal cost of HP.
2. Determine monster's Level/EL. A single monster with the same Level as the characters is a good wandering monster challenge.
3. Use the Monster Creation Table below. Every monster has a default setting indicated by the bracketed descriptors. For every value that is shifted up, another value must be shifted down.
4. Decide if a template is to be used. These create different versions of the same monster, based on its role in the adventure.
5. Allocate Feat bonus or usage. (explained below).
6. Calculate Monster's HP, AC, Weapon Die, Magic known, Max Spell Level, Stats, and Attack and Skills.

Monster Creation				
Hit Die	AC/Armor	Weapon Dice	Schools of Magic/-like Abilities	Max Spell Level
d4	10/none	2d4	0 Spells or Schools	$\frac{1}{5}$ EL (round down)
d6	13/light	2d6	2 'Arcane & Divine' Schools	$\frac{1}{3}$ EL (round up)
[d8]	[16/medium]	[2d8]	[4 'Arcane & Divine' Schools]	[\frac{1}{2} EL (round up)]
d10	19/heavy	2d10	all Divine Schools	
d12	22/hvy.+ shields	2d12	all Arcane Schools	
d12+1	25/hvy.+ t. shields	2(d12+1)	all Divine & + 1 Arcane Schools	
d12+2	28/enhanced	2(d12+2)	All 8 Schools	

HP= Roll: EL x HD

d20 rolls= EL.

AC, Schools of Magic, and Max Spell Level= Per table.

Damage= Weapon Dice. +1 Die at Level 6, 11, & 16. Monsters gain extra damage dice rather than extra attacks. Note that this determines how much damage a melee or ranged attack does, not necessarily what weapon the monster is wielding, or 'how many' times it hits a Character.

Monster Creation Example: Mothman HD 8d10 (40 hp); AC 19; Claws +8 (3d6); Skills +8; Feat bonus +4

It finds people, curses them, and then flies away. Transmutation Ability: may fly for up to 1 day without rest. Casts Enchantment spells (Max Spell Level = 4). (Descriptor shifts: HD +1, AC +1, WD -1 SoM -1, MSL +0).

Feat Bonuses

The monster's Feat bonus is $\frac{1}{2}$ Level (round up) and may be used 2 ways: 1. used 2 times per encounter during play, just like a PC's feat bonus; 2. exchanged permanently during creation to additionally increase attack rolls, skill rolls, spell DCs, damage rolls, AC or damage reduction.

Stat Bonuses

Stat bonuses have already been factored into the monsters' makeup. But, if needed, a monster's primary ability bonus= $\frac{1}{2}$ Level (round up). Their second and third most important stats are primary bonus -1 and -3 respectively. Full ability score= [bonus]x2+10.

Monster Role Templates

Cohort: HP=1, EL awarded toward Level advancement is $\frac{1}{4}$ original.

Captain: Double HP; +2 AC; +1 Damage Dice; EL awarded is 2x.

Lone Boss: +2 AC; +2 Damage Dice; Multiply HP and EL awarded by the number of players.

NPCs and Quick Characters

These rules may be used to create NPCs as well as characters for a one-shot adventure. Bear in mind that part of creating them is selecting the AC and Weapon Dice of the character. If you allow the NPC or PC to collect new gear, consider using the values selected for weapons and armor function as a cap that may not be exceeded.

WAYFARER M20: MASTERSMANUAL20

MastersManual20 provides tools for quickly improvising results for unexpected player attack actions, environmental hazards and other bits GMs commonly need for running and planning adventures. The goal is for the GM to spend less time planning and more time playing creatively with the group. It also presents a guide to create unique traps and Afflictions, without having to rely on exhaustive lists.

Improvised Hazardous Effects

The table below can be used to adjudicate improvised attacks and/or hazards. The DC to inflict a hazardous effect is the target's Level or EL+ the DC modifier. Add the targeted monster's EL to the DC modifier to see how difficult it is to inflict the adjacent damage or condition. To attempt both damage and condition effect, add a second corresponding DC modifier. Either all of the effects are imposed, or none of them. Targets have a chance to end their condition at the end of every turn (DC= roll to impose effect).

Improvised Hazardous Effects		
DC Mod	Damage*	Condition
EL + 10	1	AC and Saves -2
EL + 14	2d4	-2 to d20 rolls
EL + 16	2d6	Do only 1 thing per round (target's choice)
EL + 18	2d8	Cannot move or cannot attack (attacker's choice)
EL + 20	2d10	Skip turn (except for saving throw)
EL + 22	2d12	Totally helpless (except for saving throw)

*+1 die at EL/Level 6, 11, and 16

Treasure

Grant treasure based on the EL of the encounter. The value, in gold pieces, for each EL is below.

EL1:100xd6, EL2:200xd6, EL3:300xd6, EL4:300xd6, EL5:400xd6, EL6:600xd6, EL7:800xd6, EL8:1000xd6, EL9:1000xd6, EL10:2000xd6, EL11:2000xd6, EL12:3000xd6, EL13:4000xd6, EL14:5000xd6, EL15:6000xd6, EL16:8000xd6, EL17:10000xd6, EL18:10000xd6, EL19:20000xd6, EL20:20000xd6

Traps

To create traps, simply use MicroMagic20 spells for effects. Use the Spell Level as its EL and experience award. Use the spells DC for finding and disarming the trap.

Afflictions: Poison and Disease

Afflictions, such as poison and disease, are similar to Hazardous Effects except they do ability damage to a Stat rather than HP damage. ½ of the Affliction's EL is added to the experience pool upon completing the encounter. Afflictions have an interval, the amount of time between exposure and each saving throw. One saving throw is made to avoid the initial threat (2 dice of damage). Each additional dice of damage (if any) has its own saving throw, made at each interval.

Intervals= 1 round (inhaled and injury poison); 1 minute (ingested or contact poison); or 1 day (disease)

Save DC = EL + DC modifier.

Price= DC multiplied by maximum adjacent initial damage, multiplied by half of the maximum additional damage (for one dose).

Craft DC= Save DC, may be modified by crafter. Spend 3/4 market price in materials.

Example: EL8 (d4) Venom. Interval: (Injury) 2d4 STR damage 1st round, 1d4 STR damage 2nd round; Save DC 22; Price 704gp (22x8x4); Craft DC 22

Converting DC's from the SRD to M20

Modify DC's to fit M20 by adding ½ of the party's average Level (round up) to the DC from the SRD.

Prestige Classes

The best Prestige Classes are created for specific players and campaigns. For M20, Prestige classes have a minimum skill requirement, narrow the character's area of expertise, and provide additional options and benefits in that area of expertise. Many of the Prestige Classes from the SRD are too crunchy for M20, however, some M20 versions of Prestige classes are provided below.

Arcane Archer Requirements: Physical 9; *May not utilize any class benefit while using heavy armor, shields, or weapon other than a bow.* May cast Arcane spells into loosed arrows which trigger upon impact. Spells used for this purpose are treated as having a +2 Spell Level. May add MIND instead of DEX to bow attack rolls.

Arcane Trickster Requirements: Subterfuge or Knowledge 11. *May not utilize any class benefit while using medium armor or shields and until Subterfuge is used in the encounter.* Feature: May cast Arcane spells but at +1 spell level. May sneak attack but must add level, rather than Subterfuge, to damage. All other class features are void.

Archmage Requirements: Knowledge 16. *May not utilize any class benefit unless casting an Arcane spell. May not use signature spells.* Feature: May expend 4 hp to lower a spell's final level by 1.

Assassin Requirements: Subterfuge 8. *May not utilize any class benefit against an enemy that were not unaware.* Feature: May study a victim for 3 rounds before making an assassination attack roll (d20+ DEX+ MIND+ Subterfuge). If hit, the victim makes a saving throw vs. the assassination attack roll: success= takes damage+ Sub; failure= death or temporary paralysis (Assassin's choice).

Blackguard Requirements: Communication 9. *May not utilize any class benefit unless doing the will of an evil outsider.* Feature: May use any weapon, armor,

or shield. May cast Divine Spells with a spell level equal or below ¼ their class level rounded up.

Duelist Requirement: Physical 9. *May not utilize any class benefits while wearing armor or using a shield and unless wielding a light melee weapon.* Feature: Add physical skill bonus -8 to AC and DEX+ Phys rolls.

Dwarven Defender Requirement: Physical 9. *May not utilize any class benefit unless adjacent to an enemy.* Feature: May choose to take defensive stances during an encounter. Once the stance is taken, add ½ Level (round up) to AC and ignore 1 point whenever damage is taken. When your position changes, take a -1 to all STR rolls for the rest of the encounter.

Eldritch Knight Requirements: Knowledge 9. *Class features may not add to weapon damage.* Feature: May wear at least light armor and shields and cast Arcane Spells. Spells are cast at +1 Spell Level.

Hierophant Requirement: Communication +16. *May not any class benefit unless casting a Divine spell. May not use signature spells.* Feature: May expend 4 hp to lower a spell's final level by 1.

Mystic Theurge Requirement: *Communication or Knowledge +9. May not utilize any class benefit unless casting a spell. May not use signature spells.* Feature: May cast Arcane and Divine Spells, but at +1 Spell level

WAYFARER M20: MATHMERGE20

MathMerge20 presents the ability to compare the apples of class features to the oranges EL and Character Level. It assumes that Core M20 and the SRD are balanced both internally, and with each other. MathMerge20 allows GM's to create new material such as races and classes, as well as provide a means of double-checking balance for house rules.

The Master List

The process began by giving 1 skill point an arbitrary value of "1," justifying the valuation of other features from that fixed point of reference, double checking progress by assuming general balance between the 4 M20 Core classes, multiplying every value by a factor (so that the total of every feature, across 20 Levels of play is roughly equal to 20.0 for each class), then rounding for convenience.

Feature	EL+/-	Justification	
1 Ability Score Point	0.20	Race section of SRD sets Ability Score bonuses and Skills at a 2:1 value ratio	
Skill Point (+1 Phys.)	0.10	As Above	
Skill Progression	0.13	Assumes a Player will only utilize 33% of the possible ways to use a skill bonus.	
Class Skill (+3)	0.30	3 times the valuation of 1 skill point.	
Typed Attack Bonus	0.10	Seems as important as a +1 to a Skill	
Base Attack Bonus	0.30	3 times the Typed Bonus value (for Melee, Missile, and Magi.	
Add d6 to Max Hit Points	0.33	Valued at 1/3 total value of +1 Attacks and +1 Skills.	
Add 1 to Max Hit Points	0.10	As +d6 Hit Points, but divided by 3.5 and truncated.	
+1 Typed Damage	0.10	As Hit Points (+1 to all damage rolls would be 0.30)	
Extra Attacks	0.30	80% of 3.5 since extra attacks reduce chance of dealing d6 damage.	
Two Weapon Fighting	0.30	As Extra Attacks.	
Signature Spells	0.20	As if it saves 2 HP/day	
Light Armor Use*	0.30	Max AC Bonus for that type of Armor/2 (as it must be worn)	* SRD/M20 Core Armor values are: Light: 0.40 Medium: 0.50 Heavy: 0.75
Medium Armor Use*	0.60	As above	
Heavy Armor Use *	0.80	As above	
Shields Use	0.20	As above, but divide by 2, as it takes a hand to gain benefit.	
Tower Shields Use	0.40	As above	
+1 AC Bonus	0.20	Twice as valuable as armor proficiency that allows for the same bonus.	
Weapon Finesse	0.10	Adds an average of +1 to Melee attack rolls	
Sneak Attack (Lv. 1)	0.20	Value of 4 damage divided by 2, due to requisite skill roll	
Sneak Attack Upgrades	0.10	Value of 1 damage divided by 2, as above.	
Turn Undead (Lv. 1)	0.10	one third the value of a "Arcane and Divine" spell school (x10 for each Spell Level)	
Total Magi Spells/SL	0.27	Average Fighter and Rogue values, and value Magi spells to make Magi meet this value	
Total Cleric Spells/SL	0.21	As Magi spells but -1 "Arcane and Divine" School	
One Spell Level of an "Arcane AND Divine" School	0.03	Divide Magi spell value by 9, such that Evoc. and Ills. spells are worth double the 5 A&D spells.	
One Spell Level of an "Arcane OR Divine" School	0.06	As above, valuing "Necromancy & Healing" equal with Evocation and Illusion Schools.	

Creating a New Class

This is only a guide to help GMs make judgment calls and probably cannot be used in a mechanical way with every player. To create a class from scratch, decide on an over-arching concept for the class, then select class features, and class feature upgrades that will occur over all 20 Levels.

There are 3 types of class features including: Base class features, One-time features, and Re-occurring features. Each class feature has an EL value. When you total up all the EL values of all the class features the character will gain over all 20 Levels of play, the total should be about EL 20.

First, apply base class features. The class base is what all characters in M20 have in common. If you alter a base class feature, you are altering something in the M20 rules that appears somewhere besides the class description. These features are Ability Score/Stat Increases, Attack Bonuses, Extra Attacks, HD (D6), Skill Progression, and +3 Skill Bonus. The total of all of these features combined is 17.0 EL. All the other distinctive features, both One-time, and Re-occurring, will constitute the remaining 3.0 EL.

Second, choose the One-time features, starting with any armor and shield proficiencies. Limit additional One-time features such as Two Weapon Fighting so that a character is not over powered at Level 1. When you total all the Level 1 features for M20's Fighter, the total EL is 1.95. Many think the Fighter is too powerful early on, so consider capping Level 1 features to 1.75 EL.

Third, select how often class features improvement will occur. The EL of each class feature is multiplied by its number of occurrences. For instance, "Ability Score Increases" are a basic class feature and one is granted every three Levels. This means the character gets 1 point to add to one ability score on Level 3, 6, 9, 12, 15, and 18, a total number of 6 occurrences. Class features can improve on any schedule, some common examples are detailed below.

Tip: Whether or not it is best to rigidly enforce the numerical caps mentioned above is largely a matter of style. For example, the Core M20 classes often total higher than 20 EL. However, they also contain a lot of features that players end up under-utilizing. The caps will be most useful for managing players who tend to character-optimize, to reduce the risk of a class becoming too powerful.

New Character Features

There are 2 basic ways to create a class feature. 1: find a similar class feature on the MathMerge20 list and approximate the EL for the new feature. 2: Treat the feature like a spell-like ability. Spell-like abilities cost the same EL as it's School of Magic, but they do not require HP loss to activate, instead they may be activated at will. So a new class feature that acted like a 0-Level spell from the Divination School would cost 0.04 EL. To improve it like a Level 1 spell would cost another 0.04 EL.

Creating a New Race

Races can be created much like classes. All races begin with stats determined by rolling 4d6 and dropping the lowest die. A race has a number of features equal to 0.40 EL, but these features do not actually effect the total EL of a character or monster.

Appendix: MICROLITE20 REDACTION

This is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion.

Stats

There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND).

Roll 4d6, drop lowest die. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Humans get +1 to all skill rolls

Elves get +2 MIND

Dwarves get +2 STR

Halflings get +2 DEX

Classes

The classes are Fighter, Rogue, Mage, Cleric. Characters begin at Level 1.

Fighters wear any kind of armour and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on

Rogues can use light armour. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) against a foe they can add their Subterfuge skill rank to the damage of their first attack that round

Magi wear no armour. They can cast arcane spells, and gain a +3 bonus to Knowledge

Clerics can wear light or medium armour and use shields. They cast divine spells and gain +3 bonus to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Skills

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus.

Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the SRD spell list.

Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level 0 1 2 3 4 5 6 7 8 9

HP Cost 1 3 5 7 9 11 13 15 17 19

This loss **cannot** be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all spells is 10 + Caster Level + Caster's MIND bonus

Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for initiative order. ~~Everyone can do one thing each turn; move, attack, cast a spell, etc.~~

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

~~Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a 2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.~~

~~If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10, and a fourth at -15 if the total bonus is +16 or more. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2. No more than four attacks can be made in a round, regardless of bonus (five if two weapons are used).~~

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Armour Class (AC) = 10 + DEX bonus + Armour bonus.

Other Hazards

~~Falling : 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet~~

~~Spikes : add +1 point to falling damage per 10' fallen, max +10~~

~~Poison : Phys+STR save to avoid or for half, depending on poison.~~

~~Effect varies with poison type.~~

~~Extreme Heat & Cold : If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.~~

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

+1d6 to Hit Points

+1 to all attack rolls

+1 to all skills

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND.

Fighters gain +1 to their attack and damage rolls at levels

5,10,15,etc.

Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

Example

The 1st level adventurers have just completed a dungeon adventure, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader.

That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

Monsters

Name	Hit Dice	Armour Class	Attack
Animal (small) eg Badger	HD 1d8+2 (6 hp)	AC 15	Claw +4 (1d2-1)
Ankheg	HD 3d10+12 (28 hp)	AC 18	Bite +7 (2d6+7 plus 1d4 acid)
Bugbear	HD 3d8+3 (16 hp)	AC 17	Morningstar +5 (1d8+2) or javelin +3 (1d6+2)
Choker	HD 3d8+3 (16 hp)	AC 17	Tentacle +6 (1d3+3)
Deinonychus (Raptor)	HD 4d8+16 (34 hp)	AC 16	Talons +6 (2d6+4)
Dire Rat	HD 1d8+1 (5 hp)	AC 15	Bite +4 (1d4 plus disease)
Dragon (young Red)	HD 13d12+39 (123 hp)	AC 21	Bite +20 (2d6+7) or breath 10d10 DC24 phys+DEX to dodge for half
Dwarf	HD 1d8+2 (6 hp)	AC 16	Waraxe +3 (1d10+1) or shortbow +1 (1d6)
Earth Elemental (large)	HD 8d8+32 (68 hp)	AC 18	Slam +12 (2d8+7)
Elf	HD 1d8 (4 hp)	AC 15	Longsword +2 (1d8+1) or longbow +3 (1d8)
Gargoyle	HD 4d8+19 (37 hp)	AC 16	Claw +6 (1d4+2)
Goblin	HD 1d8+1 (5 hp)	AC 15	Morningstar +2 (1d6) or javelin +3 (1d4)
Griffon	HD 7d10+21 (59 hp)	AC 17	Bite +11 (2d6+4)
Halfling	HD 1d8+1 (5 hp)	AC 16	Shortsword +3 (1d6) or light crossbow +3 (1d6)
Hellhound	HD 4d8+4 (22 hp)	AC 16	Bite +5 (1d8+1 plus 1d6 fire)
Hill Giant	HD 12d8+48 (102 hp)	AC 20	Greatclub +16 (2d8+10) or rock +8 (2d6+7)
Hobgoblin	HD 1d8+2 (6 hp)	AC 15	Longsword +2 (1d8+1) or javelin +2 (1d6+1)
Human Commoner	HD 1d8+1 (5 hp)	AC 12	Dagger +1 (1d6+1) or sling +1 (1d4)
Insect (small), e.g. Spider	HD 1d8 (4 hp)	AC 14	Bite +4 (1d4-2 plus poison)
Kobold	HD 1d8 (4 hp)	AC 15	Spear +1 (1d6-1) or sling +3 (1d3)
Ogre	HD 4d8+11 (29 hp)	AC 16	Greatclub +8 (2d8+7) or javelin +1 (1d8+5)
Orc	HD 1d8+1 (5 hp)	AC 13	Falchion +4 (2d4+4) or javelin +1 (1d6+3)
Owlbear	HD 5d10+25 (52 hp)	AC 15	Claw +9 (1d6+5)
Rust Monster	HD 5d8+5 (27 hp)	AC 18	Antennae touch +3 (rust)
Shadow	HD 3d12 (19 hp)	AC 13	Incorporeal touch +3 (1d6 Str)
Skeleton Warrior	HD 1d12 (6 hp)	AC 15	Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)
Stirge	HD 1d10 (5 hp)	AC 16	Touch +7 (attach)
Stone Golem	HD 14d10+30 (107 hp)	AC 26	Slam +18 (2d10+9)
Troll	HD 6d8+36 (63 hp)	AC 16	Claw +9 (1d6+6)
Werewolf (hybrid form)	HD 3d8+7 (20 hp)	AC 16	Claw +4 (1d4+2)
Wight	HD 4d12 (26 hp)	AC 15	Slam +3 (1d4+1 plus energy drain)
Wolf	HD 2d8+4 (13 hp)	AC 14	Bite +3 (1d6+1)
Wyvern	HD 7d12+14 (59 hp)	AC 18	Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)
Zombie	HD 2d12+3 (16 hp)	AC 11	Slam +2 (1d6+1) or club +2 (1d6+1)

Skills: All creatures have a bonus to all skills equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open – if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (ie, d4->d6, d6->d8, etc).

Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create your own: Assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.

Sample Characters

Morris, Human Rogue-1

STR 12 (+1), DEX 15 (+2), MIND 12 (+1)
hp 13, AC 15 (Studded Leather), Paired Shortswords, +0/+0, d6+1
Subterfuge +5, all others @ +2

Kendrick, Dwarf Fighter-1

STR 16 (+3), DEX 13 (+1), MIND 11 (+0)
hp 17, AC 17 (Chainmail + shield), Longsword +5, d8+4
Physical +4, all others @ +1

Cholmer, Elven Mage-1

STR 12 (+1), DEX 13 (+1), MIND 16 (+3)
hp 13, AC 11 (Robes), Quarterstaff +2, d6+1
Knowledge +4, all others @ +1
Spells: All 0 and 1st level arcane spells.

Barnabas, Halfling Cleric-1

STR 10 (+0), DEX 16 (+3), MIND 13 (+1)
hp 11, AC 18 (Chainmail), Morningstar +1, d8
Communication +4, all others @ +1
Spells: All 0 and 1st level divine spells.

APPENDIX: MATHMERGE20 & WAYFARER CLASSES

Base Class Features

Feature	EL Value	Times	Product
Stat Increases	0.20	6.0	1.20
Attack Bonuses	0.30	20.0	6.00
Extra Attacks	0.30	1.0	0.30
HD (D6)	0.33	20.0	6.60
Skill Progression	0.13	20.0	2.60
+3 Physical	0.30	1.0	0.30
Total Base Class Features			17.00

Bard

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Any)</i>			17.00
L. Armor	0.30		0.00
Arcane Spells	0.27	6.5	1.76
Bardic Performance	0.42	1.0	0.42
Two Weapon Fighting	0.30	1.0	0.30
Weapon Finesse	0.10	1.0	0.10
Total			19.58

Barbarian

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Physical)</i>			17.00
M. Armor	0.50	1.0	0.50
Shields	0.20	1.0	0.20
Rage	0.35	1.0	0.35
Rage Upgrades	0.55	3.0	1.65
Two Weapon Fighting	0.30	1.0	0.30
Weapon Finesse	0.10	1.0	0.10
Uncanny Sense	0.43	1.0	0.43
Total			20.53

Cleric

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Communication)</i>			17.00
M. Armor	0.50	1.0	0.50
Signature Spells	0.20	1.0	0.20
Turn Undead	0.01	10.0	0.10
Divine Spells	0.21	10.0	2.10
Total			19.90

Druid

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Communication)</i>			17.00
M. Armor	0.60	1.0	0.60
No Worked Metal	-0.05	1.0	-0.05
Transformation	0.04	10.0	0.40
Arcane Spells	0.27	9.5	2.57
Necromancy/Healing	0.06	9.5	0.57
HP Spell Cost +1	-0.10	8.0	-0.80
Total			20.29

Fighter

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Physical)</i>			17.00
H. Armor	0.75	1.0	0.75
Tower Shields	0.40	1.0	0.40
2 Weapon Fighting	0.30	1.0	0.30
Weapon Finesse	0.10	1.0	0.10
Melee Attack +1	0.10	5.0	0.50
Missile Attack +1	0.10	5.0	0.50
Melee Damage +1	0.10	5.0	0.50
Missile Damage +1	0.10	5.0	0.50
Total			20.55

Monk

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Physical)</i>			17.00
Add DEX to AC	0.10	1.0	0.10
Add MIND to AC	0.10	1.0	0.10
Unarmed Attacks	0.20	2.0	0.40
AC +1	0.20	6.0	1.20
Saving Throws +1	0.10	6.0	0.60
Damage +1	0.10	6.0	0.60
Two Weapon Fighting	0.30	1.0	0.30
Weapon Finesse	0.10	1.0	0.10
Total			20.40

Paladin

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Communication)</i>			17.00
H. Armor	0.80	1.0	0.80
Shields	0.20	1.0	0.20
Cure and Inflict	0.04	20.0	0.80
Divine Spells	0.21	4.5	0.95
Two Weapon Fighting	0.30	1.0	0.30
Weapon Finesse	0.10	1.0	0.10
Total			20.15

Ranger

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Subterfuge)</i>			17.00
L. Armor	0.30	1.0	0.30
Shields	0.20	1.0	0.20
Additional Attacks Bonuses	0.10	4.0	0.40
Second Additional Attack	0.30	1.0	0.30
Divine Spells	0.21	4.5	0.95
Two Weapon Fighting	0.30	1.0	0.30
Weapon Finesse	0.10	1.0	0.10
Total			19.55

Rogue

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Subterfuge)</i>			17.00
L. Armor	0.40	1.0	0.40
2 Weapon Fighting	0.30	1.0	0.30
Weapon Finesse	0.10	1.0	0.10
Sneak Attack	0.20	1.0	0.20
SA Upgrades	0.10	19.0	1.90
Total			19.90

Sorcerer

Feature	EL Value	Times	Product
<i>Base Class Features (Skill: Knowledge)</i>			17.00
Arcane Spells	0.27	9.5	2.57
Signature Spells	0.20	1.0	0.20
Bonus Signature Spells	0.20	1.0	0.20
Total			19.97

Wizard/Magi

Feature	EL Value	Times	Product
<i>Base Class Features</i>			17.00
No Armor	0.00	0.0	0.00
Signature Spells	0.20	1.0	0.20
Arcane Spells	0.27	10.0	2.70
Total			19.90

APPENDIX: CLASS CREATION WORKSHEET

Notes

[illegible]

Example Rate, Levels, and Number of Class Feature Occurrences																					
Rate	Levels of Occurrences																			Number	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Every Level	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	20
Level/2		X		X		X		X		X		X		X		X		X		X	10
Level/3			X			X			X			X			X			X			6
Level/4				X				X				X				X				X	5
Level/5					X				X					X						X	4
Level/6						X					X					X					3
Level/7							X						X								2

WAYFARER M20: MONSTER RECORD SHEET

Name _____ HD ____ d ____ (____ hp)
Weapon _____ + ____ (____ d ____); AC ____; Feat _____
Notes _____

HD+ ____ AC+ ____ WD+ ____ SoM+ ____ MSL+ ____

Name _____ HD ____ d ____ (____ hp)
Weapon _____ + ____ (____ d ____); AC ____; Feat _____
Notes _____

HD+ ____ AC+ ____ WD+ ____ SoM+ ____ MSL+ ____

Name _____ HD ____ d ____ (____ hp)
Weapon _____ + ____ (____ d ____); AC ____; Feat _____
Notes _____

HD+ ____ AC+ ____ WD+ ____ SoM+ ____ MSL+ ____

Name _____ HD ____ d ____ (____ hp)
Weapon _____ + ____ (____ d ____); AC ____; Feat _____
Notes _____

HD+ ____ AC+ ____ WD+ ____ SoM+ ____ MSL+ ____

Name _____ HD ____ d ____ (____ hp)
Weapon _____ + ____ (____ d ____); AC ____; Feat _____
Notes _____

HD+ ____ AC+ ____ WD+ ____ SoM+ ____ MSL+ ____

Name _____ HD ____ d ____ (____ hp)
Weapon _____ + ____ (____ d ____); AC ____; Feat _____
Notes _____

HD+ ____ AC+ ____ WD+ ____ SoM+ ____ MSL+ ____

Name _____ HD ____ d ____ (____ hp)
Weapon _____ + ____ (____ d ____); AC ____; Feat _____
Notes _____

HD+ ____ AC+ ____ WD+ ____ SoM+ ____ MSL+ ____

Name _____ HD ____ d ____ (____ hp)
Weapon _____ + ____ (____ d ____); AC ____; Feat _____
Notes _____

HD+ ____ AC+ ____ WD+ ____ SoM+ ____ MSL+ ____

Name _____ HD ____ d ____ (____ hp)
Weapon _____ + ____ (____ d ____); AC ____; Feat _____
Notes _____

HD+ ____ AC+ ____ WD+ ____ SoM+ ____ MSL+ ____

Name _____ HD ____ d ____ (____ hp)
Weapon _____ + ____ (____ d ____); AC ____; Feat _____
Notes _____

HD+ ____ AC+ ____ WD+ ____ SoM+ ____ MSL+ ____

Name _____ HD ____ d ____ (____ hp)
Weapon _____ + ____ (____ d ____); AC ____; Feat _____
Notes _____

HD+ ____ AC+ ____ WD+ ____ SoM+ ____ MSL+ ____

Name _____ HD ____ d ____ (____ hp)
Weapon _____ + ____ (____ d ____); AC ____; Feat _____
Notes _____

HD+ ____ AC+ ____ WD+ ____ SoM+ ____ MSL+ ____

APPENDIX: SPELL/ITEM RECORD SHEET

Name _____ School(s) of Magic _____ Total Spell Level _____
Spell Level Adjustments: Target(s) _____ Range _____ Effect _____ Qualifier _____ Duration _____
Description _____

Name _____ School(s) of Magic _____ Total Spell Level _____
Spell Level Adjustments: Target(s) _____ Range _____ Effect _____ Qualifier _____ Duration _____
Description _____

Name _____ School(s) of Magic _____ Total Spell Level _____
Spell Level Adjustments: Target(s) _____ Range _____ Effect _____ Qualifier _____ Duration _____
Description _____

Name _____ School(s) of Magic _____ Total Spell Level _____
Spell Level Adjustments: Target(s) _____ Range _____ Effect _____ Qualifier _____ Duration _____
Description _____

Name _____ School(s) of Magic _____ Total Spell Level _____
Spell Level Adjustments: Target(s) _____ Range _____ Effect _____ Qualifier _____ Duration _____
Description _____

Name _____ School(s) of Magic _____ Total Spell Level _____
Spell Level Adjustments: Target(s) _____ Range _____ Effect _____ Qualifier _____ Duration _____
Description _____

Name _____ School(s) of Magic _____ Total Spell Level _____
Spell Level Adjustments: Target(s) _____ Range _____ Effect _____ Qualifier _____ Duration _____
Description _____

Name _____ School(s) of Magic _____ Total Spell Level _____
Spell Level Adjustments: Target(s) _____ Range _____ Effect _____ Qualifier _____ Duration _____
Description _____



Name

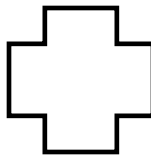
Character Description and Features

Stats
Strength [] = ()

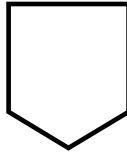
Dexterity [] = ()

Mind [] = ()

HP ()



AC



Skills
Communication ()

Knowledge ()

Physical ()

Subterfuge ()

Character Level ()

Gear and Notes

Attack Rolls

Melee: STR + LV = { } Missile: DEX + LV = { } Magic: MIND + LV = { }

Wealth				Experience
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Microlite20 Low Talents

Alternate Talent and Weapon Rules

This is an alternate approach to character and equipment creation that provides extra variety without the need for pre-generated lists of skills, talents or weapons. It can be used in addition to the standard four-skill system or as a replacement.

Talents are slightly narrower than the four broad skills (Physical, Knowledge, Subterfuge, Communication) and tend to provide a much lower bonus. Each talent requires a minimum MIND score to learn; most provide a +1 to skill in a specific situation, but some may increase damage by +1, reduce damage by 1, or allow the character to perform otherwise inaccessible actions.

Base minimum MIND for talents is 8, or 9 for the simple professions. For talents that provide a +1 bonus, add +2 to minimum MIND if it covers actions either difficult even under perfect conditions or completely outside an average character's experience/training. Also add +1 to MIND for every additional feature or adjective the talent adds to a character's description; the features and adjectives must all fit together in one skill or type of action. Special limitations on the talent can reduce minimum MIND by -1, but don't lower it below 8.

Talents with +2 bonuses are possible, but have the +1 version as a prerequisite. Thus, the Healer talent (+1 hit point restored on successful skill roll) is a prerequisite for Expert Healer (+2 hit points restored,) which in turn is a prerequisite for Master Healer (+3 hit points restored.)

Alternative Shortcut: if you know the expected DC of the action you want a talent for, divide it by 5 and add 4 to get a minimum MIND score required.

Starting Talents, Option 1: Characters begin with a number of talents equal to their MIND modifier. **Option 2:** Characters begin with a number of talents equal to half their MIND score.

Adding Talents: Characters either gain one new talent every other level, or can spend xp needed to rise another level on adding 1 talent instead.

Optional Spell Rules

If the GM wants to limit the number of spells characters can use, they can be treated as talents. Minimum MIND to learn a spell is twice the spell's level (minimum MIND 8.) Two spells count as one talent.

Optional Flexible Class Rules

If the GM wants to allow spell-using Fighters or Wizards armed with swords, make the following changes to the talent and spell rules above:

- **Fighters** and **Rogues** start with MIND/2 talents (per Option 1.) They can trade three talents for two spells.
- **Wizards** and **Clerics** start with MIND/4 talents. They can trade one talent for four spells.

Instead of the listed starting weapons, use broad weapon talents (sword, ax/mace, polearm: MIND 7; bow, whip, bolas: MIND 8.) Fighters/Rogues pay triple for spells; Wizards/Clerics pay double for weapon/physical talents.

Optional Weapon Rules

To avoid creating equipment lists, weapons can be designed like talents. They have minimum STR scores needed to use: base minimum STR for weapons (other than small ones barely bigger than a hand) is 9. Every adjective, ability or improvement (+1 point of damage, hard to break, physical abilities like entanglement for flails) adds +1 to the minimum STR needed.

Base one-hand weapon damage = 1d6, or 1d6-2 for small weapons like daggers.

Base two-hand weapon damage = 2d6

Extended reach (long, longer, longest): +1 damage, +2 STR per range; these are two-handed weapons, but they can be used one-handed if character has twice the minimum STR needed. Each range allows a character to attack an opponent 1 step further away than the previous range, so a character with a long weapon can step outside the reach of an opponent with an ordinary sword or club while still being able to attack.

"Cheap Coin" Cost (silver, in a gold-based currency) of weapons made of common material (wood, leather, bone) equals minimum STR (1 coin for small weapons,) +1 per adjective. Also use minimum STR for **"Common Coin" Cost** (gold, in a gold-based currency) of weapons made of common metals like iron. Double or triple cost for other metals, with higher multipliers for rare materials (silver weapons = 10 x iron cost, for example.)

Costs for two-handed weapons are based on minimum STR to use one-handed.

Microlite20 "Variable d6" Resolution

This is a d6-only substitute for attack and skill rolls in Microlite20. Instead of beating a target number using $d20 + \text{modifiers}$, roll less than or equal to $\text{skill} + \text{STR}$, DEX , or MIND . Most Physical actions use DEX , but feats of strength use STR . Mental actions use MIND . Roll $3d6$ for most actions; if the total is less than or equal to $\text{stat} + \text{skill}$, the action succeeds. Add dice for more difficult actions, remove dice for easier actions (1 die for each element in the current situation.)

Special modifiers:

- difficult even under perfect conditions: +2 dice;
- outside a character's experience/training: +2 dice.

Don't roll for:

- easy tasks (no chance of failure)
- impossible tasks (8+ dice.)

Criticals (optional): For rolls of more than 2 dice, count 1s and 6s: all 1s = double or special effect; more than half 6s: reduce effect by 1 on success, suffer 1 die penalty if failed.

Optional Strength and Speed Adjustments

Use $\text{STR}/10$ or $\text{DEX}/10$ as a strength or speed rating in contests (breaking free of bearhug, moving out of opponent's reach.) The difference, dropping fractions, is the number of dice of difficulty to add to the weaker/slower contestant's roll.

Optional Combat and Movement Rules

- **Parry/Dodge:** skip attack to increase difficulty of opponent's attack.
- **Maneuver around opponent or outside of reach:** roll 3 dice vs. DEX ; max distance movable equals difference in speed ($\text{DEX}/10$).
- **Throw Weapons:** $\text{DEX} + \text{skill} - 1$ point per step of distance from target.
- **Missile Weapons:** $\text{DEX} + \text{skill} - 1$ point per 4-step increment.
- **Hand-to-Hand combat:** $\text{DEX} + \text{skill}$ to grapple unless opponent wants to grapple, too; while grappled, barehand or small weapon attacks are at -2 dice (no need for attack roll for most ordinary attacks, just roll damage.)
- **Pin, Crush, or Strangle:** $\text{STR} + \text{skill}$ roll in hand-to-hand combat. Adds +2 dice to opponent's DEX rolls unless opponent breaks free with STR .

DC Quick Conversion

DC 20 is a $3d6$ vs. $\text{stat} + \text{skill}$ roll. Roll 1 more die for every +5 DC up to DC 40. Roll against $\text{stat} + \text{skill} - 1$ point per +1 DC over 40.

MICROLITE 20

Fantasy Expansion: Character Creation Options

By Andrew Domino (www.dominowriting.com/games.html), last revised April 15, 2014

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Based on the Microlite 20 Purest Essence rules

including ideas from Seth Drebitko, Greywulf, dymond, weeot, KeithCampbell and others
on the Microlite 20 forums and elsewhere

The following is a number of optional methods for creating and playing Microlite 20 fantasy characters (though in many cases they apply to any Microlite 20 game, regardless of genre). Any of these can be used in addition to or in place of the rules listed in the Microlite 20 Purest Essence document. These rules options are meant to help you create a fun and easy-to-play game the way you want it. They blend fantasy RPG rules for specific tactical measurements, with free-form rules for “making it up as you go,” and with a comprehensive set of rules that many gamers already know.

Choose as many options as you wish, as long as the other players and game master are using them too, or at least as long as they approve of the changes you’re making to your character. Make the game your own – use the options you like, change the options you sort of like, and ignore the options you don’t like.

It’s assumed that characters are using Strength (STR), Dexterity (DEX), Mind (MIND), Physical, Subterfuge, Knowledge, Communication and Survival. Most other RPG skills are covered by these five skills. For example, Technology is part of the Knowledge skill, and Perception is part of the Subterfuge skill. In the same way, other stats are just a mix of a stat and skill. Charisma is MIND + Communication, and Endurance is STR + Physical, for example.

STATS

Quick Stats

To generate a character even faster, assign stat scores of 16, 13 and 11 to STR, DEX and MIND any way you wish. You can increase a stat score by decreasing another stat score by the same amount.

Kjell the Bear is a classic all-muscle, no brains fighter. I assign 16 to his Strength, 13 to Dexterity and 11 to Mind. Because I want to “max out” his Strength stat score, I boost it by two to 18, and to make up for that increase, I drop his Mind stat score by two. His stat scores are now STR 18, DEX 13, and MIND 9.

Stat Points

Characters start with 40 stat points to assign to the three stat scores. Each has a minimum of 3 and a maximum of 18. Any stat points not spent are lost. For a “grittier” game, try 30 stat points, and for a more heroic game, try 45 or even 50 stat points.

Stat Bonus Chart

After adjusting stat scores for race and class, determine your stat bonuses by using (stat score -10) /2, round down. This math is done for you here.

<u>Stat Score</u>	<u>Stat Bonus</u>
3	-4
4 – 5	-3
6 – 7	-2
8 – 9	-1
10 – 11	+0
12 – 13	+1
14 – 15	+2
16 – 17	+3
18	+4

Adding New Stats

Though the three stats of Microlite 20 cover everything a character does, some game masters or game settings may call for changing or adding stats (like the popular choices of Charisma and Perception). To add a new stat after a character has been created, simply roll 1d6 +10 to determine the stat score.

PERSONALITY CHARACTERISTICS

While it's always up to a player to determine how his or her character performs in the game, giving mechanical rewards for personality traits can help some players do more than wait for the next fight. Using this option, each character begins with a personality characteristic, or two if the game master agrees. In many cases, one characteristic represents the character's behavior toward others, and another represents how they really are inside, and among close friends.

This option can also be used for the classic alignment systems found in many RPGs. For example, a character's personality characteristics might be "neutral" and "good."

The game master can also assign a personality characteristic to a character whenever he or she finds it appropriate, though characters shouldn't have more than three or four total. All characteristics must be approved by the game master before the character begins play (to prevent a party of loners, for example).

When the character does something significant that aligns with one of his or her characteristics (as determined by the game master), he or she gains a check mark. A character will usually gain no more than one to three check marks in any one game session, even with multiple characteristics.

At the end of each game session (each night of playing, not necessarily when the adventure is over), roll 1d6 for each check mark. On a result of 5 or 6, each player gains experience equal to the amount it would get for an encounter of the party's level. On a result of 4 or less, no experience is gained. All check marks are erased before the next game session. This way, personality characteristics that would otherwise be a hindrance to the party can still contribute to the game by earning experience, assuming they are played out during the session.

Twenty-five personality characteristics are listed below. Use these as examples to create your own.

Aggressive (intimidating, competitive): You enjoy picking fights and bullying others around. Even if you aren't physically intimidating, you still do

whatever you can to win. As the saying goes, "Winning isn't everything, it's the only thing."

Earn a check mark when you start any kind of competition (from an argument to actual combat).

Arrogant (prideful): You know you're right, and if someone else has a good idea, you still find a way to make yourself the center of attention. You know you're better than others, but sometimes having someone else around can be useful.

Earn a check mark when you are able to make yourself the center of attention.

Brooding (morose, gloomy): You feel your special abilities make you an outcast in society. No one truly understands you, and though they may try to sympathize, you truly are all alone.

Earn a check mark when you accomplish something using an ability, power or talent no one else in the party has.

Cautious (shy): You like to make sure everything is in order before you take action, and prefer to let other people take the lead. You have no problem joining in, but you'd prefer to never have to be in charge.

Earn a check mark when you get through combat without making an attack, or when an action you have planned out ahead of time works perfectly.

Comic (wisecracking): You're here to have a good time. You think of funny things to say all the time, and even when you know it's not appropriate you can't help yourself. You're a lot of fun to be around, at least for most people.

Earn a check mark when you make the other players (and/or characters) laugh out loud.

Creative (artistic): You live to design, build and perform. You like creating beautiful things (however you define beauty) because something flawless or original makes the world a better place.

Earn a check mark when you create something new (a weapon, a work of art, etc.)

Dilettante (partier): Life is short; party hard. You want to experience everything you possibly can, because you never know when it could all disappear. You're a lot of fun to be around — life is meaningless, so why think too much about it?

Earn a check mark when you have a good time in a social situation (make new acquaintances, become the “life of the party,” etc.).

Diplomatic: You prefer talking to fighting. You don’t necessarily have a problem with combat, but you’re skilled at getting two sides to come to an agreement — it usually turns out better for you and your allies than a fight would.

Earn a check mark when you are able to act as the negotiator between two sides and mediate a successful agreement.

Focused (driven, single-minded): You are disciplined to accomplish a certain goal, even if it’s a goal that’s impossible, like bringing all criminals to justice, or creating harmony between all people. You often make for a good leader, though you’re not always the easiest person to be around. Select a goal when you choose this characteristic.

Earn a check mark when you refuse someone or something because it would distract you from your chosen goal.

Giving (kind, martyr): You always try to help others, because the world needs more goodness and hope. You’ll hold the line against those who deliberately perform evil acts for no reason (often, adventuring parties cause damage and destruction, but it’s usually in the name of good). You’re the one others depend on to help them through tough times.

Earn a check mark when you successfully protect or help someone else (aside from minor healing).

Honorable (lawful, virtuous): Many adventurers follow moral codes of some kind, but for you, honor is life. You don’t lie unless there is absolutely no other way to get out of a situation, and are uncomfortable when others cheat or steal. You don’t insist others live the way you do, just that they understand the rules you have set for yourself, and respect you enough to not try and encourage you to break them.

Earn a check mark when you follow your code of honor, at a time when doing so makes things more difficult for the party.

Impulsive (curious, eager): You always want to know what’s ahead, what’s around the next corner. You like trying new things that get your adrenaline going — stunts, dangerous situations, anything that shakes yourself and others out of

boring, every day existence. Sometimes you’re crazy and wild, always doing the unexpected either because you can’t help yourself or because you truly are out of your mind.

Earn a check mark when you get into a daring situation that surprises others, especially if you rush in without any preparation (combat doesn’t count).

Inspiring (noble): Those who know you turn to you for advice or to lead the way. Those who don’t know you respect you (even your enemies), and you work at all times to make life better for yourself and your kind.

Earn a check mark when you accomplish a task that helps a larger group you belong to (not your adventuring party, but your race, nation, organization, etc.).

Intellectual (scholarly, scientific): The world can be explained with rigid rules; you just haven’t learned them all yet. You love solving puzzles and figuring out problems. Sometimes you may alienate others, by spending your time in your own head rather than talking with people.

Earn a check mark when you solve a complicated problem.

Judgmental (by-the-book): You like to be in charge, and look down at others who don’t live their lives your way. For you, everything must be perfect — your manner of dress, your behavior, and the world: it’s either with you or against you. You like making things run smoothly, making you a good leader, if others can handle your opinions of them.

Earn a check mark when you accomplish a task without a single mistake, injury, obstacle or point of confusion.

Loner (deviant, rebel): You simply don’t fit in, whether by choice or because others have made you that way. You don’t dwell on your outsider status, but live like a “lone wolf,” often hitting the road and not making many close friends. Some loners enjoy their independence, so much so they have a problem with any leadership, and like to make things difficult even when it won’t help their cause.

Earn a check mark when you succeed at a task without anyone’s help, or when you cause significant trouble without retaliation.

Loyal (zealous, fanatic): You are true to your friends or a certain group (the target of your loyalty), even when they're making mistakes. You would never do anything that would harm or betray your target. The only thing that matters to you is your target's well-being and success — you'll sacrifice yourself and work hard to advance your cause. Select a single friend, adventuring party, or group to which you are loyal.

Earn a check mark when you aid your target, especially if it's in a way that does you personal harm.

Mysterious: Your true self is hidden — maybe even you don't know who you are, and where you came from. You speak in riddles and disguise your origins, which puzzles others. It may also conceal your true skills and powers.

Earn a check mark when someone else makes an untrue assumption about you that gives you an advantage.

Naïve (innocent, childlike): You may be a child, a sheltered adult, or an outsider being exposed to the real world for the first time. You aren't stupid, and learn from your mistakes. Even when an error turns you bitter or teaches you responsibility, you still feel optimistic in new situations.

Earn a check mark when you learn something after trying a task for the first time.

Responsible (reliable): You can teach and protect others who can't help themselves. You don't like to see others get hurt; you'd rather they learned from your experiences, or never have to learn what you've learned the hard way.

Earn a check mark when you are able to protect or help someone who can't help themselves.

Sarcastic (cynical): The world is a tough place, and you're better off criticizing everything about it, keeping it at arm's length. You try hard, but even when you don't ask for much you can't get it. You know how things "really" work, and just have to laugh when you see others try and fail — like you knew they would. Sometimes it's a grim statement on the world; other times it's a witty, biting comment.

Earn a check mark when you point out a mistake or flaw in yourself or others that led to tragedy.

Suave (convincing, smooth): You don't like to work hard, so you've developed the ability to make

others do it for you. You might be good at fast-talking others into doing your job, or seducing a lover, or pulling a tricky con that makes you a lot of money.

Earn a check mark when you trick someone else into doing your bidding.

Tortured (haunted): Your past has come back to trouble your present. Something horrible happened to you once, and it has affected everything that's happened to you since. You feel guilty and shamed, and work every day to try and clear your conscience. You're afraid it may never be clear. Select an action in your past (before you started play) that led to your current state when you choose this characteristic.

Earn a check mark when you do something because it helps calm your tortured mind.

Whiny (petulant, long-suffering): You suffer, either honestly because it helps take the burden from others or (more commonly) because you've led an easy life, and don't like doing anything difficult. Sometimes whining irritates others so much you get your way after all. But don't do it too often, or everyone will start to ignore you.

Earn a check mark when you get your way after whining about your situation.

Wise (deep, thoughtful): You know a great deal and have reached a point in life where you're ready to pass that knowledge along to others. You may meditate serenely, or be smart about dozens of things and want to teach others. In your experience, ignorance is the greatest evil, and the light of knowledge will lead the way to a better life.

Earn a check mark when you learn someone has done good because of something you taught him or her.

Kjell has the personality characteristic of "Responsible." He's big and dumb as a man can come, but he's always first in line when an enemy is threatening his friends. During a game session, I say that Kjell charges to the forefront of a skirmish, where an orc is about to draw his sword on young human children. The game master awards me a check mark. At the end of the game session, I roll 1d6 and get a 5. Kjell and all the other heroes earn experience points for good role playing — and I also earned experience for slaying that vile orc during the game.

RACES

Race Points

Instead of selecting a race and taking the listed benefit, each character begins with TWO Race Points, to be spent on the following. Any Race Points not spent are lost. Since your race will not normally change, you will never gain more Race Points.

- 1 Race Point for +1 to one stat score (stat scores can go above 18)
- 1 Race Point for +1 to two different skills
- 1 Race Point for a special ability. Several are listed below, along with the race which most commonly has that special ability. You can select any special ability, no matter what race you decide to make your character.

Battle Fury (half-orc): When making a melee/hand-to-hand attack, if you roll the maximum amount of damage on at least one of your damage dice (for example, an 8 when rolling 2d8), roll an additional 1d6 to determine damage. If you roll a 6 on that die, do not roll again. If you are using critical hit rules, figure the battle fury damage before applying the effects of the critical hit. You can use this ability a number of times per day equal to your STR bonus.

Magical Step (elf): Once per battle, instead of your regular move, you can teleport to any open spot you can see from your current location, within 50 feet (10 spaces).

Many Talents (human): When you use this ability, roll 1d6 along with the 1d20 you normally roll when attacking or making a stat + skill roll. Add the results together to find your final die result for the attack or action. You can use this ability 3 times per day.

Minor Arcana (gnome): Choose one first level spell when creating the character (for gnomes, this is typically the illusionist spell Silent Image). You can use this spell without having to spend hit points 3 times per day.

Resist Fear (halfling): On a MIND + Surv roll to resist fear and terror, add +3 to your roll.

Stand Fast (dwarf): If an enemy attempts to knock you down or push you in any direction, make a STR + Phys +3 roll (DC is enemy's STR + Phys). On a success, the enemy's attempt fails, and you stay in place.

SRD Races And Race Points

The races found in the SRD use race points in the following way.

- *Dwarf*: +2 Strength
- *Elf*: +2 Mind
- *Gnome*: +1 Dexterity, +1 Mind
- *Half-Elf*: +1 Mind, +1 to any two skills
- *Halfling*: +2 Dexterity
- *Half-Orc*: +1 Strength, +1 to Physical, +1 to any other skill
- *Human*: +1 to any four skills

Kjell the Bear is a human, but I like the Stand Fast special ability, so I spend one Race Point on that. My other Race Point is spent on a +1 to Strength, boosting that stat score to 19. His stat bonus is still +4.

CLASSES

Class Points

Instead of selecting a class with pre-determined abilities, you can select the abilities you want for your character. See Page 18.

Divine Domains

You have the special powers granted by a deity or another mystical force. You must be able to cast divine or nature-based spells (like a cleric or druid) to use this option. See Page 28.

Patron Deity

You are a servant of one particular god, goddess or philosophy, and gain several abilities unique to that deity. See Page 29.

Schools Of Magic

You are a specialist magic-user, especially talented with one specific type of spell at the expense of another. See Page 30.

Sorcerous Bloodlines

You have the gifts of one sorcerous bloodline, though you do not have to be a sorcerer or even a spell-casting class to use this option. See Page 31.

SKILLS

Spending Skill Points

In the basic Microlite 20 rules, every character has some degree of talent with every skill. But characters in fiction often have just a few areas of expertise — that's why they team up.

In the Purest Essence rules, skill rank is simply character level + class bonus. Replacing the character level part of the skill rank with skill points lets characters emphasize a few skills instead of being evenly good at everything.

Determine the character's skill points = total number of skills x level. You can assign these skill points to skills any way you wish, with a limit of level +5 skill points in any one skill. Skills without skill points have a skill rank of 0 (zero). Any skill points not assigned are lost. The character gains additional skill points equal to the number of skills the character has each time he or she gains a level.

The character will also gain a total +3 class bonus for one or more skills. This is added to skill points to determine skill rank, and doesn't count against the skill point limit. Remember, your final skill rank will be: skill points + class bonus.

Variants To Skill Points: Characters who gain a level earn skill points, as described in this option, and a +1 to each skill for each character level (or only at first level). This variant gives characters very high skill ranks as they gain levels, which fits the fantasy genre: it's rare that a hero fails at what he's trying to do. It also brings characters more in line with SRD characters that have feats and other benefits that boost skills.

Alternately, when a skill has a rank of 10 or more, it "costs" 2 skill points to improve it by one rank, as advanced levels of training require more from a student.

Chance Of Failure: To keep characters from being perfect at everything, the game master may want to include a chance of failure: A d20 roll of 1 automatically fails a stat + skill roll, even if the character's skill rank is high enough to succeed at the action.

Kjell has the standard five skills of a Microlite 20 fantasy character. At first level, he has (5 x 1 = 5)

five skill points to spend on skills, and he can have at most six points in any one skill. I assign three points to Physical, one to Communication, since he's good at intimidating people, and the last skill point to Survival. As a fighter, Kjell gains a +3 class bonus to Physical, which doesn't count against his limit of six skill points in a single skill. His final skill ranks are: Physical 6, Subterfuge 0, Knowledge 0, Communication 1 and Survival 1.

When he reaches second level, Kjell earns another five skill points, and assigns two to Physical, one to Subterfuge, and two to Communication. He doesn't get any other bonuses to skills, so his new skill ranks are: Physical 8, Subterfuge 1, Knowledge 0, Communication 3 and Survival 1. He can have at most 7 points in any one skill (level 2 +5), but the +3 his class gave him for the Physical skill does not count against that limit.

If I was starting Kjell as a fifth level character, he would have 5 skills x level 5 = 25 skill points, and have a +3 total bonus for one or more skills due to his class. His maximum skill rank (not counting his class skill bonus) would be 10.

Trained Skills

For more variety in skill ranks between characters, choose one skill to be the character's trained skill. If you choose a pre-designed class, it's the skill that is assigned the +3 class bonus (or one skill that gains part of that bonus — player's choice, but once selected the skill cannot be changed). If you choose a rogue-type class, you have Subterfuge as your trained skill, and also choose a second trained skill (you can't choose Subterfuge twice). All other skills are untrained.

Physical + Subterfuge:

Duellist, Street Tough, etc.

Knowledge + Subterfuge:

Demolitions, Trap-Builder, etc.

Communication + Subterfuge:

Diplomat, Spy, etc.

Survival + Subterfuge:

Commando, Highwayman, etc.

Using this option, your character does not receive a +3 class bonus. Instead, at level 1, you start with 3 skill points for each trained skill, and 1 skill point for each untrained skill. Starting with level 2, you gain +1 per level in trained skills, and +1 at each even-numbered level in untrained skills. Every five levels

(5, 10, 15, etc.) you can make one untrained skill into a trained skill. You still add your level to your skill points determine your final skill rank.

Kjell's traveling companion is Galan, a classic halfling rogue who trained under the finest trap-defusers in the kingdom. At first level, Galan has the trained skills of Subterfuge and Knowledge, which provide 3 skill points each (for a skill rank of 4 in each). Physical, Communication and Survival have 1 skill point a piece (for a skill rank of 2 in each). When he reaches second level, Galan will add +1 to each of his skills, since he gains +1 to trained skills each level, and +1 to untrained skills at even-numbered levels. At third level, Galan will add +1 to only Subterfuge and Knowledge, his trained skills.

Aptitudes

The five skills Microlite 20 characters have cover nearly any activity a character might try. For characters who are especially talented in specific areas, they can select aptitudes (also called affinities). An aptitude gives the character an additional +2 when that aptitude applies to a skill use, or a character can reroll the skill attempt when an aptitude applies to a skill use. Decide whether the character's aptitudes provide a bonus or a reroll when selecting aptitudes.

For example, a character with the aptitude "Tracking," which is related to the Survival skill, gains +2 to MIND + Surv rolls when he is attempting to track, but not when he is attempting something else using the Survival skill and STR, DEX or MIND.

A character can have up to three aptitudes. If you choose fewer than three, you begin with +2 hit points for each aptitude you do not select, or you can reroll any die roll you make once per game session, with one reroll per aptitude you do not select. All characters in the game should use this option if it is used, since it makes characters slightly more powerful than others of their type.

Suggested aptitudes include:

Physical: Climb, Endurance, Lift, etc.

Subterfuge: Move Silently, Pick Locks, Pick Pockets

Knowledge: Arcana, Dungeoneering, History

Communication: Bluff, Intimidate, Persuasion

Survival: Animal Empathy, Poisons, Tracking

I've decided that Kjell is good at intimidation, and I'll give him a strong constitution, durable enough to withstand disease and poison, at least to a degree. He has the aptitudes intimidation (Communication) and resist disease/poison (Physical). I don't have a good idea for a third aptitude, so instead I get one reroll per game session.

Heroism Points

Heroism points represent a character's determination and their importance to the plans of the gods or the forces of fate. A character has a number of Heroism points equal to his or her level x 2 (or simply equal to level, for a less heroic game).

Heroism points can be used to add to any attack, damage or stat + skill roll at a rate of +1 per 1 Heroism point spent. You can only spend up to your level in Heroism points on one single roll (for example, a level 10 character can only spend up to 10 Heroism points, for a +10 bonus).

Heroism points do not need to be spent all at once, but when they are completely spent, they are gone for the rest of game session. A character's Heroism points are restored to their starting amount at the beginning of a game session. Alternately, the game master may restore 1 or more Heroism points on a die roll of 20 and/or if the character does something especially entertaining (funny, exciting, or appropriate to the character's personality).

Role Playing Description

If you're interested in telling a story and bringing a fantasy world to life, but some of the players are only focused on the amount of damage they cause and suffer, provide a small bonus (+1 or +2) to stat + skill rolls or attack bonuses that add "flavor" to the story. "I shoot at the orc" or "I try to pick the lock" would not provide a bonus, but "I quickly peek around the corner and loose an arrow before the orc can react" or "I juggle through my picks, remembering when my thieves guild master first taught me to jimmy a lock" might provide a description bonus.

EQUIPMENT

Modern Money

One gold piece is equivalent to \$20 modern U.S. dollars, but good luck finding a bank that will do the conversion either way!

Fourth Edition-Style Equipment

Instead of spending gold pieces, simply select one of each of the following. One weapon, armor or other item has a +1 bonus to attacks and damage, Armor Class, or appropriate stat + skill rolls.

- Melee weapon
- Ranged weapon (and 20 ammunition, if needed)
- Armor
- Shield, if a fighter-type class and using a one-handed weapon as main weapon
- Adventurer's kit (backpack, bedroll, flint and steel, belt pouch, 2 torches, 10 days trail rations, 50 feet hempen rope, waterskin)
- Simple clothing, which has no armor bonus
- Class-appropriate gear (spellbook for wizard, holy symbol for cleric, thieves tools for rogue, etc.)
- 1d6 + 10 gold pieces (or 3d8)

Galan begins with a short sword, a light crossbow and 20 bolts, leather armor, an adventurer's kit, simple clothing, thieves tools, and 12 gp. One item becomes a +1 item, and I'll make it his short sword. It provides a +1 to hit and damage.

Ammunition: Arrows And Bolts

In most situations, it can be assumed that characters have enough ammunition available to them that they'll never run out in battle. The price of the ammunition can be ignored when buying a new bow or crossbow, though special ammunition (like magic arrows or bolts with unusual heads) should be purchased separately. Alternately, on a missile/ranged attack roll of 1, the game master may rule that the weapon is "empty," or alternately has just enough ammunition for one more attack — then it's out of commission for the rest of the battle.

Generic Equipment

If detailed lists of weapons and armor aren't what you're looking for, try generic equipment. Each has

the same set of statistics found in Microlite 20 Purest Essence. Maximum range for thrown weapons is 30 feet; it is 100 feet for ranged weapons.

Weapon Type	Cost	Damage
Unarmed	Free	1d3
Light	5 gp	1d6
One-Handed	15 gp	1d8
Two-Handed	20 gp	1d10
Thrown	1 gp	1d4
Ranged	40 gp	1d8

Armor Type	Cost	Armor Bonus
Light	10 gp	+2
Medium	50 gp	+4
Heavy	250 gp	+6
Light Shield	10 gp	additional +1
Heavy Shield	15 gp	additional +2

"Chainmail Bikini"

What's more 'microlite' than a skimpy suit of armor? Add ¼ the cost of the armor (round up) to its price, to pay for squeezing all that protection into just a few inches of loincloth or chest covering. Add ½ the character's Comm bonus (round up) to AC, because the more beautiful you are, the more distracted your enemies will be. Any kind of armor can be "bikini-ized" — traditionally, the armor is a chain shirt or hide, but the term "breastplate" has real meaning with this option!

Armor	Type "bikini-ized"	Cost	Bonus *
		* +½ Comm bonus (round up)	
Light	Padded	3 gp	+1
	Leather	13 gp	+2
	Studded Leather	32 gp	+3
	Chain Shirt	125 gp	+4
Medium	Hide	19 gp	+3
	Scale Mail	63 gp	+4
	Chainmail	188 gp	+5
	Breastplate	250 gp	+5
Heavy	Splint Mail	250 gp	+6
	Banded Mail	313 gp	+6
	Half-Plate	750 gp	+7
	Full Plate	1875 gp	+8

Kjell and Galan both look hideous in "bikini-ized" armor, so they'll skip this option.

Armor As Damage Resistance

In some RPGs, armor makes a character harder to hit, and reduces the amount of damage they suffer when they are hit. To determine the armor's damage resistance, divide the armor's normal armor

bonus by 2 (round down). To determine the armor's new armor bonus, subtract the DR from the normal armor bonus.

<u>A</u> rmor	<u>T</u> ype	<u>AC</u> bonus	<u>DR</u>
Light	Padded	+1	0 (zero)
	Leather	+1	1
	Studded Leather	+2	1
	Chain Shirt	+2	2
Medium	Hide	+2	1
	Scale Mail	+2	2
	Chainmail	+3	2
	Breastplate	+3	2
Heavy	Splint Mail	+3	3
	Banded Mail	+3	3
	Half-Plate	+4	3
	Full Plate	+4	4

Black Powder Weapons

In some game settings, firearms are available, and while they are deadly, they are also slow to load. If the game master allows black powder weapons in your game, use the information listed below. Any magical or other effects that apply to crossbows or normal bows apply to black powder firearms as well.

If the maximum is rolled on a black powder weapon's damage die (for example, 8 for a pistol), roll again and add the new result to the total. Keep rolling until the maximum is not rolled. A black powder weapon can only be fired once before it has to be reloaded, which takes a character's entire turn.

<u>W</u> eapon	<u>C</u> ost	<u>D</u> amage	<u>R</u> ange
Pistol	250 gp	1d8	50 feet
Rifle	500 gp	1d10	150 feet

COMBAT

Initiative

To determine which character or monster takes the first turn in combat, each character rolls 1d20 + DEX bonus. If there is a tie between two or more initiative results, the character or monster with the highest DEX score acts earlier.

On a combat turn, a character can take TWO actions, usually [1] move and [2] move again, make an attack, cast a spell, attempt another activity (requiring a stat + skill check), etc. Movement of 5 feet or less, drawing a weapon, speaking or similar activities are “free” and do not count as an action.

Kjell and an orc are ready for battle, weapons drawn. I roll 1d20 + 1 (for his DEX of 13) and have the higher result, so I go first.

Using Attack Bonuses

It should be clear from the type of attack a character is making which attack bonus should be used (for example, a sword would use melee/hand-to-hand, while a bow would use missile/ranged). In the SRD, spells call for “ranged touch attacks,” but in Microlite 20, they should use the magic/supernatural attack bonus instead. The spellcaster may still need to physically touch the target of an attack, if the spell’s description demands it. Most spells, however, don’t require a die roll to take effect.

Critical Hits And Misses

A roll of 20 on the d20 is a critical hit, while a roll of 1 on the d20 is a critical miss on an attack roll. There are dozens of special rules for rolling a critical in various RPGs, but the simplest is that a critical hit causes double damage (determine the weapon’s total damage for the attack and double it), while a critical miss hits the attacker or one of his or her allies instead of its target.

Massive Damage

If a single attack causes 50 points of damage or more, the victim of the attack immediately makes a STR bonus + Phys roll vs DC 15. If the roll fails, the character is instantly killed. If the roll is a success, the damage takes effect normally.

Thanks to a magic cape, Galan has 10 points of fire resistance. But a red dragon blasts him for 53 points of damage. I roll 17 on a STR + Phys roll,

enough to avoid the massive damage penalty. He still suffers 43 points of damage – he’s not killed, just very seriously burned.

Non-Violent Combat

The emphasis on combat rules shows how important swordplay and spell-slinging is to the Microlite 20 game. That level of detail can be brought to any sort of confrontation simply by renaming a few things.

In non-violent combat, the opponents aren’t trying to kill one another. Instead of making a roll of attack bonus vs. Armor Class, each combatant makes a stat + skill roll, using the same pair of stat bonuses and skills. If the attacker’s result is equal or higher, he or she causes “damage” equal to 1d6 + stat bonus of the stat used in the combat. That damage is removed from a set of imaginary hit points, equal to the stat score of the stat used in the combat. When those imaginary hit points fall to 0 (zero) or less, the combat is over, and the loser is defeated (knocked unconscious, humiliated, etc). These imaginary hit points are not related to the character’s actual hit points in any way. They cannot be healed, and all damage to imaginary hit points disappears when the combat is over.

For example, a boxing match would use STR + Phys rolls, and the STR stat score for imaginary hit points. A war of insults or an attempt to fast-talk a mark might use MIND + Comm rolls, and the MIND stat score for imaginary hit points.

Social Combat: In a game where characters rely more on their talents for intrigue, seduction and intimidation, the complex combat rules of standard Microlite 20 may not be appropriate. In that case, the game master and players may decide to revise the stats, combining Strength and Dexterity into Body (BOD) and splitting Mind into Mind (MIND), representing knowledge, and Charisma (CHA), representing social skills.

Attack bonuses remain the same, though both the melee/hand-to-hand and missile/ranged attack bonuses will be determined using BOD bonus + level. In the same way, other characteristics like hit points and special abilities will use the new stats. Stat + skill rolls also change to fit the new stats: A backflip over a charging bull is BOD + Subt, while calming an angry mob is CHA + Comm, and flashing a winning smile may be CHA + Phys.

Galan is trying to earn a few coins by entering a contest of skill for tricksters. He plans to show off his talent for mundane illusions like card tricks and the old rabbit-out-of-a-hat bit. The game master decides the contest is a non-violent combat, and will use DEX + Subt. Galan has a DEX of 18, giving him 18 imaginary hit points for this combat. His opponent also has a DEX of 18. Galan wins initiative, and rolls 19 (11 on 1d20 + 4 for DEX bonus + 4 for Subt skill rank). His opponent scores 12, so Galan's first trick is more impressive than the other guy's. I roll 4 on 1d6 and add his DEX bonus for a total "damage" of 8. Now the opponent's imaginary hit points are 10. After a few more moments of trickery, the opponent's imaginary hit points fall to 0 (zero), and the judges announce that Galan has won the contest.

Signature Move

Many heroes have a favorite maneuver or fighting style. As you play your character, you may develop a signature move, one that the character tries to perform each time he or she is in combat. Using this option, the game master may award a +2 bonus on the character's first attack that uses the signature move. An enemy that is successfully injured by an attack using a signature move can also be worth 10 percent more experience points (round up). This bonus can be awarded once per battle.

A signature move may be determined while creating a character, but it is often discovered during play. A character can only have one signature move at a time. Signature moves may include climbing high and diving toward an enemy, giving a chilling battle cry, staring down a foe before drawing a weapon, leading the charge into battle, always head-butting enemies with unarmed attacks, singing or playing a personal "theme song" (in a silly game), etc.

Kjell and Galan are back to back as the orcs approach. Kjell draws his sword and growls. Galan does what he always does: pulls a dagger and tosses it lightly from hand to hand, smiling all the while. Then he suddenly whips the dagger toward the nearest orc. I gain a +2 bonus on the attack, because Galan performed his signature move.

Damage Marks

For a game that spends less time on detailed combat and more on telling a story, ignore hit points and determining specific damage from an attack. Instead, each successful attack causes an opponent to gain one "Damage Mark" (indicate this on the

character sheet or with tokens like coins or poker chips). When the character has suffered four Damage Marks, he or she is out of action for the rest of the battle, and returns at full health (no Damage Marks) immediately afterward.

Minor enemies may only be able to take one Damage Mark, while major villains or powerful heroes may be able to take 6, 10 or more. This option is good to simulate a variety of impediments to characters, not only cuts and bruises but also being bound in a net, stumbling over an obstacle, being intimidated by an enemy's challenge, etc.

During a battle, Kjell is surprised by a gang of hobgoblins, who tie him up in their enchanted ropes. One whacks him over the head with a club, and he is unconscious. Using the traditional hit point rules, it would take the hobgoblins several turns to whittle down Kjell's hit points, but using the Damage Marks option, the ropes and the club each cause one Damage Mark. His exact health status doesn't matter; what makes the story exciting now is that Kjell has been captured and brought before the hobgoblin king.

Knockback

Some attacks are so powerful, they can send an enemy flying backward. If a damage die shows its highest result (for example, a 6 on a d6), the opponent loses hit points from the attack, then moves backward in a straight line 10 feet (2 spaces) per die showing its highest result. Terrain effects are ignored, since the opponent is actually flying or stumbling back, but if the opponent strikes a solid object like a wall or tree, he or she takes 1d6 damage and must make a DEX + Phys roll (vs DC 10) or fall down. If the opponent strikes another character or creature, both must make a roll to avoid falling.

A wizard hurls a lightning bolt at Kjell, for 2d6 damage. The game master rolls a 6 on each die. Kjell takes 12 points of damage and is knocked backward 4 spaces. He slams into a rock wall for another 3 points of damage and a major headache.

Armor Class Adjustments

In the Purest Essence rules, AC = 10 + DEX bonus + armor bonus (from purchased armor and racial and class benefits). To represent characters who keep out of danger thanks to quick thinking and fast reflexes instead of suits of metal, the game master may rule that characters carrying a shield, other

than a buckler, or wearing any armor except light armor (padded, leather, studded leather, chain shirt) cannot apply DEX bonus to AC.

Characters wearing no armor or light armor and/or holding a buckler can still use DEX bonus to determine AC. If this option is used, it should apply to all heroes and enemies in the game, not just characters who would benefit from it.

As a general guideline, armor and shield bonuses adding up to +5 or more do not allow the character to add his or her DEX bonus to AC.

For high-powered games, the game master may want to also award every character a bonus to AC equal to ½ level (round up).

Galan has a DEX bonus of +4, and wears leather armor (+2 armor bonus) for a total AC of 16. Kjell has chainmail armor (+5 armor bonus), and so he can't use his DEX bonus to calculate his AC. So his final Armor Class is 15. Kjell is slightly easier to hit, but much harder to take down (he has more hit points than Galan). He can also wear heavier armor than Galan, ultimately providing a higher armor bonus.

Alternate Defenses

Microlite 20 keeps combat simple with a single defense for all attacks, Armor Class. To add more variety to combat, use the four types of defense introduced in Fourth Edition.

Armor Class: 10 + DEX bonus + armor bonus

Use for weapon attacks
(swords, arrows, maces, etc.).

Fortitude Save: 10 + (STR bonus x 2)

Use for endurance
(swimming, resisting poison, etc.).

Reflex Save: 10 + (DEX bonus x 2)

Use for dodging area effect attacks
(dart traps, dragon breath, etc.).

Will Save: 10 + (MIND bonus x 2)

Use for resisting magical effects
(spells, psionics, etc.)

Galan's Reflex Save is 18 (as his DEX bonus is +4), while his AC is only 15. If a dragon breathes fire at him, he's better at dodging away from the blast than he is at trying to twist out of the way, hoping his armor is tough enough.

Descending Armor Class

Players of early versions of The World's Most Popular Role Playing Game have created fantastic monsters, treasures and rules sets that can easily be used in Microlite 20. While most aspects of the rules work the same, older games use a descending armor class, where a lower AC is better. To convert it to Microlite 20, simply subtract the listed AC from 19, if the listed AC is 9 or less. If it is 10 or more, use the AC as listed. For example, a bugbear has a descending armor class of 5, and a Microlite 20 AC of 14. A hero wearing plate mail might have a descending armor class of -2, which converts to a Microlite 20 AC of 21.

Splintering Shields

Shields are used to add to a character's Armor Class, but they can also be "sacrificed" to prevent injury. Instead of taking any damage from a single successful melee/hand-to-hand attack made by an enemy, the shield's armor bonus can be reduced by -1. If it falls to +0, the shield is destroyed is no longer useful. Missile/ranged and magic/supernatural attacks are not affected by this rule.

Kjell carries a heavy wooden shield (with a +2 armor bonus) into battle against a bandit carrying a war hammer. The bandit hits Kjell for 10 points of damage, but Kjell puts his shield in the way just in time. He takes no damage, but his AC is reduced by 1 (since the shield's armor bonus is now +1).

Mob Fighting

It's dramatic and exciting to have heroes battle hordes of orcs or legions of evil soldiers all at once, but in many RPGs it's difficult to keep track of each in combat. An easy solution is to use the exact same characteristics for a monster or enemy as the game master would use in a one-on-one battle, but state that each member of the mob has only one hit point.

For example, the Purest Essence rules list an average goblin as having 5 hit points. Using this option, a hero could instead fight five goblins, each with one hit point. When it's the goblin mob's turn to attack, all five goblins would attack and cause damage as one (since they are minimal threats on their own, it would take multiple successful hits to truly injure an adventurer). If the hero defeats the mob, he or she gains experience equal to defeating a single normal goblin.

In the same way, a single attack against the mob represents several sword slashes, or a few quick arrow shots, enough to take out several members of the mob at the same time. Using this option, the rules don't really change, but a description of the action can change significantly.

Sanity

A fantasy adventurer's life is full of horrific visions – terrible monsters like dragons and demons, mind-bending magic, and bizarre images that violate the laws of reality. In some game worlds, the strangest sights and thoughts can destroy a hero's sanity.

Each character begins with a Sanity Rating (San) of MIND stat score (not bonus) x 5. Whenever the game master rules that the character has witnessed something that could damage his or her sanity, roll 1d% (1d100). If the result is less than or equal to the character's current San, the character can handle the weirdness and is not affected. If the result is greater than the character's current San, the character's psyche diminishes a little bit. Roll a die based on the intensity of the event, and subtract the result from the character's current San. If your character's San falls to 0 (zero) or less, the character has gone completely insane and is no longer available as an adventuring hero.

If the die is a d8, d10 or d12, and the roll is the maximum for that type of die (for example, a 10 on 1d10), the character may also develop a temporary insanity, like nightmares, a phobia or catatonia. It's up to the game master to determine exactly what the temporary insanity is, if any, and how long it lasts. Effects with a Sanity loss of 1d4 or 1d6 are not traumatic enough to trigger insanity.

<u>Sample Image/Event</u>	<u>San Rating Loss</u>
Animal-Like Monster (hell hound, owlbear, etc.)	1d4
Cult Ritual	1d10
Cultist	1d4
Death	None
Demon, Devil or Undead	1d8 or 1d10
Dragon	1d6 or 1d10
Evil Priest or Magic-User	1d8
Evil Spell	1d6 to 1d12
Giant Monster (giant, troll, large dragon, etc.)	1d10
Gruesome Death	1d4
Humanoid Monster (elf, human, orc, etc.)	None
Supernatural Fear Effect	1d8

Recovery: A MIND + Comm roll (usually vs DC 15) can restore 1d6 San points to a character in the form of "psychology," but only once per day. As with hit points, a character's Sanity Rating can only be restored to its starting amount. A character will never gain more San by advancing in level. The Sanity game option is often used in settings with little magic and few unusual creatures, and often leads inexorably to a character's total insanity.

Kjell, with his MIND stat score of 9, has a Sanity Rating of 45. During an adventure, he vanquishes a horde of skeletons during a search for an evil priest. Destroying skeletons is the kind of thing Kjell does all the time, so the game master decides that won't affect his Sanity Rating at all. However, when Kjell reaches the cultists, they're about to sacrifice a young villager to their dark gods. Each cultist wears a mask made of bone and carries a sacrificial knife decorated with demonic runes. It's more concentrated evil than Kjell the Bear has ever seen in his life.

A cult ritual is a 1d10 San loss. I roll a 10, so Kjell's San falls to 35. The game master also rules that Kjell gains a temporary insanity: he loses his next turn staring blindly into space, as his mind tries to come to grips with the eternal forces that war among themselves in the cosmos.

Corruption

Dark magic and horrible choices offer incredible power, but at a dangerous cost. A character choosing to invite corruption can roll one or more d10 along with any other dice used in any roll (stat + skill, attack, damage, etc). The d10s can be rolled along with other dice, or after the original result is determined. Each d10 used by the character provides 1 Corruption Point. Other evil activities, like willfully harming innocents or wearing magic rings forged by dark gods, may also provide Corruption Points.

When a character's Corruption Points equal the character's MIND stat score (not bonus), the character has been corrupted by evil and becomes a terrible monster. The game master may decide the character is no longer playable, gains physical signs of evil (like mutations or an unpleasant aura) or has some other penalty. A character cannot lose Corruption Points unless he or she is killed and resurrected (at which time the character comes back to life with no Corruption Points), though accomplishing a significant mission for a divine

power of good and light may also reduce Corruption Points.

In a fit of rage, Kjell slaughters an entire gnoll encampment, including the elderly and the children. He picks up 2 Corruption Points, and rolls 2d10 along with his normal weapon dice when damaging each gnoll in the camp.

Healing

While magic always provides healing, characters with more than 0 (zero) hit points at the end of a battle may be able to regain 1d4 hit points +1 per three levels (level 3, 6, 9, etc.) immediately in the form of bandages and catching their breath. This type of healing can only be done once after each battle. A character will regain all of its hit points after a night's rest, even if the character has a turn on watch.

After a battle, Galan and Kjell stop and cover up their cuts and bruises with the healing herbs in the forest. Each rolls 1d4 and recovers a few hit points.

Duration

In most cases, an attack represents not just one swing of an axe or even one shot from a bow, but time enough to cross swords, loose a handful of arrows, leave a few nicks on the enemy's armor, and even hiss threats (for the villains) or call out challenges to fight with honor (for the heroes).

In an "old school"-style game, abilities and spells are measured in segments of real time, like minutes and days. A "new school"-style game calls for measurements in segments of game time, at least when using abilities and spells in combat. It's up to the game master to determine exactly how long a duration will last, but here are some guidelines:

- 1 minute is equivalent to 1 turn.
- 1 hour is equivalent to 1 battle.
- 1 day is equivalent to 1 game session.

At the beginning of a combat encounter, a wizard ally casts the Mage Armor spell on Kjell. His AC increases by +4 for one hour per level. If the wizard is a first level character, the spell lasts the length of the fight (one battle), but if the wizard is second level, the spell lasts for two battles, or one hour, whichever is shorter.

A third level druid casting Protection From Energy, which absorbs damage for 10 minutes per level,

would be able to absorb damage for 30 minutes. In combat, a spell that lasts 30 minutes would last 30 turns – longer than the typical battle, but not long enough to last an entire day. The game master might say that spell might last for three battles (since the druid is third level).

Morale

Combat in fantasy RPGs is fun, but it can go on too long, especially if characters have used all their special abilities, and can't think of another creative way to use the battlefield environment to their advantage. The game master may rule that enemies flee a battle once more than ½ the total number of enemies in a battle are defeated, or if the major enemy of the battle (if there is one) is defeated. Mindless creatures (like skeletons) and player characters never flee using this morale option.

Alternately, morale can be decided by the roll of the dice. Roll 1d6 for each individual enemy that meets the requirements for fleeing above – if more than half the total foes the major enemy is defeated.

If the enemy's Encounter Level is equal to or less than the average level of the adventuring party (round down), the enemy will flee on a roll of 4 or more. If the enemy's Encounter Level is greater than the average level of the adventuring party, the enemy will flee on a roll of 6.

An enemy that flees turns to face as far away from the most immediate threat as possible, then spends its next turn in combat running away, or attempting to surrender, if it cannot escape the battlefield. On the turn after it flees, the enemy is considered to have dropped out of the combat (run away or surrendered), and counts as having been defeated, when collecting experience points and treasure.

Kjell wades into battle with a band of five goblins. He takes out two quickly, but it takes another turn before a third goes down. Since there's less than half the group left, it's time to check morale. The game master rolls a d6 for each goblin, with results of 1 and 3.

The last two goblins glance at one another and decide to flee. They both turn away from Kjell and start running. On his next turn, Kjell draws his bow and is able to pin down a fourth goblin. The final one is able to escape, though Kjell gets credit for defeating him too (that goblin won't threaten another well-armed adventurer any time soon!).

Speeding Up Combat

There are a few simple methods to pick up the pace of battles and get into another exciting fight, or continue telling the story. One option is simply to divide each enemy's listed hit points in half (round down).

Another is standard damage amounts: instead of rolling weapon damage for each enemy, simply assume it does the average amount of damage for its weapon (round up). For example, in the Purest Essence rules, a large monstrous spider causes 1d8+3 damage plus poison. The lowest damage the spider can cause is 4 and the highest is 11 for an average of 8, rounded up. Each time a large monstrous spider hits, it causes 8 points of damage, instead of having to roll and determine damage after each attack. The spider's poison also applies, like it does in the regular Microlite 20 rules.

A third method is to have each player (and the game master) roll 3 d20s at the beginning of a battle and write down those numbers, after determining initiative order. Instead of making a new attack roll each turn during combat, the player selects one of the d20 results he or she wrote down and uses it as his or her attack roll result for that turn. If the battle continues after all the d20 results have been used, the player simply rolls 3 d20s again. Players have to work with the numbers they have, which may lead to more tactical use of the battlefield and the abilities of allies.

Miniatures And Battle Maps

If you have miniature figures (about 1 inch or 25 to 28 mm tall) to represent the characters and their enemies, you'll need a ruler or a battle map covered in spaces (squares, hexes or 1 inch measurements). One space equals 5 feet or 2 yards, and the average character and monster moves 6 spaces per turn,

even diagonally. This is the character's Speed or movement rate.

Small characters (like halflings or gnomes) move 5 spaces per turn, while characters wearing heavy armor (splint mail, banded mail, half-plate, full plate) move 1 space less each turn. On older-style maps, where one space equals 10 feet, the average character moves 3 spaces per turn.

Characters can move through the same space as another character or enemy, but cannot end movement in the same space as another figure. Rubble, darkness, heavy growth and other difficult terrain "costs" 2 spaces of movement per space moved by the character. Moving up and down is the same as moving horizontally (a character does not have to "spend" extra movement to climb or fly). Moving just 1 space is considered a "free" action, as long as the character does not move any farther that turn.

If there's a question whether a character could see an enemy to hit it, draw an imaginary straight line from the center of the attacker's space to the center of the target's space (or one of its spaces, if it takes up more than one space on the map). If there is no major obstacle or enemy in the path, the character can make the attack. Allies of the attacker do not block its path. Characters can attack through windows and other partial obstacles at a -2 penalty to hit.

To avoid calculating attack ranges each turn, melee attacks must be made against an enemy in a space adjacent to the character. Thrown and short-range weapon attacks can be made against an enemy up to 10 spaces away. Long-range weapon attacks can be made against an enemy up to 25 spaces away.

LEVEL ADVANCEMENT

By Encounter

Instead of adding up Encounter Levels, simply award characters a new level after 9 encounters that are appropriately challenging (i.e. a small gang of kobolds is no match for a group of level 10 heroes). Remember that each battle is an encounter – but so is a trap, a monster that’s defeated without fighting and even high-stakes skill situations (for example, a simple roll to find the right trail probably isn’t an encounter, but a roll to negotiate peace between warring kingdoms probably is).

Experience For Treasure

In many fantasy adventures, characters quickly collect thousands of gold pieces, dozens of gems and handfuls of magic items. Most of it simply goes unspent. With this option, each character can spend 10 percent of its total treasure earned on that adventure (round up) on “upkeep” (repairing damaged items, restocking spell components, food, lodging, etc.) and personal effects (a tithe to the local house of worship for a cleric, a drinking contest for a dwarf, a tribute to the thieves guild for a rogue, etc.). If all characters in the party do so, they gain experience equal to an Encounter Level of their own level. This can only be done once after each adventure.

After slaying a dragon, Kjell and Galan spend 10 percent of their treasure to repair their armor, eat fine meals, and enjoy wine, women and song until their next journey into the wilderness. That leaves them with less money to buy new weapons and magic items, but they decide it was worth it.

Training

In the standard Microlite 20 rules, characters gain skill ranks, hit points, attack bonuses and stat improvements automatically when they gain levels. With this option, characters must spend time and money with weapon masters, powerful mages and expert thieves to earn their advancements.

Whenever a character is ready to earn a new level, roll 1d4 + the character’s current level. That is the number of weeks the character must spend in training. Multiply that number by 25; that is the number of gold pieces the character must spend to hire trainers, rent practice space, etc. At the end of the training period, the character gains the maximum hit points possible as well as skill, attack

and other bonuses and abilities the character is entitled to. In addition, choose one of the character’s stats (STR, DEX or MIND) and roll the appropriate die according to the stat score: An existing score of 3 to 9 needs a 6 on 1d6 to increase by +1; 10 to 15 needs an 8 on 1d8; 16 needs 12 on 1d12; and 17 needs 20 on 1d20. A stat score of 18 or better can’t be improved with training.

Kjell is ready to move to level 2, but he needs to practice with the captain of the guard first. I roll 1d4 and add his current level of 1 for a total of 3. It will take him three weeks to train, and cost (25 x 3) 75 gold pieces to pay for the captain’s time, and also to hire a sage to improve his book-learning. As Kjell’s STR is already 18, I decide to try and boost his MIND stat. It is currently 9, so I roll 1d6, hoping for a result of 6. I get a 4 – Kjell hasn’t learned enough yet; he’ll have to come back to the sage after his next adventure.

Immaterial Rewards

Heroes often collect powerful magical treasures and piles of coins, but they can just as easily gain other kinds of rewards after gaining levels and completing adventures, like membership in exclusive groups, noble titles, land and followers, etc. Most of these types of rewards offer a bonus to stat + skill or attack rolls, or a similar improvement, in exchange for participation in the group’s activities or for managing the land.

For example, the Royal Society of Explorers might give a +1 per level to MIND + Know rolls to learn about the history and terrain of a particular kingdom, but it also comes with the responsibility to give a report on a previously unexplored place to the Society once per year.

Becoming Baron of the Iron Mountains might give a character access to the magical ironstone, providing an additional +1 die of damage with any metal weapon (an ironstone longsword does 2d8 damage). However, the Baron also has to hire and pay miners to search the Iron Mountains for ironstone.

Class Hit Points

In the standard Microlite 20 rules, all characters gain +1d6 hit points when gaining a level. Alternately, give fighter-types +1d10 hit points per level, cleric- and rogue-types +1d6 hit points per level, and wizard-types +1d4 hit points per level instead. Reroll any die result of 1.

Galan is a warrior with a few other skills, so he's not as tough as Kjell. He rolls 1d6 when he gains hit points.

Fast Hit Points

Instead of rolling a die for hit points each level, simply use STR stat score (not bonus), +4 hit points per level. For an "old school" experience, give fighter-types +6 hit points per level, cleric- and rogue-types +4 hit points per level, and wizard-types +2 hit points per level instead.

Kjell's Strength stat score is 19, and as a "retro" character, he gets +6 hit points at first level for a total of 25 hit points.

Adventuring Years

Characters in games using this option age fairly regularly. One campaign, or three to five major adventures, counts as one "adventuring year," with the rest of the time spent on personal business (family, study, faith, training, etc.) or being held up because of mundane travel time or bad weather.

Before the next "adventuring year" begins, increase the character's age by 1 (which may affect stats and skills), and gain income equal to 3d6 x character level x 5 gold pieces in the form of property, wages, winnings (gambling, practicing theiving skills, etc.), taxes (for a character in a governmental position), etc. Also roll 1d20 on the events table below – this is especially appropriate for settings where characters are not just wandering adventurers, but the representatives of noble houses or lineages of magic.

<u>Roll</u>	<u>Event</u>
1 to 2	Death in the family/group of friends
3 to 5	Marriage among family/friends
6 to 8	Birth to someone in family/friends
9 to 11	Personal failure (crops did not grow, robbed, etc.)
12 to 15	Personal success (promotion, gained renown for an achievement, etc.)
16 to 20	No event this year

CLASS POINTS

With this character creation option, you don't select a traditional RPG class for your character, but instead select the talents that fit your concept for your character. Feel free to create new class abilities, using the examples below as guidelines. Many race features, class abilities and feats from other RPGs can easily become class abilities using this class points option. Note that several combat abilities from the Purest Essence rules are not available to characters without spending class points (Brute Force, Multiple Attacks, Weapon Finesse).

Armor: Using this option, your character must have the Medium and/or Heavy Armor And Shields abilities to gain Armor Class bonuses for wearing some types of armor (see below). All characters can wear light armor (padded, leather, studded leather, chain shirt), and carry buckler shields.

Skill: Choose one skill. You begin with a +3 class bonus to that skill. Alternately, you can assign +2 to one skill and +1 to another, or +1 to three skills. Choose one skill to be your character's "class skill."

Class Points: You begin with **FOUR** Class Points. Any Class Points that are not spent are lost. Every third level (3, 6, 9, 12, etc.), you gain an additional Class Point, which can be saved or spent right away.

Spend 1 Class Point For...

Animal Companion or Mount: Choose a normal, "real world" animal with hit dice up to your level +1. It remains loyal to you and will perform tasks and fight for you to the best of its ability, but will not fight until death. When you increase in level, your animal companion or mount does as well. At level 10, you can take a fantasy creature (like a griffon or dragon, but not an orc or elf) as a companion or mount.

Because your companion or mount is magically linked to you, or is at least trained to respond to your every movement, it provides you with benefits. You gain +1 to one skill. As an optional rule, instead of providing an extra attack for a character each turn in combat and requiring the player to keep track of both a hero and an animal, the companion or mount instead provides +1 to one type of attack the character makes (melee/hand-to-hand, missile/ranged, or magic/supernatural) — choose the type of attack when selecting this ability. If the character successfully does damage with that type of attack, add 1d6 (for a smaller creature like a wolf) or 1d10 (for a larger creature like a warhorse) to the character's damage each time.

Attack Bonus: Select one kind of attack — melee/hand-to-hand, missile/ranged, or magic/supernatural. You gain +1 to attack and damage rolls with that type of attack. This bonus increases by +1 every five levels (+2 at level 5, +3 at level 10, +4 at level 15, etc.). You

can spend Class Points for an attack bonus on one, two or all three types of attack.

Brute Force: Add your STR bonus to all damage with Melee/Hand-To-Hand attacks using a one-handed weapon, and STR bonus x 2 with Melee/Hand-To-Hand attacks using a two-handed weapon.

Cleave: If you make a melee/hand-to-hand attack against an enemy and drop it to 0 (zero) hit points or less this turn, you may make an immediate single melee/hand-to-hand attack against another enemy, if possible. Alternately, you can use this ability with missile/ranged or magic/supernatural attacks instead (choose one type of attack when selecting the ability).

Cohesion: You follow a leader into combat, or pair up with another hero for a special "double team" technique. Once per battle, select another character. When that character ends its move, you immediately move to any open space or area adjacent to that character as a "free" action. This ability is best used in a game that uses miniatures and battle maps.

Connections: You can call on a friend or business acquaintance for a piece of special equipment, information or safe entry into a city or other area. It's up to the game master to decide exactly what the results of your request are. Your connections can be called upon a number of times per adventure equal to your MIND bonus + ½ level (round down).

Empowering Spells or Psionics: You can give any spell or power this metamagic adjustment by spending 4 extra hit points on the spell or power. This spell or power causes 50 percent more damage (round up).

Extending Spells or Psionics: You can give any spell or power this metamagic adjustment by spending 2 extra hit points on the spell or power. It has twice the listed duration.

Good Fortune: You can add dice to any one roll you make (attack, stat + skill, damage, etc.), depending on your level. This can be done a number of times per day equal to your level. Level 1 to 3: 1d6; level 4 to 7: 1d8; level 8 to 11: 1d10; level 12 to 15: 2d6; level 16 to 19: 2d8; level 20: 2d10

Heavy Armor And Shields: You can wear heavy armor (splint mail, banded mail, half-plate, full plate) and use shields. You must have the Medium Armor ability before selecting this class ability.

Improved Heroism: You gain additional Heroism points equal to your highest stat bonus, if using the Heroism option (see above).

Improved Initiative: Use DEX bonus +4 to determine your character's Initiative.

Lay On Hands: You can heal a die's worth of hit points, depending on your level. This healing can be applied to any number of allies, but not yourself. This can be done a number of times equal to your MIND bonus + ½ level (round up) per day. Level 1 to 3: 1d3; level 4 to 7: 1d6; level 8 to 11: 1d8; level 12 to 15: 1d10; level 16 to 19: 1d12; level 20: 1d20

Leadership: On this character's turn, the hero can name one type of die roll (use of a particular skill, a type of attack, damage, etc.). All allies of the character, but not the character with this ability, gain a bonus to that die roll equal to ½ level (round up) until the character with Leadership's next turn. This ability can be used a number of turns per day equal to MIND bonus, though the turns do not have to be in a row.

Lesser Spell List: You cast spells from the illusionist or druid spell list, or you can cast spells from the arcane or divine spell lists, but only spell levels 0 to 4. Choose one list when selecting this ability.

Medium Armor: You can wear medium armor (hide, scale mail, chainmail, breastplate).

Monster Knowledge: Select one kind of monster, like orc, dragon, or even evil human. You gain a

bonus to attack and damage that kind of monster equal to ½ your level (round up).

Multiple Attacks: If your attack bonus is +6 or more, you can make an additional attack of that type with a -5 penalty. If the total bonus is +11 or more, a third attack can be made at -10, and so on. All attacks must be made on the same turn and count as the same single action. For example, a character with a missile/ranged attack bonus of +12 and this ability can make three attacks per turn, at +12, +7 and +2 to hit. You must select this ability once for each type of attack (melee/hand-to-hand, missile/ranged, or magic/supernatural).

Performance: You can use music, oratory or other performance to cause magical effects, usually by making a MIND + Comm roll. You can do this MIND bonus times per day, +1 time per level, but only one effect at a time. The effects are:

Countersong: Cancel one sound-based effect against an ally.

Fascinate: One target suffers -4 to any perception-type roll for a number of turns equal to your MIND bonus.

Inspire Courage: All allies within hearing distance gain +1 to attack and damage, +1 for every 5 levels (level 5, 10, 15, etc.) until your next turn.

Enhance Skill: All allies within hearing distance gain +1 to all stat + skill rolls, +1 for every 5 levels (level 5, 10, 15, etc.) until your next turn.

Quick Thinker: Roll 1d20 + MIND bonus instead of DEX bonus to determine your character's Initiative. This is useful for characters that prefer supernatural attacks, like spell casters and psionics.

Reputation: Choose a word or phrase that describes how you are treated by others (like "fearsome," "valiant" or "studious"). Gain +5 to stat + skill rolls when the reputation can be used (for example, to intimidate an enemy, or to research information). It's up to the game master to decide when a reputation can provide its bonus. You can spend more than one Class Point on this ability, choosing one word or phrase each time.

Resistance: Choose an energy type, like fire, cold, poison, electricity, etc. Subtract an amount of damage of that type equal to your level from the number of hit points you lose when hit. For example, a fireball that causes 10 points of damage instead causes 7 points of damage if you have Resistance (Fire) 3. You can spend more

than one Class Point on this ability, once per energy type.

Smite: Choose a target you have just rolled a successful hit against. Add your level x 2 to the damage. You can do this MIND bonus times per day +1 time every three levels (level 3, 6, 9, 12, etc.).

Speed Boost: Move an additional 5 feet (1 space on a battle map) each turn. You can spend more than one Class Point on this ability.

Spontaneous Healing: Subtract hit points as if you had cast a spell of any level you can normally cast. Instead of casting the spell, however, you cure 1d6 + spell level hit points for one ally, but not yourself. If you have the Turn Undead ability, you can trade in one use of Turn Undead to cure 1d6 + 2 hit points. You must have the ability to cast spells or the Turn Undead ability to select this ability.

Strikeback: If an opponent attacks you and only you and misses, you can make an immediate “free” attack against that opponent. This ability can only be used once per battle, succeed or fail.

Taunt: Your insults and boasts can distract your foes. Instead of making a normal attack, roll MIND + Comm vs an opponent’s MIND + Comm. On a success, the opponent suffers -2 to all rolls (stat + skill, initiative, attacks, damage, etc.) for the remainder of the battle. The opponent must be able to hear and understand you. It is also likely to turn its attention to you, angry at you for tricking and teasing it.

Trapfinding: You gain a +5 bonus to spot mechanical and magical traps and secret doors (using MIND + Subt), and a +3 bonus to disable traps of any kind.

Turn Undead: Make a magic/supernatural attack against an undead opponent (DC is the current hit points of the undead). On a success, the undead must turn around and move away from you on its next turn. If the DC is exceeded by 10, the undead is destroyed. This can be used successfully MIND bonus + ½ level (round down) times per day. This ability can be used for a different type of creature, like cold-based monsters or demons, instead of undead. Choose the type of creature that can be turned when selecting this class ability.

Twin Shot: You can make two missile/ranged attacks per turn, each at -2 to hit. Both attacks must be made on the same turn and count as the same single action.

Two Weapon Fighting: You can make two melee/hand-to-hand attacks per turn, each at -2 to hit. Each attack must be made with a separate weapon (or two unarmed attacks). Both attacks must be made on the same turn and count as the same single action.

Unarmed Damage: Your unarmed attacks cause extra damage, instead of the standard 1d3, depending on your level. Level 1 to 3: 1d6; level 4 to 7: 1d8; level 8 to 11: 1d10; level 12 to 15: 2d6; level 16 to 19: 2d8; level 20: 2d10

Wall Climb: You can move straight up walls and on narrow spans without losing your balance. On a DEX + Subt roll to climb or keep your balance, add +5 to the result. You are not slowed down when moving along a wall or across any other similar area.

Wealth: Determine your character’s starting amount of gold as normal, then triple the result. After an adventure, when treasure is determined, figure out how much you earn, then multiply that total by 1.5 (round up). That’s the amount you actually earn, after all your investments, businesses and holdings are added to your adventuring income. For example, a character who gets 100 gp from a treasure hoard and another 20 gp from a grateful lord has not 120 gp for the adventure, but 120 x 1.5 = 180 gp.

Weapon Finesse: Your melee attack bonus is equal to DEX bonus + level, instead of STR bonus + level. You must be wielding a light weapon, rapier or whip to use this ability.

Widening Spells or Psionics: You can give any spell or power this metamagic adjustment by spending 6 extra hit points on the spell or power. This spell or power’s area of effect is twice as large as normal.

Wild Empathy: You have skill with nature, and are not affected by non-magical plant life (thorns, vines, etc.). You cannot be tracked on any terrain if you do not want to be, and you gain a +5 bonus to calm normal, “real world” animals (this is usually a MIND + Comm or MIND + Surv roll).

Wild Magic: Each time you cast a spell, roll 1d6.

1: Something is wrong, and the magic itself goes wild. The spell affects the spell caster instead of its intended target, or one ally of the game master’s choice.

2: The spell is a strong drain on the spell caster. Lose 1 additional hit point.

- 3 or 4: No special effects. The spell works normally.
- 5: Magical power flows out of the spell caster and back into him. Regain 1 hit point spent for casting this spell.
- 6: The forces of magic strengthen the spell. Choose a metamagic adjustment for your spell (empowering, extending or widening are all listed in this class abilities list).

Wuxia Defenses: As long as you are wearing no armor of any kind, you gain +1 to AC, +1 every three levels (level 3, 6, 9, 12, etc.).

Spend 2 Class Points For...

Anti-Magic Aura: Spells don't work for you or on you. Magic weapons and supernatural abilities like lycanthropy and dragon breath still cause their normal effects on you, but no spell, including magic healing, affects you if it is cast on you or in your vicinity (like a magic wall).

Divine Magic: You can use divine spells as if you were a cleric, as described in the Microlite 20 Purest Essence rules.

Magic Blast: You can fire a bolt of mystic energy, causing 1d8 damage +1 every three levels (level 3, 6, 9, 12, etc.). Use your Magic/Supernatural Attack Bonus to make this attack. This attack can be attempted a number of times per day equal to your MIND bonus +1, succeed or fail. The Magic Blast is not a spell, but a supernatural ability, so it does not require the user to spend his or her hit points.

Minor Psionics: You can use psionic powers as if you were a psion or psychic warrior, as described in the Microlite 20 psionics rules. However, you are limited to power levels 1, 2 and 3. Choose the combat (psychic warrior) or general (psion) powers when creating your character. When the psionics rules call for the Concentration skill, use the Physical skill (for combat psionic characters) or the Knowledge skill (for general psionic characters) instead.

Rage: Gain +2 to melee/hand-to-hand attacks and damage, +2 to STR bonus (not stat score), and -2 to AC for a number of turns in a row equal to twice your STR bonus (before the Rage bonus is applied), though you can end a rage early. You can shift into a rage a number of times per day equal to your STR bonus.

Shape Change: You can transform into a specific wild animal, and only that specific animal (so you always have the same markings, fur coloration, etc.), a number of turns per day equal to your MIND bonus +2. Alternately, a character with this ability might receive one small animal shape change per level divided by 3 (round down). So a level 6 character with this ability could change into any small animal (fox, badger, sparrow, etc.) twice per day for a number of turns equal to MIND bonus each time. The character can trade 2 smalls for 1 medium (like a wolf or eagle), or 3 smalls for 1 large (like a bear or shark).

You do not gain hit points for shape-changing using this special ability, but use the abilities and bonuses of the creature instead of your own while in animal form. You cannot speak, use equipment or other abilities of your original form when in animal form. Changing shape is a "free" action.

Sneak Attack: If you successfully sneak up on a foe or target an enemy with a missile/ranged attack without their knowledge (DEX + Subt vs DC of MIND + Subt), add your Subt skill rank to the damage of your first attack against that enemy.

Weird Science: Choose one or more spells from any spell list of up to 4th level. You can instill those spells into a device, which can be used a number of times per day equal to 3 + ½ your level (round up) without spending hit points. The device costs 4 hours and 100 gp per spell level to construct. It is free for you to use, but it requires a MIND + Know roll (DC 15 + number of spells in the device) for anyone else to use. The spells in the device work exactly like the spells would as if cast normally.

Spend 3 Class Points For...

Arcane Magic: You can use arcane spells as if you were a magi, as described in the Microlite 20 Purest Essence rules.

Psionics: You can use psionic powers as if you were a psion or psychic warrior, as described in the Microlite 20 psionics rules. Choose the combat (psychic warrior) or general (psion) powers when creating your character. When the psionics rules call for the Concentration skill, use the Physical skill (for combat psionic characters) or the Knowledge skill (for general psionic characters) instead.

MICROLITE CONDITIONS

Many of the fantasy RPGs that inspired the Microlite 20 rules have a long series of conditions that affect characters and monsters at certain times (usually, as the effects of abilities or spells). In the spirit of the Microlite 20 rules, you can use the rules below in place of the condition information in an SRD. These rules don't cover every situation, but are enough to keep the game going quickly and smoothly. Outside of combat, 1 turn while affected by a condition is equivalent to 1 minute.

The word "character" refers to any being affected by a condition. A condition ends when the game master rules that it does (alternately, roll STR + Surv vs DC 15 at the end of your turn. On a success, one condition of your choice ends immediately).

Aid Another: All characters attempting the same type of activity attempt a stat + skill check. Each one with success adds +1 to the character who got the highest result to determine if the party succeeded at the action. For example, four heroes trying to search a room each roll MIND + Subt vs DC 10. They get rolls of 12, 18, 9 and 13. Three successes (the 18, 13 and 12) mean the characters that rolled 13 and 12 each add +1 to the character with the highest result (the 18) for a final stat + skill check result of 20.

Attack Of Opportunity: If a character is next to an enemy and does something other than move to a space not adjacent to that enemy, take a "free" action, and/or make a melee/hand-to-hand attack on its turn, the enemy can make a single melee/hand-to-hand attack (or a magic/supernatural attack, if the game master allows) against the character, which does not count as part of the enemy's turn. This condition is best used in a game using miniatures and a map board.

Bleeding: See *ongoing damage* (below).

Blinded: The character cannot see (to read, discern colors, etc.). It suffers -5 to Armor Class, attack rolls and other situations that require sight. If another character uses one of its actions to help describe a situation to the blinded character, the penalty is reduced to -2.

Blown Away: A character thrown by a gust of wind or as the effects of a blast moves 1d6 x 10 feet directly away from the source of the blast.

Broken: An object that is broken will not function until it is repaired. A missile/ranged weapon that is broken will not work, though its ammunition will still be useable. If a magic item is given the broken condition, roll 1d6: On a 1 to 3, the item is actually broken. On a 4 to 6, the magic keeps the item together. The rusted

condition is exactly the same, though it only affects items that are more than half made of metal.

Called Shot: The character makes an attack with a -2 attack penalty (for a small target like a human's arm or leg) or a -4 attack penalty (for a very small target like a human's head or the weapon in its hand).

Charge: Both of the character's actions on this turn are movements, but the second movement action must take the character adjacent to an enemy. The character can immediately make a melee/hand-to-hand attack, with a +2 attack bonus. The entire second movement action must be in a straight line, though the first movement action can be in any direction.

Combat Advantage: See *flat-footed* (below).

Confused: At the beginning of its turn, before taking any actions, roll 1d4 for the character.

- 1: The character can act normally.
- 2: The character stays in place, babbling incoherently. It takes no actions this turn.
- 3: The character causes 1d8 + STR bonus damage to itself somehow. It takes no actions this turn.
- 4: The character must attack a random ally this turn, but can still move normally.

Cover: Light cover (half-covered by a wall, in sparse woods, etc.) provides a -2 penalty to hit the character. Heavy cover (dense fog, looking out an arrow slit, behind a pile of rocks, etc.) provides a -5 penalty to hit.

Cowering: The character is filled with fear, suffering -2 to Armor Class.

Damage Resistance: Subtract the listed Damage Resistance number from the amount of damage suffered by a character. What remains is the number of hit points the character loses.

Dazed: The character takes no actions this turn.

Dazzled: The character is momentarily blinded, suffering -1 to Armor Class, attack rolls and other situations that require sight for this turn.

Dead: The character's hit points have fallen to -10 or less. The character can be resurrected or reincarnated, as long as more than half its body is available, to a maximum of 1 day after death per character level of the victim.

Deafened: The character cannot hear. It suffers -5 to Initiative and other situations that require hearing.

Disabled: The character can only take one action per turn, not two.

Dying: If a character has -1 or fewer hit points, it loses -1 additional hit point at the beginning of each of its turns. This cannot be avoided in any way. It is also *unconscious* (see below). Another character can make a MIND + Surv or MIND + Know roll (DC 10 + number of negative hit points) to stabilize the character, preventing any more negative hit point loss. The character requires other healing to add hit points.

Energy Drained: See *level drained* (below).

Entangled: The character is wrapped in some sort of obstacle, and must make a DEX + Phys roll to escape (usually vs DC 10 or 15). It can take only one action this turn, though it can be a move, an attack or anything else. This action is at a -2 penalty. The character's other action must be to attempt to escape the entanglement, by making an "escape" roll, using a spell, or something else.

Exhausted: The character suffers a -1 to all rolls (attacks, stat and skill checks, damage, etc.).

Fascinated: The character stays in place, and takes no actions this turn. Any obvious threats to the character immediately end the fascination.

Fatigued: See *exhausted* (above).

Flanking: Two allies who are standing on opposite sides of a character each gain +2 to hit that character.

Flat-Footed: Enemies gain a +2 attack bonus against the character this turn.

Frightened: The character is terrified, suffering -4 to Armor Class and -1 to attack and stat + skill checks. It must attempt to attack or escape the source of its fear at some point during its turn.

Grappled: At the start of its turn, the character who is being grabbed must make a STR + Phys roll vs the grabber's STR + Phys roll to escape

the grapple. That counts as either one of the character's actions on this turn. On a failure, the grabber automatically succeeds at a melee/hand-to-hand attack against the character who is grabbed (this is a "free" action for the grabber).

Helpless: See *dazed* (above).

Incorporeal: The character has a +2 Armor Class bonus, but only against non-spell attacks (do not add this bonus against magic weapons).

Invisible: Opponents must make a MIND + Subt (DC 15 + invisible character's level) to see the character. Invisible characters still make sounds, leave footprints, etc.

Level Drained: The character suffers -1 to all rolls (attacks, stat + skill checks, damage, etc.) per level drained. It also loses 2 of its total hit points permanently per level drained, and 2 current hit points per level drained.

Nauseated: See *disabled* (above).

Ongoing Damage: A character suffering continuous damage (like being on fire) suffers that damage at the start of its turn, before it takes any actions.

Panicked: See *frightened* (above).

Paralyzed: The character can take no actions this turn, and though it must remain in place, it can still breathe and see normally (unless it is encased in ice, turned to stone, etc.). It gains a +2 to Armor Class while paralyzed, if appropriate (a character turned to stone would gain the bonus, while a character who simply could not move would not).

Petrified: See *paralyzed* (above).

Pinned: See *grappled* (above).

Poisoned: The character suffers the initial results of the poison like a normal attack. At the beginning of its next turn, before taking any actions, the character immediately suffers the listed secondary poison damage.

Prone: While on the ground, the prone character suffers a -2 penalty to Initiative, Armor Class and melee/hand-to-hand and missile/ranged attacks, but not magic/supernatural attacks. The character must spend one movement action on its turn to stand back up.

Rusted: See *broken* (above).

Shaken: See *cowering* (above).

Sickened: See *disabled* (above).

Slowed: The character's speed is reduced by half (round down). It can only make one movement action per turn (i.e., it cannot run).

Stable: The character has -1 or fewer hit points, but is not losing more hit points (see *dying*, above).

Staggered: See disabled (above).

Stunned: See *dazed* (above).

Trip: Make a DEX + Phys vs DEX + Phys roll to knock a character *prone* (see above).

Turned: Immediately after being turned, the character must move as far from the character that turned it as possible (its speed). Fleeing a turn is a "free" action, but the turned character can take no actions on its next game turn. After that, the condition ends.

Unconscious: The character has 0 (zero) or fewer hit points, or is otherwise out of action. The character immediately falls *prone* (see above) where it stands, and can take no actions until it is awakened (a "free" action for an adjacent character – friend or enemy).

SPELL LISTS

If your class allows you to cast magic spells, your character can use any spell the game master makes available. For example, in the Purest Essence rules, characters can only cast spells of a level equal to or less than half their class level (round up). To get your spell caster ready to play right away, select one of the following spell lists, and consider those spells your “signature spells” (they cost 1 less hit point to cast).

Battle Cleric Spells

First Level: Divine Favor
Second Level: Cure Moderate Wounds
Third Level: Searing Light
Fourth Level: Freedom Of Movement
Fifth Level: Flame Strike
Sixth Level: Harm
Seventh Level: Destruction
Eighth Level: Fire Storm
Ninth Level: Implosion

Supporting Cleric Spells

First Level: Bless
Second Level: Aid
Third Level: Prayer
Fourth Level: Restoration
Fifth Level: Raise Dead
Sixth Level: Heal
Seventh Level: Regenerate
Eighth Level: Holy Aura
Ninth Level: Mass Heal

Druid Spells

First Level: Entangle
Second Level: Barkskin
Third Level: Spike Growth
Fourth Level: Reincarnate
Fifth Level: Call Lightning Storm
Sixth Level: Transport Via Plants
Seventh Level: Control Weather

Illusionist Spells

First Level: Charm Person
Second Level: Invisibility
Third Level: Suggestion
Fourth Level: Confusion
Fifth Level: Seeming
Sixth Level: True Seeing
Seventh Level: Prismatic Spray

Mystic Wizard Spells

First Level: Sleep
Second Level: Knock
Third Level: Fly
Fourth Level: Polymorph
Fifth Level: Teleport
Sixth Level: Antimagic Field
Seventh Level: Plane Shift
Eighth Level: Irresistable Dance
Ninth Level: Gate

War Wizard Spells

First Level: Magic Missile
Second Level: Acid Arrow
Third Level: Fireball
Fourth Level: Black Tentacles
Fifth Level: Feeblemind
Sixth Level: Chain Lightning
Seventh Level: Finger Of Death
Eighth Level: Power Word Stun
Ninth Level: Meteor Swarm

A player at my table has never been part of a role playing game before. He wants to try a wizard, and while he understands his character can use any arcane spell, he doesn't want to have to hunt through pages and pages of spell information to play the game. He selects the “mystic wizard” spell list, and uses just those spells for his first game. The Sleep spell, as his first level favored spell from his spell list, only costs 2 hit points, while the Shocking Grasp spell, also a first level spell, would cost the standard 3 hit points.

STARTER SPELLS

If you want to start playing as a wizard or cleric without having to consult a book or web site for a set of spells, use this option. These spells are completely described below, though they assume the spell caster is level 1. In some games, a first-level spell caster may not be able to use level 2 spells (ask the game master).

ARCANE SPELLS

Detect Magic

Level 0 spell – costs 1 hit point to cast

With your palms face out, you turn in a circle. Things made of magic glow with a soft multicolored light.

All magical materials (items, spells and creatures) up to 60 feet (12 spaces) away that the spell caster can see light up. The more magical the materials are, the brighter the glow, though it never hurts the eyes. Only the spell caster can see the magical glow. It lasts 1 minute (out of combat) or turn (in combat). It ends immediately if the spell caster puts his or her hands down.

Light

Level 0 spell – costs 1 hit point to cast

You transform a stone into a torch.

The spell caster must touch an object. It lights up with the same amount of light as a torch, allowing everyone to see 20 feet (4 spaces) in every direction. The light gives off no heat. It shines with the same light until the spell caster touches the object again to cancel the spell, or until the spell caster casts the spell on another object. The spell will cancel a Level 0 magical darkness.

Magic Missile

Level 1 spell – cost 2 hit points to cast (signature spell)

A small dart of blue-white light streaks out of your finger toward a foe.

Choose one target, as long as the spell caster can see at least part of its body. The missile automatically hits, causing 1d4 +1 damage.

Sleep

Level 1 spell – cost 3 hit points to cast

As sand sifts between your fingers, your foes relax into slumber where they stand.

A single creature with 4 hit dice or levels, four creatures of 1 hit die or level each, or some combination in between adding up to 4 hit dice or levels immediately fall asleep, if they can fall asleep. The creatures must be no more than 110 feet (22 spaces) away from the spell caster. Each creature can roll MIND + Phys vs the spell caster's MIND bonus +11. On a success, the creatures do not fall asleep. It takes an action to wake up a sleeping creature, though injuring it will wake it immediately.

Acid Arrow

Level 2 spell – costs 4 hit points to cast (signature spell)

You don't need a bow to fire this green arrow, which burns with acid when it strikes an enemy.

Choose a target and roll a magic/supernatural attack. On a hit, the arrow causes 2d4 damage.

DIVINE SPELLS

Create Water

Level 0 spell – costs 1 hit point to cast

Cool, clear water pours from the thin air.

The spell creates 2 gallons of clean, drinkable water. The spell caster must have a container to hold the water, or the spell will simply drop water on the spell caster's head for a few moments, as if it was raining. The water disappears after one day if not consumed. Water cannot be created inside a creature (to drown it, for example).

Guidance

Level 0 spell – costs 1 hit point to cast

The gods give you a hint.

Choose a single attack or stat + skill check roll of the spell caster's or another character's. Add +1 to the roll. The bonus must be applied on the next turn after the spell is cast.

Cure Light Wounds

Level 1 spell – cost 2 hit points to cast (signature spell)

A white light spreads over a hero's wounds, as they shrink and disappear.

By touching a living creature, the spell caster can immediately restore 1d8 +1 hit points to it. If the creature is unconscious, it will also return to consciousness.

Undead creatures that are touched (with a successful melee/hand-to-hand attack) suffer 1d8 +1 damage instead. Undead creatures can roll MIND + Phys vs the spell caster's MIND bonus +11 to suffer half the amount of damage rolled (round down).

Bless

Level 1 spell – cost 3 hit points to cast

In the name of the gods, your skill in battle improves.

All allies within 50 feet (10 spaces) of the spell caster gain +1 to attack rolls and MIND + Surv rolls to resist fear. It lasts 1 minute (out of combat) or turn (in combat).

Cure Moderate Wounds

Level 2 spell – costs 4 hit points to cast (signature spell)

Deadly injuries become only a memory.

By touching a living creature, the spell caster can immediately restore 2d8 +1 hit points to it. If the creature is unconscious, it will also return to consciousness.

Undead creatures that are touched (with a successful melee/hand-to-hand attack) suffer 2d8 +1 damage instead. Undead creatures can roll MIND + Phys vs the spell caster's MIND bonus +11 to suffer half the amount of damage rolled (round down).

DIVINE DOMAINS

You can select one or more domains from any SRD. You gain the domain's power, and treat all the spells in the domain as signature spells. Cleric-type classes can select a maximum of 3 domains, while characters of other classes can only select 1 domain. Domains must be appropriate to the character concept. You must be able to use divine or nature-based magic, like a cleric or druid to gain a domain.

In exchange for a single domain, a character has a penalty of -2 to a roll for hit points at each level (minimum hit points gained when advancing a level is 1). If a character has the Turn Undead ability, the character can instead choose to permanently have 2 less uses of the Turn Undead ability each day.

Several example domains are below. Each uses information from the Pathfinder SRD (www.d20pfsrd.com). The domain's power is the SRD first level power, and the spells are the same. Details on those spells are available in the SRD.

Destruction

Power: *Destructive Smite*

Each time you use this power, all your melee attacks on a turn have a bonus to damage equal to ½ your level (round up). You can use this power a number of times a day equal to your MIND bonus +3.

Spells

First Level: True Strike
Second Level: Shatter
Third Level: Rage
Fourth Level: Inflict Critical Wounds
Fifth Level: Shout
Sixth Level: Harm
Seventh Level: Disintegrate
Eighth Level: Earthquake
Ninth Level: Implosion

Luck

Power: *Lucky Touch*

You can touch an ally to provide him or her with a bit of luck. Until it is your turn again, any time the target rolls any dice, he or she can roll the dice a second time and use the better result. You can use this power a number of times a day equal to your MIND bonus +3.

Spells

First Level: True Strike
Second Level: Aid
Third Level: Protection From Energy
Fourth Level: Freedom Of Movement
Fifth Level: Break Enchantment
Sixth Level: Mislead
Seventh Level: Spell Turning
Eighth Level: Moment Of Prescience
Ninth Level: Miracle

Sun

Power: *Sun's Blessing*

Whenever you attack an undead creature, add your level to the amount of damage you cause. You can also add your level to any die roll you make to turn an undead creature.

Spells

First Level: Endure Elements
Second Level: Heat Metal
Third Level: Searing Light
Fourth Level: Fire Shield
Fifth Level: Flame Strike
Sixth Level: Fire Seeds
Seventh Level: Sunbeam
Eighth Level: Sunburst
Ninth Level: Prismatic Sphere

Travel

Power: *Agile Feet*

You can move more quickly for a short time. On your next turn, you take no penalties and are not slowed when moving through difficult terrain. You also move 5 feet (1 square) more than normal. You can use this power a number of times a day equal to your MIND bonus +3.

Spells

First Level: Longstrider
Second Level: Locate Object
Third Level: Fly
Fourth Level: Dimension Door
Fifth Level: Teleport
Sixth Level: Find The Path
Seventh Level: Greater Teleport
Eighth Level: Phase Door
Ninth Level: Astral Projection

PATRON DEITY

Instead of gaining the +3 total skill bonus granted by your class, choose a god, goddess or philosophy from those available in your game world (ask the game master). Your deity will grant a +1 to one skill and a minor granted power. Each deity also has a favored weapon, and as a servant of that deity, you begin your adventuring career with a non-magical version of that weapon for free.

Any character can select a patron deity using this option, though it is most often clerics and paladins that do so (they're also called "specialty priests"). Several example generic deities are listed below; feel free to create your own deities. Since characters of any class can have a patron, a deity's granted power should be useful to more than spell casters.

Crusader God

Skill Bonus: +1 to Physical

Favored Weapon: Longsword

Granted Power: Strength Of Arms — Once per day, if you make a melee/hand-to-hand attack roll and dislike the result, you can reroll the attack roll and add +4 to the result.

God of the Dwarves (NOTE: You must be a dwarf to select this patron)

Skill Bonus: +1 to Physical

Favored Weapon: Axe (any)

Granted Power: Stone Knowledge — With just a glance, you can see the weak points in a block of stone. You automatically succeed at any attempt to inspect stone and rock for secret doors or similar purposes.

God of Death (NOTE: You must be an evil character to select this patron)

Skill Bonus: +1 to Subterfuge

Favored Weapon: Scythe

Granted Power: Closer To The Grave — When you roll damage dice for any melee/hand-to-hand attack, any die result of 1 automatically becomes 2.

Goddess of the Elves (NOTE: You must be an elf to select this patron)

Skill Bonus: +1 to Knowledge

Favored Weapon: Longbow

Granted Power: Ancient Wisdom — Once per day, if you make stat + skill roll and dislike the result, you can reroll that stat + skill roll and add +4 to the result.

Inner Harmony

Skill Bonus: +1 to Knowledge

Favored Weapon: Quarterstaff

Granted Power: Discipline — Once per day, you can double your skill ranks in a skill before making a stat + skill roll using that skill. Those "doubled" skill ranks disappear immediately after the die roll, succeed or fail.

Goddess of the Moon and Shadow

Skill Bonus: +1 to Subterfuge

Favored Weapon: Dagger

Granted Power: Stealth — On a stat + skill roll to do something without being noticed (hide, steal a small item, etc.), add +1 to your roll.

God of Storms

Skill Bonus: +1 to Physical

Favored Weapon: Hammer (any)

Granted Power: Thunder And Lightning — Once per day as a "free" action, you can call down a storm of divine power on an enemy. It hits automatically, causing an amount of damage depending on your level. Level 1 to 3: 1d6; level 4 to 7: 1d8; level 8 to 11: 1d10; level 12 to 15: 2d6; level 16 to 19: 2d8; level 20: 2d10

God of the Sun and Goodness

Skill Bonus: +1 to Communication

Favored Weapon: Heavy Mace

Granted Power: Purity — Each time you regain hit points (by magical healing, drinking a healing potion, etc.), you gain an additional +1 hit point.

As the army of the undead marched past his village, Dandos swore his life to the god of the sun, asking for power in return for a life of servitude. Dandos is my character, and I select the human race and cleric class for him. Instead of taking the cleric class bonus of +3 to Communication, I give him the abilities of a patron deity: +1 to Communication and the Purity granted power. He also starts with a heavy mace, alongside the weapons he buys to take adventuring.

SCHOOLS OF MAGIC

In each SRD, spells are separated into “schools,” or types of spell. Using this option, select two schools for your character. One school is your character’s mastered school: Each spell you cast costs 2 fewer hit points to cast, to a minimum of 0 (zero) hit points (some spells may cost 3 hit points less, if they are your signature spells). The other school you select is your forbidden school: You may never cast a spell belonging to that school.

In the SRD, spells are in broad schools by type of effect, like Conjuration, Enchantment and Transmutation. Fewer spells are listed in the Purest Essence rules, so if you are using spells only from that document, you may need to create your own schools of magic – for example, cold spells or inter-planar spells. Two schools of magic, using the Purest Essence arcane spell lists, are found below.

Fire And Lightning School

Level 0: Light

Level 1: Shocking Grasp

Level 2: Flaming Sphere

Level 3: Fireball, Lightning Bolt

Level 6: Chain Lightning

Level 7: Delayed Blast Fireball

Level 8: Incendiary Cloud

Level 9: Power Word Kill

Transportation School

Level 0: Mage Hand

Level 1: Floating Disk

Level 2: Levitate, Spider Climb

Level 3: Fly

Level 4: Dimension Door

Level 5: Teleport

Level 7: Ethereal Jaunt, Plane Shift

Level 9: Astral Projection, Etherealness, Gate

Bretasenth the sorcerer wants to burn things, so he selects Fire And Lightning as his mastered school. Now he can cast the first level spell Shocking Grasp at the price of just 1 hit point, instead of the 3 it usually costs spell casters.

SORCEROUS BLOODLINES

You can select one bloodline from any SRD, and gain its powers. In exchange for a bloodline, a character has a penalty of -2 to a roll for hit points at each level (minimum hit points gained when advancing a level is 1). Any character can select a bloodline, though most offer at least one power that can only be used by spell casters.

Several example bloodlines are below. Each uses information from the Pathfinder SRD (www.d20pfsrd.com). The bloodline's powers are found in the SRD as the bloodline arcana and the first listed power.

Aberrant

Extended Magic: Whenever you cast a spell of level 3 or lower, increase the duration of the spell by 50 percent.

Acidic Ray: You can fire an acidic ray as a missile/ranged attack up to 30 feet away. The ray causes 1d6 damage +1 for every even-numbered level. You can use this power a number of times a day equal to your MIND bonus +3.

Arcane

Familiar: You gain a small creature or an enchanted item, which provides magical enhancement to you as long as it is within your line of sight. Your familiar can be any shape you desire. Select one skill; you gain a +2 bonus to that skill. You can also use spells through the familiar, as if it was part of your body (for example, you can use a spell, requiring you to touch another character, from a distance by using the spell through your familiar, which could be a creature like a bat or bird, or even a bow with magical arrows).

Metamagic Adept: You can apply any one metamagic ability to a spell you are about to cast without it costing you extra hit points. The empowering, extending or widening are listed in the "Class Points" section of this document, but other abilities are available in the SRD as feats. You can use this power a number of times a day equal to your MIND bonus +3.

Draconic

Breath Weapon Magic: When you select this bloodline, also select an energy type: cold, fire, electricity, acid or poison. Whenever you cast a spell which causes damage with that energy type, the spell causes +1 point of damage per die you roll.

Claws: You can grow claws from your fingers and toes as a free action. These claws are natural weapons, causing 1d4 + STR bonus damage. You can attack twice in a turn with these claws.

Infernal

Charm Magic: Whenever you cast a spell that influences a person's behavior, increase the DC of the spell by +2.

Corrupting Touch: You can touch (make a melee/hand-to-hand attack) an enemy and cause it to become corrupted, suffering a -2 penalty to all die rolls for a number of turns equal to ½ your level (round up). You can attempt this power a number of times a day equal to your MIND bonus +3.

I choose the Arcane bloodline for my very traditional RPG-style wizard, Arianne. She carries an enchanted staff, which is not only a magic weapon (using the regular magic item rules), but is also her familiar. Arianne's spells radiate out of the head of her staff, and it provides a +2 to her Knowledge skill as well. She also can use metamagic abilities without it costing her extra hit points.

However, having a sorcerous bloodline means I roll 1d6 - 2 when determining how many hit points Arianne gains each level. If I was using a rule where I gained a fixed number of hit points, the penalty still applies. For example, if characters add 4 hp per level, Arianne would instead gain only 2.

Fantasy Character Creation, Domino Writing Style

Follow the steps below to quickly create a character using the Purest Essence rules and some of the options in this document. The completed character will be finished in about 15 to 20 minutes, have several special abilities and distinct characteristics, but won't be so complex that a beginner is overwhelmed by special rules. Assume the character is level 1.

1. STATS: Use the Quick Stats option on Page 1 (assign 16, 13, 11 to the stat scores). Do not determine stat bonuses.

2. RACE: Select a race from Fantasy Expansion: The Big Book Of Races & Classes on Page 33. Adjust stat scores and/or skill ranks, and record special abilities, if you select them. Now that stat scores are final, determine stat bonuses (stat score -10 /2).

3. CLASS: Select a class from Fantasy Expansion: The Big Book Of Races & Classes on Page 39. Note the class skill bonus and record special abilities.

4. SKILLS: Use the Spending Skill Points option on Page 6 (skill points = number of skills x level). Adjust skill ranks for race and class skill bonuses.

5. EQUIPMENT: Use the Fourth Edition-Style Equipment option on Page 8 (one weapon, armor or other item has a +1 bonus to attacks and damage, Armor Class, or appropriate stat + skill rolls).

- Melee weapon
- Ranged weapon and 20 ammunition
- Armor (possibly shield also)
- Adventurer's kit
- Simple clothing
- Class-appropriate gear
- 1d6 + 10 gold pieces

6. COMBAT: Determine the following. Note that special abilities and equipment may adjust these numbers.

- Armor Class (use the Armor Class Adjustments option on Page 11): 10 + DEX bonus + Armor AC bonus
- Attack Bonuses: Stat bonus + Level
- Initiative (use the Initiative option on Page 10): Equal to DEX bonus
- Speed (use the Miniatures And Battle Maps option on Page 15): 6 or 5, depending on race
- Total Hit Points (use the Fast Hit Points option on Page 17): STR stat score + 4

7. SPELLS: Choose, if allowed for the character's class.

8. LEVEL UP: Adjust abilities, hit points, skill ranks, stat scores and stat bonuses if the character has a level higher than 1.

MICROLITE 20

Fantasy Expansion: The Big Book Of Races & Classes

This document uses the Race Points (see Page 5) and Class Points (see Page 18) options to create new races and classes for you to choose for your heroes. You'll need the Microlite 20 Purest Essence rules to use this expansion.

While the races, classes and “flavor text” is written with a generic fantasy RPG setting in mind, these character types can be used in Microlite 20 Modern-Day (as species and as alternatives to character focus), or many other Microlite 20 games.

RACES

There are two options for choosing the race's benefits to starting characters: either a bonus to a stat score or scores and/or skills, or a +1 bonus to a stat score and one or more minor special abilities. If selecting a race's abilities, the character gains all of the listed abilities that the player wishes to have. Some races have slightly more powerful abilities than others, so the game master may choose to boost a race's abilities to bring it more in line with other characters in the party. However, race is often less important than class to a character, so the minor racial abilities will rarely seriously affect a game.

The character will be able to interact with others like a human (stand on two legs, speak fluently, breathe air, be roughly the same size and shape as a human, etc.), but will look like a typical member of its species, unless the player chooses differently. Each race can be described any way the player likes. For example, a cat-folk hero could be a tiger-man, a half-lion/half-human, or even an elf magically enhanced with panther-like traits. Feel free to create new races and abilities, using the examples below as guidelines.

Ape-Folk: +1 Dexterity, +1 Mind OR +1 Mind and *Agility*: On a DEX + Phys roll to jump or climb, add +3 to your roll.
Swing Into Action: If you leap into combat from a high place (like a tree branch or the top of a vehicle) or use a rope, vine or other item to swing into a battle, add +3 to your first attack roll.
Tool User: On a MIND + Know roll to figure out how a device works, add +3 to your roll. The device must already exist to use this bonus; you cannot use it to help build a new device.

Cat-Folk: +2 Dexterity OR +1 Dexterity and *Agility*: On a DEX + Phys roll to jump or climb, add +3 to your roll.
Claws: You have a set of claws in your fingers you can instantly reveal or hide. They cause 1d4 +1 damage.
Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Dog-Folk: +1 Strength, +1 Mind OR +1 Mind and *Pack Hunting*: If you and at least one ally are attacking the same opponent, add +1 to your attack roll.
Scent: On a MIND + Know roll to smell something or to track a target, add +3 to your roll.

Duck-Folk: +2 Dexterity **OR** +1 Dexterity and
Flight: You can fly as fast as you walk on dry land.

Hot Temper: Once per day, you gain +2 to melee/hand-to-hand attacks and damage, and -2 to AC for a number of turns in a row equal to your STR bonus. You yell and leap about while affected by your hot temper, and are hard to understand.

Dwarf: +2 Strength **OR** +1 Strength and
Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Stand Fast: If an enemy attempts to knock you down or push you in any direction, make a STR + Phys +3 roll (DC is enemy's STR + Phys). On a success, the enemy's attempt fails, and you stay in place.

Elephant-Folk: +2 Strength **OR** +1 Strength and
Stampede: If you try to knock down an enemy or shove an opponent out of the way, roll STR + Phys and add +3.

Tusks: You can make a melee/hand-to-hand attack with your tusks, causing 1d8 damage.

Elf, Drow: +2 Dexterity **OR** +1 Dexterity and
Poison: All of your attacks using weapons cause an additional 1 point of poison damage.

Spider-Kin: You will never be attacked by a spider-type monster, and can even ride them with a DEX + Surv roll.

Elf, Fairytale: +1 Dexterity, +1 Mind **OR** +1 Dexterity and

Crafty: Your people are the absolute masters of one kind of craft — baking cookies, cobbling shoes, creating winter holiday gifts, etc. Select a craft when you choose this ability. As long as you have access to the appropriate materials and a suitable amount of time, you can create a non-living item of your selected craft (you cannot create monsters, for example). It cannot be used in combat, but otherwise your creation will always be the best of its type: the tastiest cookies, the most durable shoes, etc. You also have a +3 bonus to any stat + skill roll related to your craft (for example, MIND +

Know to identify which ingredients are in a cookie).

Small: You are smaller than the average human, which may affect your movement rate and other abilities.

Elf, High: +2 Mind **OR** +1 Mind and
Magical Step: Once per battle, instead of your regular move, you can teleport to any open spot you can see from your current location, within 50 feet (10 spaces).

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Elf, Wood: This race can also be used for may queens (plant-folk). +2 Dexterity **OR** +1 Dexterity and

Wilderness Mastery: When in a natural, tree-filled location like a forest or jungle (but not mountains or oceans), add +3 to any stat + skill roll that involves nature, like DEX + Subt to hide in the trees, or MIND + Surv to track an enemy. This bonus is not applied to attack rolls.

Fish-Folk: This race can also be used for merfolk (mermen and mermaids). +2 Dexterity **OR** +1 Dexterity and

Underwater: You can swim as fast as you walk on dry land, and can breathe underwater without special gear.

Water Native: Add +3 to any roll to move silently, run or escape capture (usually DEX + Subt), but only when you are in water.

Frog-Folk: +2 Dexterity **OR** +1 Dexterity and
Hop: If you are attempting to leap a long distance, add +3 to your DEX + Phys roll.

Small: You are smaller than the average human, which may affect your movement rate and other abilities.

Tongue Lashing: You can make a melee/hand-to-hand attack with your tongue, causing your opponent to be distracted and lose its next turn. This ability can only be used 2 times per day, succeed or fail.

Underwater: You can swim as fast as you walk on dry land, and can breathe underwater without special gear.

Ghost or Revenant: +1 Dexterity, +1 Mind OR +1 Mind and

Ethereal: You have +2 AC against attacks not specifically designed to harm ethereal creatures like ghosts (do not add this bonus against magic weapons). You can pass through obstacles, including other creatures, without being slowed in any way.

Gnome, Rock: These abilities can also be used for faeries, like pixies, sprites, redcaps and leprechauns. +1 Dexterity, +1 Mind OR +1 Dexterity and

Minor Arcana: Choose one first level spell from any spell list when creating the character (for gnomes, this is typically the illusionist spell Silent Image). You can use this spell without having to spend hit points 3 times per day.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Small: You are smaller than the average human, which may affect your movement rate and other abilities.

Pixie fairies can also fly as fast as they can walk on dry land.

Gnome, Tinker: This race can also represent heroic goblins or dragon-like kobolds. +2 Mind OR +1 Mind and

Small: You are smaller than the average human, which may affect your movement rate and other abilities.

Tinker: You have a +3 bonus to create or disassemble non-living items (traps, vehicles, weapons, etc.). Creating an item is usually MIND + Know, while disassembling one is usually MIND + Subt.

Half-Angel: +2 Mind OR +1 Mind and

Divine Providence: If you fail an attack or stat + skill roll, immediately roll it a second time, including the same modifiers as you used on the first roll. This ability can be attempted a number of times equal to your MIND bonus each day, succeed or fail. A single roll can only be rerolled once.

Half-Demon or Half-Devil: +1 Strength, +1 Mind OR +1 Mind and

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Wicked Aura: On a MIND + Comm or STR + Comm roll to cause fear and terror, or a MIND + Comm roll to supernaturally charm and convince someone to agree with you, add +3 to your roll. This ability can be attempted a number of times equal to your MIND bonus each day, succeed or fail.

Half-Dragon: +1 Dexterity, +1 to any two skills OR +1 Dexterity and

Breath Weapon: You have a breath weapon missile/ranged attack (range 10 x 10-foot or 2 x 2-space cone or square) causing 1d6 damage +1 every three levels (level 3, 6, 9, etc.) to each enemy in the area. Choose the type of damage for this special ability when creating the character: cold, fire, poison, lightning, or acid. You can use this ability once per battle, succeed or fail.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Half-Elemental: Choose one element when creating the character, either air, earth, fire or water. +1 Strength and +1 Dexterity OR +1 Dexterity and

Elemental Strike: All of your attacks in one battle cause an additional +1d4 damage (+1d8 for Fire Half-Elementals). This ability can only be used in one battle per day.

Elemental Power: You gain special abilities depending on your elemental type.

Air Half-Elemental: *Sprint:* You move an additional 5 feet (1 space) each turn.

Earth Half-Elemental: *Stand Fast:* If an enemy attempts to knock you down or push you in any direction, make a STR + Phys +3 roll (DC is enemy's STR + Phys). On a success, the enemy's attempt fails, and you stay in place.

Fire Half-Elemental: Your Elemental Strike attacks cause +1d8 instead of +1d4 damage

Water Half-Elemental: *Slippery:* On a DEX + Subt roll to escape capture, add +3 to your roll; and *Underwater:* You can swim as fast

as you walk on dry land, and can breathe underwater without special gear.

Half-Giant: +2 Strength **OR** +1 Strength and *Stamina:* Add +1 to your Armor Class, and double the number of hit points you gain each level (for example, if you roll a 3, you gain 6 hit points).

Half-Orc: +1 Strength, +1 to Physical, +1 to any other skill **OR** +1 Strength and *Battle Fury:* When making a melee/hand-to-hand attack, if you roll the maximum amount of damage on at least one of your damage dice (for example, an 8 when rolling 2d8), roll an additional 1d6 to determine damage. If you roll a 6 on that die, do not roll again. If you are using critical hit rules, figure the battle fury damage before applying the effects of the critical hit. You can use this ability a number of times per day equal to your STR bonus.

Halfling: +2 Dexterity **OR** +1 Dexterity and *Resist Fear:* On a MIND + Surv roll to resist fear and terror, add +3 to your roll. *Small:* You are smaller than the average human, which may affect your movement rate and other abilities. *Throwing:* You also have a +1 to missile/ranged attack rolls, but only with thrown weapons.

Hawk-Folk: +2 Dexterity **OR** +1 Dexterity and *Flight:* You can fly as fast as you walk on dry land. *Keen Eyesight:* If you are attempting to spot something hidden or find something that is very tiny (usually MIND + Subt or MIND + Tech), add +3 to your roll. *Talons:* You can make a melee/hand-to-hand attack with your claws, causing 1d4 damage.

Horse-Folk: +2 Strength **OR** +1 Strength and *Enduring:* Add +3 to any STR + Phys roll to resist or overcome an environmental hazard, like intense heat or a heavy weight. This bonus does not apply when attempting to avoid attacks made by an opponent. *Sprint:* You move an additional 5 feet (1 space) each turn.

Human: +1 to any four skills **OR** +2 to any two skills and

Many Talents: When you use this ability, roll 1d6 along with the 1d20 you normally roll when attacking or making a stat + skill roll. Add the results together to find your final die result for the attack or action. You can use this ability successfully 3 times per day.

Insect-Folk: +1 Strength, +1 Dexterity **OR** +1 Dexterity and

Chitin: Add +1 to your AC.

Flight: You can fly as fast as you walk on dry land.

Hive Mind: If you are helping another character accomplish a task outside of combat (using a stat + skill roll), add +3 to your roll. You can use this ability MIND bonus x 2 times per day.

Lizard-Folk: +2 Dexterity **OR** +1 Dexterity and

Bite: You can bite, using your melee/hand-to-hand attack bonus, causing 1d4 damage.

Slippery: On a DEX + Subt roll to escape capture, add +3 to your roll.

Sprint: You move an additional 5 feet (1 space) each turn.

Underwater: You can swim as fast as you walk on dry land, and can breathe underwater without special gear.

Logical Thinker: You are extremely intellectual, and rarely show your emotions. +2 Mind **OR** +1 Mind and

Emotional Control: Add +3 to any attempt to resist being psychologically or supernaturally influenced (intimidated, frightened, tricked by an illusion, mentally controlled, etc.). This is usually MIND + Know.

Lycanthrope or Were-Creature: +1 Strength, +1 Dexterity **OR** +1 Dexterity and

Alternate Form: You can transform into a specific type of wild animal, and only that type of animal, a number of turns per day equal to your STR bonus. You do not gain hit points for changing into your alternate form using this special ability, but use the statistics and bonuses of the creature instead of your own while in animal form.

You cannot speak, use equipment or other abilities of your original form when in animal form.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Mechanical Construct: +2 Strength **OR** +1 Strength and

Durable: You have Damage Resistance of 2 (you lose 2 fewer hit points each time you take damage, except when casting spells).

Machine: You do not need to eat, drink, sleep or breathe. You are immune to poisons, diseases and toxins intended for non-mechanical creatures.

Minotaur: +2 Strength **OR** +1 Strength and

Bull Rush: When you charge, you can make an attack with your horns, causing 2d4 damage.

Horns: You also can make a standard melee/hand-to-hand attack with your horns, causing 1d6 damage.

Rat-Folk: +2 Dexterity **OR** +1 Dexterity and

Scurry: Add +3 to any roll to move silently, hide or escape without being caught (usually DEX + Subt).

Small: You are smaller than the average human, which may affect your movement rate and other abilities.

Sprint: You move an additional 5 feet (1 space) each turn.

Sasquatch: This represents any strong, hairy beast-man. +2 Strength **OR** +1 Strength and

Bear Hug: Make a STR + Phys roll to grab an opponent. Each turn you hold on to that opponent, as your attack for that turn, you can squeeze the enemy for 1d4 + STR bonus damage. This bear hug attack hits automatically.

Muscle: Add +3 to any STR + Phys roll to use raw muscle, like bending bars or lifting gates.

Super-Soldier: A genetically enhanced ultimate warrior. +1 Strength, +1 Dexterity **OR** +1 Strength and

Powerhouse: Add +1 to your AC, and an additional +1 every 5 levels (+2 total at level 5, +3 total at level 10, etc.).

Weapon Training: Choose one specific type of weapon (like rifle, axe or punch). You have a +1 to attack and damage, but only with that type of weapon.

Troll or Ogre: +2 Strength **OR** +1 Strength and

Hideous: On a MIND + Comm or STR + Comm roll to cause fear and terror, add +3 to your roll. You are hated and feared everywhere you go, except among others of your kind.

Regeneration: At the beginning of each of your turns, you recover up to 2 hit points if you have lost any.

Turtle-Folk: +1 Strength, +1 Mind **OR** +1 Strength and

Shell: Add +3 to your AC.

Underwater: You can swim as fast as you walk on dry land, and can breathe underwater without special gear.

Tyrannosaur-Folk: +2 Strength **OR** +1 Strength and

Super-Predator: You can make a melee/hand-to-hand attack with your bite, causing 1d10 damage. On a damage die roll result of 10, roll again, and add the new result to the amount of damage you cause. If you roll 10 a second time, do not roll a third time.

Tough: Add +1 to your AC.

Vampire or Dhampyr: +1 Strength, +1 Mind **OR** +1 Strength and

Bloodsucking: You have a bite melee/hand-to-hand attack causing STR bonus damage. You immediately heal hit points equal to the amount of damage the attack causes. You must successfully grab the opponent (STR + Phys vs enemy's STR + Phys roll) to make this attack.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Vampire, Tortured Soul: +1 Strength, +1 Dexterity OR +1 Dexterity and

Leap: If you are attempting to leap a long distance, add +3 to your DEX + Phys roll.

Melodramatic: Add +3 to any attempt to supernaturally charm, calm or entrance another person or creature (usually MIND + Comm). You cannot use this ability to make another person or creature angry or upset. In direct sunlight, you may also sparkle like your body is covered in diamonds.

Vulture-Folk: +1 Dexterity, +1 Mind OR +1 Mind and

Flight: You can fly as fast as you walk on dry land.

Scheming: If you are trying to talk someone into doing something, or convincing others to agree with you (usually MIND + Subt or MIND + Comm), add +3 to your roll.

The Wise: +2 Mind OR +1 Mind and

Deep Wisdom: Your contributions to a conversation are always respected. Add +3 to any stat + skill die roll using the Knowledge or Communication skills. You can use this ability successfully MIND bonus x 2 times per day.

CLASSES

Each class provides a bonus to one or more skills, to a total bonus of +3. Two to four class abilities are also listed for each. Feel free to create new classes, using the examples below as guidelines.

Class Types: Several times in the Microlite 20 Purest Essence rules, the four basic classes of cleric, fighter, wizard or magi, and rogue or thief are referred to. For example, a rogue-type character might begin with thieves tools as part of his or her equipment. If your character selects one of the classes below, the Class Type listing will indicate which type most aligns with that class, if needed. The classes can even be simplified further, into the two types of spellcaster (cleric and wizard) and warrior (fighter and rogue).

Alchemist: A brewer of potions and creator of explosives – sometimes intentionally.

Class Type: Wizard

+3 Knowledge, Empowering Spells, Quick Thinker, Weird Science

Animal Master: Animal masters are skilled warriors on their own, but they work best as a team with their favorite animal companion. An animal master may have grown up a feral child, never knowing his or her own kind, or maybe his or her true self lives alongside the wild creatures of the world.

Class Type: Fighter

+1 Physical, +2 Subterfuge, Animal Companion, Improved Initiative, Speed Boost, Wild Empathy

Anti-Paladin: Dark warriors or death knights use the forces of evil to their advantage, striking out with sword and corrupt energy while staying protected behind heavy armor.

Class Type: Fighter

+3 Physical, Heavy Armor And Shields, Magic Blast, Medium Armor

Arcane Warrior: Also called a fighter-mage or spellsword, arcane warriors blend spells and steel into one deadly combination.

Class Type: Wizard

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Arcane Magic

Archer: All of an archer's training has been for one goal: To slay all his or her foes with a perfectly placed arrow.

Class Type: Rogue

+3 Subterfuge, Attack Bonus: Missile/Ranged, Cleave (Missile/Ranged), Smite, Twin Shot

Assassin: Cloaked in black, assassins are hired killers – but even those trained in the ways of death can use their skills in the service of good.

Class Type: Rogue

+3 Subterfuge, Monster Knowledge, Sneak Attack, Wall Climb

Barbarian: Often wearing little more than a loincloth or a chainmail shirt, the savage barbarian carries a massive sword or axe, and shifts into a berserker fury when in battle.

Class Type: Fighter

+3 Physical, Brute Force, Medium Armor, Rage

Bard: A performer who can channel magic into his or her music, speeches or other art.

Class Type: Rogue

+3 Communication, Good Fortune, Medium Armor, Monster Knowledge, Performance

Cleric: A priest of the gods and goddesses of light and goodness. A cleric's choice of deity may influence the spells he or she can cast.

Class Type: Cleric

+3 Communication, Divine Magic, Medium Armor, Turn Undead

Druid: A priest of the wilderness, the druid doesn't worship the gods but the spirits of nature itself.

Class Type: Cleric

+3 Survival, Lesser Spell List: Druid, Shape Change, Wild Empathy

Elementalist: A master of one of the great forces of nature (air, fire, earth or water). His or her Animal Companion is a small elemental, a being composed of wind, flame, rock or waves. Select an elemental type when choosing this class. The elementalist's Monster Knowledge class ability is used against elementals and other creatures of the opposite type (air vs earth or fire vs water).

Class Type: Cleric

+3 Knowledge, Animal Companion, Lesser Spell List: Druid, Monster Knowledge, Resistance (elemental type)

Executioner: The greatest, most brutal weapons find a home in the executioner's hands. They slice and crush with force few other creatures can match.

Class Type: Fighter

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Brute Force, Cleave (Melee/Hand-To-Hand), Smite

Fighter: With a sword in one hand and a shield in the other, a fighter might be a mercenary, a royal guard, a gladiator, or simply a young warrior. He or she prefers to move into combat and attack face-to-face with as many foes as possible.

Class Type: Fighter

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Cleave (Melee/Hand-To-Hand), Heavy Armor And Shields, Medium Armor

Gadgeteer: An inventor who prefers devices of steam and clockwork to magic and swords. Many adventuring gadgeteers are quick to create a tool that fires a bolt of electric energy (the Magic Blast class ability).

Class Type: Wizard

+3 Knowledge, Magic Blast, Weird Science

Godslayer: It's fact that the gods exist, but to the humans, elves, dwarves and others who call themselves godslayers, those divine forces are nothing more than really powerful monsters – enemies they seek to eliminate.

Class Type: Fighter

+1 Physical, +2 Knowledge, Anti-Magic Aura, Heavy Armor And Shields, Medium Armor

Gunslinger: Quick on the trigger with a black powder pistol (or a crossbow), the gunslinger is at his best in a showdown on a lonely, dusty street or when clearing a dungeon room of enemies.

Class Type: Fighter

+1 Physical, +2 Subterfuge, Attack Bonus: Missile/Ranged, Improved Initiative, Medium Armor, Twin Shot

Healer: Most heroes like to wade into battle, but a few prefer the ways of peace, and would rather provide healing to their needy allies.

Class Type: Cleric

+2 Knowledge, +1 Communication, Improved Initiative, Lay On Hands, Reputation (Calm And Friendly), Speed Boost

Illusionist: A magician who prefers to trick his foes, instead of attacking them directly.

Class Type: Wizard

+1 Subterfuge, +2 Knowledge, Extending Spells, Lesser Spell List: Illusionist, Monster Knowledge, Widening Spells

Invoker: While clerics represent the gods, invokers are living avatars of the gods, channeling their divine power directly onto the battlefield. They are also called oracles.

Class Type: Cleric

+3 Communication, Divine Magic, Medium Armor, Smite

Jester: This adventurer can be a jolly companion – or a killer clown.

Class Type: Rogue

+1 Subterfuge, +2 Communication, Good Fortune, Performance, Reputation (Amusing), Wuxia Defenses

Knight: Also called a cavalier, a knight takes the fight to the enemy and is most effective on horseback.

Class Type: Fighter

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Heavy Armor And Shields, Medium Armor, Mount

Merchant: A merchant knows the value of gold, and wants it so much, he'll risk his life for it. He has friends in high society and low places, and cash for the times his friends can't help.

Class Type: Rogue

+1 Knowledge, +2 Communication, Connections, Leadership, Medium Armor, Wealth

Monk: A martial arts master who prefers simple weapons like his own two hands to elaborate armor and deep magic.

Class Type: Fighter

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Two Weapon Fighting, Unarmed Damage, Wuxia Defenses

Mystic: No adventurer has more knowledge and talent with the realm of magic than the mystic.

Class Type: Wizard

+3 Knowledge, Arcane Magic, Lesser Spell List: Divine

Necromancer: The magic of death is not only for the forces of evil; it's also used by heroes looking to keep the undead under control, and even those hoping to improve the lives of those who are suffering.

Class Type: Wizard

+3 Knowledge, Arcane Magic, Turn Undead

Ninja: A silent killer and master of invisibility.

Class Type: Rogue

+3 Subterfuge, Improved Initiative, Sneak Attack, Wuxia Defenses

Noble: Even the royal and the rich enjoy adventuring from time to time, using their resources, and their ability to talk their way out of any situation (the Performance class ability), to their advantage.

Class Type: Rogue

+1 Subterfuge, +2 Knowledge, Connections, Performance, Reputation (Dignified), Wealth

Paladin: A living symbol of justice, the paladin wears heavy armor and strikes with the blessing of his or her deity.

Class Type: Fighter

+3 Physical, Heavy Armor And Shields, Lay On Hands, Medium Armor, Smite

Psion: This adventurer concentrates on using his or her natural mental abilities.

Class Type: Wizard

+3 Knowledge, Extending Psionics, Psionics

Psychic Warrior: A swordsman who combines a blade of crystal or light with powers of the mind.

Class Type: Cleric

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Psionics

Ranger: A hunter and survivalist, talented with the blade and the bow.

Class Type: Rogue

+3 Survival, Attack Bonus: Missile/Ranged, Medium Armor, Monster Knowledge, Wild Empathy

Rogue: A thief, pickpocket and trap-springer.

Class Type: Rogue

+3 Subterfuge, Improved Initiative, Sneak Attack, Trapfinding

Rune Warrior: A rune warrior's magic is found in the form of elaborate symbols drawn on armor, weapons and even skin.

Class Type: Fighter

+2 Physical, +1 Knowledge, Brute Force, Heavy Armor And Shields, Lesser Spell List: Arcane, Medium Armor

Samurai: A fighter whose life means nothing without honor. He aspires to wear the full suit of armor that is hallmark of a warrior tradition.

Class Type: Fighter

+3 Physical, Brute Force, Cleave (Melee/Hand-To-Hand), Medium Armor, Reputation (Honorable)

Scholar: The adventuring scholar is a non-spellcaster who uses his book learning to aid him in battle. He or she can Lay On Hands, applying knowledge of anatomy to the victim to heal its wounds. Some scholars are secular researchers of history and legend, while others are religious folk who want to do good in a deity's name even without the magic that fuels a cleric.

Class Type: Rogue

+3 Knowledge, Lay On Hands, Medium Armor, Monster Knowledge, Wild Empathy

Shaman: A shaman uses the magic of nature and the gods to help his or her people, and to make the wilderness a safer place for the faithful.

Class Type: Cleric

+3 Communication, Animal Companion, Divine Magic, Lesser Spell List: Druid

Sorcerer: A sorcerer is born with the innate ability to use magic, and often turns it toward battle, causing damage and enhancing attacks. Because they can cast spells without training, others may regard them as strange or frightening.

Class Type: Wizard

+3 Knowledge, Arcane Magic, Attack Bonus: Magic/Supernatural

Summoner: Some spellcasters find their arcane power in a bond with a single mighty magical creature, or in the ability to call forth legions of otherworldly beasts. Summoners that connect with demons and devils are called diabolists, and summoners who channel the wisdom and strength of their ancestors are called wise men or wise women. The Animal Companion ability can be used for any single type of summoned creature, not just an animal (choose when selecting the ability).

Class Type: Wizard

+3 Knowledge, Animal Companion, Arcane Magic

Swashbuckler: With a fine blade in one hand and a glass of fine wine in the other, swashbucklers bring refinement and a sense of humor to adventuring.

Class Type: Rogue

+1 Physical, +2 Subterfuge, Attack Bonus: Melee/Hand-To-Hand, Reputation (Dashing), Weapon Finesse, Wealth

Timelost Scientist: The scientist's own inventions sent him spiraling through dimensions, where knowledge of chemistry and medicine – and devices he's created himself – has made him the center of attention.

Class Type: Wizard

+3 Knowledge, Good Fortune, Reputation (Intelligent), Weird Science

Timelost Warrior: A quirk of magic or science has transported the soldier from a modern-day war zone or a future military force to a world of fantasy.

Class Type: Fighter

+2 Physical, +1 Knowledge, Attack Bonus: Missile/Ranged, Leadership, Medium Armor, Twin Shot

Twin Blade: Twin blades have a sharp edge in each hand. They become whirlwinds of steel, charging into the fray with daggers, axes or whatever deadly tool they're best with.

Class Type: Fighter

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Improved Initiative, Medium Armor, Two Weapon Fighting

Wanderer: The wanderer is a master of the wilderness, both mundane and magical.

Class Type: Rogue

+1 Subterfuge, +2 Survival, Lesser Spell List: Druid, Medium Armor, Speed Boost, Wild Empathy

Warlock: Few adventurers can embrace the forces of evil and remain on the side of light, but warlocks are able to use dark magic to their own ends. They are also called witches.

Class Type: Wizard

+1 Subterfuge, +2 Knowledge, Lesser Spell List: Arcane, Magic Blast, Quick Thinker

Warlord: As leader of a squad of soldiers or adventurers, warlords can hold their own in a world of spellcasters thanks to their stubborn refusal to bow to the power of magic.

Class Type: Fighter

+2 Physical, +1 Communication, Anti-Magic Aura, Leadership, Medium Armor

Wild Mage: Wild mages blend spells with strange rituals to open their minds to all kinds of magic, light and dark, twisted and pure.

Class Type: Wizard

+3 Knowledge, Arcane Magic, Wild Magic

Wizard: A master of magic, learned from spell books and ancient runes.

Class Type: Wizard

+3 Knowledge, Arcane Magic, Empowering Spells

Wrathbringer: Also called inquisitors, wrathbringers seek out evil in all its corrupting forms, and use magic and might to destroy it.

Class Type: Cleric

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Lesser Spell List: Divine, Medium Armor, Turn Undead

Name:

Player:

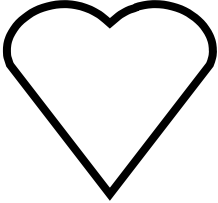
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Class:

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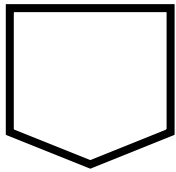
Total Hit Points

Current Hit Points



Armor Class

Speed



Initiative

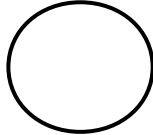
Melee/Hand-To-Hand Attack Bonus

Missile/Ranged Attack Bonus

Magic/Supernatural Attack Bonus

NOTES

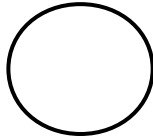
STRENGTH



Stat

Bonus

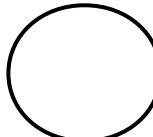
DEXTERITY



Stat

Bonus

MIND



Stat

Bonus

Money:

Equipment

Special Abilities

SKILLS

Physical

Subterfuge

Knowledge

Communication

Survival

Microlite True Sorcery

by PsychoSama

Step 1

Choose a spell and determine the desired effect.

Step 2

Determine the spell effect's DC including all augmentations (see Augmentations below as well as individual spell descriptions).

Step 3

Determine casting time, which is done by subtracting your Magical Attack and Spell Mastery bonus from the modified Magical Attack DC of the effect and consulting the 'Casting Times' table.

Step 4

Cast the spell effect by spending the indicated number of actions.

Step 5

Roll a Magical Attack check against the spell effect's DC. If you succeed, proceed to Step 6. If you fail, skip Step 6 and proceed to Step 7.

Step 6

Resolve spell's effect and proceed to Step 7.

Step 7

Roll the spell's drain and deduct your current spell energy from the total (minimum of 1). Take the remaining drain as vitality damage.

To cast a spell or use magic skills, you must have spell energy. Every time your level of Spell Mastery increases, you add points to your spell energy pool. In order to cast a spell, you must have at least 1 point of spell energy. If you reduce your spell energy to 0, you may not cast any spells until you regain at least 1 point of energy.

You may spend points of spell energy from your pool to enhance your spell effects. By expending 1 point of spell energy, you may add +10 to your Magical Attack check, but you take additional drain as shown on the Spell Energy Expenditures and Results table. See Drain, following.

Spent spell energy returns at a rate of 1 point per day.

Your Spell Energy is your MIND + Spell Mastery Bonus.

Your Spell Mastery limits the amount of spell energy you can use to enhance the casting of your effects. As indicated on the Spell Energy Expenditures and Results table, you must have at least one level of spell mastery to use spell energy to boost effects. All spells require some personal energy to use and so any spell effect cast at the base levels deals 1d8 points of vitality damage called drain.

Spell energy's primary purpose is to reduce the amount of drain suffered as a result of casting spells. In this way, your spell energy pool works like damage reduction. The drain of a spell is reduced by an amount equal to your available spell energy. Thus, if you have 5 points of spell energy and cast a spell with 6 drain, you only take 1 point of vitality damage (6 drain minus 5 spell energy = 1 drain or 1 point

of nonlethal damage). Spell energy can reduce drain to 1, but not below 1, so you had had 6 points of spell energy in the example, you still would have taken 1 point of Vitality damage. You cannot cast magic if you have 0 vitality points. If the roll is higher than your Vitality, your spell automatically fails.

Augmented effects applied to create different or more powerful spell effects increase the drain. To determine the amount of additional drain a spell's augmented effects deals, divide the total modified Magical Attack DC by 5 and round down. This value is added to the base spell effect's drain.

So, a spell effect whose DC is increased to 56 by augmentation deals $1d8 + 11$ points of vitality damage (56 divided by 5 and rounded down equals 11).

Spell Mastery

Spellcasters measure their power in accordance to their number of Spell Mastery ranks from zero (for non-Casters) through five. Only the most powerful mages ever reach five levels of Spell Mastery.

Spell Mastery has several effects on a Spellcaster's ability to manipulate magic.

Bonus to Magical Attack: Spell Mastery awards an insight bonus to Magical Attack rolls.

Modifies Casting Time: Spell Mastery modifies the casting time for spell effects.

Maximum Spell Energy Expenditures: A spellcaster's Spell Mastery limits the amount of spell energy she can expend each round.

EFFECTS OF SPELL MASTERY

Spell Mastery Level	Attack Bonus	Max Expenditure
0	+0	0
1	+2	1
2	+4	2
3	+8	3
4	+16	4
5	+32	Any

SPELL ENERGY EXPENDITURES AND RESULTS

Energy Expended	Attack Bonus	Additional Drain	Spell Mastery level
0	-	-	0
1	+10	+1d8	1
2	+20	+2d8	2
3	+30	+3d8	3
4	+40	+4d8	4
5	+50	+5d8	5

To determine the casting time of a particular spell effect, subtract your Magical Attack modifier from the spell effect's DC and then consult the Casting Times table.

If a spell's casting time is measured in increments greater than a round, you must commit yourself fully to casting the effect or the spell effect automatically fails, dealing the spell's normal drain.

CASTING TIMES

Final DC	Casting Time
0 or Less	1 free action
1-5	1 standard action
6-10	2 standard actions
11-15	3 standard actions
16-20	5 standard actions
21-30	10 standard actions

31-40	1 minute
41-50	2 minutes
51-60	3 minutes
61-70	5 minutes
71-80	10 minutes
81-90	20 minutes
91-100	1 hour
+10	+1 hour

Taking Extra Time

Although the casting times for spells are already significant, you may wish to take more time to cast an effect to ensure it goes off without a hitch. Taking longer to cast a spell effect confers a bonus to your Magical Attack that depends on your level of mastery. Where the Taking Extra Time Table indicates a “degree,” you increase the unit of time from action to rounds to minutes to 10-minute intervals, to hours, to days, and so on. Thus a spell effect that ordinarily requires 4 actions to cast would require 4 full round actions to cast by increasing the degree one step, 4 minutes for two steps, 40 minutes for three steps, and 4 hours for four steps. Non-Spell casters automatically apply one degree of extra time to all attempted spells.

TAKING EXTRA TIME

Extra Time	Dabbler	Student	First	Second	Third	Fouth
1 degree	+0	+2	+4	+8	+16	+32
2 degrees	+0	+6	+12	+24	+48	+96
3 degrees	+0	+14	+28	+56	+112	+224
4 degrees	+0	+30	+60	+120	+240	+480

Note: You derive no additional benefit from taking more actions to cast a spell effect

Magical Attack Check

Like any attack, you roll your Magical Attack + modifiers against the modified spell DC. If you’re not rushed, endangered, or otherwise threatened, you may take 10 on your skill check. You may not take 20. Instead, see the Taking Extra Time Table, which in itself can be combined with taking 10.

Critical Success: The roll of a natural 20 grants you a second roll, the result of which is then added to the first.

Caster Level

Your spell caster level affects the Difficulty Class needed to resist the spell effects you cast. The DC equals 10 + one-half your caster level + your Mind modifier.

Spell Failure

If you ever try to cast a spell effect in conditions where the characteristics of the spell cannot be made to conform, the casting fails and the spell effect is wasted. Spell effects also fail if your concentration is broken or if you fail your Magical Attack Roll. Whenever a spell effect fails, you take the drain as normal.

Result

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell effect entails.

All spell descriptions use the following format.

Name

The first line of every spell description gives the name by which the spell is generally known.

Description

This line describes the general features of the spell's base effect.

Base DC

This is the base Magical Attack DC to cast the spell at its minimum effect.

Components

All spells require at least one external component: a simple fetish, a magical incantation, a series of gestures with the hands, physical movement like dancing, and so on. Components can also include. A spell's components are listed under this line of its description. You may add additional components to reduce a spell's casting time and DC

Verbal Component

A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. You may not use a verbal component anytime you are gagged or otherwise silenced. If deafened, you have a 20% chance of spoiling any spell effect requiring a verbal component you try to cast.

Somatic Component

A somatic component is a measured and precise movement of the hands, feet, or body. Some somatic components are a series of physical movements, while others may be intricate dances. If you're restrained in any way, you can't use a spell requiring a somatic component.

Focus Component

A focus is an object you use to channel your spells. It is not consumed when you cast the spell and you can use it repeatedly. Assume that your character starts with the basic focuses for the spells they use. If you lose this focus, you must fashion or trade for a new one. Acquiring a new focus is relatively simple (costing a number of tokens equal to the Base DC, or know+DEX roll against the base DC of the spell), but it must be keyed. To key a focus, simply expend a point of spell energy. Thereafter, the focus is permanently keyed.

Expendable Component

You can use certain expendable materials to help focus your concentration on producing desired spell effects. Just about any material can work, so long as you and the GM agree on its symbolic relevance; for instance, a spell that improves your ability to jump might incorporate a living frog, but if no frog can be found, a dead grasshopper can be just as effective. As opposed to focus components, the materials of expendable components usually are common.

As part of the casting, the expendable component is rendered somehow unusable: the grasshopper's body turns to dust, a rose blossom loses its petals, etc. If the destruction would be out of proportion to the desired spell effect then the GM should forbid the use of this component. The expendable component bonus to Magical Attack depends on the spell's minimum magnitude requirement, as follows:

Mastery Level	Bonus
0	+1
1	+2
2	+3
3	+4
4	+5
5	+6

Range

A spell effect's range is the the maximum distance at which you can designate the spell's point of origin. See the Augmentations section for details on range.

Aiming

You determine whom the spell effect affects or from where it originates, depending on the spell effect. This entry defines the spell effect's target (or targets), its effect, or its area, as appropriate. See Augmentations for details on effects.

Duration

A spell's duration entry tells you how long the magical energy of the spell effect lasts.

Saving Throw

Usually a harmful spell effect allows a target to make a saving throw to avoid some or all of the effect. The saving throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work. The DC to save against any spell effect equals 10 + half the character's caster level + the caster's MIND.

Base Effect

This portion of a spell description details what the spell does and how it works without modifications. If one of the previous entries in the description included "see text," this is where the explanation is found.

Augmentation

This section demonstrates ways to augment spells in special ways, listing any special means for augmenting a spell effect and what augmentations are available from those described below. You automatically know how to use these additional functions when you gain the spell through the Talent feat.

Special Spell Effects

This entry describes uses of spell effects that can be somewhat different from the standard uses of a spell. Some are more powerful than the standard uses, and only come into play for spellcasters with five levels of Spell Mastery. If the spell description doesn't mention a special spell effect, the spell does not have one.

Continuous Effects

By selecting a spell with a Talent feat, you may gain additional bonuses to skills, saving throws, or some other aspect of your person. This section details the ongoing bonuses derived from taking the spell.

Augmentations

Spells in this system represent alterations to or departures from reality. The further from the accepted rules of reality, the harder it is to generate the spell's effects. However, unlike other systems, under the True Sorcery rules you have full control over your spells, molding magical energies to conform to your wishes. You can alter spell effects' damage, range, duration, and several other factors providing an enormous array of possibilities for magical spells.

Each spell includes a listing of which augmentations are available from which you can create your spell effects. In some cases, spells include specific augmentations applicable only to those spells. Each augmentation increases the Magical Attack DC required to successfully cast the spell effect; hence, too many modifications may make the spell impossible to cast. On the other hand, these augmentations allow mighty spellcasters to create powerful spell effects capable of shattering armies, changing the weather over an entire region, or calling the foulest forces from the depths of Hell.

Augmenting spells increases the drain. To determine total drain, divide the total Spell DC by 5. Add the result to the 1d8 drain roll.

Augmentations fall into five categories. First is damage, allowing you to increase the base damage for spell effects dealing hit point damage or ability damage. Second, is area of effect and targets, which you use to expand the effects of a spell. Third is range, whereby you augment the effective distance of a spell effect. Duration is fourth, allowing you to extend the effects of a spell. Finally, components is fifth, letting you reduce the Magical Attack DC by adding additional requirements to cast the spell. Specific details are as follows

Damage

You can modify an effect's damage in many ways. Use the following augmentations to modify a spell effects damage.

Hit Point Damage

Augmentation	DC Mod	Example
Increase die type	+5	Increase the damage die from 1d4 to 1d6 (max 1d12)
Add damage die	+5	Increase the damage dice from 1d4 to 2d4

Other Variables

Augmentation	DC Modifier	Effect
Empower the spell effect increase by one-half	+20	All variable, numeric effects
Maximize the spell effect are maximized	+40	All variable, numeric effects

Area of Effect and Targets

You can change a spell's effect from target to an area, add additional targets to the first, or modify an effect's area. Use the following augmentations to increase the area or target of a spell.

Augmentation	DC Modifier
Add one target	+4
Change target to area (2m)	+4
Add one 2m square	+2
Change from target to any area 1	+5
Change from ray to any area (1)	+5
Add area to ranged (2)	+4
Change from any area to ray	-2
Change from any area to any area	+4
Burst/Spread area of effect per 2m radius	+5
Cloud area of effect per 2m radius or height	+6
Cone area of effect per 2m	+6
Cylinder per 2m radius or height	+8
Emanation per 5-ft. radius	+2
Line of effect per 4m.	+5
Per 2m square (3)	+2
Direct the spell within range (4)	+20

(1) The spell automatically has the base area of the type selected: 5-ft.-radius burst or spread, a 5 ft.-radius cloud, etc.

(2) The spell's area takes effect at any point you can see and within range.

- (3) Each target square must be adjacent to at least one other target square.
- (4) This augmentation allows you to redirect a spell with a duration to affect new targets by changing the targeting location.

Range

Most base spell effects express range as personal, touch, or in meters. Use the following augmentations to extend the range of a spell.

Augmentation	DC Modifier
Change from personal to touch	+10
Change from touch to ranged *	+4
Change from ranged to touch	-4
Per 4m	+1
Per 20m	+5
Per 40m	+10
Increase to line of sight	+80

*Usually this modification takes the form of a ray (base range of 2m).

Duration

Most spell effects have an instantaneous or 1-round duration. You may increase the duration of spells from 1 round to 1 minute, 1 day or longer.

Augmentation	DC Modifier
Change from instantaneous to 1 round	+20 (1)
Per additional round	+1
Change from round to minute	+9
Per additional minute	+1
Change from minute to hour	+20
Per additional hour	+2
Change from hour to day	+50
Per additional day	+5, + 1 spell energy (2)
Contingent	+50% final DC, + 1 spell energy (3)

- 1 If you augment a damage-dealing spell effect to increase the duration from instantaneous to a duration of 1 round or longer, the damaging force is fixed and deals damage each round to creatures and objects in the area of effect.
- 2 It costs 1 point of spell energy per day.
- 3 The spell effect takes effect when an established condition is met. The contingency lasts 1 day until discharged.

Refreshing Existing Spells

If you successfully cast an effect with a duration of 1 day or more, you can spend an additional point of spell energy before the effect runs out to extend the duration for one additional increment (e.g., a spell with a 1-day duration could be extended by 1 day per point of spell energy spent, while one with a 1-week duration could be extended by 1 week per point of spell energy). This allows you to maintain several spell effects at once, although you're reduced in power.

Extra Components

Spellcasters say prayers, wave wands, dance or perform other physical gestures all in the effort to produce a magical effect. These are called spell components. All spells require at least one component for the base effect.

You may add additional components to help cast a spell, gaining a bonus to Magical Attack checks. You may only have one of each type of component: one verbal, one somatic, one fetish, and one expendable.

Additional Components	Attack Bonus
Add verbal or somatic component	+5 each
Add focus component	+10
Add expendable component	*

*See Expendable Components Table

Subtracting Components

Although all spells include components, you may remove one or more components from a spell. Each component removed increases the Magical Attack DC by +10 regardless of the component removed.

Subtracting Components	DC Modifier
Subtract one component	+10
Subtract two components	+18
Subtract three components	+26

Note: Subtracting components reduces the Magical Attack DC, while adding extra components gives a bonus to the caster's Magical Attack.

Other Reductions

In addition to adding components to a spell effect, you can derive benefits from other environmental effects, such as magic fields or simply working with other casters.

Ritual Casting

Casting magic in a group, as a ritual adds potency to a magical spell. To be cast as a ritual a spell must take at least five minutes to cast. Only when casting ritual magic do the effects of Cooperative and Proximity Magic come into effect.

Cooperative Magic

Multiple spellcasters can work together to cooperatively cast a spell. Low-level spellcasters of the same magnitude who work together are more likely to achieve the required casting DC than are low-level spellcasters going it alone. To do so, select one of your number as the leader of the group, typically the character with the highest Magical Attack.

Each additional caster must succeed on a Magical Attack roll against one-half the desired spell effect's DC. Supporting spellcasters may use additional components to aid in their checks. Every supporting caster who succeeds adds her Spell Mastery bonus +1 to the primary caster's. Each spellcaster must devote the same number of total rounds to the casting of the spell. When spellcasters of different levels of mastery cast spells together, there are slightly different effects as described under Proximity Magic.

Proximity Magic

When spellcasters of different level of cast a spell together, the powerful spellcasters helps those of a lesser Spell Mastery reach new spellcasting heights. When a spellcaster of a lower magnitude stands close to one of a

higher level of Spell Mastery, the lower-level spellcaster gains a bonus to their Magical Attack as indicated on the Proximity Magic table. Spellcasters benefiting from proximity magic still suffer drain as normal.

Proximity Magic Table

Difference in Spell Mastery	Example	Attack Bonus
One step	1 to 2	+2
Two steps	0 to 2	+4
Three steps	1 to 4	+8
Four steps	1 to 5	+16
Four steps	0 to 5	+32

BLENDING SPELLS

While the options contained within each spell enable you to construct a variety of effects to suit a particular situation, you can also merge one or more spells you know to create more effects.

Blending spells is, in many ways, like casting two or more spells at once. In effect, you tie a second (or third or fourth) spell effect on the first, creating some new and potent effect but increasing the final spell effect's Magical Attack DC. To blend two or more spells, follow these steps.

Step One:

Determine Spells to Blend

You may blend any number of spells you know. The spell with the highest prerequisite is considered the base spell; all other spells added to the base spell essentially piggyback off the first spell. The unmodified Magical Attack DC to cast a blended spell equals the DC of the base spell + 2 per additional spell you intend to add.

Step Two:

Determine Base Effects

Determine the range, duration, area, damage (if applicable) of the base spell, increasing the DC as normal.

Step Three:

Determine Blended Effects

Match all range and area parameters of the spell effects to be blended to those of the base spell.

However, increases to the Magical Attack DC are one-half of normal (minimum of +1 to DC). Then apply any other augmentations desired, but don't halve these DC increases.

Step Four:

Determine DC, add Components, Determine Casting Time

Sum all DC modifiers, add components, and determine casting time as normal.

Step Five:

Cast and Resolve the Spell Effect

Cast the spell by making a Magical Attack against the final DC and resolve all effects as normal.

SPELLS

SPELLS BY TYPE

All
Dispel

Elementalism
Earth
Earth Lore
Shape Matter (Earth/Stone)
Projectile (Earth/Stone)

Fire
Fire Lore
Create Energy (Fire)

Air
Air Lore
Create Energy (Sonic)
Sound Lore

Water
Water Lore
Shape Matter (Ice/Water)
Projectile (Ice/Water)
Healing Lore

Shamanism
Healing Lore
Banish
Spirit Lore

Enchant
Senses
Resolve
Protection
Enchant Person
Beguile
Fear
Fatigue
Afflict
Reveal
Forsee
Prophecy

Afflict

You can bestow curses.

Base DC: 5

Component: Verbal; Range: Touch; Target: Living creature touched; Duration: 1 round; Saving Throw: MIND negates; Spell Resistance: Yes.

Base Effect

You afflict a target you touch with a mild curse, imposing a –1 morale penalty on attack rolls, checks, and saving throws for the duration of the effect. Upon casting the effect, you are charged with the ability to curse until you successfully touch a target or until the duration expires.

Augmented Effects

You can apply the following augmentations to Afflict: Area/Target, Components, Duration, Range.

You may expand the effects of Afflict to apply the penalty to caster level checks or spell resistance, which increases the base Magical Attack DC by +5. Alternatively, you can substitute a penalty to caster level checks or spell resistance by eliminating one of the spell's base effects (the penalty to attack rolls, checks, or saving throws). And for each additional –1 penalty assessed on either the target's attack rolls, checks, saving throws, caster level, or spell resistance increase the base Magical Attack DC by +5.

For example, you could add a –1 penalty to spell resistance but drop the penalty to saving throws (+5 DC for the spell resistance penalty, offset by dropping the saving throw penalty), then increase the penalty on attack rolls, checks and spell resistance to –2 (+5 DC each, for a total of +15 DC), with a net +15 Magical Attack DC bonus.

By increasing the Magical Attack DC by +10, you can afflict one of the target's senses: sight, smell, hearing, taste, touch, or a special sense the target possesses. If the target fails its saving throw, the sense selected does not function for the spell's duration, with all attendant penalties applicable for losing the specified sense. By increasing the Magical Attack DC by +30, you can give a target a disease (see Disease in the DMG). The saving throw changes to $\text{phys} + \text{STR}$ in this case.

You can also impose a –1 penalty on one of a target's ability scores by increasing the Magical Attack DC by +15. For each additional –1 penalty to that ability score, increase the DC by an additional +10; to cause a –1 penalty to two different ability scores requires +15 DC each. You cannot reduce any of the target's ability scores below –4.

Air Lore

You can invoke a light breeze.

Base DC: 15

Component: Somatic; Range: 6m; Effect: Line-shaped gust of moderate wind; Duration: 1 round; Saving Throw: $\text{phys} + \text{STR}$ negates; Spell Resistance: Yes.

Base Effect

This spell creates a blast of air (up to 32 kph) originating from you and affecting all creatures in its path. The force of the winds has a 50% chance of extinguishing candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to flicker and has a 25% chance to extinguish those lights.

In addition to the effects noted, Air Lore can do anything a sudden blast of wind would be expected to do: create a spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, rock a small boat, or blow gases or vapors to the edge of its range.

Augmented Effects

You can apply the following augmentations to Air Lore: Area/ Target, Components, Duration, Range.

You can increase the potency of the winds created through Air Lore. For each increase of wind force, you increase the DC by +5. Wind force has effects as follows.

Strong Wind: Gust automatically extinguishes unprotected flames (candles, torches, and the like). Strong winds impose a –2 penalty on ranged attack rolls and on Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly, with a 50% chance of being extinguished. Ranged weapon attacks and Listen checks are at a –4 penalty.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty on attack rolls. Listen checks are at a –8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty on attack rolls). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

You cannot move a creature beyond the limit of the spell effect's range, although you may increase the spell's range as normal.

Alternatively, by increasing the Magical Attack DC by +50, you can create a tornado with Air Lore. All flames within 60 meters of the tornado are automatically extinguished and all ranged attacks (even with siege weapons) are impossible. Listen checks automatically fail.

Select a square within range (as determined by the spell effect's augmentations). All characters within 12 meters (or more, if augmented) of that square must succeed on a phys+STR save against the spell's DC or be sucked inside the tornado. Any who come in contact with the tornado (either through being sucked inside or entering the selected square) are picked up and whirled around for 1d10 rounds (extending the duration further increases the DC by +1 per additional round), taking 6d6 points of damage per round until they are violently expelled (falling damage may apply).

While a tornado's rotational speed can be as great as 480 kph, the funnel itself moves forward at an average of 48 kph (roughly 100 meters per round) for 1d10 rounds (or until the augmented spell effect ends). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Large or smaller creatures in the area of tornado-strength winds are blown away. Huge creatures are knocked down, and Gargantuan and Colossal creatures are checked.

Wind Force Effect	Wind Speed phys+STR DC	Ranged Attacks (1)	Creature Size(2)	Wind	
Light	0–16 kph	–/–	Any	None	–
Moderate	17–32 kph	–/–	Any	None	–
Strong	33–48 kph	–2/–	Tiny or smaller	Knocked down	
Severe	49–80 kph	–4/–	Small or larger	None	
away	15		Tiny	Blown	
down			Small	Knocked	
			Medium	Checked	
Windstorm	81–120 kph	Impossible/–4	Large or larger	None	
away	18		Small or smaller	Blown	
down			Medium	Knocked	
			Large or Huge	Checked	
			Gargantuan or Colossal		
Hurricane	121–280 kph	Impossible/–8	Medium or smaller	Blown	
away	20		Large	Knocked	
down			Huge	Checked	
			Gargantuan or Colossal		
Tornado	281–480 kph	Impossible/Impossible	Large or smaller	Blown	
away	30		Huge	Knocked	
down			Gargantuan or Colossal		
				Checked	

1 The first section is for standard projectiles, the second for oversized, such as large, magically propelled stones and siege weaponry.

2 Flying or airborne creatures are treated as one size category smaller than their actual size.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×2 meters.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×4 meters.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4×4 meters, taking 1d4 points of nonlethal damage per 4 meters. Flying creatures are blown back 2d6×4 meters and take 2d6 points of nonlethal damage due to battering and buffeting.

Banish

You can force a spirit from the material world.

Base DC: 25

Components: Verbal, Somatic; Range: Touch; Target: Extraplanar creature touched; Duration: Instantaneous; Saving Throw: Will negates (see text); Spell Resistance: Yes.

Base Effect

You can banish up to 4 Levels of hostile spirit from the material world. A spirit leaves the material world if it fails a special MIND save (DC = spell's save DC – Spirit's Level + your caster level). If the spell is successful, the creature is instantly whisked away.

Augmented Effects

You can apply the following augmentations to Banish: Area/Target, Components, Range. For each additional 2 levels of spirit banished, increase the Magical Attack DC by +5.

Beguile [Mind-Affecting]

You can disrupt the thoughts and actions of another.

Base DC 15.

Component: Verbal; Range: Touch; Target: Living creature touched; Duration: 1 round; Saving Throw: MIND+level negates; Spell Resistance: Yes.

Base Effect

You cause the target to become confused, making it unable to determine independently what it will do. Roll on the following table at the beginning of the subject's next turn round to see what it does in that round.

1d10 Behavior

1 Attack you with melee or ranged weapons (or close with you if attack is not possible).

2 Act normally.

3–4 Do nothing but babble incoherently.

5–6 Flee from you at top possible speed.

7–10 Attack nearest creature.

A confused creature that cannot carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused creature

that is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note: A confused creature won't make attacks of opportunity against any creature that it isn't already devoted to attacking, either because of its most recent action or because it has just been attacked.

Augmented Effects

You can apply the following augmentations to Beguile: Area/Target, Components, Duration, Range.

By increasing the Magical Attack DC by +20, you can choose the target's behavior (from those listed above) for 1 round. If you extend the duration of the spell, you must increase the DC by +20 for every round you wish to determine its actions.

Alternatively, by increasing the DC +10, by you can calm the emotions of the target, reducing strong emotions (both positive, such as joy, and negative, such anger) to a neutral state. The target cannot take violent actions (although it can defend herself) or do anything destructive, but any aggressive action against or damage dealt to it immediately breaks the spell.

This spell automatically suppresses (but does not dispel) any magical morale bonuses. It also suppresses any fear effects and removes the confused condition from all targets. While the spell effect lasts, a suppressed spell or effect has no effect. When the spell effect ends, the original spell or effect takes hold of the target again, provided that its duration has not expired in the meantime.

If this spell effect is augmented to cover more than one target creature, attacking any one breaks the spell on all of them.

Create Energy

You can create Fire or Sonic energy.

Base DC 10(Fire)/20(Sonic)

Components: Verbal, Somatic; Range: 4m; Area: 2m.- radius burst; Duration: Instantaneous; Saving Throw: phys+Dex half; Spell Resistance: Yes.

Base Effect

You have one form of this Spell in accordance with your Elemental Type.

You point your finger and determine the range (distance and height) at which the created energy is to burst. A bolt of elemental energy is fired from the palm, and unless it impacts on a material body or solid barrier prior to attaining the prescribed range, blossoms into the created energy at that point -- an early impact results in an early detonation. If you attempt to send the bolt through a narrow passage, you must "hit" the opening with a second Magical Attack made against the Target's Defense, or else the bead strikes the barrier and detonates prematurely.

All creatures in the area of the detonation take 1d4 points of damage. Unattended objects caught in the area of the created energy take damage as normal for the energy: fire ignites combustibles, cold freezes liquids, sonic can shatter fine or delicate items and so on.

Note: If you create an energy type, the created energy vanishes at the end of the spell effect's duration. Incidental effects, such as fires or billowing smoke started from Create Energy (fire) do not vanish at the end of the duration.

Augmented Effects

You can apply the following augmentations to Create Energy: Area/Target, Components, Damage,

Range.

Dispel

You can counter spell effects.

Base DC: 10.

Component: Verbal; Range: 4m; Target: One creature, object, or spell; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No.

Base Effect

Use this spell to end ongoing spells (or at least their effects) that have been cast on a creature, object, or area, or to temporarily suppress the magical abilities of a magic item. A dispelled spell effect ends as if its duration had expired. Dispel can defeat the most powerful spell effect in place. Dispel can dispel the ongoing effects of supernatural abilities as well as spell effects, and it affects spell-like effects just as it affects spell effects. You make a dispel check against the spell effect or against each ongoing spell effect currently in effect on the object or creature. A dispel check is 1d20+1 against a DC of 11 + the target effect's caster level.

If targeting an object or creature that is under the effects of an ongoing spell effect, make a dispel check to end the spell effect affecting the object or creature.

If the object targeted is a magic item, make a dispel check against half the Magical Attack DC to create the item. If successful, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. A magic item's physical properties are unchanged.

Augmented Effects

You can apply the following augmentations to Dispel: Area/ Target, Components, Range.

For each additional +1 on the dispel check, increase the Magical Attack DC by +2. In addition, for each additional spell effect to be dispelled, increase the Magical Attack DC by +10.

Earth Lore

You can soften earth and stone.

Base DC: 15

Component: Verbal; Range: Touch; Area: 2m square area; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No.

Base Effect

This spell effect causes all natural, undressed earth or stone in the spell effect's area to soften: wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay easily moldable or chopped. You affect a 2-meter-square area to a depth of 30 to 120 centimeters, depending on the toughness or resilience of the ground at that spot. You cannot affect magical, enchanted, dressed, or worked stone.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds. A creature that succeeds on its save can move through the mud at half speed, but it cannot run or charge. A creature that fails its save sinks until hip- or chest-deep, suffers a –2 penalty on attack rolls and AC, and has its move reduced to 2 meters. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures tall enough to walk on the bottom can wade through the area at a speed of 2 meters. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and cannot

run or charge over the surface. Stone softened into clay doesn't hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

Augmented Effects

You can apply the following augmentations to Earth Lore: Area/Target, Components, Duration, Range.

If you increase the area, and target a cavern ceiling, you can cause a moderate collapse or landslide as the loosened material peels away from the face of the roof and falls. A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, the basic effects of Earth Lore usually only damage the structure, not destroy it.

If you increase the Magical Attack DC by +20, you can change uncut or unworked rock into an equal volume of mud. The depth of the mud created cannot exceed 4 meters. If cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 2 meters. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area or half damage to those who succeed on Reflex saves. Those in the mud then must make a separate Reflex save to determine how the mud affects their movements (as above). You may turn an equal area of mud back to soft sandstone for the same DC increase.

By increasing the DC by +5, you can form an existing volume of earth or clay into any shape that suits your purpose. While it is possible to make crude coffers, doors, pots, and so forth, fine detail is not possible unless you succeed on an appropriate Craft skill check (e.g., potter, sculptor). There is a 30% chance that any shape including moving parts simply does not work. An additional +10 DC increase allows you to shape stone in the same way.

You can increase the Magical Attack DC by +30 to cause the affected area to shape itself into long, sharp points that blend into the background, impeding progress and dealing damage to any moving through the area. Any creature moving on foot into or through the spell effect's area moves at half speed, and each creature moving through the area takes 1d8 points of piercing damage for each 2 meters of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a Healing Lore spell effect. Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC. Treat such injuries as caltrop wounds for the purposes of Resistance checks.

By increasing the Magical Attack DC by +50, you can move dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. However, in no event can rock formations be collapsed or moved. This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography. The spell cannot be used for tunneling. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

By increasing the DC by +100, you cause an intense but highly localized tremor to rip the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round (unless the duration is augmented), during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a DC 25 Concentration check or the Magical Attack DC of any spell effects she casts increase by +4. The earthquake affects all terrain, vegetation, structures, and creatures in the area.

The specific effect of this augmentation depends on the nature of the terrain where it is cast.

- Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex vs. DC 15 halves) and pinning that creature beneath the rubble (see below). If cast on the roof of a very large cavern, it could also endanger those outside the actual area but below the falling debris.

Cliffs: Cause a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (phys+DEX DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 phys+DEX save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100 points of damage: enough to collapse a typical wooden or light stone building, but not a structure built of reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of damage (phys+DEX DC 15 halves) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand (see above for movement rules). At the end of the spell effect's duration, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the muck. The mud's affects on movement are the same as for rock transformed into mud as described above.

Pinned Beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of vitality damage per minute while pinned. A character with zero Vitality must take a DC 15 STR check or falls unconscious. If a pinned character falls unconscious, she must make a DC 15 STR check or take 1d6 points of damage each minute thereafter until freed or dead.

Enchant

You can manipulate a person's mind.

Base DC: 5

Component: Verbal; Range: Touch; Target: One living creature; Duration: 1 round; Saving Throw: Will negates; Spell Resistance: Yes.

Base Effect

You may affect one Level 1 living creature touched. If the creature fails a MIND+level save, it takes a –2 penalty on Listen and Spot checks and a –1 penalty on MIND+Level saves against sleep effects while so affected.

Augmented Effects

You can apply the following augmentations to Enchant: Area/ Target, Components, Duration, Range.

If you augment the range, you affect a target creature with range rather than creating a ray effect. You may increase the HD you can affect by increasing the Magical Attack DC by +5 for every Level above

1. By increasing the DC by +5 you can put a humanoid or animal with 1 Level to sleep for 1 round. For every additional Level of creature to be put to sleep, increase the Magical Attack DC by an additional +5. You can extend the duration of the sleep effect as normal. A target put to sleep in this way can be awoken

by being slapped or being dealt at least 1 point of damage. Otherwise, the subject is helpless until the effect ends.

You can increase the DC by +10 to cloud the mind of a Level 1 humanoid or animal so it can take no actions for the duration (though it is not considered helpless). You may increase the number of Hit Dice you can affect by increasing the Magical Attack DC by +5 per additional Level.

Enhance Person

You can improve a target's natural talents.

Base DC: 20.

Component: Verbal; Range: Touch; Target: One humanoid touched; Duration: 1 round; Saving Throw: Fort negates (harmless); Spell Resistance: Yes (harmless).

Base Effect

Enhance Person confers one of the following benefits:

+1 enhancement bonus to one of the target's ability scores (the target must have an ability score for this spell effect to work).

+1 competence bonus to any skill

+1 enhancement bonus to the target's natural armor bonus.

+1 competence bonus to the target's attack rolls.

+2 enhancement bonus to a saving throw.

+2 meter enhancement bonus to the target's base land speed.

The addition of 1 temporary Vitality point.

Augmented Effects

You can apply the following augmentations to Enhance Person: Area/Target, Components, Duration, Range.

You can apply more than one effect granted by this spell. Each instance increases the Magical Attack DC by +10.

You can increase the bonus of the ability score benefit by increasing the DC by +20 for each additional +1 bonus increment.

You can increase the skill bonus by increasing the DC by +2 for each additional +1 bonus increment.

You can apply the effects of this spell to an additional skill by increasing the Magical Attack DC by +10; further augmentation is priced separately. You can increase the attack roll bonus by increasing the DC by +10 for each additional +1 bonus to attack rolls.

You can increase the natural armor bonus by increasing the DC by +10 for each additional +1 bonus to natural armor. You can increase the bonus of the saving throw benefit by increasing the DC by +10 for each additional +1 bonus to the selected saving throw. In addition, you may affect more than one save with Enhance Person by purchasing each additional type as an additional effect as described above and then increasing each separately.

You can increase the bonus to a target's speed by an additional +2 meters for every +5 you add to the Magical Attack DC.

You can add an additional temporary Vitality point for each +3 increase to the Magical Attack DC.

Fatigue

You can sap a target's stamina.

Base DC: 15.

Components: Verbal, Somatic; Range: Touch; Target: Creature touched; Duration: 1 round; Saving Throw: Fortitude negates; Spell Resistance: Yes.

Base Effect

Your touch tires a target. The subject is immediately fatigued for the spell effect's duration. This spell has no effect on a creature that is already fatigued. Unlike normal fatigue, the effect ends as soon as the spell's duration expires. Multiple uses of this spell stack, with a second casting and a failed save resulting in two fatigued conditions (exhausted).

Augmented Effects

You can apply the following augmentations to Fatigue: Area/ Target, Components, Duration, Range.

Fear

You can inspire terror in an enemy.

Base DC 15.

Component: Verbal; Range: 4m; Target: One living creature; Duration: 1 round; Saving Throw: Will negates; Spell Resistance: Yes.

Base Effect

This spell effect fills a single subject with a feeling of horrible dread that causes it to become shaken.

Augmented Effects

You can apply the following augmentations to Fear: Area/Target, Components, Duration, Range.

You can increase the level of fear in the target to frightened by increasing the Magical Attack DC by +15, or panicked by increasing the Magical Attack DC by +30.

Fire Lore

You can control the burn rate of a fire.

Base DC 15.

Component: Somatic; Range: 4m; Target: One fire source, up to a 2m cube; Duration: Instantaneous; Saving Throw: See text; Spell Resistance: Yes and no, see text.

Base Effect

You may cause a fire to be extinguished or reduced to embers, or to flare up and expand to twice its size. You can cause a fire source to burst in a bright flash. If creatures adjacent to the fire source fail a phys+STR save, they are dazzled for 1 round. Sightless creatures are immune to this effect.

Augmented Effects

You can apply the following augmentations to Fire Lore: Area/Target, Components, Range.

You can expand the area of the target fire by an additional 2m cube by increasing the Magical Attack DC by +6.

You can expand the intensity of the flash effects of Fire Lore by increasing the Magical Attack DC by +10. All adjacent sighted creatures become blinded for 1d4 rounds unless they succeed on a Fortitude save.

By increasing the Magical Attack DC by +15, you can create writhing streams of billowing smoke instead. The smoke spreads 2 meters in all directions and lasts for 1 round. All creatures within the cloud that fail a Fortitude save take –4 penalties to Strength and Dexterity that continue for 1 round after they leave. You may augment the duration and area of the cloud as normal.

Foresee

You can bestow a flash of insight that reveals the future.

Base DC 5.

Component: Somatic; Range: Touch; Target: Creature touched; Duration: 1 round or until discharged; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless).

Base Effect

Foresee allows a touched creature to gain a flash of insight into the future. The subject of the effect gains a +1 competence bonus on any of the following: a single attack roll, saving throw, or skill check. The subject must choose to use the bonus before making the roll to which it applies.

Augmented Effects

You can apply the following augmentations to Foresee: Area/Target, Components, Duration, Range.

You can augment the effects of Foresee by an additional +1 competence bonus by the Magical Attack DC by an additional +2 for every extra point.

You can have the bonus apply to more than one roll (such as attack roll and saving throw) by increasing the Magical Attack DC by +5.

Healing Lore

You can repair injuries.

Base DC 15.

Component: Somatic; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Will half (harmless); Spell Resistance: Yes (harmless).

Base Effect

You lay hands upon a target creature and use magic to repair injuries. You can heal 1 point of Wound or Vitality damage.

Augmented Effects

You can apply the following augmentations to Healing Lore: Area/Target, Components, Damage (Special, see following), Range.

You can use Healing Lore to diagnose a subject's physical condition by increasing the Magical Attack DC by +10. This spell effect reveals the subject's mental state (e.g., nauseated, panicked, stunned, confused), her physical state (wounded and to what extent, disabled, staggered, unconscious, dying), and

any physical afflictions she's suffering (e.g., poison or disease). It doesn't reveal magical afflictions (e.g., curses).

To augment the Healing Lore spell effects, use the following Magical Attack DC modifiers.

Augmentation DC	Modifier	Example
Increase to d3	+5	Increase from 1 point to 1d3 points
Increase die type	+5	Increase the cure die from 1d3 to 1d4
Per additional die	+5	Increase the cure die from 1d3 to 2d3

Increasing the Magical Attack DC by +30 allows you to remove either any poisons or any diseases from the target.

A more common use of Healing Lore is cosmetic maintenance. By increasing the DC by +5, you can remove any common physical ailments, such as a rotten tooth, an ingrown toenail, a hangnail, acne, minor cuts, abrasions, bruises (none of which are actual damage), and so on.

Projectile

You can shape matter defensively and offensively.

Base DC 10

Component: Verbal; Range: Personal or 4m.; Target/Effect: You or create a stone projectile; Duration: 1 round or instantaneous (hammer); Saving Throw: Will negates (harmless) (shield only); Spell Resistance: Yes.

Base Effect

You can create an large, shield-sized, mobile disk of stone or ice that hovers in front of you. The disk provides a +2 deflection bonus to Defense. Alternately you may make a Magical Attack roll with a DC of the attackers Initiative to place the barrier can be placed in front of the attack to block it entirely. A stone barrier has DR8 and can withstand 15 points of damage per 3cm thickness before it is destroyed. An ice barrier has a DR4 (0 against Fire) and can withstand 8 points of damage per 3cm thickness before it is destroyed. All remaining damage is transferred to the caster. You may only use a barrier to block the attacks from one enemy at a time.

Alternatively, you can create a projectile Stone or Ice you can then use as a ranged weapon with a base range of 4 meters. You must succeed on a ranged touch attack to hit the target. If you succeed, you deal 1 points of damage.

Augmented Effects

You can apply the following augmentations to Force: Area/Target, Components, Damage, Duration, Range.

For every Magical DC increase of +7, you increase the deflection bonus by +1.

For every Magical DC increase of +12, you increase the thickness by 3cm.

If you change the effect of the weapon of force to a 2m radius burst (+5 DC), you do not need to roll to hit. Targets halve damage on a successful phys+STR save.

Protection

You can surround yourself with a protective aura.

Base DC 5.

Component: Somatic; Range: Personal; Target: You; Duration: 1 round; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless).

Base Effect Protection creates a protective aura around you, granting a +1 insight bonus to your Armor Class.

Augmented Effects

You can apply the following augmentations to Protection: Area/Target, Components, Duration, Range. For each additional point of insight bonus to your AC, increase the Magical Attack DC by +5.

By increasing the Magical Attack DC by +5, you can withstand the effects of heat as hot as 140 degrees Fahrenheit or cold as chill as -50 degrees without having to make Fortitude saves. This doesn't provide any protection against direct fire or cold damage.

Resolve

You can remove a magical effect affecting a creature.

Base DC: 15.

Component: Focus; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless).

Base Effect

You remove a -1 penalty imposed by magic on a skill, ability score, attack roll, check, or saving throw. If the target has a higher penalty, you reduce it by 1.

Augmented Effects

You can apply the following augmentations to Resolve: Area/ Target, Components, Range.

For every additional +10 to the Magical Attack DC, you can remove an additional -1 penalty.

You can also reduce or remove fear conditions by increasing the DC by +10 for each step reduced (such as from panicked to frightened, or frightened to shaken, or shaken to no fear condition).

For an increase of +8, you can suppress a curse for 1 day. By increasing the Magical Attack DC by +20, you can permanently remove any curses affecting the touched creature.

For an increase of +20, you can restore senses removed by magic, but only by magic.

You can further empower this spell effect by increasing the DC by +30 to immediately remove any mind-affecting effects, all penalties imposed by Afflict, and any fear conditions.

Reveal

You can see distant locations or hear distant sounds.

Base DC: 15.

Component: Focus; Range: 2m.; Effect: Magical sensor; Duration: 1 round; Saving Throw: Will negates; Spell Resistance: Yes.

Base Effect

You can see some distant location or hear the sounds at some distant location almost as if you were there. You must decide at the time of casting the effect whether you can see or hear. The spell effect creates a fixed invisible sensor over the top of the target that can be dispelled. Lead sheeting or magical protection blocks the spell, and you sense that the spell is blocked.

Augmented Effects

You can apply the following augmentations to Reveal: Components, Duration, Area/Effect (see text), Range (see text).

You can expand the area of the sensor reveal by augmenting the Area through normal means.

It's easier to extend the range of reveal. You can increase the range to 2 kilometers by increasing the Magical Attack DC by +20. Each additional two kilometer increment beyond the first increases the DC by +5.

To both hear and see, increase the Magical Attack DC by +10. If you prefer to create a mobile sensor (speed 48 meters) you control, increase the Magical Attack DC by +15. To allow magically enhanced senses to work through Reveal, increase the Magical Attack DC by +20.

To cast any spell effect from the sensor whose range is touch or greater, increase the Magical Attack DC by +30; however, you must maintain a line of effect between yourself and the sensor at all times. If the line of effect is obstructed, the spell ends. To free yourself of the line of effect restriction for casting spells through the sensor, multiply the Magical Attack DC by $\times 3$.

By increasing the Magical Attack DC by +30, you may look in on the location of a specific creature, instead of a specific location. In order to do this, you must possess a personal item of the individual (one you've had for at least a week) or possess an edge (see Edges, page 23).

Note: A magical sensor can be detected with a successful DC 25 Detect Magic check.

Sense

You can heighten your senses.

Base DC 5.

Component: Focus; Range: Personal; Target: You; Duration: 1 round; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless).

Base Effect

You gain a +1 bonus to Listen and Spot checks.

Augmented Effects

You can apply the following augmentations to Sense: Area/ Target, Components, Duration, Range.

You can increase the bonus to Listen and Spot checks by increasing the Magical Attack DC by +2 for each additional +1 bonus. By increasing the Magical Attack DC by +15, the bonus also applies to Search checks.

By increasing the Magical Attack DC by +5, you instead determine the direction of north from your current position.

Alternatively, if you increase the Magical Attack DC by +5, you can see twice as far as a normal in situations of low or dim lighting. If you increase the DC by +15, you can see 24 meters even in total nonmagical darkness, albeit in black and white.

Sense can also allow you to see magical auras within 48 meters. The effect is similar to that of the Detect Magic ability, but you do not have to concentrate and you discern aura location and power more quickly. By increasing the Magical Attack DC by +20, you know the location and power of all magical auras within your sight. An aura's power depends on the item or spell effect's caster level, as noted in the description of the Detect Magic skill description (see page 8). If the items or creatures bearing the auras are in line of sight, you can make Detect Magic skill checks to determine the spell involved in each. Make one check per aura (DC 15 + one-half caster level). If you concentrate on a specific creature within 48 meters of you as a standard action, you can determine how much available spell energy she has remaining.

By increasing the Magical Attack DC by +20, you can use Sense to detect secret doors, compartments, caches, simple pits, deadfalls, and snares, as well as traps constructed of natural materials. Typically, Sense only reveals passages, doors, or other openings specifically designed to escape detection. It also detects natural hazards like quicksand, deadfalls, and sinkholes. Sense reveals the presence or absence of such hazards or concealed spaces. If you extend the duration of this augmented effect, you can learn more information, depending on how long the spell effect lasts.

2nd Round: Number of secret doors and the location of each and number of hazards and the location of each. If a secret door or hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal or hazard closely examined by you. Each round, you can turn to detect secret doors, snares, pits, and other hazards in a new area. The spell effect can penetrate barriers, but 1 meter of wood or dirt or 30 centimeters of stone.

You can set up a warning system that alerts you if Tiny or larger creatures come within a 2-meter-radius of you. At the time of casting, you can exempt certain individuals or types of creatures from the spell's effects. The warning takes the form of a sharp mental "ping," sufficient to wake you up, but not enough to disrupt your concentration, that indicates the direction of the intrusion but no other details. This increases the Magical Attack DC by +5.

To set up a warning system that alerts you if magic is used in that same area, or if attempts to scry you from a distance or to use sensing magic are directed at you, increases the DC by +30. If you increase the DC by +50, the warnings can give you a visual image of the spy and an accurate sense of her direction and distance from you,

but only if you succeed at an opposed caster level check (1d20 + caster level).

By increasing the DC by +50, you can determine the proximity of a particular object. You must think of either a general type of object (e.g., a staircase) or a specific example of an object (e.g., your own missing money pouch) during the casting. The spell effect can penetrate barriers, but 1 meter of wood or dirt, 30 centimeters of stone, 3 centimeters of common metal, or a thin sheet of lead blocks it.

Shape Matter

You can change the shape of matter.

Base DC: 25

Components: Verbal, Somatic; Range: 0m; Effect: Up to 8 meters of nonliving, nonmagical matter; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No.

Base Effect

You summon a “block” of matter up to 8 cubic meters (2m x 2m x 2m) in volume. You may shape this as you like. You must succeed at an appropriate skill check to make a complex item. The material you summon depends on the applicable elemental skill. Water Elementalists may summon Water from a near-by source while Earth elementalists may summon earth from the ground below them.

Augmented Effects

You can apply the following augmentations to Create Matter: Area/Target, Components, Range. For each additional block (8 cubic meters) of matter summoned, increase the Magical Attack DC by +2. You can also conjure different types of materials based. For Ice, increase the DC by +15. For Stone, increase the DC by +25.

Sound Lore

You can send and receive messages at a distance.

Base DC: 5

Components: Verbal, Somatic; Range: 4m; Target: One creature; Duration: 1 round; Saving Throw: None; Spell Resistance: No.

Base Effect

You can whisper a message and receive a whispered reply without being overheard. You point your finger at the creature you want to receive the message and then whisper your message. Assuming the message isn't blocked (1 meter of wood or dirt, 30 centimeters of stone, 3 centimeters of common metal, or a thin sheet of lead blocks it the target creature hears the message and (if there's sufficient time) can whisper a reply that you hear.

The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell effect's range.

The spell doesn't transcend language barriers.

Augmented Effects

You can apply the following augmentations to Sound Lore: Area/Target, Components, Duration, Range.

If you increase the Magical Attack DC by +50, you can whisper your message to (and receive a response from) a target creature with which you are familiar, without regard to distance or line of effect. An additional DC increase of +25 allows your message to reach the recipient across planar barriers. Or you can deliver your message to a target area (for a DC increase of +15), with the whispered words heard by anyone standing in a 10-ft. radius of the target location; if there's no one in the area, the message is whispered to the empty air. Anyone receiving the message can whisper a reply that you will hear, so long as both message and reply fit within the spell effect's duration.

By increasing the DC by +5, you can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else within a 4-meter radius. Anyone who hears the sound and rolls a successful Will save recognizes it as illusory (but still hears it).

You can use Sound Lore to mask the sounds of movement, conferring a +1 bonus to Move Silently checks by increasing the Magical Attack DC by +15. For each additional +1 bonus, increase the DC by an additional +2. To plunge a 2-meter square area into silence, increase the DC by +30. You can increase the area normally.

If you increase the DC by +20, you can surround yourself with a 2-meter-radius emanation of silence, such that those within the emanation can converse normally, yet no one outside can hear your voices (a successful Spot check to read lips can reveal what's said inside the area) or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the area immediately becomes subject to the spell effect, and those who leave are no longer affected.

Spirit Lore

You can communicate with the dead.

Base DC 30.

Component: Focus; Range: 5 ft.; Target: The Spirit World; Duration: 1 round; Saving Throw: Will negates (see text);

Spell Resistance: No.

Base Effect

You contact the spirits of the dead and ask a question that can be answered by "yes," "no," or other brief responses. The corpse always answers honestly; in cases where a one-word answer would be misleading, a short phrase (five words or less) may be given as an answer instead. "Unclear" and "I don't know" are legitimate answers, because the dead are not omniscient. Spirits contacted in this manner are able to structure their answers to further their own purposes and to suit their own personalities; the answers they give are true, but not necessarily the whole truth. You must ask the question within 1 round of casting, otherwise the effect is wasted. The corpse gets a Mind+Level save to resist the spell effect.

Augmented Effects

You can apply the following augmentations to Spirit Lore: Area/Target, Components, Duration, Range.

You may ask additional questions. Each question beyond the first increases the Magical Attack DC by +10. If a question is asked a second time with subtle differences, the answer is likely to be repetitive. If you lag, discuss the answers, or go off to do anything else, the spell effect ends.

Water Lore

You can squeeze water from the air.

Base DC: 15

Component: Verbal; Range: 10 ft.; Effect: 4 liters of water; Duration: Instantaneous (or 1 round for all augmented effects); Saving Throw: None; Spell Resistance: No.

Base Effect

You draw wholesome, drinkable water, just like clean rainwater, from the atmosphere. You cannot create water within a creature; you may create it in a container or over a large area, creating rain, if desired. Water weighs 1 kilogram per liter. One cubic meter of water contains 1,000 liters.

Augmented Effects

You can apply the following augmentations to Water Lore: Area/Target, Components, Range.

You can create additional water at a rate of 2 liters for every +1 added to the Magical Attack DC.

You can cause the water created to form a misty vapor in a 2-meter radius centered on you. It is stationary once created. The vapor obscures all sight beyond 2 meters. A creature within 2 meters has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A light wind (17+ kph) disperses the fog in 4 rounds. A strong wind (33+ mph) disperses the fog in 1 round. A Create Energy (fire) effect burns away the fog in the explosive or fiery spell's area. This effect does not function underwater. This effect increases the spell effect's Magical Attack DC by +5. You can expand the area from personal to a cloud through the normal rules for augmentation.

You can cause water or similar liquid to reduce its depth by as much as 1 meter per Magical Attack DC increase of +10 (to a minimum depth of 3 cm). The water lowers within a square depression whose sides are up to caster level \times 4 meters long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water-based creatures, this spell causes a slowing effect.

You can cause water or similar liquid to rise in height, just as above. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Microlite20 Tactical System

by Corvus

I have thought a long time about a system for tactical movement, that doesn't need any miniatures or tile maps nor is too simplistic to be of no tactical importance. Thus I came up with my own system. To make the things clear beforehand, this is not truly in the spirit of M20, as it adds rules to the game that aren't absolutely essential but may be exactly that what enables M20 to be the base for a more sophisticated game (or serve as a base for a Microlite 4E).

What is needed (ruleswise):

- A "speed" rating, that corresponds to the real movement rate of a combatant and that is on same scale as other abilities that are used to make checks in this system. For M20 this is something along the lines of a +2 to +6 bonus to a check.
- A distinction between movement-related and non-movement-related actions. To put it into D&D terms: Standard and Movement actions. Every combatant is entitled to one of each during his combat turn.
- A way to determine how many pieces of cover and higher ground are available. Usually this is set by the Game Master.
- A distinction between melee and ranged weapons.

What gaming materials are needed?

While I have been trying to reduce the amount of materials needed, it is feasible to use some tokens for

- cover and higher ground (just to know how many of each are available)
- combat advantages (explained later)
- (only if you like) for the players and the enemies (e.g. chess pieces)

What is the basic idea behind it?

The basic idea behind making the tactical movement abstract is that there are only few positions in combat that make a difference for the combatant from a tactical point of view. Thus this system only looks at potentially interesting positions in combat, while the rest is simply ignored. Furthermore, it is assumed that all combatants are constantly moving around, while the general distance between them stays roughly the same. As it stands now, the price for this abstraction is that it becomes hard to explain why a combatant can move across the whole battlefield in one turn.

What are those "tactically important positions"?

This movement system distinguishes between four "tactically important positions": *engaged* in melee, *disengaged*, behind *cover* and on *higher ground*. Everything else is of no further interest. The following table gives a short summary of the advantages of each position.

Position	Advantage(s)
<i>engaged</i> :	able to (be) attack(ed by) enemies with melee weapons; Line of Sight only to other combatants in the same combat.
<i>disengaged</i> :	able to (be) attack(ed by) enemies with ranged weapons; Line of Sight to all other combatants not behind cover.

cover: +4 AC, Line of Sight only to allies

higher ground: +4 AC vs ranged attacks, +4 on ranged attacks, Line of Sight to everyone not behind cover (and vice versa)

How does it work?

Combat time is divided into rounds, each round representing 6 seconds of time passing in the game world. During each combat round, every combatant gets one turn, during that he can take one *movement* and one *standard* action. When all combatants have taken their turns, a new round begins.

Some movement actions require a speed check. The DC for this check is given in the figure "DC".

Unless determined otherwise by the DM, all combatants begin the combat *disengaged*.

Movement Actions:

Move:

You move around the battlefield, trying to reach your destination as fast as possible.

~~+4 bonus on your next speed check.~~ You receive 2 movement tokens.

Engage:

DC: 10 + the speed of enemy you are trying to engage

You charge into battle, facing your foe in bloody hand-to-hand combat.

Success: you are now engaged in melee combat with the target. This enables you to make attacks against the target with melee weapons.

Failure: you become *disengaged* and receive one movement token.

Disengage:

DC: 10 + the speed of enemy with the lowest speed score you are in combat with + 1 for every enemy after the first

You retreat from combat, getting some distance between you and the enemy's weapons.

Success: you are now disengaged. If there is any unoccupied cover or higher ground, you may move to that location. You lose all combat advantage tokens.

Failure: you stay in the combat and up to three enemies in the same combat get to make a free attack against you. You get one movement token.

Tactical Movement:

DC: 10 + the speed of enemy with the lowest speed score you are in combat with + 1 for every enemy after the first or see text

You try to get into a position that grants you an advantage over your enemy.

Success: you gain one *combat advantage token* if you are in combat. If you are not in combat, you may move behind cover (DC 12) or onto higher ground (DC 15).

Failure: you lose one *combat advantage token*. If you were trying to move behind cover or onto higher ground you stay in current position become *disengaged*.

Special Movement:

You mount or dismount a animal or vehicle or ascend/descend to/from aerial combat

Standard Actions:

Attack:

Make an attack against an enemy within your weapon's range. If you engaged during this round, you can only attack the enemy you just engaged. While in a combat you can only make melee attacks against enemies in the combat you are in. Ranged attacks can only be targeted against combatants that are not in the same combat as you are and that you have line of sight to.

Combat Maneuver:

Make an attack roll against an enemy. Instead of dealing damage you gain two combat advantage tokens. If you are using a ranged weapon for a combat maneuver you only gain one combat advantage token in case of a success.

Special rules:

Cover: if a combatant behind cover is engaged, he gets to make a free attack against the attacker (but only once during that round). After that turn, that combat is considered a normal combat and provides no cover bonuses to anyone, until that location has been left. A combatant can get line of sight to all other combatants not behind full cover (and vice versa) by not fully using the cover (*half cover*). At the beginning of a turn or when getting behind cover initially, the combatant has to announce in which way he uses the cover. While using only *half cover* the AC bonus is reduced to +2.

Combat Advantage Tokens: a combatant can spend a combat advantage token before he makes an attack roll in order to get a +2 bonus on that roll. A token can also be spent before an enemy makes an attack roll in order to receive a +2 AC bonus against that attack.

Movement Tokens: when making a speed check for a movement action, a combatant receives a +2 bonus to that check for every movement token he has. If the check is successful, that combatant loses all movement tokens.

Mounted Combatants: Mounted combatants use the speed of their mount for all movement. Mount and rider always move at the same time, as long as they are unseparated. A mount is treated as a normal combatant in all other respects.

Airborne Combatants: as long as an airborne combatant is in the air, he is considered to be on higher ground and can only be engaged by other flying combatants. An airborne combatant engaging an enemy on the ground automatically disengages at the beginning of his next turn.

Table: Line of Sight

Position	Can see	Can be seen by
<i>engaged</i>	enemies not on higher ground or behind full/half cover; allies behind full cover	enemies not behind full cover; allies behind full cover.
<i>disengaged or behind half cover</i>	enemies not behind full cover; allies behind full cover.	enemies not behind full cover; allies behind full cover.
<i>behind full cover</i>	allies only	allies only
<i>on higher ground</i>	enemies not behind full cover; allies behind full cover.	everybody, except enemies behind full cover.

Class Combat Advantages:

Every class gets a unique way to spend a combat advantage token.

Fighters: after a successful attack roll you may spend a combat advantage token to receive a +4 bonus to the damage roll.

Rogues: before making a speed check, you may spend a combat advantage token to receive a +4 bonus to that check.

Magi: you can spend any amount of combat advantage tokens as a standard action in order to deal 2 points of damage per token spent to a combatant that you have line of sight to.

Clerics: you can spend any amount of combat advantage tokens as a standard action in order to heal a combatant you have line of sight to for 2 points per token spent. You cannot use this ability on yourself.

MICROLITE20 COMPANION RULES

Welcome to the Microlite20 Companion rules. In this document you will find even more fun, optional goodies for your Microlite gaming!

Races

Goblins get a +4 to DEX, and a -2 to MIND

Half-ogres get a +6 to STR, and a -2 to MIND

Pixies get a -6 to STR, and a +4 to DEX

Classes

Assassins wear light armor and don't use shields. They have a +2 bonus to Physical and a +2 bonus to Subterfuge. Assassins can sneak attack like Rogues. However, if they can study their target for three rounds before making a successful sneak attack, the target must make a STR + Physical save or die. If the target succeeds at the save, the damage is applied to his STR. The Assassin may take other actions as long as his attention remains on his target.

Barbarians wear light or medium armor and use shields. They have a +2 bonus to Physical and a +2 bonus to Survival. Barbarians are primarily known for their rages. When a barbarian rages, he gains a +2 bonus to his melee attacks and 2 additional hit points per level. However, when enraged, a barbarian has a -2 penalty to his armor class. Barbarians may rage once per level per day and the rage lasts until the end of the encounter.

Cavaliers wear any type of armor and use shields. They have a +2 bonus to Physical and a +2 bonus to Communication. Cavaliers are mounted warriors and as such they get a +2 bonus to their melee attacks and a +2 bonus to damage when using the following weapons from horseback: light hammer, handaxe, light mace, light pick, scimitar, lance, and spear.

Warlocks wear light armor and may not use shields. They have a +2 bonus to Subterfuge and a +2 bonus to Knowledge. While they are spellcasters, they, or an ancestor, made a pact with an otherworldly being. That pact allows them to use invocations that increase in power as the warlock progresses. Invocations come in three types: least, lesser, and greater. Least invocations cost 3hp to cast and are available at 1st level, lesser invocations cost 6 hp and are available at 6th level, and greater invocations cost 9hp and are available at 11th level. Also at 1st level, the warlock receives the ability to cast an eldritch blast with a range of 60 feet that does 1d6 points of damage. At 6th level the damage increases to 3d6, and at 11th level it increases to 5d6.

Rules

Attribute Increases

In the Microlite20 Core Rules, starting at third level characters can increase an attribute by 1. This could lead to players increasing their character's attributes to outrageous extremes. The suggested solution to this is to cap the increase at the character's race's maximum. For example, elves have a maximum Mind of 20, therefore an elf can only increase his Mind attribute to 20.

Critical Hits

Here is an alternate way to handle critical hits. When a character is hit with a natural 20 or when his hit point total reaches zero, any damage is applied directly to the character's Strength. Be advised, this will make the game far more deadly especially at lower levels.

Dual-classing

Game masters may wish to allow characters to function in two classes, IE Fighter/Mage, or Rogue/Illusionist. If so, just use common sense when deciding which classes could dual-class. However, it will take 15 experience points per level to advance instead of 10.

Mounted Combat

As noted above, Cavaliers are specialists in mounted combat. However, any character can fight from horseback. A few things to keep in mind are that two-handed weapons, longbows, and heavy crossbows cannot be used mounted. Non-Cavaliers attempting to fight mounted have a -2 penalty to their attack rolls. Characters who are dual-classed as Cavaliers fight as Cavaliers when mounted.

Warlock Invocations

Least Invocations

Beguiling Influence: Gain a +2 bonus on Subterfuge checks.

Dark One's Luck: Gain a +2 bonus on your next save.

Devil's Sight: See normally in darkness or magical darkness.

Leaps and Bounds: Gain a +2 bonus on Physical checks.

Miasmic Cloud: Create a cloud of mist that grants concealment and fatigues those who enter.

See the Unseen: Gain *true seeing* as the spell.

Spiderwalk: Gain *spider climb* as the spell and you are immune to webs.

Summon Swarm: Gain *summon swarm* as the spell.

Lesser Invocations

Charm: Cause one creature to regard you as a friend.

The Dead Walk: Create undead as the spell *animate dead*.

Fell Flight: Use *fly* as the spell.

Flee the Scene: Use *dimension door* as the spell.

Hungry Darkness: Create shadows filled with a swarm of bats.

Voracious Dispelling: Use *dispel magic* as the spell, causing 1d8 damage to creatures whose effects are dispelled.

Walk Unseen: Use *invisibility* (self only) as the spell.

Greater Invocations

Chilling Tentacles: Use *black tentacles* as the spell, and does 1d6 cold damage to creatures in the area.

Enervating Shadow: Gain total concealment in dark areas and impose a -2 Strength penalty on adjacent living creatures.

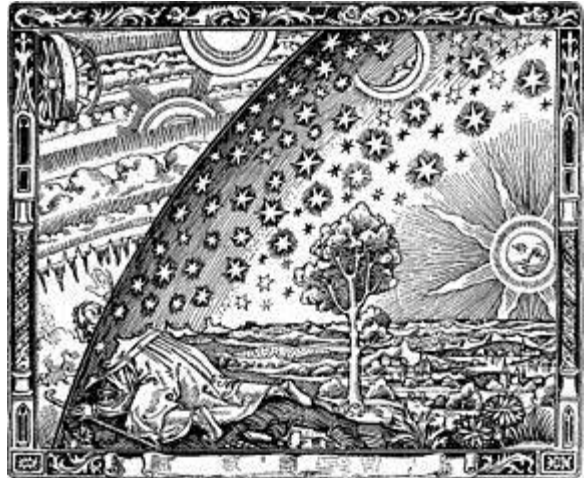
Tenacious Plague: Use *insect plague* as the spell, but the summoned locust swarm deals damage as a magic weapon.

Wall of Perilous Flame: Create a *wall of flame* as the spell.

MICROCOSMOLOGY20

By Roberto Kingsley

The ordinary world of elves and men are not the only ones that exist. Experienced adventurers and wise sages know that there are other worlds out there – places brimming with adventures that common folk can hardly dream of. These are the lands that exotic creatures like elementals or angels come from, and where gods make their homes. There are many possible planar cosmologies, and the GM should choose one that fits their campaign. A sample cosmology, which the GM is free to expand or ignore and guidelines to go with it are presented below.



PLANAR PHYSICS

Planes are assumed to have similar physical properties (i.e. breathable air, normal gravity, time moves at the same rate, etc.) to the mortal world (or Prime) unless otherwise stated. Every plane has two major properties that describe their conditions: terrain type and physical traits. Terrain type describes the predominant terrain in the plane (i.e. desert, jungle, mountain, etc.). Other terrain types still occur, but with less frequency. Physical traits are where the plane's local physics differ from those of the Prime. Physical traits are most often presented as spells from the SRD and intervals of time. This is meant to describe how often that spell effect affects travelers on the plane. (The caster level for spells is the minimum required to cast the spell unless otherwise stated. For save DC's assume the ability score of the caster is 10+spell level.)

As an optional rule, the effective caster level of certain spells cast on a plane may be increased or decreased by one. For example, on the plane of water, water-related spells would be at +1 to effective caster level, and fire-related spells might be cast at -1 to effective caster level.

Natives to a plane are assumed to be able to survive local conditions, even if they are from a race or species that would normally have trouble surviving on that plane.

TRAVELING THE PLANES

Aside from high level magic, there are a few ways travel from plane to plane. A GM should decide how common they want travelling the planes to be, and place travel methods based on that.

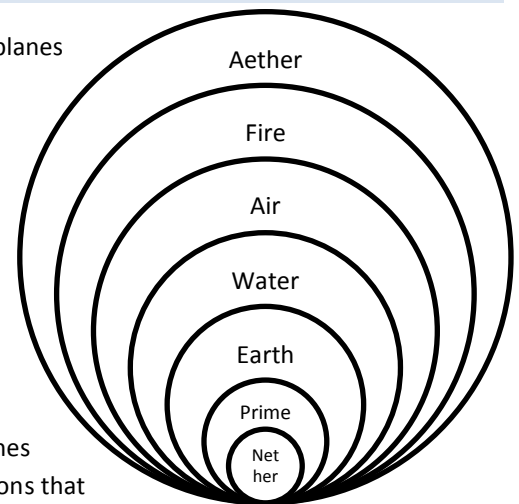
- Portals: Doorways from plane to plane. Sometimes some sort of “key” is needed, which could be an actual key, or some sort of special action, circumstance or object.
- Planar Minglings: This is what happens when two planes get too close and start bleeding into each other. The traits of one plane might start to look like the traits of another plane. This can happen naturally, or as part of a terraforming plot that ends in a plane annexing the part of reality where the mingling occurred. While this option isn't technically travel, it is a way for the GM to make the planes the center of a plot on the Prime.
- The Wandering Inn of the Glorious Toad: An extraplanar inn, set randomly popping through the planes by an perpetually hungover toad god in the basement centuries ago. It can appear literally anywhere. An itinerary with the next three planes of call and estimated times of arrival and departure is on the wall behind the bar, and a silver bell next to it tolls an hour before the inn vanishes, and again five minutes beforehand.

- **Sails of Skysailing (200,000 gp):** When placed on an ordinary sailing vessel, these sails allow a ship piloted by a spellcaster to travel the cosmic byways to other planets and planes. Skysailing vessels have two speeds: cosmic and terrestrial. Cosmic speed is unimaginably fast, and can take you to another planet or plane in 2d20 days, and to another solar system in 2d20 weeks. Terrestrial speed is the same as the ship's speed in water with good wind. Any vessel that comes close to another vessel or any large mass is forced into terrestrial speed. (This means that piracy and similar plots are common on the cosmic byways.)
- **Cubic Gate (164,000 gp):** A cubic gate is a small cube carved from cornelian whose sides are attuned six different planes (including the Prime.) Pressing a side once opens a portal (only one at a time) to a random location on that plane (through which natives might come through if left open. 10% chance/minute.) Pressing a side twice transports the wielder and all adjacent creatures to a random location on that plane.

SAMPLE COSMOLOGY

In this cosmology there are six planes besides the Prime. The four elemental planes and the plane of positive energy (or aether) and plane of negative energy (or nether.) In this cosmology, good- and lawful neutral-aligned entities come from the plane of positive energy (which also doubles as the astral plane, the plane in which all other planes exist), and evil- and chaotic neutral-aligned entities come from the plane of negative energy (which also doubles as the plane of shadow and ethereal plane.) True neutral entities exist on every plane.

In addition to these major planes (which are infinite in size), there are also minor planes called demiplanes which are finite in size, and exist as pocket planes within the other planes (especially in the aether and nether.) Demiplanes are a chance for the GM to be creative and make fantasy adventures in locations that wouldn't fit anywhere else.



<u>Plane of Fire</u> Terrain: Desert Physical Traits: Burning Hands (1/round)	<u>Plane of Water</u> Terrain: Ocean Physical Traits: -	<u>Plane of Earth</u> Terrain: Mountain Physical Traits: -
<u>Plane of Air</u> Terrain: Mountain Physical Traits: Fly (Constant)	<u>Plane of Positive Energy</u> Terrain: Forest Physical Traits: Cure Light Wounds (1/round), Restoration (1/hour), Heal (1/day), Cloudkill (1/minute spent at full hp on the plane)	<u>Plane of Negative Energy</u> Terrain: Tundra Physical Traits: Inflict Light Wounds (1/round), Enervation (1/hour)

SURVIVING THE PLANES

Some planes, like the plane of fire and negative energy above are somewhat hostile to planar travellers. Here are a few items that may help to survive the planes:

Ring of Native Shape (32,000 gp): This ring allows the user to take on the shape of a creature native to a plane. They get resist [element] 20, +2 natural armor, and darkvision 60 ft.

Elixir of Naturalization (500 gp): These potions are made for specific planes, and allow the drinker to survive for an hour on the plane they were made for.

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Section 3:

Microlite20 Revised

This section has the latest draft of Seth Drebitko's *Microlite20 Revised*. Seth has been working on a revision of *Microlite20* since he took over the game in 2010. While it is still a work in progress, the current draft at the time of publication of this volume is quite playable. Note that *Microlite20 Revised* is not necessarily 100% compatible with everything published for the original *Microlite20*.

Microlite20 Revised

Written by: Seth Drebitko



Intro

Microlite20 Revised is an update of the original rules lite rpg. Classic d20 gaming has been distilled down to a simple fast game.

Where Next?

Join our [Epic Mailing List](#) to receive updates as this document changes. Subscribers will also get Setting-Specific M20 bundles—a group of rules tailored to specific settings, just for you.

Additionally, the [Microlite20.net](#) site has articles and a community forum to help kick start your gaming.

How to help!

The easiest ways to help support M20 is sharing and playing the game and participating in the community. We're making an effort to improve Microlite20 over time and community interaction is key to that.

Aside from community interaction you can help support M20 as a patron at [Microlite20.net/patron](#) and get some sweet perks!

Character Creation

Each player will create a character whose persona they will assume through the game. The very first thing you will want to do is discuss with the Game Master (GM) the optional rules (if any) that your group will be using. While the focus of the game concept stage of things was to clarify the general environment and situation that the game would be starting in, this stage of things will define the characters relation to that. This will be an opportunity for the GM to weave elements of the players background into the setting and plot.

While it is ok that not every detail about a character has to be known by every player, it is good to discuss the basics of characters together. By doing this you'll be able to make sure that a more cohesive party.

Character Creation is composed of four parts: Race, Class, Attributes, and Skills.

Attributes

Attributes represent the overall physical and mental qualities of an individual. They define the raw potential an individual has regardless of actual skill.

There are 3 Attributes:

- Strength (STR)
- Dexterity (DEX)
- Mind (MIND)

To assign Attributes roll 4d6 (four six-sided dice) and drop the lowest die. Total the remaining three dice and allocate to one of the Attributes; repeat for the remaining attributes.

Ex.

1. Roll 4d6.
2. Results 3, 2, 4, 6.
3. Drop the lowest value (2).
4. Add the remaining values $3 + 4 + 6 = 13$.
5. Assign this value to one of your Attributes (e.g., STR)
6. Repeat for the remaining Attributes (DEX, MIND)

Attribute Bonuses

Each attribute has a bonus associated that will be used to resolve actions in game. To determine each attributes bonus, do the following:

Attribute bonus = (Attribute - 10)/2, round down.

When performing calculations always round down.

Sub-Attributes

Certain Attributes a character has are represented as derivatives of various qualities they possess. The calculations to determine these are listed below.

- Hit Points (HP) = STR Attribute + 6
- Armor Class (AC) = DEX bonus + 10 + Modifiers from equipment or abilities.
- Melee attack bonus = STR bonus + Level
- Ranged attack bonus = DEX bonus + Level
- Magic attack bonus = MIND bonus + Level

Skills

While Attributes represent the natural aptitude of characters, Skills represent the training and knowledge you have gathered over time. Standard microlite20 uses 4 Skills to resolve actions.

- Physical
- Subterfuge
- Knowledge
- Communication

Skill rank = your Level + any bonus due to your class or race.

Races

Choosing a race provides some variety and flavor to characters' backgrounds, as well as mechanically defining it. Brief descriptions of races are given to spark ideas, but should not be taken as the required depiction.

Humans

Humans in fantasy settings tend to be populous; shortest lived (compared to the other races), unpredictable, and suspicious of other races.

- +1 to all skill rolls

Elves

Elves tend to be described as tall and slender with pointy ears; Elves have a strong affinity with Nature's fauna and flora. They are often depicted as long lived; sometimes thousands of years or even immortal.

Despite their long age they are usually presented as having very low birth rates, and typically in some sort of decline from a former glory.

- +2 MIND

Dwarves

The Dwarven are expert artisans in a variety of fields. Dwarves are frequently mistaken as short, stocky Humans. They are renowned for their elaborate and large beards (including their females). Typically depicted as having mountain and/or underground civilizations near the resources need for their crafts.

- +2 STR

Halflings

A short human like race, with no particularly distinguishing physical features: some fiction depicts them as having unusually hairy feet. Culturally they are commonly shown as either a close-knit farming culture or traveling gypsy folk.

- +2 DEX

Classes

Classes (like races) further define characters from each other. Your class will help guide some of the role that you fulfill in the group. Each player will choose one class that they start at level 1 in: unless otherwise decided by the group.

Fighters

The classic strong man of groups. Often these main line combatants will take on leadership roles within a party, acting to protect the more vulnerable members of their party.

- Wear any kind of armor and use shields.
- They have a +3 bonus to Physical
- Add +1 to all attack and damage rolls.
- This increases by +1 at 5th level and every five levels on

Rogues

Rogues while commonly thought of as brigands and cut purses, they are often the operators of groups as they commonly have the personal connections; often these connections are the result of payback for favors previously performed by the Rogue. Rogues tend to have technical skills that other characters may lack.

- Can use light armor.
- They have a +3 bonus to Subterfuge.
- If they successfully Sneak (usually Sub + DEX, but depends on situation) up on a foe they can add their Subterfuge rank to the damage of their first attack

Magi

You are a practitioner of magic. Typically, this involves study of the arcane arts, but in some settings you may merely be naturally gifted.

- Wear no armor.
- They have +3 bonus to Knowledge
- They can cast Magi Spells.

Clerics

Clerics wield power on behalf of some divine or spiritual force. Though the tenants of their faith may vary between traditions, it is common that adherence to a faith/spirituality is required to maintain power.

- Can wear light or medium armor.
- They have +3 bonus to Communication.
- They cast Divine Spells.
- Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Actions

When taking an action, the GM (Game Master) will determine a Difficulty Class (DC) based on how hard the task seems to be. If the player's skill roll is greater than that difficulty they succeed at the action. If an action seems trivial, or the stakes are not very high (or interesting) for the action it is sometimes better to just not roll.

Skill roll = d20 + Skill rank + Attribute bonus that is most + misc. modifiers

Difficulty (DC)	Example (Skill Used)
Average (10)	Hear an approaching guard
Tough (15)	Rig a wagon wheel to fall off
Challenging (20)	Swim in stormy water
Formidable (25)	Open an average lock
Heroic (30)	Leap across a 30-foot chasm
Nearly impossible (40)	Track a squad of orcs across hard ground after 24 hours of rainfall

Ex.

- *Climbing would use Physical + STR bonus.*
- *Dodging a falling rock is Physical + DEX bonus.*
- *Finding a trap is Subterfuge + MIND bonus.*
- *Disabling a trap is Subterfuge + DEX bonus.*

Hazards

Hazards typically represent some form of danger that an environment presents to the Player Characters (PCs). This could be a manufactured trap, or even natural environments. Generally, hazards should involve some kind of skill test for the characters to ignore (or mitigate to some degree) the effects of the hazard. The effects of a hazard can range from general effects (reduced speed, visibility etc.) or even potentially damaging.

Saving Throw

When characters come in danger that they must avoid (whether physical, mental or social) they may make a saving throw.

D20 + Attribute Bonus + 1/2 Level

Combat

Not every situation can be resolved peacefully. When physical conflict is necessary, it's time for combat. Combat has a specific set of steps that are narrated, in order, until the conflict is resolved. At the beginning of a combat players will determine initiative order and act per

- Initiative: roll d20+DEX bonus.

- If this results in a tie, the player with the highest base DEX breaks the tie.
- Players can do 1 thing on their turn
 - Move: a human can move about 30 ft. slowly in a round, or about 60 ft. at a running pace
 - Attack: described below
 - Cast Spell: described in the Magic section.
 - Perform a non-combat task
- When the last person acts if combat is continuing turn order starts again, otherwise normal play resumes.

Attacking

Characters attack similar to how they take actions:

- Choose appropriate attack bonus + 1d20 + misc. bonuses or negatives
 - Natural 20 is automatically a critical hit doing maximum damage
- If the total bonus is greater than the AC of the target your attack succeeds
 - Occasionally being touched by the source of the attack alone may be the goal. When this is the case the rules will refer to a Touch Attack, which ignores armor bonuses to AC

If the base attack bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10.

Ex. if the total bonus is +12, three attacks can be made at +12/+7/+2.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon.

Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. In addition, they receive 1 additional attack that turn.

Damage

If an attack succeeds a character takes damage.

Determine Damage

- Melee damage = STR + weapon damage
 - STR x 2 for two handed weapons
- Ranged damage = weapon damage
 - Thrown weapons add users STR
- Subtract the damage from the victims HP
 - If HP reach 0, unconscious and near death

- Further damage directly reduces STR. If that reaches 0, death

It is important to remember that HP is an abstract narrative representation of a characters overall health. In cinematic terms imagine the gradual reduction of HP to represent the characters luck and stamina. Once real STR damage starts to be dealt this is probably the point where real damage will be described.

Keep this in mind when describing injury as it is unlikely that the failed save against a boulder trap or being stabbed with a sword half a dozen times would not phase a character. Instead describe how the character is tiring through the flurry of blows they are fighting off, or how or how they were not overtaken by a rockslide but knocked aside as they couldn't leap full out of the way.

Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all spells on their respective class lists.

Bending the fabric of reality is dangerous business, and thus costs HPs each time a spell is cast. The cost is: 1 + double the level of the spell being cast

Spell Level	HP Cost
0	1
1	3
2	5
3	7
4	9
5	11
6	13
7	15
8	17
9	19

This loss cannot be healed normally but is recovered after 8 hours rest. It is recommended that you remove the damage from the characters HP as normal, but also track the amount specifically spent on magic: this lets you know the maximum you can be healed.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1st upward that they prefer to use over any other.

These spells are easier to cast due to familiarity, costing 1 less HP to use.

If a spell has no listed casting check required, it is assumed to automatically succeed. Additionally, some spells allow the target the chance to negate some or all the spells effect.

The Difficulty Class (DC) for all spells is 10 + Caster Level + Caster's MIND bonus.

Character Advancement

Equipment

Starting Wealth

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins there are also platinum pieces (pp), which are each worth 10 gp.

Exchange	cp	sp	gp	pp
Copper piece	1	1/10	1/100	1/1,000
Silver piece	10	1	1/10	1/100
Gold piece	100	10	1	1/10
Platinum piece	1,000	100	10	1

You begin with a certain amount of acquired wealth, determined by your character class.

Class	Amount
Fighter	150 gp
Rogue	125 gp
Mage	75 gp
Cleric	120 gp

The character uses this accumulated wealth to purchase his initial weapons, armor, and adventuring equipment, using the price lists on the tables below.

Weapons

Here is the format for weapon entries (given as column headings on the table below).

- **Cost:** this value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.
- **Damage:** gives the damage dealt by the weapon on a successful hit.
- **Range increment:** Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Two-Handed Weapons

Weapon	Cost (gp)	Damage	Range (ft.)
Chain, spiked	25	2d4	–
Falchion	75	1d6	–
Flail, heavy	15	1d8	–
Glaive	8	1d8	–
Great axe	20	1d10	–
Great club	5	1d8	–
Great sword	50	2d6	–
Guisarme	9	2d4	–
Halberd	10	1d10	–
Lance	10	1d8	–
Long spear	5	1d8	–
Quarterstaff	-	1d6	–
Scythe	18	2d4	–
Spear	2	1d8	20

Light Weapons

Weapon	Cost (gp)	Damage	Range (ft.)
Unarmed	-	1d3	–
Axe, throwing	8	1d6	10
Dagger	2	1d4	10
Hammer, light	1	1d6	20

Weapon	Cost (gp)	Damage	Range (ft.)
Hand axe	6	1d4	–
Mace, light	5	1d6	–
Pick, light	4	1d4	–
Sap	1	1d6	–
Sickle	6	1d6	–
Sword, short	10	1d6	–

One-Handed Weapons

Weapon	Cost (gp)	Damage	Range (ft.)
Battleaxe	10	1d8	–
Club	-	1d6	10
Flail	8	1d8	–
Long sword	15	1d8	–
Mace, heavy	12	1d8	–

Armor

Here is the format for armor entries (given as column headings on the table below).

- Cost: This value is the price for purchasing the armor.
- AC Bonus: The column gives the Armor Class bonus provided by the armor.

Light Armor

Armor	Cost (gp)	AC Bonus
Padded	2	+1
Leather	10	+2
Studded Leather	25	+3
Chain Shirt	100	+4

Medium Armor

Armor	Cost (gp)	AC Bonus
Hide	15	+3
Scale Mail	50	+4
Chainmail	150	+5

Breastplate	200	+5
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Heavy Armor

Armor	Cost (gp)	AC Bonus
Splint Mail	200	+6
Banded Mail	250	+6
Half-plate	600	+7
Full Plate	1,500	+8

Shields

Shields	Cost (gp)	AC Bonus
Buckler	15	+1
Shield, Light Wooden	3	+1
Shield, Light Steel	9	+1
Shield, Heavy Wooden	7	+2
Shield, Heavy Steel	20	+2
Tower	30	+4

Adventuring Gear

Back in the day, there were standard equipment packages, pre-compiled and pre-calculated, to help new players get started quickly. This document is inspired by those lists and provides a way for players to quickly equip his or her PC or a GM to equip an NPC or Hireling on the fly. Additionally, these optional kits can be used to give a starting point from which to customize new characters.

50 Gold Pieces each.

Choose a pack or roll 1d6 to select one randomly.

Pack A (1–2)	Pack B (4–5)	Pack C (5–6)
<ul style="list-style-type: none"> Backpack Bedroll Belt Pouch 2 sets of Caltrops Flint and Steel Lantern (hooded) 10 Oil Flasks Trail Rations (1 week) Shovel Signal Whistle Waterskin 	<ul style="list-style-type: none"> Backpack Bedroll Belt Pouch 10 pieces of Chalk Crowbar Flint and Steel Small Steel Mirror 4 Oil Flasks 10' Pole Trail Rations (1 week) 10 Torches 	<ul style="list-style-type: none"> Backpack Bedroll Belt Pouch Flint and Steel Grappling Hook 5 Oil Flasks 10' Pole Trail Rations (1 week) 50' Rope Tent 10 Torches

	<ul style="list-style-type: none"> Waterskin 	<ul style="list-style-type: none"> Waterskin
<p>Finally, add the following, based on your Class:</p> <ul style="list-style-type: none"> Cleric: Silver Holy Symbol, 5 Gold Pieces. Fighter: Vial of Holy Water, 5 Gold Pieces. Mage: Spellbook, 2 Spell Pouches, 5 Gold Pieces. Rogue: Thieves' Tools. 		

Adventuring Tools

Tool	Cost
Acid (flask)	10 gp
Antitoxen (vial)	50 gp
Artisan's Tools	5 gp
Backpack (empty)	2 gp
Barrel (empty)	2 gp
Basket (empty)	4 sp
Bedroll	1 sp
Bell	1 gp
Blanket, Winter	5 sp
Block and Tackle	5 gp
Bucket (empty)	5 sp
Caltrops	1 gp
Candle	1 cp
Canvas (sq. yd.)	1 sp
Case, map or scroll	1 gp
Chain (10 ft.)	30 gp
Chalk, 1 piece	1 cp
Chest (empty)	2 gp
Craftsman's Tools	5 gp
Crowbar	2 gp
Disguise Kit	50 gp

Tool	Cost
Firewood (per day)	1 cp
Fish Hook	1 sp
Fishing Net (25 sq. ft.)	4 gp
Flask (empty)	3 cp
Flint and Steel	1 gp
Glass Bottle, wine	2 gp
Grappling Hook	1 gp
Hammer	5 sp
Healer's Kit	50 gp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Hourglass	25 gp
Ink (1 oz. vial)	8 gp
Inkpen	1 sp
Jug, clay	3 cp
Ladder (10 ft.)	5 cp
Lamp, common	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock, simply	20 gp
Lock, average	40 gp
Lock, good	80 gp
Magnifying Glass	100 gp
Manacles	50 gp
Mirror, small steel	10 gp

Tool	Cost
Mug/Tankard, clay	2 cp
Musical Instrument	5 gp
Oil, flask (1 pint)	1 sp
Paper (sheet)	5 sp
Parchment (sheet)	2 sp
Picker, miner's	3 gp
Pitcher, clay	2 cp
Piton	1 sp
Pole (10 ft.)	2 sp
Pot, iron	5 sp
Pouch, belt (empty)	1 gp
Ram, portable	10 gp
Rations, trail (per day)	5 sp
Rope, hempen (50 ft.)	1 gp
Rope, silk (50 ft.)	10 gp
Sack, empty	1 sp
Sealing Wax	1 gp
Sewing Needle	5 sp
Shovel or Spade	2 gp
Signal Whistle	8 sp
Signet Ring	5 gp
Sledge	1 gp
Soap (per lb.)	5 sp
Spell Component Pouch	5 gp
Spellbook, Wizard's (blank)	15 gp
Spyglass	1,000 gp

Tool	Cost
Tent	10 gp
Thieves' Tools	30 gp
Torch	1 cp
Vial, ink or potion	1 gp
Waterskin	1 gp
Whetstone	2 cp

Clothing

Outfit	Cost
Artisan's Outfit	1 gp
Cleric's Vestments	5 gp
Cold Weather Outfit	8 gp
Courtier's Outfit	30 gp
Entertainer's Outfit	3 gp
Explorer's Outfit	10 gp
Monk's Outfit	5 gp
Noble's Outfit	75 gp
Peasant's Outfit	1 sp
Royal Outfit	200 gp
Scholar's Outfit	5 gp
Traveler's Outfit	1 gp

Mounts & Related Gear

Mount/Gear	Cost
Barding, medium creature	armor price x2
Barding, large creature	armor price x4
Bit and Bridle	2 gp
Dog, guard	25 gp
Dog, war	75 gp

Mount/Gear	Cost
Donkey or Mule	8 gp
Feed (per day)	5 cp
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp
Saddle, military	20 gp
Saddle, pack	5 gp
Saddle, riding	10 gp
Saddlebags	4 gp
Stabling (per day)	5 sp
Warhorse, heavy	400 gp
Warhorse, light	150 gp
Warpony	100 gp

Class Spell Lists

Cleric Spells

0 – Level Spells: Orisons

Create Water

Range: 25 ft. + 5 ft./2 levels

Effects: creates 2 gallons/level of pure water. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds

Guidance

Range: touch

Effects: +1 on one attack roll, saving throw, or skill check.

Duration: lasts for 1 min. or until discharged.

Light

Range: touch

Effect: object shines like a torch (about 20 ft. of full light and 20 extra dim ft. of light)

Duration: 10 min./level

Purify Food and Drink

Range: 10ft.

Effects: purifies 1 cu. ft./level of food or water.

Resistance

Range: touch

Effects: subject gains +1 on saving throws.

Duration: 1 minute.

Virtue

Range: touch

Effects: subject gains 1 temporary hp.

Duration: 1 minute.

1st – Level Spells

Bless

Range: 50 ft.

Effects: allies gain +1 on attack rolls and communication + MIND checks against fear

Duration: 1 min./level.

Bless Water

Range: touch

Effects: makes holy water.

Cure Light Wounds

Range: touch

Cures 1d8 damage +1/ level (max +5).

Divine Favor

Range: personal

Effect: you gain +1 per three levels (max +3) on attack and damage rolls.

Duration: 1 minute.

Magic Stone

Range: touch

Effects: three stones gain +1 on attack, deal 1d6 +1 damage.

Duration: lasts for 30 minutes or until discharged.

Shield of Faith

Range: touch

Effects: aura grants +2 or higher AC bonus.

Duration: 1 min./level.

2nd – Level Spells

Aid

Range: touch

Effects: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Duration: 1 min./level.

Cure Moderate Wounds

Range: touch

Effects: cures 2d8 damage +1/level (max +10).

Delay Poison

Range: touch

Effects: stops poison from harming subject.

Duration: 1 hour/level

Gentle Repose

Range: touch

Effects: preserves one corpse.

Duration: 1 day/level

Remove Paralysis

Range: 25 ft. + 5 ft./2 levels

Effects: frees up to 4 targets from paralysis or slow effect.

Restoration, Lesser

Range: touch

Effects: dispels magical ability penalty or repairs 1d4 ability damage.

3rd – Level Spells

Create Food and Water

Range: 25 ft. + 5 ft./2 levels

Effects: feeds three humans (or one horse)/ level. The food is fairly bland and generally unappealing.

Duration: food only remains good for 24 hours before perishing.

Cure Serious Wounds

Range: touch

Effects: Cures 3d8 damage +1/level (max +15).

Prayer

Range: 40 ft. radius centered on casting

Effects: allies get a +1 bonus on most rolls, enemies take a –1 penalty

Duration: 1 round/level.

Remove Disease

Range: touch

Effects: cures all diseases affecting subject.

Searing Light

Range: 100 ft. + 10 ft./level

Effects: Ray deals 1d8/two levels damage, or 1d8/level against undead.

Speak with Dead

Range: 10 ft.

Effects: corpse answers one question/two levels.

Duration: lasts for 1 min./level.

4th – Level Spells

Cure Critical Wounds

Range: touch

Effects: Cures 4d8 damage +1/level (max +20).

Discern Lies

Range: 25 ft. + 5 ft./2 levels

Effects: reveals deliberate falsehoods of 1 target/ 2 levels

Duration: concentration, up to 1 round/level

Saving Throw: MIND + level negates

Freedom of Movement

Range: personal or touch

Effects: subject moves normally despite impediments

Duration: 10 min./level

Neutralize Poison

Range: touch

Effects: immunizes subject against poison

Duration: 10 min./level

Restoration

Range: touch

Effects: dispels magical ability penalty or repairs 1d4 permanent ability damage, and 1 negative level. Any temporary ability damage is completely restored.

Tongues

Range: touch

Effects: speak any language

Duration: 10 min./level

5th – Level Spells

Atonement

Range: touch

Effects: removes burden of misdeeds from subject.

Commune

Range: Personal

Effects: ask yes/no question of other planar entity, 1 question/caster level. Chance of correct answer 5%/caster level, maximum 95%.

Duration: concentration trance

Cure Light Wounds, Mass

Range: 25 ft. + 5 ft./2 levels, 1 target per 2 levels

Effects: cures 1d8 damage +1/ level

Flame Strike

Range: 100 ft. + 10 ft./level, 10-ft. radius, 40 ft. high

Effects: Smite foes with divine re (1d6/level damage).

Saving Throw: can attempt to dodge for half damage

Raise Dead

Range: touch

Effects: restores life to subject who died as long as one day/level ago.

True Seeing

Range: touch

Effects: lets you see all things as they really are

Duration: 1 min./level

6th – Level Spells

Banishment

Range: 25 ft. + 5 ft./2 levels

Effects: banishes 2 HD/level of extra planar creatures.

Saving Throw: MIND negates

Cure Moderate Wounds, Mass

Range: 25 ft. + 5 ft./2 levels, 1 target per 2 levels

Harm

Range: touch

Effects: deals 10 points/level damage to target.

Saving Throw: MIND + level for half damage

Heal

Range: Touch

Effects: cures 10 points/level of damage, all diseases and mental conditions. Also clears ability damage, and conditions like temporary blindness and poison.

Heroes' Feast

Range: 25 ft. + 5 ft./2 levels

Effects: food for one creature/level cures disease and grants +1 combat bonus

Duration: the food spoils after an hour. All bonuses from the food last 12 hours.

Quest

Range: 25 ft. + 5ft./level

Effects: commands any creature, binding it to a special task.

Duration: 1 day/level or until discharged

7th – Level Spells

Cure Serious Wounds, Mass

Range: 25 ft. + 5 ft./2 levels, 1 target per 2 levels

Effects: cures 3d8 damage +1/ level

Destruction

Range: 25 ft. + 5 ft./2 levels

Effects: kills subject and destroys remains.

Saving Throw: STR + level save to take only 10d6 damage

Ethereal Jaunt

Range: personal

Effects: you become ethereal until the end of the spell. Ethereal beings are invisible and can pass through solid objects, but force energy effects still affect them.

Duration: 1 round/level

Regenerate

Range: touch

Effects: subject's severed limbs grow back, cures 4d8 damage +1/level

Restoration, Greater

Range: touch

Effects: dispels magical ability penalty or repairs 1d4 permanent ability damage, and all negative levels. Any temporary ability score damage is completely restored.

Resurrection

Range: touch

Effects: fully restores a dead subject from a small portion of the corpse, with 1 negative level.

8th – Level Spells

Antimagic Field

Range: 10 ft area around caster

Effects: negates magic within field

Duration: 10 min./ level

Cure Critical Wounds, Mass

Range: 25 ft. + 5 ft./2 levels, 1 target per 2 levels

Effects: Cures 4d8 damage +1/ level

Dimensional Lock

Range: 100 ft. + 10 ft./level in 20ft radius

Effects: teleportation and inter planar travel blocked

Duration: one day/level

Discern Location

Range: unlimited

Effects: reveals exact location of creature or object. To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Fire Storm

Range: 100 ft. + 10 ft./level, two 10-ft. cubes per level

Effects: deals 1d6/level fire damage.

Saving Throw: those caught in the area can try to dodge for half damage

Holy Aura

Range: one creature/level in a 20-ft.-radius burst centered on you

Effects: +4 to AC, +4 bonus to saves

9th – Level Spells

Astral Projection

Range: personal plus 1 touched target/2 levels

Effects: you and willing targets enter a comatose state and project your spirit forms to another plane. If you discharge the spell and your allies are not with you in astral form you abandon them in that state.

Duration: until disenchanting.

Etherealness

Range: personal

Effects: you become ethereal until the end of the spell. Ethereal beings are invisible and can pass through solid objects, but force energy effects still affect them.

Duration: 1 minute/level

Gate

Range: 100 ft. + 10 ft./level

Effect: Connects two planes for travel or summoning

Duration: concentration for up to 1 round/level

Heal, Mass

Range: 25 ft. + 5 ft./2 levels, 30 ft radius

Effects: heals creatures in the area 250 hp

Implosion

Range: 25 ft. + 5 ft./2 levels

Effects: kills one creature/round

Duration: 4 rounds or until concentration ends.

Saving Throw: STR + level negates.

Soul Bind

Range: 25 ft. + 5 ft./2 levels

Effects: traps newly dead soul to prevent resurrection.

Magi Spells

0 – Level Spells: Cantrips

Arcane Mark

Range: touch

Effect: inscribes a permanent personal rune (visible or invisible).

Duration: permanent

Detect Magic

Range: 60 ft

Effect: detects spells and magic items.

Duration: 1 min./level or until concentration ends.

Ghost Sound

Range: 25 ft. + ft./2 levels

Effect: illusionary sounds.

Duration: 1 round/level

Light

Range: touch

Effect: object shines like a torch (about 20 ft. of full light and 20 extra dim ft. of light)

Duration: 10 min./level

Mage Hand

Range: 25 ft. + 5 ft./2 levels

Effect: 5-pound telekinesis.

Duration: lasts until concentration ends.

Prestidigitation

Range: 10 ft.

Effects: can perform minor business tricks for the duration of the spell.

Duration: 1 hour

Read Magic

Range: caster

Effects: read scrolls and spell books

Duration: 10 min./level.

1st – Level Spells

Feather Fall

Range: 25 ft. + 5 ft./2 levels

Effects: objects or creatures fall slowly

Duration: 1 round/level or until landing

Floating Disk

Range: 25 ft. + 5 ft./2 levels

Effect: creates 3-ft.-diameter horizontal disk that holds 100 lb./level.

Duration: lasts for 1 hour/level.

Mage Armor

Range: touch

Effects: gives subject +4 armor bonus.

Duration: 1 hour/level.

Magic Missile

Range: 100 ft. + 10 ft./level

Effects: 1d4+1 damage; +1 missile per two levels above 1st (max 5). No saves or attack rolls required.

Shocking Grasp

Range: touch Attack (+3 if opponent wearing conductive armor)

Effects: touch delivers 1d6/ level electricity damage (max 5d6).

Sleep

Range: 100 ft. + 10 ft./level, 10 ft radius.

Effects: puts 4 HD of creatures into magical slumber.

Duration: 1 min./level.

Saving Throw: mentally negate the compulsion.

2nd – Level Spells

Acid Arrow

Range: touch attack, 400 ft. + 40 ft./level

Effects: 2d4 damage

Duration: 1 round +1 round/three levels.

Flaming Sphere

Range: 100 ft. + 10 ft./level

Effects: creates 5 ft. rolling ball of fire that the average person running could avoid, deals 2d6 damage upon touch.

Duration: lasts 1 round/level.

Saving Throw: level + DEX to move out of the spheres way.

Invisibility

Range: touch

Effects: subject is invisible, but attacking drops invisibility

Duration: 1 min./level or until it attacks.

Knock

Range: 100 ft. + 10 ft./level

Effects: opens locked or magically sealed locks.

Levitate

Range: 25 ft. + 5 ft./2 levels

Effects: subject moves up and down at your direction at a slow walking pace.

Duration: 1 min./level.

Spider Climb

Range: touch

Effects: grants ability to walk on walls and ceilings at a slow walking pace.

Duration: 10 min./level

3rd – Level Spells

Clairaudience/Clairvoyance

Range: 400 ft. + 40 ft./level

Effects: hear or see a known place at a distance. The more familiar you are the more clear the scene appears. You are unaware of your surrounding during the process.

Duration: 1 min./level, or until concentration ends.

Dispel Magic

Range: 100 ft. + 10 ft./level, 20 ft. radius.

Effects: cancels magical spells and effects. Make a magic attack roll, with the DC being equal to 11 + target spell level

Fireball

Range: 400 ft. + 40 ft./level, 20 ft. radius

Effects: 1d6 damage per level

Saving Throw: the spell can be dodged to avoid half the explosions damage.

Fly

Range: touch

Effects: subject flies at speed of 60 ft.

Duration: 1 min./level

Lightning Bolt

Range: 120 ft

Effects: electricity deals 1d6/level damage.

Saving Throw: targets can try to dodge out of the way for half damage.

Vampiric Touch

Range: touch attack

Effects: deals 1d6/two levels damage; caster gains damage as hp which last for 1 hour.

4th – Level Spells

Animate Dead

Range: touch

Effects: creates level X2 HD of undead skeletons or zombies. You can control only 4 HD worth of undead creatures per caster level.

Arcane Eye

Range: sight (unlimited distance after casting)

Effects: invisible floating eye moves 30 ft./round and relays visual information to caster. Can only be moved or seen through while the caster fully concentrates.

Duration: 1 min./level.

Black Tentacles

Range: 100 ft. + 10 ft./level

Effects: tentacles grapple all within 20 ft. area. Targets take 1d6+4 crushing damage each turn.

Duration: 1 round/level.

Saving Throw: each round Target Melee Attack vs Casters magic attack to escape.

Dimension Door

Range: 400 ft. + 40 ft./level

Effects: you and one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels.

Polymorph

Range: touch

Effects: you change the willing subject into another form of living creature. The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level.

Duration: 1 min./level

Stoneskin

Range: touch

Ignore 10 points of damage per attack.

Duration: 10 min./level or until discharged.

5th – Level Spells

Cloudkill

Range: 100 ft. + 10 ft./level

Effects: cloud spreads in 20-ft. radius, 20 ft. high that drifts in the wind. Kills anything with less than 5 HD,

stronger creatures may be poisoned. Otherwise, it is obscures like a thick fog.

Duration: 1 min./level

Saving Throw: targets of more than 5 HD make a STR + Level saving throw. If they fail they take 1d4 STR damage directly per turn in the cloud.

Contact Other Plane

Range: personal

Effects: ask yes/no question of other planar entity, 1 question/caster level. Chance of correct answer 5%/caster level, maximum 95%.

Duration: concentration trance

Feeblemind

Range: 100 ft. + 10 ft./level

Effects: subject's MIND score drops to 1.

Duration: until dispelled

Saving Throw: MIND + level negates

Passwall

Range: touch

Effects: 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels

Duration: 1 hour/level

Permanency

Range: equals the spell being made permanent

Effects: this spell makes the effect of another spell permanent -- unless a Magic-user of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. GM discretion required: many spells should not be subject to being made permanent.

Teleport

Range: self, 100 miles/level

Effects: instantly transports you to a location you know exactly.

6th – Level Spells

Antimagic Field

Range: 10 ft area around caster

Effects: negates magic within field

Duration: 10 min./ level

Chain Lightning

Range: 400 ft. + 40 ft./level

Effects: 1d6/level damage; 1 secondary bolt/level each deals half damage to target(s) within 30ft.

Saving Throw: targets can try to dodge out of the way for half damage.

Contingency

Range: personal

Effects: Sets trigger condition for another spell.

Duration: 1 day/level or until discharged.

Cure Moderate Wounds, Mass

Range: 25 ft. + 5 ft./2 levels, 1 target per 2 levels

Effects: Cures 2d8 damage +1/ level

Disintegrate

Range: 100 ft. + 10 ft./level, requires ranged touch attack.

Effects: destroys one creature or object.

Saving Throw: target can make STR + level save to take only 2d6/level damage

Geas

Range: 25 ft. + 5ft./level

Effects: commands any creature, binding it to a special task.

Duration: 1 day/level or until discharged

Saving Throw: Mind + level to negate

True Seeing

Range: touch

Effects: lets you see all things as they really are

Duration: 1 min./level.

7th – Level Spells

Delayed Blast Fireball

Range: 400 ft. + 40 ft./level, 20 ft. radius

Effects: 1d6 damage per level

Duration: postpone spell for 5 rounds, or until dismissed

Saving Throw: the spell can be dodged to avoid half the explosions damage.

Ethereal Jaunt

Range: personal

Effects: you become ethereal until the end of the spell. Ethereal beings are invisible and can pass through solid objects, but force energy effects still affect them.

Duration: 1 round/level

Finger of Death

Range: 25 ft. + 5 ft./2 levels

Effects: kills one subject.

Saving Throw: STR + level to avoid death and take only 3d6 + 1/level damage.

Plane Shift

Range: touch

Effects: as many as eight subjects travel to another plane.

Power Word Blind

Range: 25 ft. + 5 ft./2 level

Effects: blinds creature with 200 hp

Duration: 1d4+1 minutes (permanent if creature has less than 50 hp)

Spell Turning

Range: personal

Effects: reflect 1d4+6 spell levels back at caster. If the roll does not exceed the spell level then the total rolled is added as a bonus against the spells DC.

Duration: 10 min./level or until expended.

8th – Level Spells

Clone

Range: touch

Effects: over 2d4 months a duplicate is grown that awakens when original dies.

Horrid Wilting

Range: personal 30 ft. Radius

Effects: deals 1d6/ level damage to everyone within the radius

Incendiary Cloud

Range: 100 ft. + 10 ft./level, cloud spreads in 20-ft. radius, 20 ft. high

Effects: 4d6 points of fire damage. Drifts 10ft per round with the wind. Full concentration allows the caster to move the cloud 60ft per round in any desired direction.

Duration: 1 round/level

Saving Throw: targets caught in the cloud can try to dodge the cloud taking only half damage.

Irresistible Dance

Range: touch

Effects: forces subject to dance for 1d4+1 rounds. The effect imposes a -4 penalty to Armor Class and a -10 penalty.

Duration: 1d4+1 rounds

Power Word Stun

Range: 25 ft. + 5 ft./2 levels

Effects: stuns characters with HP equal or below 150.

Duration: character's under 50 HP stunned for 4d4 rounds otherwise 2d4 rounds.

Trap the Soul

Range: 25 ft. + 5 ft./2 levels

Effects: trap the soul of a being in a gem.

Duration: permanent

Saving Throw: MIND + level to resist

9th – Level Spells

Astral Projection

Range: personal plus 1 touched target/2 levels

Effects: you and willing targets enter a comatose state and project your spirit forms to another plane. If you discharge the spell and your allies are not with you in astral form you abandon them in that state.

Duration: until disenchanting.

Etherealness

Range: personal

Effects: you become ethereal until the end of the spell. Ethereal beings are invisible and can pass through solid objects, but force energy effects still affect them.

Duration: 1 minute/level

Gate

Range: 100 ft. + 10 ft./level

Effect: Connects two planes for travel or summoning

Duration: concentration for up to 1 round/level

Meteor Swarm

Range: 400 ft. + 40 ft./level, 40-ft.-radius spreads per sphere

Effects: four exploding spheres each deal 6d6 fire damage.

Saving Throw: victims can try to dodge out of the way to reduce damage by half.

Power Word Kill

Range: 25 ft. + 5 ft./2 levels

Effects: kills one creature with 100 hp or less.

Soul Bind

Range: 25 ft. + 5 ft./2 levels

Effects: traps newly dead soul to prevent resurrection.

Hazards

Natural Hazards

Extreme Heat & Cold

If not wearing suitable protection, a character must make a Phys+STR check once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Falling Damage

A falling character takes 1d6 hp of damage per 10 feet fallen. If the character makes a successful Phys+DEX roll, he takes only half damage. The DC for the phys+DEX roll is equal to the depth fallen in feet.

In the event that the fall ends in an area laden with spikes or jagged rocks, add +1 hp of damage to falling damage per 10' fallen (with a maximum of +10 hp).

Electricity Damage

Jolt	Effects: -1d6 STR. Shakes	1d4
Low Voltage	Type: Contact DC: 13	2d6
Medium Voltage	Incubation: 1 day	4d6
High Voltage	Effects: -1d8 DEX.	8d6

Disease

Diseases are fantastically interesting, and incredibly unique across the spectrum. Preferably a single unified system shouldn't exist, and each disease will get addressed individually as needed. For simplicity sake a handful of generic disease have been given below for quick use.

- Name
- Type lists the disease's method of delivery (contact, inhaled, or injury).
- DC lists the phys + STR check DC needed to prevent infection.
- Incubation lists the time before damage begins.
- Effects lists the ability damage the character takes after incubation and each day afterward.

Cackle Fever

Type: Inhaled

DC: 16

Incubation: 1 day

Effects: -1d6 MIND.

Filth Fever

Type: Injury

DC: 12

Incubation: 1d3 days

Effects: -1d3 DEX and 1d3 STR.

Mind rake

Type: Inhaled

DC: 12

Incubation: 1 day

Effects: -1d4 MIND.

Red Ache

Type: Injury

DC: 15

Incubation: 1d3 days

Effects: -1d6 STR.
Shakes

Type: Contact
DC: 13

Incubation: 1 day

Effects: -1d8 DEX.
Shakes

Traps

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures. Several typical traps of varying Encounter Levels are summarized below.

The entries for traps include the following information:

- Name
- Effect shows the traps attack bonus or type of effect.
- Attack: some traps launch projectiles or other direct action against the PCs. This value represents an attack value that is rolled against the victims AC.

- Save DC lists the phys+DEX check DC needed to either avoid the trap entirely, or to take only 1/2 the listed damage (if this is possible).
- Search DC lists the DC for a know+MIND check necessary to and the trap without triggering it.
- Disable DC lists the DC for the sub+DEX check necessary to disarm the trap safely.

EL1 Traps

Basic Arrow Trap

Attack: +10 (1d6, arrow)

Search: know + MIND DC 20

Disable: sub + DEX DC 20.

Camouflaged Pit Trap

Effect: 10 ft. deep (1d6, fall)

Saving Throw: DC 15 to avoid

Search: DC 24

Disable: DC 20.

Poison Dart Trap

Attack: +8 (1d4 plus poison, dart)

Search: DC 20

Disable: DC 18.

EL2 Traps

Burning Hands Trap

Effect: (1d4, fire)

Saving Throw: DC 11 for 1/2 damage

Search: DC 26

Disable: DC 26.

Large Net Trap

Attack: +5 (—)

Saving Throw: DC 14 to avoid

Search: DC 20

Disable: DC 25.

Pit Trap

Effect: 40 ft. deep (4d6, fall)

Save: DC 20 to avoid

Search: DC 20

Disable: DC 20.

EL3 Traps

Fire Trap

Effect: (1d4+3, fire)

Saving Throw: DC 13 for 1/2 damage

Search: DC 27

Disable: DC 27.

Pit Trap

Effect: 60 ft. deep (6d6, fall)

Saving Throw: DC 20 to avoid

Search: DC 20

Disable: DC 20.

Poisoned Arrow Trap

Attack: +12 (1d8 plus poison, arrow)

Search: DC 19

Disable: DC 15.

EL4 Traps

Lightning Bolt Trap

Effect: (5d6, electricity)

Saving Throw: DC 14 for 1/2 damage

Search: DC 28

Disable: DC 28.

Spiked Pit Trap

Effect: 60 ft. deep (6d6, fall)

Attack: +10 (1d4 each, 1d4 spikes)

Saving Throw: DC 20 to avoid

Search: DC 20

Disable: DC 20.

Wall Scythe Trap

Attack: +20 (2d4+8, scythe)

Search: DC 21

Disable: DC 18.

EL5 Traps

Falling Block Trap

Attack: +15 (6d6, slam)

Search: DC 25

Disable: DC 17

Fireball Trap

Effect: (1d4+7, fire)

Saving Throw: DC 16 for 1/2 damage

Search: DC 29

Disable: DC 29

Poisoned Wall Spikes

Attack: +16 (1d8+4 plus poison, spikes)

Search: DC 17

Disable: DC 21

[EL6 Traps](#)

Compacting Room Trap

Effects: walls move together (12d6, crush per turn)

Search: DC 20

Disable: DC 22

Lightning Bolt Trap

Effects: spell effect (10d6, electricity)

Saving Throw: DC 14 for 1/2 damage

Search: DC 28

Disable: DC 28

Spiked Pit Trap

Effects: 100 ft. deep (10d6, fall)

Attack: +10 (1d4+5 each, 1d4 spikes)

Saving Throw: DC 20 to avoid

Search: DC 20

Disable: DC 20.

[EL7 Traps](#)

Black Tentacles Trap

Effects: tentacles grapple all within 20 ft. area. Targets take 1d6+4 crushing damage each turn.

Saving Throw: each round Target Melee Attack vs DC 20

Search: DC 29

Disable: DC 29.

Chain Lightning Trap

Effects: 11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity

Saving Throw: DC 19 for 1/2 damage

Search: DC 31

Disable DC 31

Well-camouflaged Pit Trap

Effects: 70 ft. deep (7d6, fall)

Saving Throw: DC 25 to avoid

Search: DC 27

Disable: DC 18.

[EL8 Traps](#)

Destruction Trap

Effects: 10d6 damage

Saving Throw: DC 20 (STR + PHYS)

Search: DC 32

Disable: DC 32.

Power Word Stun Trap

Effects: stun 2d4 rounds

Search: DC 32

Disable: DC 32

Well-camouflaged Pit Trap

Effects: 100 ft. deep (10d6, fall)

Saving Throw: DC 20 to avoid

Search: DC 27

Disable: DC 18

[EL9 Traps](#)

Dropping Ceiling

Effects: ceiling moves down (12d6, crush) per turn

Search: DC 20

Disable: DC 16.

Incendiary Cloud Trap

Effects: spell effect (4d6/ round for 15 rounds, fire)

Saving Throw: DC 22 for 1/2 damage

Search DC 33

Disable DC 33

Wide-mouthed Spiked Pit with Poisoned Spikes

Effects: 70 ft. deep (7d6, fall)

Attack +10 (1d4+5 plus poison each, 1d4 spikes)

Saving Throw: DC 20 to avoid

Search: DC 20

Disable: DC 20

[EL10 Traps](#)

Crushing Room

Effects: walls move together (16d6, crush per turn)

Search: DC 22

Disable: DC 20

Crushing Wall Trap

Attack: automatic (18d6, crush per turn)

Search: DC 20

Disable: DC 25.

Energy Drain Trap

Effects: 2d4 negative levels for 24 hours

Saving Throw: DC 23 to avoid

Search: DC 34

Disable: DC 34

Poison

Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way.

The entries for poisons include the following information:

- Name of the poison: Type, DC, damage, price.
- Type lists the poison's method of delivery (contact, ingested, inhaled, or injury).
- DC lists the phys+STR check DC needed to avoid the poison's damage.
- Effect is expressed as "xdx/xdx." The first number is the initial damage, taken immediately upon failing the phys+STR check against the poison. The second number is the secondary damage, taken one minute after exposure to the poison if a second phys+STR check is failed. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is permanent. Unconsciousness lasts 1d3 hours.
- Cost lists the cost for one dose of the poison. It can usually only be obtained through less-than-reputable sources, as the possession of poisons are commonly illegal.

Several typical poisons are summarized below.

Arsenic

Type: Ingested

DC: 13

Effect: -1 STR/-1d8 STR

Cost: 120 gp.

Blue Whinnis

Type: Injury

DC: 14

Effect: -1 STR/ unconsciousness

Cost: 120 gp.

Burnt Othur Fumes

Type: Inhaled

DC: 18

Effect: -1 STR*/-3d6 STR

Cost: 2,100 gp.

Deathblade

Type: Injury

DC: 20

Effect: -1d6 STR/-2d6 STR

Cost: 1,800 gp.

Insanity Mist

Type: Inhaled

DC: 15

Effect: -1d4 MIND/-2d6 MIND

Cost: 1,500 gp.

Nitharit

Type: Contact

DC: 13

Effect: 0/-3d6 STR

Cost: 650 gp.

Oil of Taggit

Type: Ingested

DC: 15

Effect: 0/unconsciousness

Cost: 90 gp

Malys Root Paste

Type: Contact

DC: 16

Effect: -1 DEX/-2d4 DEX

Cost: 500 gp.

Monstrous Scorpion (tiny)

Type: Injury

DC: 12

Effect: -1 STR/-1 STR

Cost: 50 gp

Monstrous Scorpion (small)

Type: Injury

DC: 12

Effect: -1d2 STR/- 1d2 STR

Cost: 100 gp

Monstrous Scorpion (large)

Type: Injury

DC: 14

Effect: -1d4 STR/- 1d4 STR

Cost: 200 gp

Monstrous Scorpion (huge)

Type: Injury

DC: 18

Effect: -1d6 STR/- 1d6 STR

Cost: 400 gp

Monstrous Spider (tiny)

Type: Injury

DC: 10

Effect: -1d2 STR/-1d2 STR

Cost: 85 gp

Monstrous Spider (small)

Type: Injury

DC: 10

Effect: -1d3 STR/- 1d3 STR

Cost: 125 gp

Monstrous Spider (large)

Type: Injury

DC: 13

Effect: -1d6 STR/-1d6 STR

Cost: 250 gp

Monstrous Spider (huge)

Type: Injury

DC: 16

Effect: -1d8 STR/-1d8 STR

Cost: 500 gp

Sassone Leaf Residue

Type: Contact

DC: 16

Effect: -2d12 hp/-1d8 STR

Cost: 300 gp

Sleep Poison

Type: Injury

DC: 13

Effect: unconsciousness/ unconsciousness for 2d4 hours

Cost: 75 gp

Snake (medium viper)

Type: Injury

DC: 11

Effect: -1d6 STR/-1d6 STR

Cost: 120 gp

Snake (large viper)

Type: Injury

DC: 11

Effect: -1d6 STR/-1d6 STR

Cost: 120 gp

Snake (huge viper)

Type: Injury

DC: 14

Effect: -1d6 STR/-1d6 STR

Cost: 250 gp

Wyvern

Type: Injury

DC: 17

Effect: -2d6 STR/-2d6 STR

Cost: 3,000 gp

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Section 4:

Microlite20 Based Games

This section, the largest in the Rules Collection, includes a large number of complete games based on the Microlite20 system. Some of these games are just a few pages, others are longer, but all are much, much less complex than most D20-based games because they are built on the Microlite20 system. You will find games for a variety of genres in this section, showing that Microlite20 is not limited to just fantasy RPGs.

M20 SIWDCC Rules v1.0

by Andy Collier <http://www.greensrpree.ca>

M20 SIWDCC is one variant among many of the Microlite20 utralite gaming system. It reinstates the traditional 6 ability scores used in the SRD and incorporates some aspects of OSR gaming. This document is written for an audience assumed to be familiar with role playing in general and the SRD in particular. Additional monsters, spells and magic items can be sourced from SRD documents.

Much of this document was built upon Microlite20 OSS 1.0 (Randall S. Stukey (<http://www.retroplaying.com/>)) and M20 Hard Core Rules v1.02 (Alex Schröder.)

Stats

<u>There are six stats</u>	<u>e.g. of modifiers:</u>
Strength (STR)	lifting things, melee damage
Intelligence (INT)	knowledge, divine magic defense
Wisdom (WIS)	intuition, arcane magic defense
Dexterity (DEX)	dodging, missile attack bonus
Constitution (CON)	health, hit point bonus
Charisma (CHA)	persona, charm person defense

Roll 3d6 for each stat. Stat bonus = (Stat-10)/2, round down.

Classes

Fighters wear any kind of armor or weapon and may use shields.

Physical Combat Bonus is level/2, round up.

Magical Combat Bonus is level/4, round up.

They add +1 to all damage (not attack) rolls. This increases by +1 at 5th level and every five levels thereafter.

Magic-Users wear no armor and can only use daggers or staves as weapons.

Physical Combat Bonus is level/4, round up.

Magical Combat Bonus is level/2, round up.

They cast arcane spells.

They can create arcane scrolls usable by magic-users and rogues at their casting level once per week at a cost of 25gp/scroll.

Clerics can wear light or medium armor and use shields, but cannot use edged weapons.

Physical Combat Bonus is level/4, round up.

Magical Combat Bonus is level/2, round up.

They cast divine spells.

A Cleric can Turn Undead with a successful Divine Magic Attack. DC is 10 + twice the Hit Dice of the undead. One undead flees per point over the roll

Rogues can wear light armor only with no shields and use any weapon but two-handed ones.

Physical Combat Bonus is level/3, round up.

Magical Combat Bonus is level/3, round up.

They can cast arcane spells from scrolls.

They add +1 to all attack (not damage) rolls. This increases by +1 at 5th level and every five levels thereafter.

They get a +2 to any DEX based skill checks on top of regular DEX bonus.

Races

Dwarves get CON +1, WIS +1 and DEX -1, and can see in the dark. Dwarves speak Dwarvish. Dwarves cannot be magic-users.

Elves get DEX +1, INT +1 and CON -1, and can see in the dark. Elves speak Elvish. Elves cannot be clerics.

Halflings get DEX +1, CHA +1 and STR -1, and can see in the dark. Halflings speak Elvish and Dwarvish. Halflings cannot be fighters.

Humans get +1 to any two stats and may take any class.

All character races speak the common tongue, their racial tongue (if any) and one additional language per every point of INT bonus.

Combat

Hit Points = 6 + 1d6/Level+CON bonus. If HP reach 0, the character is unconscious and near death. Further damage directly reduces CON. If that reaches 0, the character has died.

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 you are surprised and may not act.

Initiative: is determined at the beginning of combat by rolling 1d6 + DEX bonus. Combatants act in initiative order.

Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee Attack bonus = physical combat bonus + STR bonus + Rogue bonus.

Missile Attack bonus = physical combat bonus + DEX bonus + Rogue bonus.

Armour Class (AC) = 10 + DEX bonus + armor bonus.

Armor bonus:

+2 for light armour (leather, hide, etc...)

+4 for medium armour (chainmail, scale, etc...)

+6 for heavy armour (platemail)

+1 for a shield.

Better armor is heavy, noisy, and it slows you down.

Add attack bonus to d20 roll. If equal or higher than your opponent's AC, it's a hit. A natural 20 always hits and does maximum damage; a 1 always misses.

Damage is 1d6 + Fighter bonus. Add STR bonus for melee attacks, twice that for two handed weapons, -1 damage for small weapons.

Resting for 30 minutes recovers all hit points lost. One day of rest recovers one point of CON.

Skills/Saving Throws

There are no named skills or saving throws per se, all random actions should be resolved through combat rolls, stat checks or the following general skill check:

Primary Skill Roll: 1D20 + Stat Bonus + Class Level if the character is attempting something directly related to their class or background.

Secondary Skill Roll: 1D20 + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class or background.

Minor Skill Roll: 1D20 + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class or background.

When the GM calls for a skill roll, he will declare the type of skill roll, which stat the skill roll falls under, and any situational modifiers and the player will make a skill roll.

Roll higher than the GM assigned Difficulty Class to succeed:

Easy	10	Legendary	30
Moderate	15	Improbable	35
Difficult	20	Unbelievable	40
Extremely Difficult	25		

Magic

Every spell has a Spell Level. The maximum Spell Level for a spellcaster is Level/2, rounded up (Level/3, rounded up for rogues casting spells from scrolls.) Casting a spell of any kind cost hit points (HP), except if they are cast from scrolls. Magic items that allow anyone to cast spells (e.g. a sword that allows the user to cast light) does cost the caster HP. The cost is 1 + double the level of the spell being cast.

There is no need to memorize spells in advance. Spellcasters can pick a favorite spell on every Spell Level. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Spell Level	0	1	2	3	4	5	6
HP Cost	1	3	5	7	9	11	13
HP Cost if favorite	0	2	4	6	8	10	12
Min. Caster Level	1	1	3	5	7	9	11

Arcane Magic Attack bonus = magical combat bonus + INT bonus.

Divine Magic Attack bonus = magical combat bonus + WIS bonus.

Arcane Magic defense = 10 + WIS bonus + appropriate stat bonus (DEX for magic missile, STR for hold person, CON for petrify, etc...)

Divine Magic defense = 10 + INT bonus + appropriate stat bonus (CON for cause light wounds, WIS for curse, Cha for charm, etc...)

Add attack bonus to d20 roll. If equal or higher than your opponent's defense, the spell works. A natural 20 results in the maximum effect. Damage dealing effects still deal half damage on a failed attack.

Beyond the attached spell list it is of course possible to research further arcane spells and to ask a patron deity for further divine favors. Take a look at the SRD for inspiration. Spells can be reversed.

Equipment

Suggested starting packs for new characters:

Pack A	Pack B	Pack C
backpack	backpack	backpack
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
5 oil flasks	5 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
waterskin	waterskin	waterskin
iron rations (4days)	iron rations (4days)	iron rations (4days)
small knife	small knife	small knife

Finally, add the following, based on your Class:

Fighter: medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Wizard: A scroll with a 1st level spell, either a dagger or a staff, and 5 gold pieces

Cleric: Silver holy symbol, light armor (AC +2), a one handed weapon + shield, and 5 gold pieces

Rogue: Lockpicking tools or a scroll with a 1st level arcane spell, light armour, one handed weapon + dagger or missile weapon + dagger, and 5 gold pieces.

Encumbrance: Characters can carry 12 items in addition to backpack, clothes, armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (e.g. 5 flasks, 20 arrows, 50 gems, 100 gold pieces, or small amounts of a combination of these items) count as a single item. Add one item per point of STR bonus.

Prices: Don't worry about the price of mundane stuff later in the game as long as characters spent money "in totally frivolous ways".

Level Advancement

Experience Points (XP) = Hit Dice of defeated monsters.

Add +1 for each doubling of the number of foes. e.g.:

1 kobold (a 1 hit die monster) = 1 XP

2 kobolds = 2 XP

4 kobolds = 3 XP

8 kobolds = 4 XP etc.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like (usually from 1 to 5 XP).

Individual characters can also earn experience points from spending money found in treasures in totally frivolous ways. A character earns 1 XP for every 100gp so spent.

When the total XP = 20 × your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to any ability (player's choice).

Arcane Spells

0-Level Spells

Arcane Mark: Permanently inscribes or identifies a personal rune (visible or invisible).

Detect Magic: Detects spells and magic items.

Ghost Sound: Figment sounds for minutes.

Light: Object shines like a torch for hours.

Mage Hand: 5-pound telekinesis while concentrating.

1 s t -Level Spells

Alarm: Wards an area for hours.

Cause Fear: One creature of 5 HD or less flees.

Charm Person: Makes one person your friend for a day.

Comprehend Languages: You understand all spoken and written languages.

Grease: Makes area or one object slippery.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Sleep: Puts 4 HD of creatures into magical slumber.

Spider Climb: You can walk on walls and ceilings.

Ventriloquism: Throws voice.

2 nd -Level Spells

Acid Arrow: 2d4 damage for 1 round +1 round/three levels.

Command Undead: Undead creature obeys your commands.

Detect Thoughts: Allows "listening" to surface thoughts.

Draw Runes: Stores a spell that you cast in a rune you draw to be released using a simple trigger you specify. The rune has to drawn using rare ingredients.

Fly: Subject flies quickly and quietly.

Hold Person: Paralyzes one humanoid.

Invisibility: Subject is invisible until it attacks.

See Invisibility: Reveals invisible creatures or objects.

Web: Fills area with sticky spiderwebs.

3 rd -Level Spells

Dispell Magic: Cancels magical spells and effects.

Fireball: 1d6 damage per level, 20-ft. radius.

Gentle Repose: Preserves one corpse.

Haste: Allies move faster and get a second melee attack. This lasts for one round only.

Major Image: Image plus sound, smell and thermal effects.

Summon Monster: Calls extraplanar creature to fight for you.

Tongues: You speak and understand any language.

Wind Walk: Targets turn to dust and fly in a gust of wind.

4 th -Level Spells

Animate Dead: Creates undead skeletons and zombies.

Charm Monster: Makes monster believe it is your ally for a day.

Create Magic Item: Permanently enchant masterwork items including arms and armor with effects that are thematically linked to a spell you cast. The entire procedure takes a day. The item has to be custom made using rare ingredients.

Illusory Wall: Creates a permanent wall, floor, or ceiling that looks real, but anything can pass through.

Scrying: Spies on subject from a distance.

Shadow Walk: Take subjects into shadow to travel rapidly.

Shout: Deafens all within cone and deals 5d6 sonic damage.

Stone Shape: Sculpts stone into any shape.

5 th -Level Spells

Cone of Cold: 1d6/level cold damage.

Dominate Person: Controls humanoid telepathically.

Magic Jar: Enables possession of another creature.

Permanency: Makes certain spells permanent. The entire procedure takes a day.

Planar Binding: Traps extraplanar creature of 6 HD or less until it performs a task.

Polymorph: Transforms subject into harmless animal.

Seeming: Changes appearance of one person per two levels.

Telepathic Bond: Link lets allies communicate.

Teleport: Instantly transports subjects hundreds of miles.

6 th -Level Spells

Create Golem: Creates constructs made of dead material. The entire procedure takes a day.

Create Undead: Creates ghouls, ghosts, mummies, or mohrgs.

Disintegrate: Makes one creature or object vanish.

Dream World: Creates a permanent portal to a new pocket dimension.

Geas: Commands subject for a year and a day.

Petrify: Turns subject creature into statue.

Plane Shift: Subjects travel to another plane.

True Seeing: Lets you see all things as they really are.

Divine Spells

0-Level Spells

Cure Minor Wounds: Cures 1 point of damage.

Detect Poison: Detects poison in one creature or object.

1 s t -Level Spells

Brew Potion: Store a spell you cast in a potion to be released when quaffed.

Bless: Allies gain +1 on attack rolls.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Shield: AC +2 +1/6 level.

2 nd -Level Spells

Augury: Learns whether an action will be good or bad.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Zone of Truth: Subjects within range cannot lie.

3 rd -Level Spells

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Remove Curse: Frees object or person from curse.

Speak with Dead: Corpse answers one question/two levels.

4 th -Level Spells

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration: Restores level and stat drains.

5 th -Level Spells

Mass Cure Light Wounds: Cures 1d8 damage +1/level for many creatures.

Raise Dead: Restores life to subject who died as long as one day/level ago.

Hallow: Designates location as holy.

Commune: Deity answers one yes-or-no question/level.

Monsters

Creation:

Pick a name

Assign a level, hit dice = level

Hit points = 1d6 per level

Magic defense = 10 + level

All attack bonuses = level

Damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like

AC = armor equivalent

Pick special abilities as the level increases.

Special attacks act like magic attacks against an appropriate defense.

ANT, GIANT: AC: 16 HD: 3d6 AT: bite +3 (1d6) S: acid (2d6)

BASILISK: AC: 15 HD: 6d6 AT: bite +6 (1d6) S: petrifies onlookers

BLACK PUDDING: AC: 13 HD: 10d6 AT: slam +10 (2d6) S: immune to everything but fire, divides when hit

BLINK DOG: AC: 14 HD: 4d6 AT: bite +4 (1d6) S: teleports

BUGBEAR: AC: 14 HD: 3d6 AT: weapon +3 (1d6) S: surprise foes on a 1-3

CENTAUR: AC: 14 HD: 4d6 AT: 2 kicks +4 (1d6), weapon +4 (1d6)

CENTPEDE, GIANT: AC: 16 HD: 6d6 AT: bite +6 (2d6) S: poison (1d6 DEX)

CHIMERA: AC: 15 HD: 9d6 AT: 2 claws +9 (1d6), goat gore +9 (1d6), lion bite +9 (1d6), dragon bite +9 (2d6) S: breathes fire (3d6), flies

COCKATRICE: AC: 13 HD: 5d6 AT: bite +5 (1d6) S: petrifying bite

DJINN: AC: 14 HD: 7d6 AT: slam +7 (2d6) S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons

DOPPELGANGER: AC: 14 HD: 4d6 AT: claw +4 (1d6) S: imitate humanoids, immune to sleep and charm

DRAGON, BLACK: AC: 17 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (1d6) S: breathes line of acid (7d6)

DRAGON, BLUE: AC: 19 HD: 9d6 AT: 2 claws +9 (1d6), bite +9 (3d6) S: breathes line of lightning (9d6)

DRAGON, GREEN: AC: 18 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (3d6) S: breathes cloud of chlorine gas (8d6)

DRAGON, RED: AC: 20 HD: 10d6 AT: 2 claws +10 (1d6), bite (4d6) S: breathes cone of fire (10d6)

DRAGON, WHITE: AC: 16 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: breathes cone of cold (6d6)

DRYAD: AC: 14 HD: 2d6 AT: no S: charm

EFREET: AC: 16 HD: 10d6 AT: slam +10 (2d6) S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons

ELEMENTAL, AIR: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: whirlwind, extra damage against foes in the air

ELEMENTAL, EARTH: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: tear down stone, extra damage against foes standing on the ground (1d6)

ELEMENTAL, FIRE: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: ignite materials

ELEMENTAL, WATER: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: overturn boats, extra damage against swimming foes (1d6)

GARGOYLE: AC: 14 HD: 4d6 AT: 2 claws +4 (1d6), bite +4 (1d6), horns +4 (1d6) S: fly

GELATINOUS CUBE: AC: 11 HD: 4d6 AT: slam +4 (2d6) S: touch paralyzes, immune to lightning and cold, surprise foes on a 1-4

GHOUL: AC: 13 HD: 2d6 AT: 2 claws +2 (1d6), bite +2 (1d6) S: touch paralyzes, humans slain by ghouls rise again as ghouls in 24h

GIANT, CLOUD: AC: 15 HD: 12d6 AT: Morningstar +12 (4d6) or +12 hurl rocks (3d6) S: only surprised on a 1.

GIANT, FIRE: AC: 15 HD: 11d6 AT: sword +11 (5d6) or +11 hurl rocks (3d6) S: immune to fire

GIANT, FROST: AC: 15 HD: 10d6 AT: great axe +10 (4d6) or +11 hurl rocks (3d6) S: immune to cold

GIANT, HILL: AC: 15 HD: 8d6 AT: spear +8 (2d6)

GIANT, STONE: AC: 15 HD: 9d6 AT: stone club +9 (3d6) or +9 hurl rocks (3d6)

GIANT, STORM: AC: 17 HD: 15d6 AT: great sword +15 (8d6) S: call thunderstorm in 10min, then call lightning (15d6)

GNOLL: AC: 14 HD: 2d6 AT: weapon +2 (1d6)

GOBLIN: AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: -1 to hit in sunlight

GOLEM: AC: 18 HD: 9d6 AT: 2 slams +9 (2d6) S: hit only by magic weapons, immune to magic, healed by lightning

GORGON: AC: 17 HD: 8d6 AT: gore +8 (2d6) S: breathes petrifying gas

GREY OOZE: AC: 11 HD: 3d6 AT: slam +3 (2d6) S: acid destroys armor in one round, deals automatic damage after the first hit, immune to fire and cold

GRIFFON: AC: 14 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (2d6) S: flies

HARPY: AC: 12 HD: 3d6 AT: 2 talons +3 (1d6), weapon +3 (1d6) S: flies, siren-song

HELL HOUND: AC: 15 HD: 5d6 AT: bite +5 (1d6) S: breathe fire (5d6)

HIPPOGRIF: AC: 14 HD: 3d6 AT: 2 claws +3 (1d6), bite +3 (1d6) S: flies

HOBGOBLIN: AC: 13 HD: 1d6 AT: weapon +1 (1d6)

KOBOLD: AC: 12 HD: 1d6 AT: weapon (1d6)

LIZARDMAN: AC: 15 HD: 2d6 AT: weapon (1d6)

LYCANTHROPE, WEREBEAR: AC: 17 HD: 6d6 AT: 2 claws +6 (2d6), bite +7 (2d6) S: lycanthropy, extra 2d6 dam. if both claws hit

LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d6 AT: tusk +6 (2d6) S: lycanthropy, attack +6 instead of +4 because of rage

LYCANTHROPE, WERERAT: AC: 12 HD: 3d6 AT: bite +3 (1d6) S: lycanthropy, surprise foes on a 1-4

LYCANTHROPE, WERETIGER: AC: 16 HD: 5d6 AT: 2 claws +5 (1d6), bite +5 (2d6) S: lycanthropy, surprise foes on a 1-4

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d6 AT: bite +4 (2d6) S: lycanthropy

MANTICORE: AC: 15 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total

MEDUSA: AC: 11 HD: 4d6 AT: weapon +4 (1d6) S: onlookers turns to stone, averting eyes reduces to hit by 4 and grants +2 to medusa attacks

MERMAN: AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: breathe water, swim

MINOTAUR: AC: 13 HD: 6d6 AT: Head gore +6 (1d6), weapon +6 (1d6)

MUMMY: AC: 16 HD: 5d6 AT: slam (2d6) S: mummy rot curse if hit (no more healing), hit only by magic weapons, spells, and fire, immune to charm, sleep, and hold spells

NIXIE: AC: 12 HD: 1d6 AT: weapon (1d6) S: swims, charm

OCHRE JELLY: AC: 11 HD: 5d6 AT: acid strike +5 (2d6) S: a hit destroys organic material, lightning and weapon damage divides jelly into three jellies, each doing +2 (1d6) damage

OGRE: AC: 14 HD: 4d6 AT: weapon +4 (2d6)

ORC: AC: 13 HD: 1d6 AT: weapon +1 (1d6)

OWLBEAR: AC: 14 HD: 5d6 AT: 2 claws +5 (1d6), bite +5 (1d6) S: hug for additional 2d6 if both claws hit

PEGASUS: AC: 13 HD: 2d6 AT: 2 hooves +2 (1d6) S: flies

PURPLE WORM: AC: 13 HD: 15d6 AT: bite +15 (2d6), sting (1d6) S: poison sting (1d6 STR), swallows whole on a natural 20, swallowed creatures take 3d6 automatic damage every round

ROC: AC: 17 HD: 12d6 AT: 2 claws +12 (1d6), bite +12 (3d6)

SALAMANDER: AC: 17 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (1d6) S: heat does 1d6 to nearby creatures, immune to fire, hit only by magic weapons

SHADOW: AC: 12 HD: 2d6 AT: touch (1d46) S: drains 1 STR per hit, hit only by magical weapons, immune to charm and sleep spells, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24h later as a shadow

SKELETON: AC: 12 HD: 1d6 AT: weapon +1 (1d6) S: immune to charm and sleep spells

SPECTER: AC: 17 HD: 6d6 AT: touch +6 (1d6) S: immune to charm, sleep and hold spells, drains 2 levels per hit, creatures reduced to 0 levels will rise 24h later as a specter

STIRGE: AC: 12 HD: 1d6 AT: sting +1 (1d6) S: attaches on a hit and will deal 1d6 automatically damage every round

TOAD, GIANT: AC: 12 HD: 2d6 AT: bite +2 (1d6) S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue

TROLL: AC: 15 HD: 6d6 AT: 2 claws (1d6), bite +6 (2d6) S: regenerate 3 per round

VAMPIRE: AC: 17 HD: 9d6 AT: bite +9 (1d6) S: immune to charm, sleep and hold spells, hit only by magical weapons, regenerate 3 per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round

WIGHT: AC: 14 HD: 3d6 AT: claw +3 (1d6) S: immune to charm and sleep spells, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise some days later as a wight

WILL-O-THE-WISP: AC: 27 HD: 9d6 AT: 1 shock +9 (1d6+4)

WOLF: AC: 12 HD: 2d6 AT: bite +2 (1d6)

WORG: AC: 13 HD: 4d6 AT: 1 bite +4 (2d6)

WRAITH: AC: 16 HD: 4d6 AT: touch +4 (1d6) S: immune to charm, sleep, and hold spells, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24h later as a wraith

WYVERN: AC: 16 HD: 7d6 AT: bite +7 (2d6), sting +7 (1d6) S: poison sting (1d6 STR), flies

ZOMBIE: AC: 11 HD: 2d6 AT: claw +2 (1d6) S: immune to charm and sleep spells, always lose initiative

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Microlite20

House Rules v1.2

Stats

There are 3 stats: Strength (**STR**), Dexterity (**DEX**) and Mind (**MIND**).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

There are 7 different races; humans, dwarves, elves, gnomes, half-elves, half-orcs and halflings.

Humans

The most adaptable of all races, humans are come in all shapes and colors.

Racial traits

- +3 to all skills at first level

Dwarves

Dwarves are grumpy and hardworking and are known of being good miners, warriors and beer-drinkers. They distrusts everyone and hates orcs and goblinoids.

Racial traits

- +2 to STR
- +2 on saving throws against poison and magic
- +4 to AC against giant type monsters
- darkvision

Elves

The fair elves are poetic and love the nature. They are polite to everyone that don't live up to the standard of being an elf.

Racial traits

- +2 to DEX
- +2 on ranged attacks
- +2 on search rolls, automatically rolls to find secret doors
- low-light vision

Gnomes

Gnomes are curious inventors and animal-friends who love a good joke. They mix well with dwarves and halflings, but are suspicious of the taller races.

Racial traits

- +2 to MIND
- +2 on saving throws against illusions
- +1 to AC because they are small
- low-light vision

Half-elves

Never really at home among humans or elves, half-elves sometimes feel like outsiders. They have the ambitions of a human and the artistic nature of the elf.

Racial traits

- +2 on search rolls
- +3 to Communication
- low-light vision

Half-orcs

Half-orcs are short-tempered who rather act than ponder and rather fight than argue. They have a hard time to get accepted by other races.

Racial traits

- +4 to STR
- -2 to MIND
- darkvision

Halflings

A curious, almost reckless race, halflings are known to spend gold as quickly as they find it. Rich halflings are known for their large collections of curiosities.

Racial traits

- +2 to DEX
- +3 to Subterfuge
- +2 on saving throws against fear
- +1 to AC because they are small

Description

To determine age, height, weight and starting gold of the character, use the Description rules in the SRD or PHB.

Classes

There are 8 classes; bards, clerics, druids, fighters, paladins, rangers, rogues and wizards.

Bards

The Bard is a performer whose music works magic - a wanderer, a tale-teller, and a jack-of-all trades.

The Bard...

- can wear light armor
- can use a light shield
- can use light or medium weapons
- gains a +2 bonus to Communication, Subterfuge, and Knowledge.
- Class-skill is Knowledge.
- A Bard can counter sound-based effects within a 30' radius with a Magic attack roll instead of making a save roll. This applies to all affected creatures hearing the Bard within the range and allows additional saving rolls – using the Bards Magic attack roll.
- A Bard can use his song to charm a person or remove fear up to 3 times (total) per day. DC equals 10 + Bards level + MIND bonus.
- At 6th level, a Bard casts spells as a Wizard of 5 levels lower. HP Cost for each spell is multiplied with 5. DC is adjusted with -5.
- HD is d6.
- Base Attack Bonus is 3/4 Level.

Clerics

The Cleric is a master of divine magic and a capable warrior as well.

The Cleric...

- can wear light or medium armour
- can use shields
- can use light, medium or heavy weapons
- can cast divine spells
- gains +3 bonus to Communication.
- Class-skill is Communication.
- can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.
- HD is d8.
- Base Attack Bonus is 3/4 Level.

Druids

The Druid is one who draws energy from the natural world to cast divine spells and gain strange magical powers.

The Druid...

- can wear non-metal light or medium armor
- can use shields
- can use non-metal light, medium or heavy

weapons.

- can cast Druid spells
- gains +2 to Knowledge checks.
- Class-skill is Knowledge.
- are immune to the spell-like effects of woodland fey.
- can at 3rd level can pass without trace at will.
- can at 7th level assume the form of any small or medium sized animal up to 3 times per day. A Druid heals 2hp per level when changing back into his human form.
- HD is d8.
- Base Attack Bonus is 3/4 Level.

Fighters

The Fighter is a warrior with exceptional combat capability and unequalled skill with weapons.

The Fighter...

- can wear and use any kind of armour, shields and weapons.
- have a +3 bonus to Physical.
- Class-skill is Physical.
- HD is d10.
- Base Attack Bonus equals the Level.

Paladins

The Paladin is a champion of justice and destroyer of evil, protected and strengthened by an arrow of divine powers.

The Paladin...

- can wear and use any kind of armour, shields and weapons.
- have a +1 bonus to Physical and a +2 bonus to Communication checks.
- Class-skill is Communication.
- are immune to diseases
- apply a +1 bonus to all saving throws (this increases by +1 at 5th level and every 5 levels on).
- can detect evil within 60' at will and can heal up to 2hp per level per day by laying on hands.
- must be of Lawful Good alignment
- HD is d10.
- Base Attack Bonus equals the Level.

Rangers

The Ranger is a cunning, skilled warrior of the wilderness.

The Ranger...

- can use light or medium armor
- can use shields
- can use light, medium and heavy weapons.
- have +1 to hit and damage with ranged

weapons

- only incur a -1 to hit penalty when fighting with 2 weapons.
- have a +1 bonus to Physical
- have a +2 bonus to Subterfuge.
- Class-skill is Subterfuge.
- At first level and every fifth level after, the Ranger chooses a favored enemy. The ranger gets a +2 bonus to all rolls against the favored enemy.
- At 4th level rangers casts divine spells as a cleric of 3 levels lower. HP Cost for each spell is multiplied with 3. DC is adjusted with -3.
- HD is d8.
- Base Attack Bonus equals the Level.

Rogues

The Rogue is a tricky, skillful scout and spy who wins the battle by stealth rather than brute force.

The Rogue...

- can use light armour
- can use light shields
- can use light and medium weapons.
- have a +3 bonus to Subterfuge.
- Class-skill is Subterfuge.
- If they successfully Sneak (usually sub+DEX, but depends on situation) against a foe they can add their Subterfuge skill rank to the damage of their first attack that round.
- HD is d6.
- Base Attack Bonus is 3/4 Level.

Wizards

The Wizard is a potent spellcaster schooled in the arcane arts.

The Wizard...

- cannot wear armour or shields
- can only use clubs, daggers, heavy and light crossbows, or quarterstaves
- can cast arcane spells
- gains a +3 bonus to Knowledge.
- Class-skill is Knowledge.
- HD is d4.
- Base Attack Bonus is 1/2 Level.

Skills

There are just 4 skills: Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level or 1/2 level depending on class + any bonus due to your class or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers.

Converted D20 Skills

Appraise	comm+MIND
Balance	phys+DEX
Bluff	comm+MIND
Climb	phys+DEX or STR, whichever is highest
Concentration	doesn't apply. GM's fiat applies
Craft	it's an out of game thing. No one /ever/ crafts things in-game, so it's a redundant skill. Alternatively, know+DEX
Decipher Script	know+MIND or comm+MIND
Diplomacy	comm+MIND
Disable Device	subt+MIND or subt+DEX
Disguise	subt+MIND
Escape Artist	subt+DEX or subt+STR, depending on what you're escaping out of
Forgery	comm+DEX
Gather Information	comm+MIND
Handle Animal	comm+MIND or comm+STR if the animal is bigger than you
Heal	know+MIND
Hide	subt+DEX
Intimidate	could be phys+STR, or subt+MIND or comm+STR. DM's choice
Jump	phys+STR (long jump) or phys+DEX (high jump)
Knowledge	know+MIND
Listen	subt+MIND
Move Silently	subt+DEX
Open Lock	subt+DEX
Perform	comm+MIND, though it could be DEX if you're juggling, or STR if you're a weightlifter
Profession	comm+MIND, usually
Ride	comm+DEX
Search	subt+MIND
Sense Motive	comm+MIND
Sleight of Hand	subt+DEX
Speak Language	doesn't apply. You either know the language or you don't. Alternatively, comm+MIND to understand subtle nuances
Spellcraft	MIND only
Spot	subt+MIND
Survival	phys+STR to survive, or subt+DEX or STR to hunt.
Swim	phys+STR
Tumble	phys+DEX
Use Magic Device	you can either use it, or you can't. GM fiat. Alternatively, MIND only
Use Rope	no used

Saving Throws

Fortitude	=	Physical + STR bonus
Reflex	=	Physical + DEX bonus
Will	=	MIND bonus + level

Hit Points

Hit Points = 1HD + STR bonus each Level. Starting HP is always maximum.

Damage

- If HP reach 0, the PC is still mobile, but cannot attack and only move at half speed.

Harsh actions deals 1 point of damage.

- If HP reach -1 to -9, the PC is unconscious. The PC still loses 1 HP/round. 10% chance to stabilize.
- If HP reach -10, the PC is dead.

For convenience, monster and other opponents are considered dead when reaching 0 HP.

Magic

Wizards and Bards can cast arcane spells, and Clerics and Druids can cast divine spells, with a spell level equal or below 1/2 their class level, rounded up. Use the spell lists in the SRD. All spells are available and known.

Casting a spell of any kind costs Hit Points (subdual). The cost is 1 + double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6	7	8	9
HP Cost	1	3	5	7	9	11	13	15	17	19

This loss cannot be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance. Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character.

The Difficulty Class (DC) for all spells is 10 + Caster Level + Caster's MIND bonus.

Select one "signature" spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Combat

Roll d20 + DEX bonus for initiative order.

Each round, you can perform an action (draw weapon, make one attack, cast a spell etc.) and a move action (move your speed, stand up etc.), or you can perform a full-round action (double move or full attack). You can also perform one or more free actions (speak or drop an item).

Melee attack bonus	STR bonus + Level
Missile attack bonus	DEX bonus + Level
Magic attack bonus	MIND bonus + Level
Armor Class (AC)	10 + DEX bonus + Armor bonus

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Characters of Fighter and Rogue classes can wield 2 light weapons and make a *Full Attack* with both if they take a -2 penalty on all attack rolls. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If the total BAB is +6 or more a second attack can be made with a -5 penalty in a *Full Attack*. If the total BAB is +11 or more a third attack can be made at -10, and a fourth at -15 if the BAB is +16 or more. For example, if the BAB is +12, three attacks can be made at +12/+7/+2. No more than four attacks can be made in a round, regardless of BAB (five if two weapons are used).

Movement

All have a speed of 30 feet (6 squares), or 20 feet (4 squares) in medium or heavy armor per combat round.

Critical Hits

Natural 20 = Maximum damage

Double 20 = Double maximum damage

Triple 20 = Instant death to opponent

Fumble

Natural 1 = Loses next action

Double 1 = Loses next action, max damage to self

Triple 1 = Instant death to self

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in and multiply with 100. When the total = 1000 x your current level, you've advanced to the next level.

For convenience, use the XP table in the PHB.

Level Gains

- +1HD + STR bonus to Hit Points
- +Level to the Class Skill
- +1/2 Level to all other skills
- re-calculate BAB and change the attacks accordingly
- if the level divides by three (i.e. level 3,6,9,etc.) add 1 point to one Stat.

M I C R O F A N T A S Y

Character Creation

STATS

There are 3 STATS; STR, DEX and MIND.

Each has an initial value between 3 and 18.

If the STAT value is over 11 then the STAT has a bonus = $(\text{STAT} - 10)/2$ (round down)

If the STAT value is less than 9 then the STAT has a penalty = $(10 - \text{STAT})/2$ (round down)

RACES

There are 4 RACES.

The differences between the races are determined by bonuses to their skill rolls.

- HUMAN (+1 to ALL skill rolls)
- ELF (+2 to all MIND rolls)
- DWARF (+2 to all STR rolls)
- HALFLINGS (+2 to all DEX rolls)

CLASSES

There are 4 CLASSES.

- FIGHTER. Adds +1 to his melee and missile ATTACK rolls AND the damage they inflict. This increases by an additional +1 to both at levels 5, 10, 15 and 20. The fighter also adds his level to his HP total.
- ROGUE. Can SNEAK ATTACK (see COMBAT).
- MAGI. Can cast arcane spells. (See MAGIC book)
- CLERIC. Can cast divine spells. (See MAGIC book) Can attempt to TURN un-dead at will.

SKILLS

There are 4 SKILLS; Physical, Subterfuge, Knowledge and Communication.

Each has a SKILL RANK.

$\text{SKILL RANK} = \text{Level} + \text{class bonus}$.

CLASS SKILL BONUS

- Fighter +3 physical
- Rogue +3 subterfuge
- Magi +3 knowledge
- Cleric + 3 communication.

Success in an attempt at an action requires a SKILL ROLL.

Roll higher than the given Difficulty Class (DC) of an action to succeed.

A natural 20 roll always succeeds. A natural 1 roll always fails.

$\text{SKILL ROLL} = \text{d20} + \text{skill rank} + \text{STAT bonus}$

HIT POINTS

Each character has HIT POINTS (HP) = $\text{STR} + (1\text{D}6 \text{ per level})$.

ARMOUR CLASS (AC)

AC class bonus assumes the character is wearing class appropriate protection in the form of armour and / or shields.

- Unarmoured AC = $10 + \text{DEX bonus or penalty}$
- Armoured AC = $10 + \text{DEX bonus or penalty} + \text{class bonus}$

AC CLASS BONUS

- Fighter +6
- Cleric +4
- Rogue +2
- Magi +0

EQUIPMENT

A character is assumed to own and use a backpack, sack or multi pocketed costume to carry his personal items.

This does not count as an item and allows the character to carry a number of items equal to his STR value.

He can only carry half that amount (round up) without a backpack etc.

100 coins counts as 1 item and bulky or heavy items can count as 2 or more items.

A character begins with 7 initial items. These are:

- Hand weapon
- Missile weapon with 10 missiles
- Class appropriate armour.
- 4 mundane items

EQUIPMENT SWAP

A character can change his initial equipment as follows:

- A fighter can swap a hand weapon for 2-handed weapon.
- A fighter or dwarf can swap his missile
- Weapon for a crossbow.
- A fighter or elf can swap his missile
- Weapon for a longbow.
- A Fighter or Rogue can swap his hand
- Weapon for a light weapon.
- A fighter or rogue can swap a mundane item for an extra 10 pieces of missile weapon ammunition.
- A rogue can swap a missile weapon for 5 throwing missiles.

LEVEL ADVANCEMENT

At each new level, the character:

- Adds +1d6 to Hit Points
- Adds +1 to all attack rolls
- Adds +1 to all skills.
- Add 1 point to STR, DEX or MIND, if the level divides by 3 (i.e. level 3, 6, 9, 12, 15, 18 etc.) .

- Fighters gain +1 to their attack and damage rolls at levels 5, 10, 15 etc.
- At levels 3,5,7,9,etc., Clerics and Magi gain access to new spell levels and new spells.
- At each new level, the character can choose a new item of equipment and swap an old item of equipment for a new item.

Combat

INITIATIVE

Each combatant makes an initiative roll at the start of a combat.

Actions are taken in order from the highest score to the lowest.

Each combatant can take 1 action per round.

INITIATIVE ROLL = $d20 + \text{level} + \text{DEX bonus}$.

TO HIT

In order to hit an opponent you must make a successful attack roll.

Add attack bonus to d20 roll and roll higher than opponent's AC to hit.

- MELEE ATTACK ROLL = $d20 + \text{melee attack bonus}$.
- MISSILE ATTACK ROLL = $d20 + \text{missile attack bonus}$
- MAGIC ATTACK = $d20 + \text{MIND bonus} + \text{level}$ (see MAGIC book)

A missile weapon must be within range of the target.

In general, a move action takes a character from one range to another.

- Thrown weapon: Short range
- Short bow/slings: Medium range
- Longbow/crossbow: Long range

If the total attack bonus is +6 or more a second attack can be made with a -5 penalty in MELEE ONLY.

If the total bonus is +11 or more a third attack can be made at -10 penalties.

For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

- MELEE ATTACK BONUS = STR bonus + Level
- MISSILE ATTACK BONUS = DEX bonus + Level

If a hit is scored, roll for damage and subtract from opponent's HP.

The damage listed below assumes the usage of an ordinary hand weapon such as a sword, axe or mace.

Melee Damage = $1d8 + \text{STR bonus}$.

Missile Damage = $1d8 + \text{DEX bonus}$.

DIFFERENT ATTACKS

- LIGHT WEAPONS inflict 1d6 damage, use DEX bonus instead of STR bonus to hit and do not add STR bonus to damage.
- TWO HANDED WEAPONS inflict 1d10 damage. They are unwieldily and do not add STR bonus to hit but add TWICE the STR bonus to damage.
- UNARMED COMBAT inflicts 1d4 damage. A to-hit roll of 1 inflicts 1d4 damage on the attacker.
- IMPROVISED WEAPONS will break and are useless on a natural attack roll of 1 or 20.
- THROWN WEAPONS only cause 1d4 damage. ROGUES can make additional attacks with thrown weapons as if using a melee weapons.
- LONG BOWS are unwieldily and do not add DEX bonus to hit but add TWICE the DEX bonus to damage.
- CROSSBOWS but require a full round to reload between shots but double the damage that is rolled (not the DEX bonus).

SNEAK ATTACK

A rogue can attempt a SNEAK attack on any opponent if (a) he is higher in the initiative order and (b) it's his first attack that combat against that opponent.

He must make a DEX + subterfuge roll with a DC = $10 + \text{opponent's level or TL}$ (see MONSTER book) + subterfuge

bonus.

Success sees any attacks that hit that round inflicting additional damage equal to his subterfuge bonus.

SPECIAL MANOUVRES

A character may attempt a special manoeuvre such as disarming an opponent, knocking him prone, escaping from combat, breaking past an opponent etc.

Success requires that:

- A. The player declares the action and it's intended result,
- B. He then makes a single, successful attack with a -4 penalty that round
- C. The opponent must fail a DEX or STR (whichever is higher)+ physical roll using the hit roll as DC.

RECOVERY

If HP is reduced to 0 or less the character is mortally wounded, can take no actions and will die within a number of rounds equal to his STR unless he is healed.

Normally HP heals at a rate equal to the character's level but only with a full day's rest, otherwise only 1 HP per day is healed.

Adventuring

FALLING DAMAGE

A fall results in 1d6 hp of damage per 3 metres (10') fallen.

Spikes or jagged rocks add 1 hp of damage per 3 metres (10') fallen (maximum +10).

DROWNING/SUFFOCATION

Every round that a character spends underwater or amid a gas-cloud, he must make a STR + physical roll or suffer 1d6 damage.

The DC = 10 + 1 per round.

EXTREME HEAT AND COLD.

If not wearing suitable protection, a character must make a Physical +STR check once every 10 minutes.

The DC = 10, +1 per previous check.

1d6 damage is taken on each failed save.

HUNGER AND THIRST

Without food to eat a character must make a Physical + STR check at the end of every day (DC = 10, +1 per additional day) taking 1d6 damage for each failed save.

The same applies if the character is without water except that the penalty increases exponentially (+1 the first day, +3 the second day, +6 the third day and so on).

POISON

Any contact with poison requires a physical + STR DC roll.

If the roll is failed the character takes 1d6 immediate damage.

For a number of additional rounds equal to the amount that the roll was failed by (A natural 1 doubles this), the character must make an additional DC at the start of each round or suffer 1d6 damage.

He also suffers a penalty to ALL d20 rolls (except DC rolls to avoid this poison's additional effects) equal to the amount the roll was failed by.

DISEASE

Any contact with disease requires a physical + STR DC roll. If the DC is failed the character has contracted the disease.

The disease incubates for 1d4 days before symptoms develop.

Symptoms last for a number of days = the amount the physical + STR roll was failed by.

A natural 1 doubles this amount.

While symptoms persist the character (A) suffers a penalty to all D20 rolls equal the number of days the disease will last for (except DC rolls to avoid this disease's additional effects) AND (B) if a daily physical + STR roll fails, loses 1d6 HP permanently.

TRAPS

Each trap has an EL.

To save against a triggered trap requires a physical + DEX roll against a DC = 10 + (EL x 2).

Damage from a trap = 1d6 per EL, although a successful save halves this.

A ROGUE (and only a ROGUE) may attempt to search for AND disable a suspected trap. This requires TWO separate subterfuge + DEX rolls and takes 2d6 rounds.

A trap will have a percentage chance of re-setting itself equal to it EL.

If a trap has any additional features (poison, paralysis etc) simply use the trap's EL as a guide to effects.

DARKNESS

Total darkness gives a -8 penalty to all actions. Monsters with Dark Vision ignore this.

Poor light results in a -4 penalty to all actions. All other monsters only suffer -2 penalty because of their low-light vision.

Monsters with Tremor-Sense, Blind-Sight, Blind Sense or Scent ignore both.

CHARACTER ADVANCEMENT

Add up the Encounter Levels (EL) of every encounter you take part in.

When the total = 10 times your current level multiplied by the number of characters, you've advanced to the next level.

Reset the total to 0 after advancing.

EL = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes.

Eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Monsters

To shape a monster for ICROFANTASY requires the monster's Total Level, Type and the monster's special abilities only.

TOTAL LEVEL

The defining factor with any monster is it's TOTAL LEVEL (TL).

TL = the monster's HD + character level.

A monster with a character level has all of those class's abilities.

A monster's TL attributes are as follows:

- HP = 1d8 per TL. (1d12 for dragons, undead, constructs and oozes).
- AC = 10 + TL.
- Saves and Melee/missile attack bonus = TL
- DC to avoid effects of special attacks or overcome special defences = 10 + TL.
- SKILL bonus = TL (+3 to one skill if intelligent).
- Attack Damage = 1d6 + (1d6 per 5 TL) + TL.

Tougher monsters simply require more HD or (if intelligent) class levels.

If a monster inflicts two types of damage (EG slam/constrict, bite/fire, claw/bite etc.), the damage that is listed second is only inflicted if (a) the first attack hits AND (b) the player FAILS a physical + STR or DEX (whichever higher) roll.

The DC = 10+TL. It is possible to avoid a secondary effect if circumstances allow (IE a character cannot be trampled if he is above an opponent)

SPECIAL ABILITIES

Un-dead, constructs and ooze are immune to all spells that require a MAGIC roll to save against or avoid its effects.

The following special abilities work as follows:

- ABILITY SCORE LOSS = STR + physical save or lose STAT points = half TL (round up). STAT points recovered at rate of 1/day.
- ABILITY DRAIN = as ability score loss but permanent.
- ANTIMAGIC = prevents spell casting around it unless a MAGIC attack roll is made.
- BREATH WEAPON = every 1d4 rounds and effects everyone within range. A successful save halves the damage.
- CHARM/COMPULSION = requires a MIND + level save to avoid. Lasts 1 day or until saved against. A new save can be attempted if asked/commanded to kill, steal, commit arson etc.
- ENERGY DRAIN = HP damage is permanent unless a STR + physical save is made.
- FEAR/FRIGHTFUL = if HD or level is lower than monsters, MAGIC attack roll required to take action against monster that round. A single success overcomes this.
- GAZE = close eyes (treat as total darkness) of avoid effect or make save each round to avoid effect.
- IMMUNITY = failed save roll results in ½ damage. Successful save = no damage.
- INCORPOREAL = any ODD "to-hit" roll misses.
- POISON = a physical + STR roll is required in a round were damage is taken but only 1 roll is required. The DC = 10 + monster's TL.
- RAYS = missile attack. -5 for second ray attack, -10 for third etc.
- REGENERATION = the monster heals this amount of damage at the start of each round. Ordinarily fire and acid damage ignores this.
- RUST = this monster's touch destroys armour or weapon immediately unless a DEX + subterfuge roll is made.
- SPELL RESISTANCE = requires a MAGIC attack against 10 + TL for spell to work against monster.

- SWALLOW WHOLE = the monster can swallow a being no bigger than half it's size if it rolls a natural 20 to hit. Inside, the swallowed being must make a STR + physical save per round or take damage. The creature that makes a save can attempt to cut himself out if he has a blade and can make a second save to do so.
- TURN RESISTANCE = assume HP = 6 higher per point.
- VULNERABLE = successful save takes half damage, failed save takes double damage
- All other abilities = as is.

TREASURE

Monsters can be given treasure following the SRD tables or as determined appropriate by the referee.

Alternatively the value of treasure in coinage a monster has equals $10 \times \text{TL}^2$.

Half of this will be as items.

SAMPLE MONSTERS

A monster's attributes are listed as follows:

Name (TL) / HD / AC + DC / attack / initiative, save and skill bonus (+3 if intelligent or appropriate) / damage / special

DIRE RAT (TL 1) / 1d8 / 11 / +1 / +1 (+4 subterfuge) / 1d6+1/ disease, scent

BUGBEAR (TL3) / 3d8 / 13 / +3 / +3 (+6 physical) / 1d6+3 /

TROLL (TL 6) / 6d8 / 16 / +6,+1 / +6 (+9 physical) / 2d6+6 / claw/bite, regeneration (5), scent. HELL HOUND (TL 4) / 4d8 / 14 / +4 / +4 / 1d6+4 / bite/fire, breath weapon (short range), dark vision, immune to fire, vulnerable to cold.

HILL GIANT (TL 12) / 12d8 / 22 / +12,+7,+2 / +12 (+15 physical) / 3d6+12 / rock throwing (extreme range)

RAKSHASA (TL 7) / 7d8 / 17 / +7,+2 / +7 (+10 knowledge) / 2d6+7 / detect thoughts (as spell, MIND + level to negate), spells (a Rakshasa always casts spells as a Magi of a level equal to it's TL), change shape (at will and for as long as desired), dark vision, spell resistance, damage reduction (15) bypassed by piercing weapons.

TYRANNOSAUR (TL 18) / 18d8 / 28 / +18,+13,+8,+3 / +18 (+21 physical) / 4d6+18 / swallow whole, scent

Magic

SPELLS AND SPELLCASTING

Magi can cast any arcane spell and clerics can cast any divine spell from the SRD spell list.

The maximum spell level that a magi or cleric can cast is equal to $\frac{1}{2}$ their character level (round up).

Both classes know all the spells available of all the spell levels he can cast.

MAGIC POINTS (MP)

The casting of any spell requires the spending of a number of magic points (MP).

A spell caster has a maximum number of MP equal to his maximum number of HP at that level.

Casting a spell requires the spending of a number of MP equal to 1 + double the spell level.

If all MP are spent, then the caster may spend HP instead at a ratio of 2HP-to-1MP.

If a spell caster takes HP damage, he also loses that amount of MP at the same time.

MP are recovered in full after eight hours rest.

A MAGIC attack roll is made and the rolled total is the amount recovered to the maximum initial amount.

A roll of 20 has all MP recovered, while a roll of 1 sees no MP recovered.

If rest is not possible or available, MP are recovered at a rate of 1 per day.

SPELL'S DC

The DC to resist a spell's effects = 10 + the caster's level + caster's MIND bonus.

SIGNATURE SPELLS

Each caster has one "signature" spell per spell level.

The MP cost of casting this spell equals 1 + the spell's level.

TURNING UN-DEAD

A cleric's TURNING ability against un-dead requires the cleric to spend 1d4 MP per attempt.

A MAGIC ATTACK roll is made against a DC = an un-dead's CURRENT HP.

The roll is compared to each individual undead HP within 100'.

Turned un-dead cannot approach within 100' of the cleric for 1 hour per cleric level.

A roll of 20 turns all un-dead. If the totalled roll would have turned the un-dead anyway then the un-dead is destroyed.

A roll of 1 means the cleric cannot attempt to turn un-dead for another 24 hours.

SPELL SAVES

Any spell that inflicts damage should allow a save to half the damage. Any spell that has a negative effect on the character should have a save to prevent this from happening.

A save is normally:

- STR + physical if the character has to ENDURE a physical effect
- DEX + subterfuge if the character has to AVOID a physical effect
- MIND + level if the character has to RESIST a magical effect.

USING SPELLS DIFFERENTLY

If the caster wishes to use a spell in a different but possible manner, such as using a Magic Missile spell to blow out a lock on door, then the caster can do so by making an MAGIC attack roll against a $DC = 10 + (\text{spell level} \times 2)$.

COUNTER SPELLS

A caster may wish to counter-spell a spell cast by another caster either as it is cast or in order to cancel a spell with a durational effect.

This requires a MAGIC attack using the DC of the original caster to resist the spell's effects.

Regardless of success or failure, it costs the counter-casting magi or cleric an amount of MP as if he had cast the original spell himself.

Spell Level / Level Required To Cast

0 / 1
1 / 1
2 / 3
3 / 5
4 / 7
5 / 9
6 / 11
7 / 13
8 / 15
9 / 17

Spell Level / MP cost / MP Cost (sig)

0 / 1 / 1
1 / 3 / 2
2 / 5 / 3
3 / 7 / 4
4 / 9 / 5
5 / 11 / 6
6 / 13 / 7
7 / 15 / 8
8 / 17 / 9
9 / 19 / 10

Arcane Spell Book

0-LEVEL ARCANES SPELLS: CANTRIPS

- Arcane Mark: Inscribe a permanent personal rune (visible or invisible).
- Detect Magic: Detects spells and magic items within 60 ft. for up to 1 min./level or until concentration ends.
- Ghost Sound: Figment sounds for 1 round/level. Light: Object shines like a torch for 10 min./level.
- Mage Hand: 5-pound telekinesis. Lasts until concentration ends.
- Prestidigitation: Performs minor tricks for 1 hour.
- Read Magic: Read scrolls and spell books for 10 min./level.

1ST-LEVEL ARCANES SPELLS

- Feather Fall: Objects or creatures fall slowly for 1 round/level or until landing.
- Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level. Lasts for 1 hour/level.
- Mage Armour: Gives subject +4 armour bonus for 1 hour/level.
- Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
- Sleep: Puts 4 HD of creatures into magical slumber for 1 min./level.
- Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

2ND-LEVEL ARCANES SPELLS

- Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
- Flaming Sphere: Creates rolling ball of fire, 2d6 damage, and lasts 1 round/level.
- Invisibility: Subject is invisible for 1 min./level or until it attacks. 10 min./level.
- Knock: Opens locked or magically sealed door.
- Levitate: Subject moves up and down at your direction for 1 min./level.

- Spider Climb: Grants ability to walk on walls and ceilings for 10 min./level.

3RD-LEVEL ARCANES SPELLS

- Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
- Dispel Magic: Cancels magical spells and effects.
- Fireball: 1d6 damage per level, 20-ft. radius.
- Fly: Subject flies at speed of 60 ft. for 1 min./level.
- Lightning Bolt: Electricity deals 1d6/level damage.
- Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp that last for 1 hour.

4TH-LEVEL ARCANES SPELLS

- Animate Dead: Creates level X2 HD of undead skeletons or zombies.
- Arcane Eye: Invisible floating eye moves 30 ft./round for 1 min./level.
- Black Tentacles: Tentacles grapple all within 20 ft. spread for 1 round/level.
- Dimension Door: Teleports you short distance.
- Polymorph: Gives one willing subject a new form for 1 min./level.
- Stoneskin: Ignore 10 points of damage per attack. Lasts for 10 min./level or until discharged.

5TH-LEVEL ARCANES SPELLS

- Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take STR damage. Lasts for 1 min./level.
- Contact Other Plane: Lets you ask one question of extraplanar entity. Lasts until concentration ends.
- Feeblemind: Subject's MIND score drops to 1.
- Passwall: Creates passage through wood or stone wall for 1 hour/level.
- Permanency: Makes certain spells permanent.
- Teleport: Instantly transports you as far as 100 miles/level.

6TH-LEVEL ARCANES SPELLS

- Antimagic Field: Negates magic within 10 ft. for 10 min./level.
- Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half

damage.

- Contingency: Sets trigger condition for another spell. Lasts for 1 day/level or until discharged.
- Disintegrate: Destroys one creature or object.
- Geas: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.
- True Seeing: Lets you see all things as they really are for 1 min./level.

7TH-LEVEL ARCANE SPELLS

- Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.
- Ethereal Jaunt: You become ethereal for 1 round/level.
- Finger of Death: Kills one subject.
- Plane Shift: As many as eight subjects travel to another plane.
- Power Word Blind: Blinds creature with 200 hp or less for 1d4+1 minutes (permanent if creature has less than 50 hp).
- Spell Turning: Reflect 1d4+6 spell levels back at caster for 10 min./level or until expended.

8TH-LEVEL ARCANE SPELLS

- Clone: Duplicate awakens when original dies.
- Horrid Wilting: Deals 1d6/level damage within 30 ft.
- Incendiary Cloud: Cloud deals 4d6 fire damage/round for 1 round/level.
- Irresistible Dance: Forces subject to dance for 1d4+1 rounds.
- Power Word Stun: Stuns creature with 150 hp or less for 2d4 rounds.
- Trap the Soul: Imprisons subject within gem.

9TH-LEVEL ARCANE SPELLS

- Astral Projection: Projects you and companions onto Astral Plane.
- Etherealness: Travel to Ethereal Plane with companions for 1 min./level.
- Gate: Connects two planes for travel or summoning. Open for 1 round/level.
- Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.
- Power Word Kill: Kills one creature

with 100 hp or less.

- Soul Bind: Traps newly dead soul to prevent resurrection.

Divine Spell Book

0-LEVEL DIVINE SPELLS: ORISONS

- Create Water: Creates 2 gallons/level of pure water.
- Guidance: +1 on one attack roll, saving throw, or skill check. Lasts for 1 min. or until discharged.
- Light: Object shines like a torch for 10 min./level.
- Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
- Resistance: Subject gains +1 on saving throws for 1 minute.
- Virtue: Subject gains 1 temporary hp for 1 minute.

1ST-LEVEL DIVINE SPELLS

- Bless: Allies gain +1 on attack rolls and communication MIND checks against fear for 1 min./level.
- Bless Water: Makes holy water.
- Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
- Divine Favour: You gain +1 per three levels on attack and damage rolls for 1 minute.
- Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts for 30 minutes or until discharged.
- Shield of Faith: Aura grants +2 or higher AC bonus for 1 min./level.

2ND-LEVEL DIVINE SPELLS

- Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
- Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
- Delay Poison: Stops poison from harming subject for 1 hour/level.
- Gentle Repose: Preserves one corpse.
- Remove Paralysis: Frees one or more creatures from paralysis or slow effect.
- Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

3RD-LEVEL DIVINE SPELLS

- Create Food and Water: Feeds three humans (or one horse)/level.
- Cure Serious Wounds: Cures 3d8

damage +1/level (max +15).

- Prayer: Allies get a +1 bonus on most rolls; enemies take a -1 penalty for 1 round/level.
- Remove Disease: Cures all diseases affecting subject.
- Searing Light: Ray deals 1d8/two levels damage, or 1d8/level against undead.
- Speak with Dead: Corpse answers one question/two levels. Lasts for 1 min./level.

4TH-LEVEL DIVINE SPELLS

- Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
- Discern Lies: Reveals deliberate falsehoods for 1 round/level or until concentration ends.
- Freedom of Movement: Subject moves normally despite impediments for 10 min./level.
- Neutralize Poison: Immunizes subject against poison for 10 min./level, detoxifies venom in or on subject.
- Restoration: Restores level and ability score drains.
- Tongues: Speak any language for 10 min./level.

5TH-LEVEL DIVINE SPELLS

- Atonement: Removes burden of misdeeds from subject.
- Commune: Deity answers one yes-or-no question/level. Lasts for 1 round/level.
- Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
- Flame Strike: Smite foes with divine fire (1d6/level damage).
- Raise Dead: Restores life to subject who died as long as one day/level ago.
- True Seeing: Lets you see all things as they really are for 1min./level.

6TH-LEVEL DIVINE SPELLS

- Banishment: Banishes 2 HD/level of extraplanar creatures.
- Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
- Harm: Deals 10 points/level damage to target.
- Heal: Cures 10 points/level of damage,

- all diseases and mental conditions.
- Heroes' Feast: Food for one creature/level cures disease and grants +1 combat bonus for 12 hours. Lasts for 1 hour.
- Quest: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.

7TH-LEVEL DIVINE SPELLS

- Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
- Destruction: Kills subject and destroys remains.
- Ethereal Jaunt: You become ethereal for 1 round/level.
- Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- Restoration, Greater: As restoration, plus restores all levels and ability scores.
- Resurrection: Fully restores a dead subject from a small portion of the corpse.

8TH-LEVEL DIVINE SPELLS

- Antimagic Field: Negates magic within 10 ft. for 10 min./level.
- Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.
- Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.
- Discern Location: Reveals exact loc of create or object.
- Fire Storm: Deals 1d6/level fire damage.
- Holy Aura: +4 to AC, +4 resistance, and SR 25 against evil spells for 1 round/level.

9th-Level Divine Spells

- Astral Projection: Projects you and companions onto Astral Plane.
- Etherealness: Travel to Ethereal Plane with companions for 1 min./level.
- Gate: Connects two planes for travel or summoning. Open for 1 round/level.
- Heal, Mass: As heal, but with several subjects.

- Implosion: Kills one creature/round for 4 rounds or until concentration ends.
- Soul Bind: Traps newly dead soul to prevent resurrection.

ALTER MICROLITE20 v0. 7

Alter Microlite20 by Lucas "Atmo" Leonardo Vieira Belo , Copyright 2010 (zephos2@gmail.com). This game was based on "Microlite20 RPG Collection Spring 2010 Revised". For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.koboldenterprises.com>. Copyright of all images to owners, whoever they may be.

Stats

There are 4 stats : Strength (STR), Dexterity (DEX), Mind (MIND) and Charisma (CHA).

Strength: physical strength and toughness.

Dexterity: hand-eye coordination and quickness.

Mind: intelligence and wisdom.

Charisma: personal appeal, charm and presence.

Roll 1d6 and allocate to one of the stats. Repeat for remaining stats.

OR

Use the numbers 4, 3, 2 and 2 to assign stats.

Races

Human: +1 to any four skills **OR** +2 to any two skills and *Many Talents*: When you use this ability, roll 1d6 along with the 1d20 you normally roll when attacking or making a stat + skill roll. Add the results together to find your final die result for the attack or action. You can use this ability successfully 3 times per day.

Lycanthrope or Were-Creature: +1 Strength, +1 Dexterity **OR** +1 Dexterity and

Alternate Form: You can transform into a specific type of wild animal, and only that type of animal, a number of turns per day equal to your STR bonus. You do not gain hit points for changing into your alternate form using this special ability, but use the statistics and bonuses of the creature instead of your own while in animal form. You cannot speak, use equipment or other abilities of your original form when in animal form.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Tribal: +2 Dexterity **OR** +1 Dexterity and

Wilderness Mastery: When in a natural, tree-filled location like a forest or jungle (but not mountains or oceans), add +3 to any stat + skill roll that involves nature, like DEX + Subt to hide in the trees, or MIND + Surv to track an enemy. This bonus is not applied to attack rolls.

Dwarf: +2 Strength **OR** +1 Strength and

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Stand Fast: If an enemy attempts to knock you down or push you in any direction, make a STR + Phys +3 roll (DC is enemy's STR + Phys). On a success, the enemy's attempt fails, and you stay in place.

Elf: +2 Dexterity **OR** +1 Dexterity and

Poison: All of your attacks using weapons cause an additional 1 point of poison damage.

Spider-Kin: You will never be attacked by a spider-type monster, and can even ride them with a DEX + Surv roll.

Cat-Folk: +2 Dexterity **OR** +1 Dexterity and

Agility: On a DEX + Phys roll to leap or climb, add +3 to your roll.

Claws: You have a set of claws in your fingers you can instantly reveal or hide. They cause 1d4 +1 damage.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Golem: +2 Strength **OR** +1 Strength and

Durable: You have a natural Armor of 3.

Succubus: +2 Charisma **OR** +1 Charisma and

Flight: You can fly as fast as you walk on dry land.

Sex Healing: You immediately heal hit points equal to your level while having sexual relations.

Classes

Fighters wear any kind of armour and use shields. They have Physical, Fighting and Dodge as Primary Skills and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on.

Rogues can use light armour. They have Subterfuge, Archery

and Dodge as Primary Skills. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack.

Magi wear no armour. They can cast spells, and gain Knowledge as Primary Skill.

Advanced Classes

When Characters reaches level 3 they can choose a specialization. Every Advanced Class have unique abilities, so don't forget to try various team combinations.

Fighter Classes:

Blacksmiths can create elemental weapons even during a combat, but its duration is reduced. When used in combat, the weapon duration is equal to Character level. Using a atelier and good materials, the Blacksmith can produce various types of weapons with normal duration.

Brawlers can fight with their bare fists, delivering a good amount of damage without weapons. Use Dual Wield rule when fighting, each hand hitting with 1d6 damage.

Knights can double their Armor bonus when protecting someone helpless or unarmed, once per scene.

Berserkers can enter in a frenzied state, increasing their melee damage by 2d6 and reducing their Armor to 0. Make a MIND+level test with DC equal to 10 + level to calm down; otherwise, they will attack whoever looks alive. They can be manipulated with ease in this state.

Rogue Classes:

Shinobi/Kunoichi can use their Shadow Arts to assassinate whoever they want or must. They trade Archery for Fighting as Primary Skill and can cast some spells. They can't alter magic.

Snipers can hit targets from afar with their long-range weapon, with doubled range. Their Sneak tests would apply if they don't are in target's vision range.

Magie Classes:

Singers can use Musical Magic, covering support and healing magic. Singers can also manipulate wind to create instrumental music. They can't alter magic.

Wizards can create special items. Essentially, Wizards/Witches are creators of magical artifacts. Additionally, Detect Magic may be cast at-will.

Necromancers can use Death Magic, create undead from dead bodies, modify living beings with parts from other creatures or become a undead (lich). Essentially, Necromancer are scientists.

Skills

Physical, Subterfuge, Knowledge, Communication and Survival. Roll higher than the given Difficulty Class to succeed.

Physical: covers any activity where the body plays a part in deciding the outcome such as jumping, bashing, swimming, etc.

Subterfuge: i stealth, deception, or thievery such as hiding, moving silently or picking a lock.

Knowledge: i everything from geography and history to environment and can be used to identify monsters, recognize religious symbols or heal someone.

Communication: interacting with the GM's characters or monsters when you are trying to be diplomatic, convincing or proving a point.

Survival: tracking, foraging (in the woods or a city), hunting, determining direction or anything that helps a character to survive in their surroundings.

Fighting: armed or non-armed combat techniques.

Archery: ranged combat techniques.

Dodge: avoid incoming attacks.

Primary Skill rank = your level + any bonus due to your class or race.

Other Skills rank = half level + any bonus due to your class or race.

Skill roll = 1d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers.

Difficulty	DC	Example
Very easy	0	Notice something large in plain sight.

Easy	5	Climb a knotted rope.
Average	10	Hear an approaching guard.
Tough	15	Rig a wagon wheel to fall off.
Challenging	20	Swim in stormy water.
Formidable	25	Open an average lock.
Heroic	30	Leap across a 9 meters chasm.
Epic	40	Track a squad of orcs across hard ground after 24 hours of rainfall.

For example, Climbing would use Physical + STR. Dodging a falling rock is Physical + DEX. Finding a trap is Subterfuge + MIND. Disabling a trap is Subterfuge + DEX.

Note that there are no "saving throws" in this game; use your Level + STR or DEX for Fortitude (poison) and Reflex (avoid big things, like breath) saves. Saving against magic (Will save) is usually MIND + your level.

Magic

Casting a spell of any kind costs Skill Points. The cost is the level of the spell being cast. To determine the spell levels that the character is capable to cast, divide his level by 2, round up. The Difficulty Class (DC) for all spells is **15 + Caster Level**.

Alter spells is easy, but some rules need to be follow:

Extending makes a spell last twice as long as it normally would. Cost: +2 SP.

Empowering makes a spell do 50% more damage than it normally would. Cost: +3 SP.

Widening makes a spell's area of effect twice as big as it would normally be. Cost: +4 SP.

Silenced spells don't require words to be cast. Cost: +1 SP.

Still spells don't need gesture to be cast. Cost: +1 SP.

Remember: everyone needs to study new spells to learn them.

Combat

Hit Points (HP) = 10 + STR + 1d6+4 if Fighter, 1d6+2 if Rogue or 1d6 if Mage. If HP reach 0, unconscious and near death. Further damage directly reduces BP.

Body Points (BP) = 20. If you aren't bandaged or otherwise healed by the end of combat, you must roll STR+Phys versus DC 10+level or die. If you success in the save, you recover to 1 HP after a few hours. If a dying character is struck again, he dies instantly.

Special Points (SP) = MIND + 1d6 if Fighter, 1d6 if Rogue or 1d6+4 if Mage.

Initiative: Roll 1d20 + DEX bonus. Everyone can do one thing each turn; move, attack, cast a spell, etc. Every turn lasts 5 seconds.

Cover: If you duck behind an object, you can gain +2 to +10 to your Dodge against ranged attacks, depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this Dodge bonus may also apply to saves if the GM allows it.

Attacking: Add combat skill bonus to 1d20 roll (Fighting if melee, Archery if distance or Magic if magic). If higher than your opponent's Dodge, it's a hit. Natural 20 is automatically a critical doing *double damage*.

Dual Wield: Fighters and Rogues can use DEX bonus + Level as

Fighting skill if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Dodge (D) = 10 + DEX + Dodge skill. Used to avoid incoming melee or missile hits.

Armor (A) = protection equipment bonus. Used to reduce physical damage taken.

Weapons Damage

Light weapons = 1d6 damage.

One-handed weapons = 2d6 damage.

Two-handed weapons = 3d6 damage.

Armor Protection

Light armor = 2 Armor bonus.

Medium armor = 4 Armor bonus and -2 to all Dodge skills.

Heavy armor = 8 Armor bonus and -4 to all Dodge skills.

Other Hazards

Falling : 1d6 damage per 10', half damage on Phys+DEX save.

DC=depth fallen in feet

Spikes : add +1 point to falling damage per 10' fallen, max +10

Poison : Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Extreme Heat & Cold : If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

Fighter:

HP = 1d6+4+STR

SP = 1d6+MIND

Rogue:

HP = 1d6+2+STR

SP = 1d6+MIND

Mage:

HP = 1d6+STR

SP = 1d6+4+MIND

If the level divides by three (i.e. level 3, 6, 9, etc.) add 1 point to STR, DEX, MIND or CHA.

Fighters gain +1 to their attack and damage rolls at levels 5, 10, 15, etc.

Magi and Shinobi/Kunoichi gain access to new spell levels at levels 2, 4, 6, 8, etc.

General Spells

1st -Level Spells

Detect Magic: Detects spells and magic items.
Light: Object shines like a torch for 1 hour.
Cause Fear: One creature of 5 HD or less flees for 10 minutes.
Comprehend Languages: You understand all spoken and written languages for 1 minute.
Magic Missile: 1d6 damage; +1 missile per level above 1st (max 5).
Sleep: Puts 4 HD of creatures into magical slumber for 1 minute.
Charm Person: Makes one person your friend for 1 day.

2nd -Level Spells

Invisibility: Subject is invisible until it attacks.
See Invisibility: Reveals invisible creatures or objects.
Web: Fills area with sticky spiderwebs.
Grease: Makes area or one object slippery for 1 hour.
Detect Thoughts: Allows "listening" to surface thoughts.
Hold Person: Paralyzes one humanoid for 1 minute.

3rd -Level Spells

Summon Monster: Calls extraplanar creature to fight for you.
Remove Curse: Frees object or person from curse.
Zone of Truth: Subjects within range cannot lie for 5 minutes.
Elemental Shield: Reduces chosen elemental damage in 10 points for 10 turns.

4th -Level Spells

Magic Rocket: 5d6 damage for 1 rocket.
Vanish: Turn large objects invisible for 1 day.
Barrier: Creates a magical barrier with 30 HP; enemy melee damage is blocked by this barrier, breaking when 0 HP.
Charm Monster: Makes monster believe it is your ally for 1 day.

5th -Level Spells

Polymorph: Transforms subject into harmless animal.
Seeming: Changes appearance of one person per two levels.
Telepathic Bond: Link lets allies communicate for 1 hour.

6th -Level Spells

Petrify: Turns subject creature into statue.
True Seeing: Lets you see all things as they really are. 50 XP must be spent to cast this spell.
Dominate Person: Controls humanoid telepathically.

Necromancer Spells

1st -Level Spells

Deathwatch: See who is injured, dead or undead.

2nd -Level Spells

Command Undead: Undead creature obeys your commands.
Animate Dead: Creates undead skeletons and zombies.

3rd -Level Spells

Gentle Repose: Preserves one corpse.
Speak with Dead: Corpse answers one question/two levels.

4th -Level Spells

Soul Bind: Traps newly dead soul to prevent resurrection.

5th -Level Spells

Disintegrate: Makes one creature or object vanish.

6th -Level Spells

Raise Dead: Restores life to subject who died as long as 1 day/level ago.

7th -Level Spells

Clone: Duplicate awakens when original dies.

Wizard/Witch Spells

1st -Level Spells

Create Scroll: Store a spell you cast in a scroll to be released when read.

2nd -Level Spells

Brew Potion: Store a spell you cast in a potion to be released when quaffed.

3rd -Level Spells

Create Golem: Creates constructs made of dead material. The entire procedure takes a day. HD of Golem is equal to caster's level.

4th -Level Spells

Create Magic Item: Permanently enchant masterwork items including arms and armor with effects that are thematically

linked to a spell you cast. The entire procedure takes a day. The item has to be custom made using rare ingredients.

Permanency: Makes certain spells permanent. The entire procedure takes a day.

5th -Level Spells

Planar Binding: Traps extraplanar creature of 6 HD or less until it performs a task.

Teleport: Instantly transports subjects hundreds of miles.

6th -Level Spells

Dream World: Creates a permanent portal to a new pocket dimension.

Plane Shift: Subjects travel to another plane.

Astral Projection: Projects you and companions into Astral Plane.

Singer Spells

1st -Level Spells

Bless: Allies gain +1 on attack rolls for 10 turns.

Cure: Cures 1d6/level damage (max 5d6).

Shield: Armor +1/4 levels for 10 turns.

2nd -Level Spells

Ghost Instrument: Control wind to make instrumental sounds with the help of an summoned instrument.

Haste: Allies move faster and get a second melee attack. This lasts for 1 turn only.

Shout: Deafens all within 10m*5m cone and deals 5d6 sonic damage.

3rd -Level Spells

Dispel Magic: Cancels magical spells and effects.

Major Bless: Allies gain +5 on attack rolls for 10 turns.

Major Cure: Cures 1d6/level damage (max 10d6).

Major Shield: Armor +1/level for 5 turns.

4th -Level Spells

Greater Shout: Deafens all within 20m*10m cone and deals 8d6 sonic damage.

5th -Level Spells

Restoration: Restores level and stat drains.

6th -Level Spells

Raise Dead: Restores life to subject who died as long as 1 day/level ago.

Shinobi/Kunoichi Spells

1st -Level Spells

Detect Poison: Detects poison in one creature or object.

2nd -Level Spells

Spider Climb: You can walk on walls and ceilings for 1 minute.

3rd -Level Spells

Wind Walk: Targets turn to dust/sakura petals/whatever and fly in a gust of wind.

4th -Level Spells

Scrying: Spies on subject from a distance.

5th -Level Spells

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

6th -Level Spells

Shadow Walk: Take subjects into shadow to travel rapidly for 1 minute.

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UltraMicrolite 20

By greywulf 7/28/08, Last revised by Andrew Domino at Domino Writing (9/13/15)

This is Microlite 20 boiled down even further. It's suitable for gaming while out walking or when you've forgotten your gamebooks. If you don't have 1d20, use 3d6 to get close enough.

There are 4 stats: STRENGTH (how tough you are), DEXTERITY (how quick you are), MIND (how smart you are) and CHARISMA (how charming you are).

- Decide which one you're *extremely* good at; it has a bonus (rating) of 3. Decide which stat you're *very* good at; it has a bonus of 2. You're *pretty* good at the other two stats; each has a bonus of 1.

There are 4 skills: Physical (trying), Subterfuge (tricking), Communication (talking) and Knowledge (thinking).

- Pick the skill you're *best* at; it has a bonus of 4. The other skills have a bonus of 1.

There are two types of Wounds: Each character starts with 3 Body Wounds and 3 Social Wounds.

Actions are resolved by rolling 1d20 + relevant skill bonus + relevant stat bonus. Roll equal or higher than the given Difficulty Class (DC) or higher than the opponent's roll to succeed. DC is usually 10 (average action) or 15 (challenging action). Describe what your character is doing in an entertaining way, and add +1 or +2 to your action roll.

Combat is an action roll using Physical + STRENGTH bonus (for melee/hand-to-hand), Physical + DEXTERITY bonus (for missile/ranged), Knowledge + MIND bonus (for magic/supernatural) or Communication + CHARISMA bonus (for social combat). Roll 1d20 without bonuses to determine initiative. Some weapons provide an additional bonus to the attack roll:

- +1 Weapon In Each Hand (melee/hand-to-hand or missile/ranged)
- +2 Big Sword (melee/hand-to-hand) or Automatic Pistol (missile/ranged)
- +4 Shotgun or Automatic Rifle (missile/ranged)

Make an action roll for the defender using the same pair of skill and stat bonuses to determine the DC for the attack. If armor would help the defender, it adds the listed bonus:

- +1 Leather
- +3 Chainmail or Bulletproof Vest
- +5 Plate Mail or Riot Gear

Damage: If the attacker's roll is greater than or equal to the defender's DC, the attack hits, and the defender loses 1 Body Wound (caused by swords, guns, fire, psychic blasts, etc.), or 1 Social Wound (caused by insults, intimidation, etc.). Normally you cannot recover Wounds until after combat.

If you fall to 0 (zero) Body Wounds, you're unconscious. Roll Physical + STR bonus (DC 15) to recover from the battle without serious injury; if you fail this roll, you may have an impressive battle scar, one missing eye, or even a severe fear of some horrifying type of creature. After a combat encounter, you reset to 3 Body Wounds. Larger critters can take more hits before dying. In the same way, mooks (easily defeated foes) may be able to take one hit each.

If you fall to 0 (zero) Social Wounds, you're outwitted. You lose the combat and it's up to the winner to decide what happens. Immediately after the combat encounter, you reset to 3 social wounds.

Advancement: When your character has accomplished a major goal in the story, add +1 to any two skills.

For example, a hero draws a pistol and shoots at a guard. He rolls Physical + DEXTERITY bonuses (+2 for his pistol) against the guard's Physical + DEXTERITY bonuses and fails. The guard loses no Body Wounds.

Another hero tries to sweet-talk her way past a nightclub bouncer to get inside. She rolls Communication + CHARISMA bonuses against the bouncer's Communication + CHARISMA bonuses and succeeds. The bouncer "suffers" one Social Wound — he's falling for her smooth lines.

Nanolite20

by Ewookie

PRIMARY ATTRIBUTES

STR - Strength (Strength/Constitution)

COR - Coordination (Dexterity/Agility)

AWR - Awareness (Intelligence/Wisdom/Intuition)

Starting characters have scores of 0 in each attribute. They are given 3 points to distribute between the 3 Primary Attributes.

SECONDARY ATTRIBUTES

DR - Defense Rating (AC) = $10 + \text{COR or AWR} + \text{armor bonus}$

PEP - Physical Endurance Points (HP) = $5(\text{STR}) + 15$

MEP - Mental Endurance Points = $5(\text{AWR}) + 15$

CHARACTER PATHS

Fighter - Fighters fight. Nuff said.

They may use any armor or weapon at hand.

Rogue - Rogues are skilled and cunning.

They can only use 1-handed melee weapons.

They can use any ranged weapon.

They can only use light armors and shields.

Mystic - Mystics cast spells. Nuff said.

They can only use 1-handed melee weapons or staves.

They can only use light armors and shields.

SKILLS

There are 4 basic skills : Physical, Subterfuge, Knowledge and Communication.

Roll higher than the given Difficulty Rating to succeed.

Skill rank = your level + any bonus due to your class or race.

Skill roll = $d20 + \text{skill rank} + \text{whatever stat is most applicable to the use}$
+ situation modifiers

For example, Climbing would use Physical + STR. Dodging a falling rock is Physical + COR or AWR. Finding a trap is Subterfuge + AWR. Disabling a trap is Subterfuge + COR.

Fortitude = Physical + STR

Reflex = Physical + COR or AWR

Will = AWR + level

Each class has class-specific skills:

Fighter Feats

Fighters can expend 1 PEP beforehand to modify their attack and Physical skill rolls by 1. This is stackable. They may expend 2 PEP to make an extra attack or force a successful attacker to re-roll their attack. Also, they can expend MEP to heal PEP by the same amount.

Rogue Tricks

Rogues can expend 1 PEP beforehand to modify their attack and Subterfuge skill rolls by 1. This is stackable. They may expend 2 PEP to make an extra attack or force a successful attacker to re-roll their attack. They may expend MEP to cast spells from scrolls or modify their Knowledge and Communication skill rolls. Also, they can expend MEP to heal PEP by the same amount.

Mystic Spells

Mystics can only expend PEP to recoup MEP. Mystics expend MEP to cast or enhance their spells.

The MEP cost to cast a spells is as follows:

Spell MEP Cost = Spell Level + 1

COMBAT

Melee Combat

One-handed Weapons

Attack =

$(1d20* + \text{COR} + \text{attacker's level} + \text{weapon's average damage})$

- Target's DR

*If 1d20 = 20, then roll 1d20 again and add to previous d20 rolls

If Attack > 0, then Damage inflicted on target = Attack

If Attack <= 0, then the attack failed

Two-handed Weapons

Attack =

$(1d20* + \text{STR} + \text{attacker's level} + \text{weapon's average damage})$

- Target's DR

*If 1d20 = 20, then roll 1d20 again and add to previous d20 rolls

If $\text{Attack} > 0$, then Damage inflicted on target = Attack

If $\text{Attack} \leq 0$, then the attack failed

Ranged Combat

Attack =

$(1d20 * + \text{COR} + \text{attacker's level} + \text{weapon's average damage})$

- Target's DR

*If $1d20 = 20$, then roll $1d20$ again and add to previous d20 rolls

If $\text{Attack} > 0$, then Damage inflicted on target = Attack

If $\text{Attack} \leq 0$, then the attack failed

Magic Combat

Target must make a Magical Defense Check (MDC) vs. the Difficulty Rating (DR) of the spell.

$\text{DR} = \text{Caster's Level} - \text{Spell's Level} + \text{Caster's AWR} + 10$

$\text{MDC} = 1d20 + \text{AWR} + \text{level}$

Physical Damage is subtracted from PEP while PEP is greater than zero. When PEP reaches zero, the character loses all STR and COR bonuses. Subsequent damage is subtracted from MEP. When MEP and PEP reach zero, the character is dead. If MEP reaches zero but $\text{PEP} > 0$, the character is unconscious, cannot make any actions, and their DR = only their armor bonus.

PEP regens at 2 PEP/day. Healing spells, potions, etc. only affect PEP.

MEP regens at 1 MEP/hour of sleep. Sleep is the only method of restoring MEP for Fighters and Rogues.

ADVANCEMENT

$\text{Target XP} = \text{current level} * 100$

When the target XP is reached, level or one stat may be raised by 1 point. However, the total of all stats must be ≤ 12 and no stat can be > 5 . If the player chooses to raise a stat instead of their level, current XP is reset to 0 and their level stays the same. If they choose to increase their level, they receive 5 Endurance Points to allot to PEP or MEP. They can split these points between PEP or MEP however they choose or they invest all 5 points in one or the other.

Microlite20 Modern



The Modern version of Microlite20 is designed to be as close to the Modern SRD, but adapted to work with the Microlite20 Core Rules.

Basics

Stats, Races, Magic, Combat, Name and Starting Equipment, Other Hazards and Level Advancement are as per the Microlite20 Core Rules modified as appropriate for your campaign.

Classes

Microlite20 character classes actually have two parts: Heroic Class and Starting Occupation. Characters begin at Level 1.

The Heroic Classes are the broad and basic definition of the characters abilities. Think of it as their natural gifts. Select one of the Heroic Classes as follows:

Strong Hero gain +1 to Physical.

Smart Hero gain +1 to Knowledge.

Cunning Hero gain +1 to Subterfuge.

Charismatic Hero gain +1 to Communication.

Starting Occupations are more detailed and specialized aspects of the character's abilities. They represent what the character has learned. Select one of the Starting Occupations as follows:

Academic

Skill Bonus: Knowledge +2

Adventurer

Skill Bonus: Physical +2

Athlete

Skill Bonus: Physical +2

Blue Collar

Skill Bonus: Physical +2

Celebrity

Skill Bonus: Communication +2

Creative

Skill Bonus: Knowledge +1 and Physical +1

Criminal

Skill Bonus: Subterfuge +2

Dilettante

Skill Bonus: Physical +1 and Subterfuge +1

Doctor

Skill Bonus: Knowledge +2

Emergency Services

Skill Bonus: Knowledge +1 and Physical +1

Entrepreneur

Skill Bonus: Knowledge +1 and Subterfuge +1

Investigative

Skill Bonus: Communication +1 and Knowledge +1

Law Enforcement

Skill Bonus: Physical +1 and Subterfuge +1

Military

Skill Bonus: Physical +2

Religious

Skill Bonus: Communication +1 and Knowledge +1

Rural

Skill Bonus: Physical +2

Student

Skill Bonus: Knowledge +2

Technician

Skill Bonus: Knowledge +2

White Collar

Skill Bonus: Communication +1 and Knowledge +1

Combat

The rules for combat are the same as Microlite20 Core Rules, except for the following:

The bonus given to Fighters and Rogues in Microlite20 Core Rules is available to characters in Modern with the following Starting Occupations: Criminal, Law Enforcement and Military. Firearms use the Missile Attack Bonus rule found in Microlite20 Core Rules.

Burst Fire: an automatic firearm can fire a small burst at a single opponent. For a -4 penalty to the attack roll, the shooter gets double the dice for damage (a firearm that does 2d6 would do 4d6 with burst fire).

Autofire: an automatic firearm can spray fire into a 10 foot by 10 foot area with bullets; the attack must hit an effective AC 10 with a -4 penalty. If they make the roll, anyone in the area must make a Dexterity Check (DC 15) or be hit.

Thrown Explosives: These weapons (usually grenades) requires the attacker to make a Missile Attack (no penalty) targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast radius (see the explosives details in the SRD) can make a Dexterity Check (DC is listed with the explosive) and only take half damage.

Weapon	Damage	R.O.F.*	Magazine
Handguns			
Beretta 92F (9mm autoloader)	2d6	S	15 box
Colt Double Eagle (10mm autoloader)	2d6	S	9 box
Colt M1911 (.45 autoloader)	2d6	S	7 box
Colt Python ¹ (.357 revolver)	2d6	S	6 cyl.
Derringer (.45)	2d6	Single	2 int.
Desert Eagle (.50AE autoloader)	2d8	S	8 box
Glock 17 ¹ (9mm autoloader)	2d6	S	17 box
Glock 20 ¹ (10mm autoloader)	2d6	S	15 box
MAC Ingram M10 (.45 machine pistol)	2d6	S, A	30 box
Pathfinder (.22 revolver)	2d4	S	6 cyl.
Ruger Service-Six (.38S revolver)	2d6	S	6 cyl.
S&W M29 (.44 magnum revolver)	2d8	S	6 cyl.
SITES M9 (9mm autoloader)	2d6	S	8 box
Skorpion (.32 machine pistol)	2d4	S, A	20 box
TEC-9 (9mm machine pistol)	2d6	S or A	32 box
Walther PPK (.32 autoloader)	2d4	S	7 box
Longarms			
AKM/AK-47 (7.62mmR assault rifle)	2d8	S, A	30 box
Barrett Light Fifty (.50 sniper rifle)	2d12	S	11 box
Beretta M3P (12-gauge shotgun)	2d8	S	5 box
Browning BPS (10-gauge shotgun)	2d10	Single	5 int.
HK G3 (7.62mm assault rifle)	2d10	S, A	20 box
HK MP5K (9mm submachine gun)	2d6	S, A	15 box
HK PSG1 ¹ (7.62mm sniper rifle)	2d10	S	5 box
M16A2 (5.56mm assault rifle)	2d8	S, A	30 box
M4 Carbine (5.56mm assault rifle)	2d8	S, A	30 box
M-60 (medium machine gun)	2d10	A	Linked
Mossberg (12-gauge shotgun)	2d8	Single	6 int.
Remington 700 (7.62mm hunting rifle)	2d10	Single	5 int.
Sawed-off shotgun (12-ga shotgun)	2d8	S	2 int.
Steyr AUG (5.56mm assault rifle)	2d8	S, A	30 box
Uzi (9mm submachine gun)	2d6	S, A	20 box
Winchester 94 (.444 hunting rifle)	2d10	S	6 int.
Heavy Weapons			
M2HB (heavy machine gun)	2d12	A	Linked
M72A3 LAW (rocket launcher)	10d6	1	1 int.
M79 (grenade launcher)	by Gren. type	1	1 int.
Other Ranged Weapons			
Compound bow (Archaic) ²	1d8	1	—
Crossbow (Simple)	1d10	1	1 int.
Flamethrower	3d6	1	10 int.
Javelin (Simple)	1d6	1	—
Shuriken (Archaic)	1	1	—
Taser (Simple)	1d4	1	1 int.
Whip (Simple)	1d2	1	—

*Rate Of Fire: A = Automatic, S = Semi-Automatic, Single = Single Shot

Action Points

The player characters, being heroes, can accomplish amazing feats. Action Points aid them in this by adding an additional die to their die rolls.

When a player makes a roll for an attack, a skill check, or a stat check and is not satisfied by the result they can spend the point and roll a d6, add it to the total before the GM says if they succeeded on their 1st roll. They may spend only one point per round.

A character starts with 5 Action Points. As they spend them, they don't replenish until they reach their next level. Each level attained grants 5 + one-half their level, rounded down more points. When they reach 8th level, when spending a point they get to roll 2d6 and take the better of the two rolls; at 15th level, they get 3d6, take the best of the three die.

Explosive	Damage	Burst Radius	Dex DC
40mm fragmentation grenade	3d6	10 ft.	15
C4/Semtex	4d6	10 ft.	18
Det cord	2d6	See SRD	12
Dynamite	2d6	5 ft.	15
Fragmentation grenade	4d6	20 ft.	15
Smoke grenade	—	See SRD	—
Tear gas grenade	See text	See SRD	—
Thermite grenade	6d6	5 ft.	12
White phosphorus grenade	2d6	20 ft.	12

Armor	Type	Armor Bonus	Weight
Leather jacket	Light	+1	4 lb.
Leather armor	Light	+2	15 lb.
Light undercover shirt	Light	+2	2 lb.
Pull-up pouch vest	Light	+2	2 lb.
Undercover vest	Light	+3	3 lb.
Concealable vest	Medium	+4	4 lb.
Chainmail shirt	Medium	+5	40 lb.
Light-duty vest	Medium	+5	8 lb.
Tactical vest	Medium	+6	10 lb.
Special response vest	Heavy	+7	15 lb.
Plate mail	Heavy	+8	50 lb.
Forced entry unit	Heavy	+9	20 lb.

Supporting Cast

Name	Hit Dice	AC	Attack	Skills
Bounty Hunter	2d8+1 (10 HP)	16 (18)	+3 Melee (d4+2) / +3 Ranged	Comm. +2, Know. +2, Phy. +5, Subt. +4
Crime Lab Tech.	2d6 (6 HP)	12	-1 Melee (d3-1) / +1 Ranged	Comm. +2, Know. +5, Phy. +2, Subt. +4
Criminal	2d8 (8 HP)	13 (15)	+1 Melee (d3+1) / +3 Ranged	Comm. +2, Know. +4, Phy. +2, Subt. +5
Dilettante	2d6+1 (8 HP)	15	-1 Melee (d3-1) / +2 Ranged	Comm. +4, Know. +4, Phy. +3, Subt. +2
Drug Dealer	2d8+2 (12 HP)	12 (14)	+1 Melee (d3+1) / +1 Ranged	Comm. +4, Know. +2, Phy. +2, Subt. +5
Gang Leader	2d6+2 (10 HP)	12 (13)	+4 Melee (d6+2) / +2 Ranged	Comm. +3, Know. +2, Phy. +4, Subt. +4
Gang Member	2d8+2 (12 HP)	16 (17)	+2 Melee (d6+1) / +2 Ranged	Comm. +3, Know. +1, Phy. +5, Subt. +4
Mechanic	2d6+1 (8 HP)	10	+3 Melee (d3+2) / +0 Ranged	Comm. +2, Know. +4, Phy. +5, Subt. +2
Police Officer	2d6+2 (10 HP)	13 (17)	+3 Melee (d3+2) / +2 Ranged	Comm. +2, Know. +3, Phy. +4, Subt. +4
Politician	2d6 (6 HP)	11	-1 Melee (d3-1) / +1 Ranged	Comm. +5, Know. +3, Phy. +2, Subt. +3
Private Eye	2d6+2 (10 HP)	13	+2 Melee (d6+1) / +1 Ranged	Comm. +2, Know. +3, Phy. +4, Subt. +4
Reporter	2d6 (8 HP)	12	-1 Melee (d3-1) / +1 Ranged	Comm. +4, Know. +4, Phy. +2, Subt. +3
Scholar	2d6 (6 HP)	12	-1 Melee (d3-1) / +1 Ranged	Comm. +4, Know. +5, Phy. +2, Subt. +2
Scientist	2d6 (6 HP)	12	-1 Melee (d3-1) / +1 Ranged	Comm. +3, Know. +5, Phy. +2, Subt. +3
Soldier	2d8+1 (10 HP)	16 (18)	+3 Melee (d4+2) / +3 Ranged	Comm. +3, Know. +3, Phy. +5, Subt. +2
Taxi Driver	2d6+1 (8 HP)	16	+1 Melee (d3+1) / +2 Ranged	Comm. +2, Know. +3, Phy. +5, Subt. +3
Terrorist	2d6+2 (10 HP)	12 (14)	+1 Melee (d3+1) / +1 Ranged	Comm. +2, Know. +3, Phy. +4, Subt. +4
Thug	2d6+2 (10 HP)	13 (14)	+4 Melee (d6+2) / +2 Ranged	Comm. +2, Know. +2, Phy. +5, Subt. +4

Creatures

Name	Hit Dice	AC	Attack
Ape	4d8+8 (26 HP)	14	Claw +7 (1d6+5), Bite +2 (1d6+2)
Baboon	1d8+1 (5 HP)	13	Bite +2 (1d6+3)
Bat	¼ d8 (1 HP)	16	
Bear, Black	3d8+6 (19 HP)	13	Claw +6 (1d4+4), Bite +1 (1d6+2)
Bear, Brown	6d8+24 (51 HP)	15	Claw +11 (1d8+8), Bite +6 (2d8+4)
Bear, Polar	8d8+32 (68 HP)	15	Claw +13 (1d8+8), Bite +8 (2d8+4)
Boar	3d8+9 (22 HP)	16	Gore +4, (1d8+3)
Camel	3d8+6 (19 HP)	13	Bite +5 (1d4+6)
Cheetah	3d8+6 (19 HP)	15	Bite +6 (1d6+3), Claw +1 (1d2+1)
Crocodile, Medium Size	3d8+9 (22 HP)	14	Bite +6 (1d8+6), Tail Slap +6 (1d12+6)
Crocodile, Huge Size	7d8+28 (59 HP)	16	Bite +11 (2d8+12), Tail Slap +11 (1d12+12)
Dog, Small Size	1d8+2 (6 HP)	14	Bite +2 (1d4+1)
Dog, Medium Size	2d8+4 (13 HP)	14	Bite +3 (1d6+3)
Donkey	2d8+2 (11 HP)	13	Bite +1 (1d2)
Eagle	1d8+1 (5 HP)	14	Claw +3 (1d3), Bite -2 (1d4)
Elephant	11d8+55 (104 HP)	15	Gore +16 (2d8+15), Slam +16 (2d6+10), Stomp +11 (2d6+5)
Hawk	1d8 (4 HP)	17	Claw +5 (1d4-2)
Herd Animal	5d8+15 (37 HP)	13	Butt +6 (1d8+6), Trample +6 (1d12)
Horse	3d8+6 (19 HP)	13	Hoof +2 (1d4+1)
Leopard	3d8+6 (19 HP)	15	Bite +6 (1d6+3), Claw +1 (1d3+1)
Lion	5d8+10 (32 HP)	15	Bite +2 (1d8+2), Claw +7 (1d4+5)
Octopus	2d8 (9 HP)	16	Tentacle Rakes +5 (0), Bite +0 (1d3)
Octopus, Giant	8d8+8 (44 HP)	18	Tentacle Rakes +10 (1d4+5), Bite +5 (1d8+2)
Monkey	1d8 (4 HP)	14	Bite +4 (1d3-4)
Owl	½ d8 (2 HP)	17	Claw +5 (1d2-2)
Rhinoceros	8d8+40 (76 HP)	16	Gore +13 (2d6+12)
Shark, Medium Size	3d8+3 (16 HP)	15	Bite +4 (1d6+1)
Shark, Huge Size	10d8+20 (65 HP)	15	Bite +10 (2d6+7)
Tiger	6d8+18 (45 HP)	14	Claw +9 (1d8+6), Bite +4 (2d6+3)
Whale, Orca	9d8+45 (85 HP)	16	Bite +12 (2d6+12)
Wolf	2d8+4 (13 HP)	14	Bite +3 (1d6+1)
Wolverine	3d8+12 (25 HP)	14	Bite -1 (1d6+1), Claw +4 (1d4+2)

Skills: The rules for Creature Skills are the same as Microlite20 Core Rules, except: all non-intelligent creatures have a bonus to Physical and Subterfuge skills equal to their number of hit dice.

Advancement: The rules for Creature Advancement are the same as Microlite20 Core Rules, except: for Supporting Cast, each increase in Hit Dice adds 3 skill points to divide up amongst their skills as desired.

Create your own: The rules for creating your own creatures are the same as Microlite20 Core Rules.

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M20 Modern: Expert

By Weeot

This is another attempt at a M20 modern rules set. It is fully compatible with, and utilizes, both M20 Core and Expert rules, with a few additions. It is designed to be totally compatible with both Modern SRD and Fantasy SRD. M20 Core, Expert, and Modern characters are equally matched.

Stats

There are 4 stats: Strength, Dexterity, Mind, and Charisma. They are calculated normally.

Races

Humans are the most common race in modern-setting games and they retain their +1 bonus to all skills.

Classes

There are 4 Heroic classes. Each of them is able to use Light armor.

Strong Hero +2 Strength each Strong Level 1, 3, 6, 9, etc.

Fast Hero +2 Dexterity each Fast Level 1, 3, 5, 9, etc.

Mindful Hero +2 Mind each Mindful Level 1, 3, 5, 9, etc.

Charismatic Hero +2 Charisma each Charismatic Level 1, 3, 5, 9, etc.

Multi-Classing

Characters are specialized by a combining different Heroic Classes and an Occupation. Heroic classes may be changed every 3rd Level, thus allowing a character to be a Strong hero first, add becoming a Fast hero upon Level 3, and return to being Strong again at Level 6. Track of how many levels are taken in each Heroic class and total them to determine Character Level (referred to merely as "Level" in Core and Expert rules).

Occupation

Select an occupation from the following list. Occupations may not be changed. Academic, Adventurer, Athlete, Blue Collar, Celebrity, Creative, Criminal, Dilettante, Doctor, Emergency Services, Entrepreneur, Investigative, Law Enforcement, Military, Religious, Rural, Student, Technician, White Collar.

Add either +3 to one skill or +2 to two skills. Furthermore, you may add +1 to any d20 checks relevant to your character's occupation (subject to GM's approval). This bonus increases by +1 at level 5, 10, 15, and 20. (GM Note: Attack bonuses should be limited to very specific mundane or improvised weapons.)

Skills

Rather than using Survival as the extra skill from Expert rules, replace it with Urbana. Urbana describes one's ability to use information-age technology, drive automobiles, etc.

Heroism

Use it.

Combat

AC is different in the modern world because most people do not wear armor.

AC 10+DEX+Armor+1/2 Character Level.

Massive Damage Threshold: If more damage is taken than amount of Strength score by any one attack, make Strength DC 15 save. If failed then HP reaches 0 and near death.

Remember that Modern heroes are not Core heroes, and as such do not gain the combat advantages of those classes. Thus using two light weapons incurs a -4 penalty rather than a -2, and Modern heroes may not use DEX to make melee attacks.

Burst Fire: -6 to hit; double damage dice.

Automatic Fire: Targets a 10ft square. DC 14 to hit. Occupants take weapon's damage DEX save (DC 15) halves.

Wealth

Starting= 2d4+1.

Every character has a Wealth bonus that reflects his or her buying power. A character's Wealth bonus serves as the basis of the character's Wealth check, which is used to purchase equipment

and services for the character. Determine how buying and selling items raises or lowers your Wealth bonus by comparing it with the Purchase DC.

1–10 greater than Wealth bonus	1 pt
11–15 greater than Wealth bonus	1d6 pts
16+ greater than Wealth Bonus.	2d6 pts

However, making a transaction with an item of Purchase DC 15+ will always modify your wealth by at least 1. This stacks with loss/gain resulting from the table above.

Wealth Check: d20 + Wealth vs. Purchase DC.

Selling equipment valued less than or equal to current wealth bonus (and less than 15) does not raise Wealth. The sale value is equal to the object's purchase DC (as if purchased new) minus 3.

Equipment

Use the Modern SRD equipment tables.

Vehicles

Vehicles are much like other equipment in that they provide modifiers to character rolls. They have a Maneuver (modifies operation checks), Defense (vehicle's AC), Hardness/HP (Damage reduction and Hit Points), and Purchase DC (Cost). Vehicle speed is expressed in five categories with accompanying modifiers: Stationary and Slow Speed (0), Medium Speed (1), Fast Speed (2), and All-out (4). These modifiers apply positively to the vehicles defense and apply negatively to many passenger actions.

Other Hazards

Hit by a vehicle: d20 x speed modifier. DEX save halves.

Car Wreck: Vehicle damage = 2d20 x speed modifier, occupants take 1/4 damage. DEX save halves. +/- 1 or 2 d20s for vehicles smaller or larger than typical passenger vehicles.

Medium Voltage Electricity: 4d6.

Optional Rules

Advanced Class

Characters may take re-flavored Core and Expert classes as Advanced Classes. In order to do so, a character must be at least Character Level 3 and do not gain the Skill bonus provided by that class. Use the number of levels taken in the Advanced class to determine benefits granted by that class. Characters may not change to another Heroic or Advanced class until just before they would receive a benefit from that class (Fighters: 5, 10, 15; Magi/Cleric: 2, 4, 6, etc). Armor restrictions must be observed while benefiting from advanced class features. Advanced Classes are totaled with Heroic Classes to determine Character Level.

Alternate Saving Throw

Roll+Stat Mod+1/2 Character Level

Bows

Compound Bows deal d8+2, Master Work Compound Bows add to damage as well.

Rangers

Only allow them to change class after Ranger Level 4 is completed (like a Fighter).

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May expend a heroism use with no numerical effects to take rule-breaking actions after an appropriate DC. DC, 10, 15 or 20 + Level. Suggested damage: Low= 2d4, Medium= 2d8, High= 2d12. Add an additional die for every five levels after Lv. 1. (6, 11, 16)

Passenger Car Maneuver: -1 Harness/HP: 5/30 Defense: 8 Purchase DC: 30	Truck/ Van/ SUV Maneuver: -2 Harness/HP: 5/36 Defense: 8 Purchase DC: 35	Motorcycle Maneuver: +2 Harness/HP: 5/20 Defense: 10 Purchase DC: 26	Tank Maneuver: -4 Harness/HP: 20/64 Defense: 6 Purchase DC: 47
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Microlite 20 Modern-Day

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Based on the Microlite 20 Purest Essence rules

This is an adaptation of the Microlite 20 Purest Essence rules for characters in any time period. Primarily, it is designed for contemporary adventures, where characters can be police, soldiers, computer experts, wilderness explorers, pilots, rock stars, cowboys and even supernatural heroes like modern sorcerers and vampire detectives. These rules are designed for a cinematic game, one that simulates the larger-than-life adventures and heroes seen in movies, TV shows, novels and comic books.

STATS

There are 3 stats: Strength (STR), Dexterity (DEX) and Mind (MIND).

Roll 4d6, drop lowest die. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

After adjusting stat scores for character focus (see below), determine your stat bonuses by using (stat score -10) /2, round down. This math is done for you here.

<u>Stat Score</u>	<u>Stat Bonus</u>
3	-4
4 – 5	-3
6 – 7	-2
8 – 9	-1
10 – 11	+0
12 – 13	+1
14 – 15	+2
16 – 17	+3
18	+4

Quick Stats (optional): To generate a character even faster, assign stat scores of 16, 13 and 11 to Strength, Dexterity and Mind any way you wish. You can increase a stat score by decreasing another stat score by the same amount.

CHARACTER FOCUS

This replaces both race and class in Microlite 20 Purest Essence. Choose a character focus, gain the listed stat and skill benefits, and select one of the special abilities – whichever one best fits your image of the character. At first level, also choose a second special ability. This ability can be from the same character focus, or any other character focus. Several modern-day class templates with suggested special abilities are listed at end of this document.

Every third level (3, 6, 9, 12, 15, 18), you gain another special ability from any character focus list, and one or more of your previous special abilities may improve as described below.

It's assumed all characters are human. To have a character of another race, see the section on Species, below.

Charisma: You are a diplomat, political leader, spy, con artist, entertainer, etc.

+1 MIND, +1 to any two skills (except Communication), +3 Comm

- *Charming:* You can make friends with anyone, especially those who find you appealing.

You gain a bonus equal to $\frac{1}{2}$ your level (round up) whenever you try to recruit someone to your side, calm down an aggressive opponent, gather information, deceive someone into thinking you're an ally, forge an agreement with someone, etc. Most of these actions are MIND + Comm or MIND + Subt.

- *Connections:* You can call on a friend or business acquaintance for a piece of special equipment, information or safe entry into a city or other area.

It's up to the game master to decide exactly what the results of your request are. Your connections can be called upon a number of times per day equal to your MIND bonus +1. Gain +1 use of this ability every time you gain another special ability.

- *Encourage:* You know just what to say to rally your allies in battle or stir up a crowd in protest.

All of your allies (but not you) gain a bonus to all skill, attack, damage and other rolls equal to $\frac{1}{2}$ your level (round up), for the next round. This can be done a number of times per day equal to your MIND bonus, +1 every time you gain another special ability.

- *Resources:* You are good with cash and credit – yours or other peoples'.

Add +1 to your financial status (see below). If you need a particular item not listed on your character sheet during an adventure (and the game master allows it), roll 1d6. On a result of 2 or better, you have a good-quality, working version of the item. On a result of 1, you don't have the item after all.

- *Taunt:* With insults and challenges, you enrage your enemies, making them lose control before they attack you.

Instead of making a normal attack, roll MIND + Comm vs an opponent's MIND + Comm. On a success, the opponent suffers -2 to all rolls

(stat + skill, initiative, attacks, damage, etc.) for the remainder of the battle. You can taunt, succeed or fail, a number of times per day equal to your MIND bonus, +1 every time you gain another special ability.

Intellect: You are a scholar, occult expert, scientist, surgeon, computer technician, researcher, engineer, etc.

+2 MIND, +3 Know or +3 Tech

- *First Aid:* You have a background as a doctor or other healer, and can keep your allies alive when it's needed most.

You or one ally you are in physical contact with will immediately recover a number of hit points equal to $\frac{1}{2}$ your level (round up). This can be done a number of times per day equal to your MIND bonus, +1 every time you gain another special ability.

- *Magic:* You can use ancient books and mystical studies to cast spells, or you have access to psychic powers, or even gifts from a supernatural background.

You have spell points equal to your MIND bonus + $\frac{1}{2}$ your level (round up), +2 every time you gain another special ability. You can cast any spell from any spell list your game master makes available. Each spell costs a number of spell points equal to its spell level (for example, the third-level arcane spell Fireball costs 3 spell points to cast, and causes 1d6 damage for each character level you have). You regain all your spell points after a night's sleep. You cannot cast the same spell a second time until you have "recharged" your spell points.

- *Minor Super Power:* You have a superhuman abilities, though not enough to consider yourself a comic-book style costumed adventurer.

Choose one or two super powers appropriate to the game setting (typical powers include hypnosis, time travel and exceptional toughness). You can use those powers at any time the game master allows. Attacks cause 1d6 + level damage, and other powers add your level to appropriate stat + skill rolls, Armor Class or other effects. If you are using Microlite 20 Costumes, each power must have

a base cost of 10 or 15 Power Points, and has a power rank equal to the character's level.

- *Research*: You know a little bit about everything, and with just a few hours time, you can learn anything you don't already know.

You can add $\frac{1}{2}$ your level (round up) to any skill ranks you have in a skill when making a non-combat roll using a skill. This can be done a number of times per day equal to twice your MIND bonus, +1 every time you gain another special ability.

- *Technical*: You're good at putting things together – and taking them apart.

You have a bonus equal to your $\frac{1}{2}$ your level (round up) + 2 to create or disassemble non-living items (traps, vehicles, weapons, computer programs, etc.). Creating an item is usually MIND + Tech (or MIND + Know), while disassembling one is usually MIND + Tech.

- *Terrain Expertise*: You know your way around any city, or in the great untamed wilderness.

Choose a terrain type, like urban, forest, mountains, jungle, arctic, etc. You have a bonus equal to your $\frac{1}{2}$ your level (round up) to any stat + skill roll (but not attack roll) in that terrain type. Each time you gain another special ability, you can select another terrain type or gain +1 to a terrain type you have already selected.

Might: You are a soldier, mercenary, professional athlete, heavy weapons specialist, survival expert, etc.

+2 STR, +3 Phys

- *Armor Training*: You can wear a heavy suit of armor and still be prepared for any kind of fight.

You do not lose your DEX bonus to AC when wearing heavy armor (AC bonus of +5 or more). You also gain an extra +1 to AC, +1 each time you gain another special ability.

- *Berzerk*: You may not look like a maniac, but you can fly into a rage when you're in battle, or when someone says the wrong thing.

Gain +2 to melee attacks and damage, +2 to STR bonus, and -2 to AC for a number of rounds in a row equal to your STR bonus (before the

berzerk bonus is applied), though you can end a berzerk session early. You can shift into berzerk mode a number of times per day equal to your regular STR bonus, +1 every time you gain another special ability.

- *Combat Style*: You are an expert warrior, skilled with dozens of weapons.

Select one type of attack (melee/hand-to-hand, missile/ranged or magic/supernatural). Add +1 to all attack and damage rolls when making that type of attack. This improves by +1 every time you gain another special ability. Optionally, instead of improving the attack bonus when you gain another special ability, you can select a different type of attack and improve its bonus by +1.

- *Driver*: You are at home behind the wheel of a car, a plane, a boat or a starship.

You have a bonus equal to your $\frac{1}{2}$ your level (round up) + 2 to drive or pilot a vehicle, and a bonus equal to $\frac{1}{2}$ your level (round up) to identify what's wrong with a broken vehicle, and to fix it.

- *Heavy Hitter*: You do damage with weapons... a lot of damage.

Select one type of attack (melee/hand-to-hand, missile/ranged or magic/supernatural). Whenever you roll damage dice on a successful attack of that type and a die shows its highest result (for example, 6 on 1d6), roll that die again and add the new result to the total. If it shows the highest result again, do not roll a third time. In addition, reroll any damage die that has a result of 1 until it does not show 1.

- *Intimidate*: You have a fearsome appearance, a disturbing grin or maybe just a bad reputation.

You are immune to fear effects, and add $\frac{1}{2}$ your level (round up) to any rolls you make to intimidate or generate fear in opponents (usually STR + Phys, MIND + Subt or STR + Comm).

- *Tough*: You are hard to kill.

Add +1 to your AC, and double the number of hit points you gain each level (for example, if you roll a 3, you gain 6 hit points). Add another +1 to your AC each time you gain another special ability.

- *Two-Weapon Fighting*: You have a pair of weapons you can use in harmony. You can make two attacks on the same turn. Each has a -3 attack penalty (decrease the penalty by 1 each time you gain another special ability, to -2, -1, and finally no penalty). You must have two of the same weapon, one in each hand, to use this ability.

Stealth: You are a killer, martial artist, thief, runner, gymnast, stunt performer, etc.

+2 DEX, +3 Subt

- *Assassinate*: You can strike a deadly blow when an opponent doesn't see you coming. If you successfully sneak up on a foe or target an enemy with a missile/ranged attack without their knowledge (DEX + Subt vs DC of MIND + Subt), add your Subt skill rank to the damage of your first attack.
- *Dodge*: You can twist and turn to be out of the way of an attack. If you are successfully hit by an enemy, immediately make a DEX + Phys roll (vs DC of enemy's attack roll result, including bonuses). On a success, you suffer no damage. This can be attempted, succeed or fail, a number of times per day equal to your DEX bonus + ½ level (round up), +1 every time you gain another special ability.
- *Fencing*: You rely on quickness when facing an enemy one-on-one. Your melee/hand-to-hand attack bonus when using light, one-handed weapons is determined by DEX bonus + level, not STR bonus + level.
- *Hunt Down*: Your instincts and social skills help you track your prey – beast or bad guy. Name a specific target (like "John Smith," "the dog that bit me," "the 30-year-old man seen

talking to drug smugglers in this photo," etc.). You can only select one target per day, and a target cannot be named while you or the target is in combat. You gain a +2 to attack rolls and stat + skill rolls intended for the target and the target alone (like MIND + Comm to ask around about the target's whereabouts, or DEX + Subt to follow the target silently). Add another +1 to your Hunt Down ability each time you gain another special ability.

- *Lucky*: You always seem to be in the right place at the right time. You can automatically change any of your die roll results to a 20 (except a damage roll), as if you rolled a natural 20 for purposes of critical success or critical hit. You can also automatically change any die roll made by an opponent to a 1 (except a damage roll). You must declare you are using your lucky ability, and if it is luck for you or unluck for someone else, immediately after the die is rolled. This can be done 3 times per day, +1 every time you gain another special ability.
- *Martial Arts Training*: You have a mastery of unarmed combat techniques like karate, judo, tae kwon do, etc. Your punches, kicks and other natural weapon attacks cause 1d6 + ½ level (round up) damage. You also gain an extra +1 to AC, +1 each time you gain another special ability.
- *Quick Draw*: You have fast reaction time, and can be armed and dangerous in just moments. You have a +2 bonus to your Initiative, +1 each time you gain another special ability.
- *Sneak*: You are quiet as a whisper and as light on your feet as a shadow. You add ½ your level (round up) to any rolls you make to sneak, hide, or even spot others who are trying to sneak. This is usually DEX + Subt or MIND + Subt.

SPECIES (Optional)

To create a character of a non-human species, simply remove the stat bonus listed by a character focus (and the +1 to any two skills except for Communication, listed by the Charisma character focus) and select a species. It provides a +1 to one stat score, which can take the stat score above 18, and a special ability of some kind.

The character will be able to interact with others like a human (stand on two legs, speak fluently, breathe air, be roughly the same size and shape as a human, etc.), but will look like a typical member of its species, unless the player chooses differently. Several species common in fiction are listed below. Use these as examples when creating new species.

Logical Thinker: +1 Mind, Emotional Control special ability: Add +3 to any attempt to resist being psychologically or supernaturally influenced (intimidated, frightened, tricked by an illusion, mentally controlled, etc.). This is usually MIND + Know.

Lycanthrope (were-creature): +1 Dexterity, Alternate Form special ability: You can transform into a specific type of wild animal, and only that type of animal, a number of turns per day equal to your STR bonus. You do not gain hit points for changing into your alternate form using this special ability, but use the statistics and bonuses of the creature instead of your own while in animal form. You cannot speak, use equipment or other abilities of your original form when in animal form.

Robot: +1 Strength, Durable special ability: You have DR of 2 (you lose 2 fewer hit points each time you take damage). You do not need to eat, drink, sleep or breathe. You are immune to poisons, diseases and toxins intended for non-mechanical creatures.

Vampire: +1 Strength, Bloodsucking special ability: You have a bite melee/hand-to-hand attack causing STR bonus damage. You immediately heal hit points equal to the amount of damage the attack causes. You must successfully grab

the opponent (STR + Phys vs enemy's STR + Phys roll) to make this attack.

Cat-Folk: +1 Dexterity, Claws special ability: You have a set of claws in your fingers you can instantly reveal or hide. They cause 1d4 +1 damage. On a DEX + Phys roll to leap or climb, add +3 to your roll. You also have night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Dog-Folk: +1 Mind, Pack Hunting special ability: On a MIND + Know roll to smell something or to track a target, add +3 to your roll. If you and at least one ally are attacking the same enemy, add +1 to your attack roll.

Fish-Folk: +1 Dexterity, Water Native special ability: Add +3 to any roll to move silently, run or escape capture (usually DEX + Subt), but only when you are in water. You can also swim as fast as you walk on dry land, and can breathe underwater without special gear.

Hawk-Folk: +1 Dexterity, Keen Eyesight special ability: If you are attempting to spot something hidden or find something that is very tiny (usually MIND + Subt or MIND + Tech), add +3 to your roll. You can also fly as fast as you walk on dry land.

SKILLS

Each character starts with five skill points to be assigned to any skills the player chooses. Any skill points not assigned are lost. Roll higher than the Difficulty Class given in the adventure to succeed. Each time the character gains a level, the character gains another five skill points.

- Physical (Phys): athletics and acrobatics.
- Subterfuge (Subt): sleight of hand and stealth.
- Knowledge (Know): science and research.
- Communication (Comm): diplomacy and connections.
- Technology (Tech): computer programming and equipment construction/repair.

Skill rank = skill points + any character focus skill bonuses + any other bonuses. A skill's total rank cannot be more than your level +5.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers. For example, climbing would use STR bonus + Physical. Dodging a falling rock is DEX bonus + Physical. Finding a trap is MIND bonus + Subterfuge. Disabling a trap is DEX bonus + Technology. Fast-talking a guard is MIND bonus + Communication.

APTITUDES (Optional)

The five skills Microlite 20 characters have cover nearly any activity a character might try. For characters who are especially talented in specific areas, they can select aptitudes (also called affinities). An aptitude gives the character an additional +2 when that aptitude applies to a skill use, or a character can reroll the skill attempt when an aptitude applies to a skill use. Decide whether the character's aptitudes provide a bonus or a reroll when selecting aptitudes.

For example, a character with the aptitude "Tracking," which is related to the Knowledge skill, gains +2 to MIND + Know rolls when he is attempting to track, but not when he is attempting something else using the Knowledge skill and STR, DEX or MIND.

A character can have up to three aptitudes. If you choose fewer than three, you begin with +2 hit points for each aptitude you do not select, or you can reroll any die roll you make once per game session, with one reroll per aptitude you do not select.

Suggested aptitudes include:

Physical: Climb, Endurance, Lift, etc.

Subterfuge: Drive, Move Silently, Read Lips, etc.

Knowledge: Chemistry, History, Tracking, etc.

Communication: Bluff, Intimidate, Persuasion, etc.

Technology: Computers, Device Inventing, Vehicle Repair, etc.

HEROISM (Optional)

Heroism points represent a character's determination, fighting spirit, and even a little luck. A character has a number of Heroism points equal to his or her level x 2.

Heroism points can be used to add to any attack, damage or stat + skill roll at a rate of +1 per 1 Heroism point spent. You can only spend up to your level in Heroism points on one single roll (for example, a level 10 character can only spend up to 10 Heroism points, for a +10 bonus). Heroism points do not need to be spent all at once, but when they are completely spent, they are gone for the rest of game session. A character's Heroism points are restored to their starting amount at the beginning of a game session.

COMBAT

Initiative: Equal to DEX bonus. Each hero can make two actions on a turn, usually move 30 feet (6 spaces) for a human-sized character and make one attack, use one skill, or perform one other activity.

Hit Points: STR stat (not bonus) +1d6 per level (or +4 per level). If hit points fall to 0 (zero), the character is unconscious. A character will regain consciousness with at least 1 hit point. A character will die at -10 hit points.

After a battle, each hero recovers a number of hit points equal to STR bonus, and regains consciousness. More hit points have to be regained via rest or medicine. A character regains a number of hit points equal to level after a full night's sleep.

Armor Class: 10 + DEX bonus + natural armor AC bonus + purchased armor AC bonus. If a character wears heavy armor (AC bonus of +5 or more), the character does not gain DEX bonus to AC. Heavy armor is indicated in the equipment list on Page 14.

Attack Bonuses

Melee/Hand-To-Hand Attack Bonus: STR bonus + level

Missile/Ranged Attack Bonus: DEX bonus + level

Magic/Supernatural Attack Bonus: MIND bonus + level

A die result of 20 is automatically a hit, no matter what the opponent's Armor Class is. It is also a critical hit, causing double damage.

Likewise, a die result of 1 is automatically a miss, no matter what the attacker's attack bonus is. It is also a critical failure, causing the weapon to fail (break or jam) or the attack to hit a friend.

Automatic Firearms: Characters that use automatic weapons (marked with an asterisk * on the equipment list starting on Page 12) don't need to keep track of each and every bullet they fire. Instead, automatic pistols have an abstract "ammo count" of 2, and automatic rifles have an "ammo count" of 4. Each type of attack a weapon makes costs some amount of this "ammo cost," and when the weapon reaches an ammo count of 0 (zero), it can only make single shots until the battle ends. It's assumed that characters always have enough ammunition to reload their weapons after a battle.

Single Shot: Ammo Count Used: 0. Causes weapon's listed damage.

Burst Fire: Ammo Count Used: 1. The attack has a -4 penalty to hit, but causes double damage (quadruple damage on a critical hit).

Full-Auto Spray: Ammo Count Used: 2. Choose a line 15 feet across (or a line of 3 adjacent spaces). Roll to hit once, with a -4 penalty to hit, and check the result against each opponent's Armor Class. Each one that is hit suffers the weapon's listed damage. Automatic pistols cannot use this attack.

NON-VIOLENT COMBAT (Optional)

The emphasis on combat rules shows how important violence is to the Microlite 20 game. That level of detail can be brought to any sort of confrontation simply by renaming a few things.

In non-violent combat, the opponents aren't trying to kill one another. Instead of making a roll of attack bonus vs. Armor Class, each combatant makes a stat + skill roll, using the same pair of stat bonuses and skills. If the attacker's result is equal or higher, he or she causes "damage" equal to 1d6 + stat bonus of the stat used in the combat. That damage is removed from a set of imaginary hit points, equal to the stat score of the stat used in the combat. When those imaginary hit points fall to 0 (zero) or less, the combat is over, and the loser is defeated (knocked unconscious, humiliated, etc). These imaginary hit points are not related to the character's actual hit points in any way. They cannot be healed, and all damage to imaginary hit points disappears when the combat is over.

For example, a boxing match would use STR + Phys rolls, and the STR stat score for imaginary hit points. A war of insults or an attempt to fast-talk a mark might use MIND + Comm rolls, and the MIND stat score for imaginary hit points.

Social Combat: In a game where characters rely more on their talents for intrigue, seduction and intimidation, the complex combat rules of standard Microlite 20 may not be appropriate. In that case, the game master and players may decide to revise the stats, combining Strength and Dexterity into Body (BOD) and splitting Mind into Mind (MIND), representing knowledge, and Charisma (CHA), representing social skills.

Attack bonuses remain the same, though both the melee/hand-to-hand and missile/ranged attack bonuses will be determined using BOD bonus + level. In the same way, other characteristics like hit points and special abilities will use the new stats. Stat + skill rolls also change to fit the new stats: A backflip over a charging bull is BOD + Subt, while calming an angry mob is CHA + Comm, and flashing a winning smile may be CHA + Phys.

LEVEL ADVANCEMENT

Instead of adding up experience points, simply count encounters. After nine encounters appropriately challenging for the characters (game master's decision), the characters advance one level, gain 1d6 (or +4) more hit points and 5 more skill points. If the level is a multiple of three (i.e. level 3, 6, 9, etc.), add +1 point to STR, DEX or MIND. Don't forget to adjust special abilities, attack bonuses, heroism, armor class, and other character information when level and stat scores improve.

Remember that each battle is an encounter — but so is a trap, an enemy that's defeated without fighting and even high-stakes skill situations (for example, a simple roll to find the right trail probably isn't an encounter, but a roll to negotiate a billion-dollar corporate takeover probably is).

MINIATURES AND BATTLE MAPS

If you have miniature figures (about 1 inch to 2 inches, or 25 to 28 mm tall) to represent the characters and their enemies, you'll need a ruler or a battle map covered in spaces (squares or hexes 1 inch or 1 ½ inches in size). Alternately, you can simply measure distances using a ruler, considering each inch a "space."

One space equals 5 feet or 2 yards, and the average character and monster moves 6 spaces per turn, even diagonally. Figures can move through the same space as another character or enemy, but cannot end movement in the same space as another figure. Rubble, darkness, heavy growth and other difficult terrain "costs" 2 spaces of movement for each space the figure moves into.

If there's a question whether a character could see an enemy to hit it, draw an imaginary straight line from the center of the attacker's space to the center of the target's space (or one of its spaces, if it takes up more than one space on the map). If there is no large obstacle or enemy in the path, the character can make the attack. Allies of the attacker do not block its path, nor do obstacles filling less than half a space in the path. Characters can attack through windows and other partial obstacles at a -2 penalty to hit.

Simplified Attacks (Optional): To avoid calculating attack ranges each turn, melee attacks must be made against an enemy in a space adjacent to the character. Thrown and short-range weapon attacks can be made against an enemy up to 10 spaces away. Long-range weapon attacks can be made against an enemy up to 25 spaces away.

MONEY AND EQUIPMENT

Financial Status: Instead of tracking cash, credit and investments, the game master will assign each character a financial status. Characters can normally afford any equipment the game master allows, but to buy expensive or rare equipment, the character will need to make a MIND + Comm roll (to haggle with a seller) or a MIND + Know roll (to find the money in a savings plan). Add the financial status bonus listed below to these die rolls.

Not Important: +7

This character is from a society that does not care about money, like an alien race, or has the ability to create money at any time.

Multimillionaire: +5

This character is head of a major multinational corporation or foundation, or is a member of a nation's royal family, and has almost unlimited access to funds and technology. He or she has multiple residences and forms of transportation.

Wealthy: +2

This character is a self-made millionaire or celebrity. He or she has a large house and expensive transportation (like a carriage or luxury car).

Sponsored: +3

This character works for a government agency, army or other organization that takes care of living expenses and gear.

Comfortable: +0

This character has a steady day job that brings in decent pay, or some other way of making ends meet without much worry. The character can occasionally afford a major expense. He or she has a house and access to typical transportation for the time period (horse, automobile or starship).

Struggling: -2

The character has difficulty finding enough money to pay the bills at the end of the month, and has to skip some basic necessities from time to time. The character has very little money, few items and may be homeless or nomadic. The character depends on friends and family for support. He or she has a small residence (such as a wooden hut or apartment), and an inexpensive means of transportation (mule, bicycle, old car, etc.).

The following are lists of many common weapons, armor and other equipment a character is likely to have. It's assumed a character also has appropriate ammunition and other materials needed to maintain and use weapons and armor. A character can select any of these items, as long as the game master approves; any item that the game master decides are especially rare or expensive may require a financial status roll.

Eras: Game settings are divided into four general time periods. Characters usually cannot use equipment from an era later than their own, but can use any from earlier eras, if it is commonly available.

Ancient Era: This includes the earliest recorded time, to the Middle Ages, to the widespread use of guns. Prehistoric and ancient Greece and Rome settings are in the "early ancient era," while traditional fantasy, medieval and Renaissance adventures take place during the "late ancient era."

Historical Era: This includes the age of exploration, to the Industrial Revolution, to World War II. Settings like swashbucklers (pirates and musketeers), the Wild West and Victorian Europe take place during the "early historical era," while stories of the world wars and pulp novels take place during the "late historical era."

Modern Era: This includes adventures in the time after the second World War, to the present day, to the very near future. Modern era adventures may include espionage, police work, military activity, supernatural conspiracy or alien investigation. Near-future adventures often include inner-city war zones, time travel and computer intrigue. The time between World War II and the rise of the personal computer (the early 1980s) is the "early modern era." Adventures after that time with only a small amount of fantastical technology – the present day or very near future – are in the "late modern era."

Future Era: Science fiction worlds of after-the-disaster survival or intergalactic travel. Space opera settings have a multitude of alien races, laser weapons and starships capable of moving between planets. Post-apocalypse settings feature high-tech weapons, mutated warrior tribes and desolate landscapes.

Physical Weapons

Punch: 1d2 + STR bonus damage

This can also represent attacks from a head-butt, knee, fangs, claws, wings, spikes or quills.

Kick: 1d3 + STR bonus damage

This can also represent attacks from a large animal bite, horns, a tail or antlers.

<u>Melee Weapons</u>	<u>Damage</u>	<u>Era When It First Appears</u>
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Battle Axe:	1d8	Ancient
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A large single or twin-bladed chopping weapon.

Caltrops:	1d4	Ancient
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Small triangular spikes which leave one tip pointed upright, no matter how they land. These weapons are often left on the ground to injure an enemy's feet or tires.

Club:	1d6	Ancient
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A one-handed metal, plastic or wooden bar; blackjack, police baton, hand hammer or baseball bat.

Flail:	1d8	Ancient
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A spike-covered iron ball or solid rod connected to a hand grip by a small length of chain.

Great Sword:	1d10	Ancient
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A long, heavy two-handed steel blade swung by the most powerful warriors; claymore.

Hatchet:	1d4	Ancient
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A small, one-bladed stone or steel axe; pick, cleaver or tomahawk. This weapon is balanced for throwing.

Katana:	1d10	Ancient
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The valuable and deadly sword of the martial arts warrior, often carried with a smaller second blade called a wakizashi (use as a long sword).

Knife: 1d4 Ancient
 The standard small close-combat weapon; a hunting tool, dagger, bayonet, dirk, kris or vibro-knife. This weapon is balanced for throwing.

Long Sword: 1d8 Ancient
 The standard one-handed steel sword, half the height of the average human; broad or bastard sword.

Mace: 1d8 Ancient
 A solid cudgel with a spiked or reinforced head; morning-star.

Makeshift Hand Weapon: 1d4 + STR bonus Ancient
 Any small item like brass knuckles, lengths of chain, switchblade knives, shards of broken glass, rocks and even chairs. This weapon is balanced for throwing.

Net: see note Ancient
 When wrapped around enemies, a net interferes with movement; lasso. This weapon is balanced for throwing. Note: A character hit by a net loses a turn, then can make a DEX + Phys roll each turn to escape as the only action the character can take on that turn.

Nunchaku: 1d6 Ancient
 A small pair of rods connected by a string or chain and lashed at enemies, or used to entangle weapons.

Pike: 1d8 Ancient
 Used mostly as a banner, pikes are extended-length spears; jousting lance.

Polearm: 2d4 Ancient
 A large curved blade attached to the end of a staff; scythe, bisento or halberd.

Sai: 1d4 Ancient
 Three-pronged short knives used in pairs to both attack and parry. This weapon is balanced for throwing.

Scimitar: 1d6 Ancient
 A curved-blade sword; kopesh.

Short Sword: 1d6 Ancient
 A short, sharp chopping weapon, often made of bronze or iron; pirate cutlass, sickle, machete, gladius or cinquedeas.

Spear: 1d6 Ancient
 A short staff with a sharp metal or stone tip; trident or harpoon. This weapon is balanced for throwing (often called a javelin).

Staff: 1d6 Ancient
 A pole slightly taller than the average human and often made of wood or steel; quarterstaff or bo.

War Hammer: 1d8 Ancient
 A giant mallet used to crush enemies; maul.

Whip: 1d3 Ancient
 A long, thin strand of leather or monofilament wire (in the future era) used to lash at foes from a distance, entangle weapons or swing into action.

Cavalry Saber: 1d6 Historical
 The thin, single-edged steel blade used by military commanders from the Victorian age to modern times, more as a symbol of rank than a weapon.

Fencing Sword: 1d6 Historical
 The narrow, delicately crafted blade used in duels; epee, rapier or sabre.

Chainsaw: 3d6 Modern
 An industrial-strength blade swung randomly at enemies.

Taser: 1d3 (see note) Modern
 A hand-held unit which fires high-voltage blasts of electricity through wires. Note: After taking damage, a character hit by this attack must roll STR + Phys vs DC 15 or be paralyzed for 1d4 turns/minutes.

Laser Sword: 2d8 Future
 A blade surrounded by (or made of) laser energy.

Stun Baton: 1d3 (see note) Future

A small rod which discharges energy on contact. Note: After taking damage, a character hit by this attack must roll STR + Phys vs DC 15 or be paralyzed for 1d6 turns/minutes.

<u>Ranged Weapons</u>	<u>Damage</u>	<u>Era When It First Appears</u>
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Blow Gun:	1d2	Ancient
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A small, thin tube which uses air power to fire spiked darts a short distance.

Bola:	1d6	Ancient
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Triple weights connected by a line, whirled around the head and used to entangle a foe. This weapon is balanced for throwing.

Boomerang:	1d4	Ancient
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A curved or circular blade which returns to the thrower after striking a target. This weapon is balanced for throwing.

Crossbow, Large:	1d10	Ancient
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A full-size weapon which requires two hands to use and a pause to reload.

Crossbow, Small:	1d4	Ancient
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A wrist-mounted or one-handed bow which is fired like a gun.

Longbow:	1d8	Ancient
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A bow made from natural fibers (wood and sinew or plant material) which can be used while riding or to hit an enemy from a great distance.

Shuriken:	1	Ancient
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Small hurled “throwing stars.” This weapon is balanced for throwing.

Sling:	1d4	Ancient
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A weapon which hurls a small item (usually a stone) after being whirled around the head.

Slingshot:	1d4	Ancient
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A Y-shaped handle which supports an elastic sling and fire small stones.

Carbine:	2d8	Historical
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The breechloading buffalo rifle used in the American Civil War (.44 Sharps, .44 Winchester, etc.).

Derringer:	1d6	Historical
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A very small pistol which can fire only one shot, but is easy to conceal.

Double-Barreled Shotgun:	2d8	Historical
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The 12-gauge range rider’s weapon found in Wild West settings, with a break-open stock.

Dueling Pistol:	1d8	Historical
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A small, wide-barreled gun; used for duels in the time of the American Revolutionary War.

Flame-thrower:	3d6	Historical
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A fuel-filled backpack and a high-pressure hose which fires blasts of fire that continue to burn; napalm.

Gas Gun:	see note	Historical
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This pistol fires gas bursts from canisters; flare gun. Note: the damage of this weapon depends on the type of gas canister placed into the weapon.

Grenade:	3d6	Historical
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A fragmentation explosive that injures by concussion and shrapnel. This weapon is balanced for throwing. This weapon causes damage in a 10 foot (2 space) circle.

Infantry Rifle:	2d8	Historical
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The basic bolt-action soldier’s armament in both of the World Wars.

Large Pistol * :	2d6	Historical
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A large, semi-automatic weapon used by military officials and individuals in intense combat situations. Most are .357, .44 or .45 caliber (.45 A.C.P., .44 Magnum, Glock 17, Desert Eagle, etc.).

Musket:	1d10	Historical
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The black powder rifle used during the time of the American Revolutionary War; blunderbuss, flintlock.

Machine Pistol:	2d6	Historical
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The personal firearm carried by officers in the World Wars (Mauser, .22 caliber, etc.).

Matchlock Rifle: 1d10 Historical
The earliest gun, with a wide barrel and flame-lit firing mechanism; harquebus. This weapon may be found in the late Ancient Era.

Tommy Gun *: 2d8 Historical
A rapid fire sub-machine gun made popular by the gangsters of the 1920s.

Air Rifle: 1d10 Modern
A small pellet-firing weapon; BB gun, .22 single-shot rifle.

Assault Rifle *: 2d8 Modern
The standard-issue automatic rifle used by modern military forces and militias (M-16, AK-47, etc.).

Composite Bow: 1d8 Modern
A contemporary recurve bow, made of fiberglass and equipped with sights and an adjustable draw.

Hunting Rifle: 2d10 Modern
The standard target-shooting rifle; sniper weapon (Winchester .30-06, .308, etc.).

Mini-Gun *: 3d8 Modern
A rapid-fire weapon that can only be carried by the strongest warriors (STR 16 or more).

(Regular) Pistol *: 2d6 Modern
A handgun with a clip- or revolver-style cartridge, used as the modern law enforcement sidearm. Most are .38, 9 mm or 7.65 mm caliber (.38 special, Walther PPK, etc.).

Rocket Launcher: 10d6 Modern
A shoulder-mounted weapon that launches small explosive missiles; bazooka.

Sub-Machine Gun *: 2d6 Modern
An easily concealed rapid-fire gun (Uzi, Mac-10, etc.).

12-Gauge Shotgun: 2d8 Modern
A modern pump-action weapon, sometimes sawed-off to conceal it.

Tranquilizer Gun: see note Modern
A weapon which fires darts full of a “sleep” toxin potent enough to knock a target unconscious. Note: a character hit by this weapon immediately makes a STR + Phys roll vs DC 20 or falls asleep for 1d10 turns/minutes.

Ion Gun: see note Future
A weapon used to disable electronic devices. Note: non-electronic targets are not hurt by this weapon, but electronic targets are shut down until they are repaired.

Laser Pistol *: 2d6 Future
A handgun which fires concentrated shots of laser energy; raygun, phaser or blaster.

Laser Rifle: 2d8 Future
A larger form of the laser pistol; the standard science fiction military weapon.

Needler: 2d4 Future
A small firearm which throws narrow metal shards or short pulses of laser energy.

Pulse Rifle: 2d10 Future
A weapon which fires massive bursts of laser energy.

Rail Gun: 3d10 Future
A hand-held cannon which fires large projectiles at a very high velocity; “tank killer” or BFG.

Stun Gun: 1d4 Future
A special gun which dizzies targets with each successful hit. Note: After taking damage, a character hit by this attack must roll STR + Phys vs DC 15 or be paralyzed for 1d6 turns/minutes.

Other Weapons Damage Era When It First Appears

Acid: 1d6 Ancient
Capsules of a burning fluid which can dissolve metal and flesh; disease-bearing vials.

Bomb: 4d6 Ancient
A one-time explosive triggered by pressure, a timer or a tripwire; must be set up to use.

Poison: 1d6 (see note) Ancient
 A debilitating gas or liquid often applied to weapons or food. The effects last until the poison is counteracted, the affected body parts are healed or the target is killed. Serious poisons can kill instantly. Note: after applying damage, the target of this attack must roll STR + Phys vs DC 15 or more, or suffer another 1d6 damage on the target's next turn.

Dynamite: 2d6 Historical
 A single stick of TNT. This weapon is balanced for throwing.

Smokescreen: see note Historical
 Note: This gas produces smoke which obscures all normal sight for 1d8 turns/minutes. Can be used in a gas gun.

Nerve Gas: see note Modern
 A gas which stings the nervous system; mace spray. Can be used in a gas gun. Note: the target of this attack will be blind for 1d4 turns.

Sleep Drug: see note Modern
 Targets who inhale this gas or powder fall unconscious for a short time. Can be used in a gas gun. Note: a character hit by this weapon immediately makes a STR + Phys roll vs DC 20 or falls asleep for 1d6 turns/minutes.

Tear Gas: see note Modern
 A lung-burning smoke used by police to break up riots. Note: a character hit by this weapon immediately makes a STR + Phys roll vs DC 15 or suffers -1 to all die rolls for 1d6 turns/minutes.

Armor AC Bonus Era When It First Appears

Leather: +2 Ancient
 A layer of toughened leather or heavy fur, sometimes strengthened with metal studs. Often biker leather jackets, military "bomber jackets" and even protective sports gear in the modern and future eras.
 Note: this armor does not protect against bullets or lasers.

Chainmail: +5 (Heavy) Ancient
 Standard medieval body armor — a coat of small, interlinked steel rings worn over a sturdy cloth layer. Also bronze plate armor.
 Note: this armor does not protect against bullets or lasers.

Full Plate: +8 (Heavy) Ancient
 A series of flat steel pieces overlapping one another, worn by medieval warriors.
 Note: this armor does not protect against lasers, but does protect against bullets.

Shield: +2 Ancient
 A special torso-length wood, steel, plastic or energy-based armor plate which is carried separately.
 Note: shields in the ancient and historical eras do not protect against bullets or lasers, and shields in the modern era do not protect against lasers, but do protect against bullets.

Gas Mask: see note Historical
 A special face covering that protects against gas attacks. Note: fully protects against weapons that require a target to breathe in a harmful gas, but does not offer any other protection.

Bulletproof Vest: +3 Modern
 A lightweight coat worn under normal clothing and used to stop bullets; flak jacket.
 Note: this armor does not protect against lasers, but does protect against bullets.

Military: +5 (Heavy) Modern
 Standard contemporary body armor — a flexible body suit of plastic plates inside padded clothing.

Riot Gear: +7 (Heavy) Modern
 Super-heavy armor made of multi-layered durable metal and plastic materials, used by elite combat forces. Found in the modern era as the highest level of protection and in the future era as standard military armor.

Power: +10 (Heavy) Future
 The hard-core science fiction computerized full-body, environmentally sealed battle suit.

Adventuring Gear Era When It First Appears

Bag:	Ancient
	Canvas, vinyl or leather backpack or sack used to carry treasure, additional items, etc.
Camp Gear:	Ancient
	Typical wilderness basics — small stove, rations, tent, sleeping bag or blanket, etc.
Grappling Hook:	Ancient
	A three-pronged metal hook with a wire cable or heavy rope used for support when climbing.
Light Source:	Ancient
	A reusable light source such as a flashlight, lantern or torch; also materials needed for light (batteries or flint and steel).
Lock Picking Kit:	Ancient
	A set of small tools used for picking locks (+1 to rolls to pick locks).
Rope:	Ancient
	25 feet of coiled, inch-thick hemp rope.
Survival Gear:	Ancient
	Basic emergency equipment — small knife/flare gun (not a weapon), matches or flint and steel, compass, miniature first aid kit, fishing line, etc.
Disguise Kit:	Historical
	Makeup, clothing and language guides to help make false identities convincing (+1 to rolls to disguise). May also include fake identification and full-face masks (in the modern era).
First Aid Kit:	Historical
	Used for instant medical care. Provides temporary support until trained professionals are on the scene (+1 to rolls to treat injury).

Adventuring Gear Era When It First Appears

Hand-held Communicator:	Historical
	A two-way voice transmitter/receiver; a “walkie talkie” or miniaturized in a wristwatch, earpiece or similar gadget.
Toolkit:	Historical
	Set of basic tools used to repair machines and equipment (+1 to rolls to repair items).
Binoculars:	Modern
	Used for extended vision (3 times normal sight). May appear in earlier eras as a spyglass.
Computer System:	Modern
	A small personal computer, complete with communications software and standard operating programs for its purpose. May be desktop, laptop or hand-held device (like a phone). May be attached to a larger organization’s network.
Homing Beacon:	Modern
	Small tracking devices that can be hidden on targets. Includes hand-held unit used to monitor tracking devices.
Infra-Red Goggles:	Modern
	A special pair of glasses that provide vision in the infra-red spectrum (heat vision or “night sight”).
Re-breather:	Modern
	Headgear that contains temporary oxygen supply, about 15 minutes worth.
Surveillance System:	Modern
	A wired microphone and hidden digital video and still camera used in remote investigation.
Weapon Targeting:	Modern
	High-tech sights and/or scope used to increase accuracy with bows, rifles and pistols (+1 to hit with weapon the targeting gear is attached to).

CLASS TEMPLATES

Characters of every type can be found in historical, modern and near-future fiction, but they often fit into a few general “templates.” Each includes a suggested character focus and several special abilities that fit the template, as well as an appropriate financial status, and common equipment used by characters of that type.

Activists are political leaders, business managers, royal authorities, even musicians and artists – anyone knowledgeable about the world around them, and trained in the art of diplomacy, the ability to convince others their cause is best for the good of everyone. Always ready to explore new ideas and to make their opinions be heard, activists are idealistic and determined. They have an intense desire to make things better for the whole of their world, by making political moves or by using their artistic talents to bring attention to an issue.

Character Focus: Charisma

Special Abilities: Connections, Encourage, Research

Financial Status: Working with the government brings financial reward (Wealthy), while protesting business and political leaders is more about doing what’s right than what’s profitable (Struggling).

Equipment: Activists aren’t fighters, instead relying on their powers of persuasion to get others to bend to their will. They dress the part very well, however, in a suit or a performer’s costume.

Investigators are often charming and clever, and always athletic and quick-thinking. They bend the rules to get what they want – and some take that mission a step farther, above the law. Much of the work of an investigator involves discovering things others have tried to hide, and not everyone they talk to is always willing to cooperate. But an investigator wouldn’t dream of leaving the life far behind; nothing else provides the same kind of thrill.

Investigators are detectives, thieves, secret agents, journalists, explorers – anyone who wants to know all the secrets.

Character Focus: Stealth

Special Abilities: Connections, Hunt Down, Lucky, Research, Sneak

Financial Status: Pursuit of the truth often doesn’t leave much time for making money (Comfortable), though some investigators are happy to spend as much as they can, as long as they don’t have to pay for it (Sponsored).

Equipment: Loose, easy-to-move-in clothing; a small, easily concealed weapon such as a knife or handgun; and a large amount of cash for bribes and unpaid debts.

Scholars are researches and inventive geniuses, skilled in various areas of obscure knowledge, and gadgets from a simple lock to a complex supercomputer. A scholar will often involve him or herself in dangerous, experimental technology or attempt to break into heavily guarded offices to learn private information – and to prove he or she can do it. Scholars are not known for their social skills; many are more comfortable surrounded by tools and machines than in crowds of people.

Doctors, mechanics, inventors, computer hackers, occultists and almost anyone with a scientific mind can be a scholar.

Character Focus: Intellect

Special Abilities: First Aid, Research, Technical

Financial Status: Technical know-how is worth money, no matter where or when you’re living (Comfortable or Wealthy).

Equipment: Scholars carry the tools of their research, and some survival gear when in the field.

Soldiers are good to have as allies and terrifying to have as enemies. Whether driven by money, a desire to redeem themselves for a criminal past or simply a feeling that their brute strength and quickness are best meant for a life of adventuring, soldiers spend their time defending others, practicing their skills and making sure their next fight is their opponent's last.

Soldiers aren't always part of a military organization: knights in shining armor, martial artists, police officers, sharpshooters, mercenaries, bodyguards, gladiators, tournament fighters, bouncers, outdoor guides and even pilots have the skills and talents of soldiers.

Character Focus: Might

Special Abilities: Assassinate, Combat Style (any), Driver, Quick Draw, Tough

Financial Status: Warriors are usually always willing to fight, both because they constantly need money and because it's what they're best at (Comfortable), though some soldiers are members of well-supported military organizations (Sponsored).

Equipment: Soldiers prefer not to be weighed down by a large number of possessions, relying instead on pure force to protect them with what they need. Soldiers often specialize in some kind of weapon – a sword, a gun or their own two fists.

Supernaturals have exotic powers – magic spells, gifts from divine sources, psychic talents of the mind, or simply heroic abilities that break the laws of physics. They can change the very essence of reality – and use that power in many ways. They can strike fear in the hearts of “mundanes” (non-adventurers without supernatural powers), use their gifts to battle evil forces, or turn their powers to helping those less fortunate, by solving crimes, healing the injured, or making new discoveries.

Character Focus: Intellect

Special Abilities: Charming, Intimidate, Lucky, Magic, Minor Super Power, Research

Financial Status: Those with mystic powers come from all walks of life (any status).

Equipment: Many who have supernatural abilities wear ordinary clothing to hide their talents, while a few embrace their gifts, and highlight how strange and rare they are. They often have a signature weapon or tool that they use as often as they can, since it reflects their uniqueness as much as their powers do.

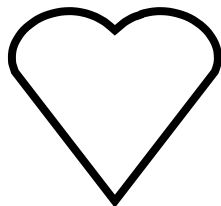
Name:

Player:

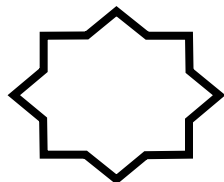
Character Focus:

Level:

Total Hit Points Current Hit Points



Armor Class Speed



Initiative

Melee/Hand-To-Hand Attack Bonus

Missile/Ranged Attack Bonus

Magic/Supernatural Attack Bonus

NOTES

STRENGTH

Stat

Bonus

DEXTERITY

Stat

Bonus

MIND

Stat

Bonus

Financial Status:
Equipment

Special Abilities

SKILLS

Physical

Subterfuge

Knowledge

Communication

Technology

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Stats

There are three stats: Strength (STR), Dexterity (DEX) and Mind (MIND). Roll 3d6 for each stat.

Stat bonus = (Stat-10)/2, round down.

All character races speak the common tongue. Other intelligent beings speak their own languages. Some may speak one additional language per point of MIND over 10.

Characters begin at Level 1.

Classes

Fighters add +1 to attack and damage rolls. Every four levels starting at four (4, 8, 12, etc.) add another +1 to attack and damage rolls.

Wizards cast arcane spells.

Clerics cast divine spells.

Races

Dwarves get STR +2.

Elves get MIND +2.

Halflings get DEX +2.

Humans get +1 to any two stats.

Combat

Hit Points = STR stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 you are surprised and may not act.

Initiative is determined at the beginning of combat by rolling 1d6 + DEX bonus. Combatants act in initiative order.

Everyone can do one thing each turn; move, attack, cast a spell, etc.

Attack bonus = Level + fighter bonus. Add DEX bonus for ranged attacks.

Armour Class (AC) = 10 + DEX bonus + armor bonus. Armor bonus is +2 for leather, +4 for chainmail, +6 for platemail, and +1 for a shield. Better armor is heavy, noisy, and it slows you down.

Add attack bonus to d20 roll. If equal or higher than your opponent's AC, it's a hit. A natural 20 always hits and does maximum damage; a 1 always misses.

Damage is 1d6 + fighter bonus. Add STR bonus for melee attacks, twice that for two handed weapons.

Resting for 30 minutes recovers all hit points lost. One day of rest recovers one point of STR.

Magic

Every spell has a Spell Level. The maximum Spell Level for a spellcaster is Level/2, rounded up. Casting a spell of any kind costs Hit Points (HP). The cost is 1 + double the level of the spell being cast. Wizards casting in armor pay additional HP equal to their armor bonus. There is no need to memorize spells in advance. Spellcasters can pick a favorite spell on every Spell Level starting at 1st level. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Spell Level	0	1	2	3	4	5	6
HP Cost	1	3	5	7	9	11	13
HP Cost if favorite		2	4	6	8	10	12
Min. Caster Level		1	3	5	7	9	11

Magic attack bonus = Level + MIND bonus.

Magic defense = 10 + Level + appropriate stat bonus

Add attack bonus to d20 roll. If equal or higher than your opponent's defense, the spell works. A natural 20 results in the maximum effect. Damage dealing effects still deal half damage on a failed attack.

Starting Equipment

Suggested starting packs for new characters:

Pack A	Pack B	Pack C
backpack	backpack	backpack
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
10 oil flasks	10 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
waterskin	waterskin	waterskin
iron rations for four days	iron rations for four days	iron rations for four days

Finally, add the following, based on your Class:

Fighter: Vial of holy water, studded leather armor (AC +3), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Wizard: Three books on strange topics of your choosing, either a dagger, a crystal ball, or a cane, and 5 gold pieces

Cleric: Silver holy symbol, leather armor (AC +2), a one handed weapon + shield, and 5 gold pieces

Encumbrance

Characters can carry twelve items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item.

Prices

Don't worry about the price of mundane stuff later in the game as long as characters spent money „in totally frivolous ways“.

Level Advancement

Experience Points (XP) = Hit Dice of defeated monsters.

Add +1 for each doubling of the number of foes. e.g.: 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like (usually from 1 to 5 XP).

Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, etc.). A character earns 1 XP for every 100gp so spent.

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials and treasure spent. When the total = 20 × your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX or MIND (player's choice).

If the level divides by four (i.e. level 4, 8, 12, etc.) fighters add +1 to attack and damage rolls as mentioned above.

Clerics gain access to new spell levels at levels 3, 5, 7, and 9. Wizards gain access to new spell levels at levels 3, 5, 7, 9, and 11.

Arcane Spells

0-Level Spells

Arcane Mark: Permanently inscribes or identifies a personal rune (visible or invisible).

Detect Magic: Detects spells and magic items.

Ghost Sound: Figment sounds for minutes.

Light: Object shines like a torch for hours.

Mage Hand: 5-pound telekinesis while concentrating.

1st-Level Spells

Alarm: Wards an area for hours.

Cause Fear: One creature of 5 HD or less flees.

Charm Person: Makes one person your friend for a day.

Comprehend Languages: You understand all spoken and written languages.

Grease: Makes area or one object slippery.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Sleep: Puts 4 HD of creatures into magical slumber.

Spider Climb: You can walk on walls and ceilings.

Ventriloquism: Throws voice.

2nd-Level Spells

Acid Arrow: 2d4 damage for 1 round +1 round/three levels.

Command Undead: Undead creature obeys your commands.

Detect Thoughts: Allows “listening” to surface thoughts.

Draw Runes: Stores a spell that you cast in a rune you draw to be released using a simple trigger you specify. The rune has to be drawn using rare ingredients.

Fly: Subject flies quickly and quietly.

Hold Person: Paralyzes one humanoid.

Invisibility: Subject is invisible until it attacks.

See Invisibility: Reveals invisible creatures or objects.

Web: Fills area with sticky spiderwebs.

3rd-Level Spells

Dispel Magic: Cancels magical spells and effects.

Fireball: 1d6 damage per level, 20-ft. radius.

Gentle Repose: Preserves one corpse.

Haste: Allies move faster and get a second melee attack. This lasts for one round only.

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Major Image: Image plus sound, smell and thermal effects.

Summon Monster: Calls extraplanar creature to fight for you.

Tongues: You speak and understand any language.

Wind Walk: Targets turn to dust and fly in a gust of wind.

4th-Level Spells

Animate Dead: Creates undead skeletons and zombies.

Charm Monster: Makes monster believe it is your ally for a day.

Create Magic Item: Permanently enchant masterwork items including arms and armor with effects that are thematically linked to a spell you cast. The entire procedure takes a day. The item has to be custom made using rare ingredients.

Illusory Wall: Creates a permanent wall, floor, or ceiling that looks real, but anything can pass through.

Scrying: Spies on subject from a distance.

Shadow Walk: Take subjects into shadow to travel rapidly.

Shout: Deafens all within cone and deals 5d6 sonic damage.

Stone Shape: Sculpts stone into any shape.

5th-Level Spells

Cone of Cold: 1d6/level cold damage.

Dominate Person: Controls humanoid telepathically.

Magic Jar: Enables possession of another creature.

Permanency: Makes certain spells permanent. The entire procedure takes a day.

Planar Binding: Traps extraplanar creature of 6 HD or less until it performs a task.

Polymorph: Transforms subject into harmless animal.

Seeming: Changes appearance of one person per two levels.

Telepathic Bond: Link lets allies communicate.

Teleport: Instantly transports subjects hundreds of miles.

6th-Level Spells

Create Golem: Creates constructs made of dead material. The entire procedure takes a day.

Create Undead: Creates ghouls, ghosts, mummies, or mohrgs.

Disintegrate: Makes one creature or object vanish.

Dream World: Creates a permanent portal to a new pocket dimension.

Geas: Commands subject for a year and a day.

Petrify: Turns subject creature into statue.

Plane Shift: Subjects travel to another plane.

True Seeing: Lets you see all things as they really are.

Divine Spells

0-Level Spells

Cure Minor Wounds: Cures 1 point of damage.

Detect Poison: Detects poison in one creature or object.

1st-Level Spells

Brew Potion: Store a spell you cast in a potion to be released when quaffed.

Bless: Allies gain +1 on attack rolls.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Shield: AC +2 +1/6 level.

2nd-Level Spells

Augury: Learns whether an action will be good or bad.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Zone of Truth: Subjects within range cannot lie.

3rd-Level Spells

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Remove Curse: Frees object or person from curse.

Speak with Dead: Corpse answers one question/two levels.

4th-Level Spells

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration: Restores level and stat drains.

5th-Level Spells

Mass Cure Light Wounds: Cures 1d8 damage +1/level for many creatures.

Raise Dead: Restores life to subject who died as long as one day/level ago.

Hallow: Designates location as holy.

Commune: Deity answers one yes-or-no question/level.

Reversible Spells

Spells are reversible if possible.

New Spells

It is of course possible to research further arcane spells and to ask a patron diety for further divine favors. Take a look at the SRD for inspiration.

Monsters

Creation: Pick a name, assign a level, hit dice = level, hit points = 1d6 per level, magic defense = 10 + level, all attack bonuses = level, damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases.

Special attacks act like magic attacks against an appropriate defense.

Monsters and non-player characters don't have stats.

ANT, GIANT: AC: 16 HD: 3d6 AT: bite +3 (1d6) S: acid (2d6)

BASILISK: AC: 15 HD: 6d6 AT: bite +6 (1d6) S: petrifies onlookers

BLACK PUDDING: AC: 13 HD: 10d6 AT: slam +10 (2d6) S: immune to everything but fire, divides when hit

BLINK DOG: AC: 14 HD: 4d6 AT: bite +4 (1d6) S: teleports

BUGBEAR: AC: 14 HD: 3d6 AT: weapon +3 (1d6) S: surprise foes on a 1-3

CENTAUR: AC: 14 HD: 4d6 AT: 2 kicks +4 (1d6), weapon +4 (1d6)

CENTIPEDE, GIANT: AC: 16 HD: 6d6 AT: bite +6 (2d6) S: poison (1d6 DEX)

CHIMERA: AC: 15 HD: 9d6 AT: 2 claws +9 (1d6), goat gore +9 (1d6), lion bite +9 (1d6), dragon bite +9 (2d6) S: breathes fire (3d6), flies

COCKATRICE: AC: 13 HD: 5d6 AT: bite +5 (1d6) S: petrifying bite

DJINN: AC: 14 HD: 7d6 AT: slam +7 (2d6) S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons

DOPPELGANGER: AC: 14 HD: 4d6 AT: claw +4 (1d6) S: immitate humanoids, immune to sleep and charm

DRAGON, BLACK: AC: 17 HD: 7d6 AT: 2 claws +7 (1d6), bite+7 (1d6) S: breathes line of acid (7d6)

DRAGON, BLUE: AC: 19 HD: 9d6 AT: 2 claws+9 (1d6), bite+9 (3d6) S: breathes line of lightning (9d6)

DRAGON, GREEN: AC: 18 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (3d6) S: breathes cloud of chlorine gas (8d6)

DRAGON, RED: AC: 20 HD: 10d6 AT: 2 claws +10 (1d6), bite (4d6) S: breathes cone of fire (10d6)

DRAGON, WHITE: AC: 16 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: breathes cone of cold (6d6)

DRYAD: AC: 14 HD: 2d6 AT: no S: charm

EFREET: AC: 16 HD: 10d6 AT: slam +10 (2d6) S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons

ELEMENTAL, AIR: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: whirlwind, extra damage against foes in the air

ELEMENTAL, EARTH: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: tear down stone, extra damage against foes standing on the ground (1d6)

ELEMENTAL, FIRE: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: ignite materials

ELEMENTAL, WATER: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: overturn boats, extra damage against swimming foes (1d6)

GARGOYLE: AC: 14 HD: 4d6 AT: 2 claws +4 (1d6), bite +4 (1d6), horns +4 (1d6) S: fly

GELATINOUS CUBE: AC: 11 HD: 4d6 AT: slam +4 (2d6) S: touch paralyzes, immune to lightning and cold, surprise foes on a 1-4

GHOUL: AC: 13 HD: 2d6 AT: 2 claws +2 (1d6), bite +2 (1d6) S: touch paralyzes, humans slain by ghouls rise again as ghouls in 24h

GIANT, CLOUD: AC: 15 HD: 12d6 AT: morningstar +12 (4d6) or +12 hurl rocks (3d6) S: only surprised on a 1.

GIANT, FIRE: AC: 15 HD: 11d6 AT: sword +11 (5d6) or +11 hurl rocks (3d6) S: immune to fire

GIANT, FROST: AC: 15 HD: 10d6 AT: greataxe +10 (4d6) or +11 hurl rocks (3d6) S: immune to cold

GIANT, HILL: AC: 15 HD: 8d6 AT: spear +8 (2d6)

GIANT, STONE: AC: 15 HD: 9d6 AT: stone club +9 (3d6) or +9 hurl rocks (3d6)

GIANT, STORM: AC: 17 HD: 15d6 AT: greatsword +15 (8d6) S: call thunderstorm in 10min, then call lightning (15d6)

GNOLL: AC: 14 HD: 2d6 AT: weapon +2 (1d6)

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GOBLIN: AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: -1 to hit in sunlight

GOLEM: AC: 18 HD: 9d6 AT: 2 slams +9 (2d6) S: hit only by magic weapons, immune to magic, healed by lightning

GORGON: AC: 17 HD: 8d6 AT: gore +8 (2d6) S: breathes petrifying gas

GREY OOZE: AC: 11 HD: 3d6 AT: slam +3 (2d6) S: acid destroys armor in one round, deals automatic damage after the first hit, immune to fire and cold

GRIFFON: AC: 14 HD: 7d6 AT: 2 claws +7 (1d6), bite+7 (2d6) S: flies

HARPY: AC: 12 HD: 3d6 AT: 2 talons +3 (1d6), weapon +3 (1d6) S: flies, siren-song

HELL HOUND: AC: 15 HD: 5d6 AT: bite +5 (1d6) S: breathe fire (5d6)

HIPPOGRIFF: AC: 14 HD: 3d6 AT: 2 claws +3 (1d6), bite +3 (1d6) S: flies

HOBGOBLIN: AC: 13 HD: 1d6 AT: weapon +1 (1d6)

KOBOLD: AC: 12 HD: 1d6 AT: weapon (1d6)

LIZARDMAN: AC: 15 HD: 2d6 AT: weapon (1d6)

LYCANTHROPE, WEREBEAR: AC: 17 HD: 6d6 AT: 2 claws +6 (2d6), bite +7 (2d6) S: lycanthropy, extra 2d6 damage if both claws hit

LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d6 AT: tusk +6 (2d6) S: lycanthropy, attack +6 instead of +4 because of rage

LYCANTHROPE, WERERAT: AC: 12 HD: 3d6 AT: bite +3 (1d6) S: lycanthropy, surprise foes on a 1-4

LYCANTHROPE, WERETIGER: AC: 16 HD: 5d6 AT: 2 claws +5 (1d6), bite +5 (2d6) S: lycanthropy, surprise foes on a 1-4

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d6 AT: bite +4 (2d6) S: lycanthropy

MANTICORE: AC: 15 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total

MEDUSA: AC: 11 HD: 4d6 AT: weapon +4 (1d6) S: onlookers turns to stone, averting eyes reduces to-hit by 4 and grants +2 to medusa attacks

MERMAN: AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: breathe water, swim

MINOTAUR: AC: 13 HD: 6d6 AT: Head gore +6 (1d6), weapon +6 (1d6)

MUMMY: AC: 16 HD: 5d6 AT: slam (2d6) S: mummy rot curse if hit (no more healing), hit only by magic weapons, spells, and fire, immune to charm, sleep, and hold spells

NIXIE: AC: 12 HD: 1d6 AT: weapon (1d6) S: swims, charm

OCHRE JELLY: AC: 11 HD: 5d6 AT: acid strike +5 (2d6) S: a hit destroys organic material, lightning and weapon damage divides jelly into three jellies, each doing +2 (1d6) damage

OGRE: AC: 14 HD: 4d6 AT: weapon +4 (2d6)

ORC: AC: 13 HD: 1d6 AT: weapon +1 (1d6)

OWLBEAR: AC: 14 HD: 5d6 AT: 2 claws +5 (1d6), bite+5 (1d6) S: hug for additional 2d6 if both claws hit

PEGASUS: AC: 13 HD: 2d6 AT: 2 hooves +2 (1d6) S: flies

PURPLE WORM: AC: 13 HD: 15d6 AT: bite+15 (2d6), sting (1d6) S: poison sting (1d6 STR), swallows whole on a natural 20, swallowed creatures take 3d6 automatic damage every round

ROC: AC: 17 HD: 12d6 AT: 2 claws +12 (1d6), bite +12 (3d6)

SALAMANDER: AC: 17 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (1d6) S: heat does 1d6 to nearby creatures, immune to fire, hit only by magic weapons

SHADOW: AC: 12 HD: 2d6 AT: touch (1d46) S: drains 1 STR per hit, hit only by magical weapons, immune to charm and sleep spells, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24h later as a shadow

SKELETON: AC: 12 HD: 1d6 AT: weapon +1 (1d6) S: immune to charm and sleep spells

SPECTER: AC: 17 HD: 6d6 AT: touch +6 (1d6) S: immune to charm, sleep and hold spells, drains 2 levels per hit, creatures reduced to 0 levels will rise 24h later as a specter

STIRGE: AC: 12 HD: 1d6 AT: sting +1 (1d6) S: attaches on a hit and will deal 1d6 automatically damage every round

TOAD, GIANT: AC: 12 HD: 2d6 AT: bite +2 (1d6) S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue

TROLL: AC 15 HD: 6d6 AT: 2 claws (1d6), bite +6 (2d6) S: regenerate 3 per round

VAMPIRE: AC: 17 HD: 9d6 AT: bite +9 (1d6) S: immune to charm, sleep and hold spells, hit only by magical weapons, regenerate 3 per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round

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WIGHT: AC: 14 HD: 3d6 AT: claw +3 (1d6) S: immune to charm and sleep spells, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise some days later as a wight

WILL-O-THE-WISP: AC: 27 HD: 9d6 AT: 1 shock+9 (1d6+4)

WOLF: AC: 12 HD: 2d6 AT: bite +2 (1d6)

WORG: AC: 13 HD: 4d6 AT: 1 bite +4 (2d6)

WRAITH: AC: 16 HD: 4d6 AT: touch +4 (1d6) S: immune to charm, sleep, and hold spells, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24h later as a wraith

WYVERN: AC: 16 HD: 7d6 AT: bite +7 (2d6), sting +7 (1d6) S: poison sting (1d6 STR), flies

ZOMBIE: AC: 11 HD: 2d6 AT: claw +2 (1d6) S: immune to charm and sleep spells, always loose initiative

This list is a bit short on fey & sylvan creatures (unicorns, treants), underwater creatures (sharks, sea devils), and outsiders (demons, devils, angels).

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Swords against Sorcery



A Microlite 20 distribution - Pacificon 2008 Edition - 8/26/08 draft

Introduction

Swords against Sorcery ("SvS") is a distribution (mash-up, blend, whatever) of the Microlite20 game ("M20"). This is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion.

Stats

There are three stats : Strength (STR), Dexterity (DEX) and Mind (MIND). Roll 4d6 for each stat, dropping the die of your choice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.
Hit Points = STR Stat + 1d6/Level.

All characters speak common tongue, as well as their native language; humans speak common natively. Characters may speak one additional language per point of MIND over 10.

Characters begin at Level 1, with 0 experience points.

Races

Dwarves get STR +2.
Elves get MIND +2.
Halflings get DEX +2.
Humans get +1 to any two stats.

Classes

Fighters add +1 to all attack and damage rolls. Every five levels starting at five (5, 10, 15, etc.) add another +1 to attack and damage rolls. They receive a +3 on Physical skill rolls.

Wizards cast arcane spells, and read arcane scrolls and spellbooks. They receive a +3 on all Knowledge skill rolls.

Clerics cast divine spells. A Cleric can Turn Undead (2 + Level + MIND Bonus) times per day. They receive a +3 on all Communication skill rolls.

Skills

There are 5 skills : Physical, Subterfuge, Knowledge, Communication, Survival. Roll higher than the given Difficulty Class to succeed.

Skill rank = level + class and race bonuses.
Skill roll = d20 + skill rank + stat bonus + situation modifiers.

Starting characters can spend 3 points on skills - including class-bonused skills - but no skill can be higher than +4 at start.

Magic

Every spell has a Spell Level. The maximum Spell Level for a spellcaster is Level/2, rounded up. Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6
HP Cost	1	3	5	7	9	11	13
HP if favorite		2	4	6	8	10	12
Min. Caster Level	1	3	5	7	9	11	

Wizards casting in armor pay additional HP equal to their armor bonus. There is no need to memorize spells in advance. Spellcasters can pick a favorite spell on every Spell Level starting at 1st level. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all spells is
10 + Caster Level + Caster's MIND bonus

Note that there are no separate "saving throws" in this game: use STR bonus + your level for Fortitude saves and use DEX bonus + your level for Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.



Gear

Weapons

Unarmed = 1d4
Light Weapons = 1d6
Medium Weapons = 1d8
Heavy Weapons = 1d10

Armor

Light = +2 AC
 Medium = +4 AC
 Heavy = +6 AC

Shields

Light = +1 AC
 Heavy = +2 AC

Surprise

At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 you are surprised and may not act.

Combat

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR bonus + Level
 Missile attack bonus = DEX bonus + Level
 Magic attack bonus = MIND bonus + Level
 Armor Class (AC) = 10 + DEX bonus + Armor bonus
 Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage. A 1 is always a miss.

Damage

Damage = d6 or weapon + fighter bonus. Add + STR bonus if a melee attack; x2 for 2-handed weapons.

If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Resting for 30 minutes recovers all hit points lost. One day of rest recovers one point of STR.

**Level Advancement**

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX or MIND (player's choice).

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

Arcane Spells

Wizards can cast any arcane spell they learn. Learning an arcane spell means copying it by hand into one's spell book. A wizard can only learn a spell equal or below 1/2 their class level, rounded up. Wizards start with three first levels arcane spells in his spell book and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book.

0-Level Spells

Arcane Mark: Permanently inscribes a personal rune (visible or invisible).

Detect Magic: Detects spells and magic items.

Ghost Sound: Figment sounds for minutes.

Light: Object shines like a torch for hours.

Mage Hand: 5-pound telekinesis while concentrating.

1st-Level Spells

Alarm: Wards an area for hours.

Cause Fear: One creature of 5 HD or less flees.

Charm Person: Makes one person your friend for a day.

Comprehend Languages: You understand all spoken and written languages.

Grease: Makes area or one object slippery.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Read Magic: Allow target to read arcane scrolls and spellbooks. Duration 1 minute per level.

Scribe Scroll: Store a spell that you cast on a scroll to be released by reading it. This requires a use of Read Magic beforehand.

Sleep: Puts 4 HD of creatures into magical slumber.

Spider Climb: Grants ability to walk on walls and ceilings.

Ventriloquism: Throws voice.

2nd-Level Spells

Acid Arrow: 2d4 damage for 1 round +1 round/three levels.

Command Undead: Undead creature obeys your commands.

Detect Thoughts: Allows "listening" to surface thoughts.

Draw Runes: Stores a spell that you cast in a rune you draw to be released using a simple trigger you specify.

Fly: Subject flies at speed of 60 ft.

Hold Person: Paralyzes one humanoid.

Invisibility: Subject is invisible until it attacks.

See Invisibility: Reveals invisible creatures or objects.

Web: Fills area with sticky spiderwebs.

3rd-Level Spells

Craft Wand: Store a spell that you cast into a wand to be released using a command word.

Dispel Magic: Cancels magical spells and effects.

Fireball: 1d6 damage per level, 20-ft. radius.

Gentle Repose: Preserves one corpse.

Haste: One creature/level moves faster or gets a second melee attack.

Major Image: Image plus sound, smell and thermal effects.

Summon Monster: Calls extraplanar creature to fight for you.

Tongues: Speak any language.

WindWalk: Targets turn to dust and fly in a gust of wind.

4th-Level Spells

Animate Dead: Creates undead skeletons and zombies.

Charm Monster: Makes monster believe it is your ally for a day.

Create Wondrous Item: Permanently enchant masterwork items including arms and armor with effects that are thematically linked to a spell you cast.

Illusory Wall: Creates a permanent wall, floor, or ceiling that looks real, but anything can pass through.

Scrying: Spies on subject from a distance.

ShadowWalk: Take subjects into shadow to travel rapidly.

Shout: Deafens all within cone and deals 5d6 sonic damage.

Stone Shape: Sculpts stone into any shape.

5th-Level Spells

Cone of Cold: 1d6/level cold damage.

Dominate Person: Controls humanoid telepathically.

Magic Jar: Enables possession of another creature.

Permanency: Makes certain spells permanent.

Planar Binding: Traps extraplanar creature of 6 HD or less until it performs a task.

Polymorph: Transforms subject into harmless animal.

Seeming: Changes appearance of one person per two levels.

Telepathic Bond: Link lets allies communicate.

Teleport: Instantly transports subjects hundreds of miles.



6th-Level Spells

Create Golem: Creates constructs made of dead material.

Create Undead: Creates ghouls, ghosts, mummies, or mohrgs.

Disintegrate: Makes one creature or object vanish.

DreamWorld: Creates a permanent portal to a new pocket dimension.

Geas: Commands subject.

Petrify: Turns subject creature into statue.

Plane Shift: Subjects travel to another plane.

True Seeing: Lets you see all things as they really are.

Divine Spells

Clerics may cast any divine spell, with a spell level equal or below 1/2 their class level, rounded up. Clerics do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however). Clerics can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed.

0-Level Spells

Cure Minor Wounds: Cures 1 point of damage.

Detect Poison: Detects poison in one creature or object.

1st-Level Spells

Brew Potion: Store a spell you cast in a potion to be released when quaffed.

Bless: Allies gain +1 on attack rolls and saves against fear.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Shield: AC +2 +1/6 level.

2nd-Level Spells

Augury: Learns whether an action will be good or bad.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Zone of Truth: Subjects within range cannot lie.

3rd-Level Spells
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Remove Curse: Frees object or person from curse.

Speak with Dead: Corpse answers one question/two levels.

4th-Level Spells

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration: Restores level and stat drains.

5th-Level Spells

Mass Cure Light Wounds: Cures 1d8 damage +1/level for many creatures.

Raise Dead: Restores life to subject who died as long as one day/level ago.

Hallow: Designates location as holy.

Commune: Deity answers one yes-or-no question/level.

Reversible Spells

Spells are reversible if possible.

New Spells

It is of course possible to research further arcane spells and to ask a patron deity for further divine favors. Take a look at the SRD for inspiration.

Scrolls

There are arcane and divine scrolls. Arcane scrolls are created by wizards, and can only be read by wizards or those under a Read Magic spell. They cost wizards no hp to cast; those using Read Magic must pay the hp cost as if the scroll spell was a favorite spell.

Divine scrolls are created by clerics. They can be cast by any able to read by anyone, and cost no hp to cast.

Monsters

Creation: Pick a name, assign a level, hit dice = level, hit points = 1d6 per level, magic defense = 10 + level, all attack bonuses = level, damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases.

Special attacks act like magic attacks against an appropriate defense. Monsters and non-player characters don't have stats.



ANT, GIANT: AC: 16 HD: 3d6 AT: bite +3 (1d6) S: acid (2d6)

BASILISK: AC: 15 HD: 6d6 AT: bite +6 (1d6) S: petrifies onlookers

BLACK PUDDING: AC: 13 HD: 10d6 AT: slam +10 (2d6) S: immune to everything but fire, divides when hit

BLINK DOG: AC: 14 HD: 4d6 AT: bite +4 (1d6) S: teleports

BUGBEAR: AC: 14 HD: 3d6 AT: weapon +3 (1d6) S: surprise foes on a 1-3

CENTAUR: AC: 14 HD: 4d6 AT: 2 kicks +4 (1d6), weapon +4 (1d6)

CENTPEDE, GIANT: AC: 16 HD: 6d6 AT: bite +6 (2d6) S: poison (1d6 DEX)

CHIMERA: AC: 15 HD: 9d6 AT: 2 claws +9 (1d6), goat gore +9 (1d6), lion bite +9 (1d6), dragon bite +9 (2d6) S: breathes fire (3d6), flies

COCKATRICE: AC: 13 HD: 5d6 AT: bite +5 (1d6) S: petrifying bite

DJINN: AC: 14 HD: 7d6 AT: slam +7 (2d6) S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons

DOPPELGANGER: AC: 14 HD: 4d6 AT: claw +4 (1d6) S: immitate humanoids, immune to sleep and charm

DRAGON, BLACK: AC: 17 HD: 7d6 AT: 2 claws +7 (1d6), bite+7 (1d6) S: breathes line of acid (7d6)

DRAGON, BLUE: AC: 19 HD: 9d6 AT: 2 claws+9 (1d6), bite+9 (3d6) S: breathes line of lightning (9d6)

DRAGON, GREEN: AC: 18 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (3d6) S: breathes cloud of chlorine gas (8d6)

DRAGON, RED: AC: 20 HD: 10d6 AT: 2 claws +10 (1d6), bite (4d6) S: breathes cone of fire (10d6)

DRAGON, WHITE: AC: 16 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: breathes cone of cold (6d6)

DRYAD: AC: 14 HD: 2d6 AT: no S: charm

EFREET: AC: 16 HD: 10d6 AT: slam (2d6) S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons

ELEMENTAL, AIR: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: whirlwind, extra damage against foes in the air

ELEMENTAL, EARTH: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: tear down stone, extra damage against foes standing on the ground (1d6)

ELEMENTAL, FIRE: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: ignite materials

ELEMENTAL, WATER: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: overturn

boats, extra damage against swimming foes (1d6)

GARGOYLE: AC: 14 HD: 4d6 AT: 2 claws +4 (1d6), bite +4 (1d6), horns +4 (1d6) S: fly

GELATINOUS CUBE: AC: 11 HD: 4d6 AT: slam +4 (2d6) S: touch paralyses, immune to lightning and cold, surprise foes on a 1-4

GHOUL: AC: 13 HD: 2d6 AT: 2 claws +2 (1d6), bite +2 (1d6) S: touch paralyses, humans slain by ghouls rise again as ghouls in 24h

GIANT, CLOUD: AC: 15 HD: 12d6 AT: morningstar +12 (4d6) or +12 hurl rocks (3d6) S: only surprised on a 1.

GIANT, FIRE: AC: 15 HD: 11d6 AT: sword +11 (5d6) or +11 hurl rocks (3d6) S: immune to fire

GIANT, FROST: AC: 15 HD: 10d6 AT: greataxe +10 (4d6) or +11 hurl rocks (3d6) S: immune to cold

GIANT, HILL: AC: 15 HD: 8d6 AT: spear +8 (2d6)

GIANT, STONE: AC: 15 HD: 9d6 AT: stone club +9 (3d6) or +9 hurl rocks (3d6)

GIANT, STORM: AC: 17 HD: 15d6 AT: greatsword +15 (8d6) S: call thunderstorm in 10min, then call lightning (15d6)

GNOLL: AC: 14 HD: 2d6 AT: weapon +2 (1d6)

GOBLIN: AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: -1 to hit in sunlight

GOLEM: AC: 18 HD: 9d6 AT: 2 slams +9 (2d6) S: hit only by magic weapons, immune to magic, healed by lightning

GORGON: AC: 17 HD: 8d6 AT: gore +8 (2d6) S: breathes petrifying gas

GREY OOZE: AC: 11 HD: 3d6 AT: slam +3 (2d6) S: acid destroys armor in one round, deals automatic damage after the first hit, immune to fire and cold

GRIFFON: AC: 14 HD: 7d6 AT: 2 claws +7 (1d6), bite+7 (2d6) S: flies

HARPY: AC: 12 HD: 3d6 AT: 2 talons +3 (1d6), weapon +3 (1d6) S: flies, siren-song

HELL HOUND: AC: 15 HD: 5d6 AT: bite +5 (1d6) S: breathe fire (5d6)

HIPPOGRIFF: AC: 14 HD: 3d6 AT: 2 claws +3 (1d6), bite +3 (1d6) S:flies

HOBGOBLIN: AC: 13 HD: 1d6 AT: weapon +1 (1d6)

KOBOLD: AC: 12 HD: 1d6 AT: weapon (1d6)

LIZARDMAN: AC: 15 HD: 2d6 AT: weapon (1d6)

LYCANTHROPE, WEREBEAR: AC: 17 HD: 6d6 AT: 2 claws +6 (2d6), bite +7 (2d6) S: lycanthropy, extra 2d6 damage if both claws hit

LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d6 AT: tusk +6 (2d6) S:

lycanthropy, attack +6 instead of +4 because of rage

LYCANTHROPE, WERERAT: AC: 12 HD: 3d6 AT:

bite +3 (1d6) S: lycanthropy, surprise foes on a 1-4

LYCANTHROPE, WERETIGER: AC: 16 HD: 5d6 AT: 2 claws +5 (1d6), bite +5 (2d6) S: lycanthropy, surprise foes on a 1-4

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d6 AT: bite +4 (2d6) S: lycanthropy

MANTICORE: AC: 15 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total

MEDUSA: AC: 11 HD: 4d6 AT: weapon +4 (1d6) S: onlookers turns to stone, averting eyes reduces to-hit by 4 and grants +2 to medusa attacks

MERMAN: AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: breathe water, swim

MINOTAUR: AC: 13 HD: 6d6 AT: Head gore +6 (1d6), weapon +6 (1d6)

MUMMY: AC: 16 HD: 5d6 AT: slam (2d6) S: mummy rot curse if hit (no more healing), hit only by magic weapons, spells, and fire, immune to charm, sleep, and hold spells

NIXIE: AC: 12 HD: 1d6 AT: weapon (1d6) S: swims, charm

OCHRE JELLY: AC: 11 HD: 5d6 AT: acid strike +5 (2d6) S: a hit destroys organic material, lightning and weapon damage divides jelly into three jellies, each doing +2 (1d6) damage

OGRE: AC: 14 HD: 4d6 AT: weapon +4 (2d6)

ORC: AC: 13 HD: 1d6 AT: weapon +1 (1d6)

OWLBEAR: AC: 14 HD: 5d6 AT: 2 claws +5 (1d6), bite +5 (1d6) S: hug for additional 2d6 if both claws hit

PEGASUS: AC: 13 HD: 2d6 AT: 2 hooves +2 (1d6) S: flies

PURPLE WORM: AC: 13 HD: 15d6 AT: bite +15 (2d6), sting (1d6) S: poison sting (1d6 STR), swallows whole on a natural 20, swallowed creatures take 3d6 automatic damage every round

ROC: AC: 17 HD: 12d6 AT: 2 claws +12 (1d6), bite +12 (3d6)

SALAMANDER: AC: 17 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (1d6) S: heat does 1d6 to nearby creatures, immune to fire, hit only by magic weapons

SHADOW: AC: 12 HD: 2d6 AT: touch (1d46) S: drains 1 STR per hit, hit only by magical weapons, immune to charm and sleep spells, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24h later as a shadow

SKELETON: AC: 12 HD: 1d6 AT: weapon +1 (1d6) S: immune to charm and sleep spells

SPECTER: AC: 17 HD: 6d8 AT: touch +6 (1d6) S: immune to charm, sleep and hold spells, drains 2 levels per hit, creatures reduced to 0 levels

will rise 24h later as a specter

STIRGE: AC: 12 HD: 1d6 AT: sting +1 (1d6) S: attaches on a hit and will deal 1d6 automatically damage every round

TOAD, GIANT: AC: 12 HD: 2d6 AT: bite +2 (1d6) S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue

TROLL: AC: 15 HD: 6d6 AT: 2 claws (1d6), bite +6 (2d6) S: regenerate 3 per round

VAMPIRE: AC: 17 HD: 9d8 AT: bite +9 (1d6) S: immune to charm, sleep and hold spells, hit only by magical weapons, regenerate 3 per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round

WIGHT: AC: 14 HD: 3d8 AT: claw +3 (1d6) S: immune to charm and sleep spells, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise some days later as a wight

WILL-O-THE-WISP: AC: 27 HD: 9d6 AT: 1 shock +9 (1d6+4)

WOLF: AC: 12 HD: 2d6 AT: bite +2 (1d6)

WORG: AC: 13 HD: 4d6 AT: 1 bite +4 (2d6)

WRAITH: AC: 16 HD: 4d6 AT: touch +4 (1d6) S: immune to charm, sleep, and hold spells, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24h later as a wraith

WYVERN: AC: 16 HD: 7d6 AT: bite +7 (2d6), sting +7 (1d6) S: poison sting (1d6 STR), flies

ZOMBIE: AC: 11 HD: 2d6 AT: claw +2 (1d6) S: immune to charm and sleep spells, always loose initiative.



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M20 Heroic – A Microlite20 Variant

Definition: Player Characters (PCs)

A PC is any character controlled by a player that is not the Game Master (GM). Player Characters have the following numeric traits (followed by a definition):

Abilities

Strength Score (Str): measures a character's physical strength.

Dexterity Score (Dex): measures a character's agility and nimbleness.

Intelligence Score (Int): measures a character's ability to think and reason.

Charisma Score (Cha): measures a character's strength of will and personality.

A **modifier** for each ability, used for calculating the other traits.

Combat Statistics

Attack Bonus (AB): chance to damage an enemy with a weapon.

Magic Bonus (MB): chance to successfully use magic.

Defence Bonus (DB): chance to avoid being damaged by a weapon.

Damage Bonus (DMG): increases the damage you cause with successful weapon attacks.

Hit Points (HP): vitality, endurance and morale; do not represent physical condition.

Wound Points (WP): physical condition, life force

Movement Speed (SPD): the number of squares you can move during your turn in combat.

Resistances

Fortitude Bonus (Fort): chance to resist effects targeting the body's toughness (e.g. poison).

Reflex Bonus (Ref): chance to resist effects targeting the body's reflexes.

Perception Bonus (Per): chance to notice something or being aware of something.

Willpower Bonus (Will): chance to resist effects targeting the mind.

Advancement

Level (LVL): used to measure the character's overall power compared to other creatures in the world.

Experience (XP): used to determine when the character's level increases.

Definition: Character class

A character's class provides hints for the player how to act out their characters as well as it modifies some of the character's traits. Every class description features the following entries that detail how a character's traits are modified.

Primary Ability: this ability score automatically increases by +1 every 3 levels (3rd, 6th, 9th, etc).

Attack: added to the character's **AB**

Magic: added to the character's **MB** ("none" means the character's **MB** stays 0)

Resistance: added to the character's **Resistances**

Equipment: determines the starting equipment for the character.

Special: special rules for the character class are mentioned here

Definition: Ability Score Modifiers & Special Rules

Characters with ability modifiers above +0 automatically become subject to the special rules detailed in the following table:

Modifier	Strength	Dexterity	Intelligence	Charisma
+1	Wear light armour without a penalty to attack and defence rolls.	Wield shields without a penalty to attack and defence rolls.	Read/Write and speak a foreign language.	+2 bonus to checks made to convince people.
+2	Wear medium armour without a penalty to attack and defence rolls.	You receive a +1 bonus to your SPD while wearing only light or no armour.	Choose a topic. +4 bonus to checks made regarding that topic.	+2 bonus to checks made to lie / detect lies.
+3	Wear heavy armour without a penalty to attack and defence rolls.	The penalty for attacking with two melee weapons decreases by 2.	You occasionally receive clues from the GM.	You don't suffer penalties for interacting with people of foreign cultures.
+4	+4 DMG with melee weapons.	+4 DMG with ranged weapons.	Select one special rule from another class. You benefit from this rule from now on.	+8 bonus to hp
+5	You may move enemies of up to your size 1 square after a successful melee attack.	You may move before and after making an attack (but you cannot exceed your SPD).	Casting magic spells costs you 1 hp less.	You attract 1d6 followers per level (the GM determines which).
+6 or higher	You may reroll any damage roll in melee once.	You may reroll any attack roll once.	You may reroll any magic roll once.	Allies that can hear and see you receive a +1 bonus to all rolls.

Definition: Check

A check is one roll of a twenty-sided die where the result can be modified for different reasons. A check serves to determine whether an action is successful or not. In order to do that, the modified result of the die roll is compared to a number, the so called **Difficulty Class** (DC). If the modified result of the die roll is **greater than** or **equal to** the DC, the action is successful, else it failed.

The DC and modifiers for a check are set by the GM. As a general rule, a character receives a +2 bonus to a check for every beneficial circumstance or detail the player gives while describing the action the character tries to perform. Any hindering circumstance may incur a -2 penalty to the check (again, the GM decides whether a penalty applies). The following table gives a guideline on how to set check DCs.

DC	Description
10	A normal task, an average person has a good chance to succeed
15	A hard task, requires some time and the right tools for average people
20	A very hard task, only the skilled have a real chance to succeed
25	A heroic task, a lot of luck and skill is required
30	An epic task, only a true master, maybe with divine help can succeed

Definition: Roll

A roll is used to determine a certain number, often a DC. The result of the roll equals 1d20 + bonus indicated by the name. Examples: A defence roll is the result of 1d20 and the character's defence bonus. A reflex roll is the result of 1d20 and the character's reflex bonus.

Definition: Attacks and Defence

An attack requires a successful attack roll to deal damage. An attack roll is a check using a character's **AB** as a modifier. The creature targeted by the attack makes a defence roll, with the result being used as the DC for the attack roll.

If the attack is successful, the attacker rolls for damage, as indicated by the weapon he uses and adds his damage bonus. The creature targeted by the attack loses that much hp. If the creature has 0 or less hit points, it loses one wound point for every 5 points of damage dealt.

Definition: Armour

Armour is protective gear worn on the body in order to decrease the chance to take damage. Thus armour increases a character's DB while worn. Depending on the type of armour worn, the character may suffer some penalties. Shields a free hand to be used and can be worn together with armour. The effects of armour and shields stack.

Type	Defence Bonus	Maximum Speed	Penalty
light armour	+2	unaffected	-2
medium armour	+5	5	-4
heavy armour	+8	4	-6
small shield	+1	unaffected	-1
large shield	+2	unaffected	-2

Type: the type of the armour.

Defence Bonus: this figure is added to the character's DB while wearing the armour / shield.

Maximum Speed: the character's speed is reduced to this figure while wearing the armour.

Penalty: the penalty is applied to all attack, defence and magic rolls and to all checks related to physical activity such as climbing or sneaking.

Definition: Weapon

A weapon determines the amount of damage the character deals with a successful attack. Weapons with a range of 1 square are called melee weapons. Weapons with a greater range are called ranged weapons. Shields cannot be used while employing a two-handed weapon.

Type	Damage	Range
light	1d6	1
one-handed	1d6+2	1
two-handed	2d6	1
one-handed missile	1d6	15
two-handed missile	1d6+2	30
throwing	1d6+2	5

Type: the type of the weapon.

Damage: the amount of damage the weapon deals on a successful attack.

Range: how many squares the target of the attack can be away; ranged weapons can also target creatures farther away (up to double range), but the attacker receives a -2 penalty to his attack roll when doing so.

Character Classes

Fighter

Primary Ability: Strength **Attack:** +5 **Magic:** +0 **Resistance:** Fort +3, Ref +2, Will +1

Equipment:

- ◇ one-handed melee weapon and large shield **or** two-handed melee weapon
- ◇ any kind of armour
- ◇ any missile or throwing weapon

Special:

Toughness: the total penalty for lost wp is decreased by your Str modifier.

Stalwart: when targeted by an opposed effect, you may immediately spend 5 hp to increase your resistance bonus by +5.

Power Attack: before making an attack roll you can spend a number of hit points up to your level. Your DMG increases by that number for this attack.

Scout

Primary Ability: Dexterity **Attack:** +3 **Magic:** +3 **Resistance:** Ref +3, Per +2, Fort +1

Equipment:

- ◇ one-handed melee weapon and small shield **or** two light weapons
- ◇ light or medium armour
- ◇ any missile weapon and a throwing weapon

Special:

Fleet of Foot: add your Dex modifier to your SPD.

Critical Hit: your DMG increases by +10 against enemies with 0 or less hp.

Skirmishing: by spending 2 hp you can actively move one square without provoking an opportunity attack. You cannot exceed your SPD this way.

Mage

Primary Ability: Intelligence **Attack:** +0 **Magic:** +5 **Resistance:** Will +3, Per +2, Fort +1

Equipment:

- ◇ light melee weapon
- ◇ any missile weapon

Special:

Arcane Reach: Spellcasting-effects have a range of at least 6 without requiring you to apply any modifiers or spending additional hit points.

Spellmaster: you add your DMG to the damage caused by effects of the *Spellcasting* special rule.

Spellcasting: can make magic checks (1d20 + MB) to use the following effects as a special ability:

- Drain (Fort): the target loses 1d6 hit points. For every 5 or 6 you roll you restore 1 hp.
- Wound (Fort): roll 1d6. For every 5 or 6 you roll the target loses one wp.
- Damage (Ref): the target receives 1d6+1 points of damage.
- Entangle (Ref): the target's SPD is reduced by 1d3 until the end of the round.
- Telekinesis (Fort): Move the target 1d3 squares in any direction.

Leader

Primary Ability: Charisma **Attack:** +0 **Magic:** +5 **Resistance:** Will +3, Per +2, Ref +1

Equipment:

- ◇ one-handed melee weapon or light melee and light missile weapon
- ◇ light armour or small shield

Special:

Inspiring Presence: War Cry-effects affect at least a 5x5 area without requiring you to apply any modifiers or spending additional hit points.

Icon: you add your DMG to the number of hp restored by effects of the *War Cries* special rule.

War Cries: can make magic checks (1d20 + MB) to use the following effects as a special ability:

- Raise Morale: the target recovers 1d3+1 hit points.
- Weaken (Will): the damage of the target's next attack is reduced by 1d6.
- Fear (Will): move the target 1d3+1 squares away from you and your allies.
- Bolster : the target's DMG increases by 1d3+1 until the end of the round.
- Awe (Will): the target suffers a 1d3 penalty to all attack and defence rolls until the end of the next round.

Creating A Character

- 1) Your character's *ability scores* (Str, Dex, Int, Cha) all start at 10. You have 5 points to freely distribute among them and you may lower one ability score by 2 to get 2 additional points (but you can only lower one ability score). Your character starts at level 1 with 0 experience points.
- 2) Calculate the character's *ability modifiers*. An ability's modifier is used to calculate the other traits of your character later. The *ability modifier* equals the associated ability's $(\text{score} - 10) / 2$. Any fractions are rounded down.
- 3) Now the remaining traits are calculated (note any results from this step on a piece of scrap paper, as they are likely to be modified in the next step). Refer to the following table to figure out all remaining traits:

Trait	Calculation
AB	LVL + class bonus
MB	LVL + class bonus
DB	LVL + Dex modifier
DMG	LVL + Int modifier
HP	1d6 + 4 + Cha modifier
WP	5 + Str modifier
Fort	LVL + Str modifier + class bonus
Ref	LVL + Dex modifier + class bonus
Per	LVL + Int modifier + class bonus
Will	LVL + Cha modifier + class bonus

- 4) Select the character's class. This choice is very important as it determines how you play the game, especially in combat. A class only defines how the character performs in combat with rules; everything else can be invented or interpreted by you and GM. While the class for example might be called Mage here you still decide whether it describes a eerie and terrifying necromancer, a magician using fire to lay waste to anything that angers him or a benevolent healer that simply tries to make the world a better place. Upon this description all interaction with this character out of combat is based and also what this character is capable of that is not described with rules here. There may be no rules here for raising an army of rattling skeleton warriors or creating a fire that only scorches liars and thieves, but after all imagining and reacting to actions like this is what makes the game fun and encourages you to use your creativity!
- 5) Update any figures from step 3) that have changed and note them down on your character sheet together with your starting equipment. Ask the GM for additional equipment your character may get. It is also a good idea to think about the character's background and history now and tell the other players about it. Think of three adjectives describing your character; these are his *motivators* – they keep him going on and summarize his personality. You can describe your character in more detail – you are encouraged to do so – but your character can only have three motivators nevertheless.
- 6) Start Playing!

Playing the Game: Motivators and Conviction

In the beginning of the game your character has 1 conviction point (CP). Conviction points can be used any time to maximize the result of any single die. You receive a conviction point whenever your character acts according to his motivators. You can never have more conviction points than three plus half your level (rounded down). The GM may allow other uses for conviction.

Playing the Game: Character Advancement

For every combat won, your character receives 10 experience points, for every lost combat he receives 5. Remember that a combat counts as “won” when the enemies are overcome, no matter what means were used. Additionally the GM can award experience points to a character for excellent roleplaying, personal sacrifices and outstanding actions, but never more than 30 x the average character LVL of the party in total per session.

A character's LVL increases by one whenever he has collected 100 points of experience. Remember to recalculate any character traits that are level dependent such as the attack bonus and the resistances. When reaching a new level, the character's maximum number of hp increases by 1d6 + Cha modifier. When reaching a level that is divisible by (2nd, 4th, 6th, etc.) you may increase any ability **score** by 1. When reaching 10th level, your character may choose one special rule from another class to benefit from now on.

Playing the Game: Using Magic and Special Abilities

For simplicity's sake, the term "magic" in this document also describes any other special abilities of a character, for example the use of rhetoric to determine the actions of other people. Probably any ability that requires a large amount of training and concentration can be handled with the rules presented here. Using such abilities requires the expenditure of hit points, representing the strain the characters put on themselves and fatigue in general. The process of using a magic special ability is composed of three parts: **Effect**, **Modifier** and **Execution**.

The **Effect** is either determined by the class (if it has an obvious combat use) or by the player (for all other effects). Combat related effects always have a range of 1, target an 1x1 area and last 1 round. Effects don't distinguish between friend or foe – any creature in the area is affected, including your allies.

Most effects specify a **save** – the **Resistance** of the targeted character used for the DC during the execution phase. Such effects are called **opposed effects**. Targets that are willing are automatically affected.

Modifiers change the details of an effect, for example how far the target can be away. Applying modifiers to an effect costs you additional hit points and can increase the difficulty of using the special ability. The same modifier can be applied more than once, unless noted otherwise, though you can only apply as many as your LVL modifiers to a single use of a special ability. The modifiers shown here can always be applied to an effect, though you may use additional or other modifiers depending on your class. The modifiers listed here (the so called **standard modifiers**) cost 2 hp each to apply. Casting a spell / using a special ability **always costs at least 2hp**.

During the **Execution** the user pays the necessary hp before he makes the check to see whether the effect is applied successfully. Which character trait is used for making the check is given in the special ability's description (for combat related effects only).

Summary of using a special ability:

1. Choose the desired *Effect*
2. Choose any modifiers you want to apply
3. Choose the target of the special ability
4. Pay the hp cost for the modifiers and make the check specified by the effect; if the effect specifies a save the DC for the check equals 10 + the target's resistance bonus. If that is not the case, use the table below for finding the DC. The effect only affects its targets if this check is successful.

Standard modifiers:

- *Range*: the range increases by 2.
- *Area*: the length of the square targeted by the effect increases by 1.
- *Duration*: the duration of the effect increases by 1 (the effect is applied once each round it lasts).
- *Targets*: the spell targets one additional individual creature instead of an area.
- *Power*: if the effect specifies a save, the target suffers a -1 penalty to its resistance bonus.
- *Efficiency*: every numeric variable (including die) in the effect increases by 1.

Determining the DC for non-opposed effects

The check DC for non-opposed effects (e.g. out-of-combat effects or spells) depends on the amount of hit points spent to modify the effect.

HP spent	DC
2 - 6	10
7 - 12	15
13 - 18	20
19 - 24	25
25 - 30	30
31 - 36	35
37+	40

Playing the Game: Combat

Combat is one of the most complex topics in any role-playing game, so this chapter is quite rules-heavy. A combat is defined as any situation where characters are in danger of getting wounded or losing their lives due to a conscious effort taken by other creatures (also called "enemies"). In this chapter the term **party** refers to the player characters and **enemies** to any creatures that try to oppose them. Individual characters and creatures take one **turn** each and after all members of the party and the enemy have had their turns, a new **round** begins. Add the perception bonuses on both sides together. The side with the higher sum decides who is attacking. The attacking side is called **aggressor** whereas the other side is called the **defender**.

A combat round represents 6 seconds of time passing for the characters. During combat, distance is measured in **squares**. Use any size for a square you are comfortable with, though 5ft (1,5m) is recommended.

Combat Sequence:

1. Begin of the **round**.
2. All **aggressors** take their turns in any order
3. All **defenders** take their turns in any order
4. End of the **round**.

This sequence is repeated until one side is unable to continue the combat, surrenders or manages to escape.

During his turn a character can perform each of the following **actions** once, in any order:

- **Move:** Move up to your SPD in squares or retrieve an item from your backpack.
- **Standard:** Make an attack or use an item.
- **Minor:** shout an order, activate an item, drop to the ground, stand up, etc..

You can always perform an additional move action instead of a standard action.

Movement can be **active** or **passive**. Active movement is the movement you make during your turn with a move action and the number of squares moved can never exceed your SPD. Passive movement is any movement caused by special effects or generally spoken any forced movement. Squares moved passively are never counted against your SPD, i.e. you can move an infinite number of squares passively. Movement through **difficult terrain** costs two squares per square of difficult terrain crossed (e.g. moving through 5 squares of difficult terrain requires at least a SPD of 10). A creature **cannot end its movement in a square occupied by an enemy**. The standard **SPD** for **human sized** creatures is **6**.

Opportunity Attacks:

All squares a character can attack with an equipped melee weapon are called the character's **threat range**. Whenever an enemy moves out of a character's threat range (actively or passively), that character gets to make a an attack against that enemy (**opportunity attack**). Any character can only perform one opportunity attack per round.

Fighting with two weapons:

Characters wielding two weapons can make two attacks instead of one when taking a standard action. When making two attacks the character receives a -4 penalty to both attack rolls (-2 if one weapon is light).

Losing HP and WP:

A loss of hp represents small scratches, fading endurance or morale. After combat, characters can regain 1d6+Cha modifier hp for every two full levels they possess by taking a short rest of 5 minutes. This can only be done once after each combat; after that they regain their Cha modifier in hit points (but at least 1 hp) every 10 minutes of time passed.

Losing wound points means the character is physically harmed and in danger of losing his life. For every wound point lost, the character receives a -1 penalty to all rolls. Any character that has lost more wound points than his Str modifier can only move actively at half SPD. A character that has 0 wound points remaining is dead. Wound points recover at a rate of one per week.

Running the Game: Environmental Hazards

The player characters are likely to visit environments that are dangerous enough to pose a threat by themselves. The rules described here serve to determine the effects the environment has on the player characters and can be used by the GM to make terrain and climate play an more important role, requiring the players to plan and to be creative. Additionally these rules can be used to represent creature special attacks.

There are two types of hazards:

- ◇ **lethal** hazards deal **wp** and **hp** damage.
- ◇ **non-lethal** hazards deal **only hp** damage. If a character has no hp left he starts losing wp as from a normal attack (1 per 10 hp lost)

The damage done by a hazard of either type can belong to any of the following categories:

- ◇ **continuous** damage is applied in certain time intervals. The victim is entitled to a resistance check at every interval to avoid taking damage.
- ◇ **instant** damage is applied only once. The victim is entitled to a resistance check to avoid taking damage.
- ◇ **escalating** damage works like continuous damage, but the resistance check DC increases by +1 for every previous check.

Characters are subject to continuous and escalating damage as long as they find themselves in the dangerous area, or, if a specific duration duration is given, until that duration has expired.

The GM is free to increase the difficulty of any hazard, but should not increase it by more than the average character level in the party.

Examples:

Poison: lethal, continuous (every round; 2 rounds), Damage 1 wp + 1d6 hp, Fort DC 15

Suffocation: non-lethal, escalating (every round), Damage 1d6 hp, Fort DC 15

Extreme Temperature: non-lethal, escalating (every 10 minutes), Damage 2d6 hp, Fort DC 15

Trap: lethal, instant, Damage 1wp (2d6 hp on a successful resistance check), Ref DC 10

Loose Terrain: lethal, instant, Damage 1d6 wp + 1d6 hp, Ref DC 10 or Per DC 15

Losing the Way: non-lethal, escalating (every hour), Damage 4d6 hp, Per DC 10

Madness: non-lethal, escalating (every day), Damage 8d6 hp, Will DC 15

Hallucinations: lethal, escalating (every day), Damage 1 wp + 2d6 hp, Will DC 15 or Per DC 10

Running The Game: Enemies

The statistics of enemies are determined by the average character level of the PCs. All enemies share the same hit points, attack and defense bonuses and resistances. In addition to that, an enemy can have one or more special rules from the list below. A creature's damage is determined either by its size for natural weapons such as claws or by the weapon it uses. When creating a battle for the player characters the sum of the levels of all enemies should not exceed the sum of the PCs' levels.

Creature Statistics (to be modified by the table below):

HP: any creature receives 1d6 hp per level. **AB & DB:** +1 per level

Resistances: +level+3 for one resistance, +level for the other resistances

SPD: double for quadrupedal creatures of small or larger size.

Size Category	Height / Space	SPD	WP	DMG	HP per level	AB / DB
Fine	15cm / 0,125	1	0	1	-3	+8
Diminutive	30cm / 0,25	2	0	1d2	-2	+4
Tiny	60 cm / 0,5	3	0	1d3	-1	+2
Small	1,2m / 1	4	1	1d4	+0	+1
Medium	2,4m / 1	6	1	1d6	+0	+0
Large	4,8m / 2	8	1	1d8	+0	-1
Huge	9,6m / 3	10	2	1d10	+1	-2
Gargantuan	19,2m / 4	12	3	1d12	+2	-4
Colossal	38,4m / 6	14	4	2d6+2	+3	-8

Creature Special Abilities (choose one):

Regeneration: Regain 1 WP every minute (10 rounds).

Unbreakable: Damage received is decreased by 2.

Mindless: +20 bonus to Will; cannot make *attacks of opportunity*.

Charger: +10 damage with melee attacks after moving full SPD before the attack.

Swift: Suffer only half damage from attacks of opportunity.

Fly: able to move through the air and end movement in a square occupied by a non-flying creature. +2 bonus to damage rolls against non-flying creatures.

Leader: +2 bonus to attack and damage roll for all allied creatures within 18 squares.

IRON HEARTBREAKERS 1.51

By John Bell

This is a rules-light adaptation of d20 fantasy heartbreakers. PCs have very limited access to magic and must rely on their swords, armour and cleverness to survive.

Attributes

Characters have three attributes: **Strength (STR)**, **Dexterity (DEX)**, and **Mind (MIND)**. Each attribute has an associated modifier.

To generate a character's attributes, roll 4d6 and drop the lowest die. Assign it to one of the character's attributes. Repeat this for each attribute.

A character's attribute modifier is calculated by the following formula: $(\text{Attribute} - 10)/2$. Round towards zero if a fraction results.

Characters have a number of **Hit Points (HP)** equal to their STR modifier + 1d6 per level. If their HP total reaches 0 they are dead.

Backgrounds

Each character has a background: Where they came from before they became an adventurer. Pick one for your character:

City-Dweller +2 to Knowledge +1 to DEF

Farmer + 2 to Athletics +1d6 HP

Noble +2 to Interaction +1 to MAB and RAB

Tribesman +2 to Skulduggery +2 to damage

Fighting Style

Each character has a fighting style. Pick one for your character. Characters normally start at level 1 of their fighting style.

Bruisers wear any kind of armour and use shields. They have a +2 bonus to Athletics. They add their STR modifier again to all damage rolls. This increases by +1 at 5th level and every five levels on. They can add their STR modifier to their armour's DR. This increases by +1 at 5th level and every five levels on.

Sneaks wear light armour. They have a +2 bonus to Skulduggery or to Interaction. They can add their DEX modifier again to their AC. This increases by +1 at 5th level and every five levels on. If they successfully sneak up on a foe they can add their DEX modifier to their attack roll and their Skulduggery skill rank to the damage of their next attack. If they successfully distract, bluff or feint a foe, they can add their DEX modifier to their attack roll and their Interaction skill rank to the damage of their next attack.

Tacticians wear light or medium armour and use shields. They have a +2 bonus to both Knowledge and Interaction. They add their MIND modifier to all attack rolls. This increases by +1 at 5th level and every five levels on.

Skills

There are four skills: **Athletics**, **Interaction**, **Knowledge**, and **Skulduggery**.

Athletics governs climbing, jumping, running and swimming as well as lifting and moving heavy objects.

Interaction governs persuasion, oratory, lying, intimidation, insight into another's motives or behaviour and other means of manipulation and expression.

Knowledge governs a character's education, reasoning, memory for trivia and common knowledge of the world around them.

Skulduggery governs sneaking, hiding, and larcenous talents such as picking locks and concealing objects on the body.

Your **Skill Rank** in each skill is equal to your level plus any modifiers you have for your background and/or class.

Characters make skill rolls by rolling a d20 and adding their skill rank and the modifier of an appropriate stat. They try to roll over a **Difficulty Class (DC)** assigned by the DM.

A DC of average difficulty is 15 + level of the challenge.

Characters may also need to oppose other characters with their skills. They each make a skill roll. Whoever gets higher wins. Ties reroll. Monsters may add their attack bonus instead of their attribute modifier and skill rank.

PCs may need to make saving throws to resist the effects of poisons, spells, diseases, and other environmental hazards.

Resist Physical Effect (Fortitude) = Level + STR modifier

Dodge Effect (Reflexes) = Level + DEX modifier

Resist Mental Effect (Will) = Level + MIND modifier

The DC for saving throws against spells cast by monsters is equal to 15 + the caster's level unless otherwise listed in the monster entry.

Combat

Roll for initiative at the start of combat. Each PC and monster rolls a d20 and adds their DEX modifier. Higher results go before lower results.

Each combatant gets one action a round. A round is approximately 6 seconds long.

In a round, a PC can move a number of metres equal to his Dexterity attribute, or they can move a number of metres equal to half their Dexterity attribute and perform an action (attacking, digging something out of their pack, etc.).

Attacking: Roll a d20 and add the appropriate attack bonus. If you roll equal to or higher than your opponent's DEF you have hit them. On a natural 20, you automatically hit and do double damage.

Your **Melee Attack Bonus (MAB)** is equal to your level + STR modifier

Your **Ranged Attack Bonus (RAB)** is equal to your level + DEX modifier

Your **Defence (DEF)** is equal to your level + 10 + DEX modifier + Shield bonus (if any)

If characters wield light weapons, they may use their DEX modifier in place of their STR bonus for their MAB.

Characters can wield two weapons. They take a -2 penalty on every attack they make while wielding them, but can make one extra attack each round with the second weapon.

Characters may execute manoeuvres like tripping, disarming, targeting a weak point, etc. on their foes by beating them in opposed attack rolls. Ties are rerolled. These may add bonuses to hit or to damage on attacks or otherwise affect their opponents at the discretion of the DM.

i.e. A Tactician wants to trip his opponent. Both roll d20 + their MAB with the higher result winning. If the Tactician wins, he successfully trips his opponent. If he fails, his attack does not succeed.

Damage and Health

After you hit successfully, roll weapon damage + STR modifier. If you are wielding a melee weapon in two hands, it is weapon damage + (STR modifier x 2).

Defenders roll their **Damage Resistance** for their armour. They subtract their roll from the damage. If a positive number is left after DR is subtracted from damage, lose that many HP.

i.e. An attacker attacks and deals 12 points of damage. You roll DR and get 9. You take 3 points of damage. An attacker attacks and deals 7 points of damage. You roll DR and get 9. You do not take any damage.

Characters heal a number of HP equal to their level + their STR modifier each day (minimum 1).

Hazards

Characters take 1d6 points of damage for each ten feet they fall. They can make an Athletics + DEX modifier check with a DC equal to the number of feet they fell to not be damaged.

Poisons can be resisted with a level + STR modifier check. Some poisons will still deal partial damage even on a successful save. Most poisons deal damage and have effects like unconsciousness, nausea or disorientation.

If PCs are not wearing protection while exposed to extreme climates, they must make a level + STR modifier check (DC 15 +1 per each previous check) every ten minutes or take 1d6 damage.

While swimming in adverse conditions, a PC must make an Athletics + STR modifier check (DC 10 + 1 per every previous check) every minute or start drowning. Drowning is 1d6 points of damage every thirty seconds (5 rounds) until the PC can make the check or someone can pull them out.

Equipment List

Exchange Rates

1 platinum piece equals 10 gold pieces equals 100 silver pieces equals 1000 copper pieces.

Starting Money

All characters begin with 100 gold pieces. They may spend this on equipment. They may keep any money left over from this process for when play begins.

Weapons

The **Cost** entry of a weapon includes the minor equipment required to maintain it as well as a scabbard, holster or sling to carry it.

The **Damage** entry is the damage it deals on a successful hit.

The **Range** increment of a weapon is the number of metres it can be fired or thrown without penalty. For each full increment beyond the first, the attack suffers a -2 penalty. Thrown weapons can be thrown up to five range increments. Bows and other missile weapons can be fired up to 10 range increments.

i.e. A dagger can be thrown up to 5m without penalty. If it was thrown 8m, the attack would take a -2. If it was thrown 10m, the attack would take a -2. If it were thrown 14m, the attack would be a -4. A dagger cannot be thrown more than 25m.

Weapons	Cost	Damage	Range
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Light Weapons

Dagger	1 gp	1d4	5m
Rapier	20 gp	1d8	-
Short Sword	10 gp	1d6	-
Throwing Axe	5 gp	1d6	5m
Unarmed Strike	-	1d3	-
Whip	2 gp	1d4	-

One-Handed Weapons

Arming Sword	10 gp	1d8	-
Battle Axe	30 gp	1d10	-
Bastard Sword	30 gp	1d10	-
Flail	10 gp	1d8	-
Mace / Club	5 gp	1d6	-
Lance	15 gp	1d10	-
Short Spear	5 gp	1d6	5m
War Hammer	30 gp	1d10	-

Two-Handed Weapons

Great Axe	40 gp	2d10	-
Great Club	25 gp	1d20	-
Greatsword	40 gp	3d6	-
Halberd	25 gp	2d8	-
Longspear	5 gp	2d6	-
Poleaxe	40 gp	2d10	-
Quarterstaff	5 gp	1d8	-

Ranged Weapons

Hunting Bow	30 gp	1d8	25m
Javelin	2 gp	1d8	15m
Recurve bow	75 gp	1d10	50m
Net	1 gp	-	5m
Sling	1 gp	1d6	25m

Armour Type	Cost	Damage Resistance
-------------	------	-------------------

Light Armour

Leather Overcoat	5 gp	1d2
Studded Leather Jack	25 gp	1d4

Medium Armour

Chain Hauberk	35 gp	1d6
Scale Mail	50 gp	1d8

Heavy Armour

Half-Plate	250 gp	1d10
Plate Mail	1000 gp	2d6

Shield Type	Cost	Defense Bonus
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Buckler	2 gp	+1 vs. melee attacks only
Light Shield	5 gp	+1
Heavy Shield	25 gp	+2

Converting Monster Entries

Monster abilities that are expressed in feet should be converted to metres, rounding down. Monster abilities that are expressed in 5' squares should be rounded up to 2m squares.

Monsters without attributes listed in their entries should use their attack bonus in its place.

Monsters with d12 Hit Dice have DR equal to their HD. Monsters with d8 Hit Dice have no DR except from armour.

A monster's DEF is equal to its AC.

A monster's STR is the higher of its Strength and Constitution scores. A monster's DEX is its Dexterity score. A monster's MIND is the highest of its Wisdom, Intelligence or Charisma scores.

Advancement

All monsters have an **Encounter Level (EL)** equal to their Hit Die. Double the EL each time the number of monsters doubles. e.g. 2 EL 1 monsters are an EL 2 encounter; four are EL 3.

Add the EL of each encounter you survive together. When the total number of ELs is equal to your current level x 10, you advance to the next level.

Every time a character gains a level he gains:

+1d6 HP

All the bonuses based on his level (MAB, RAB, Skill Rank) go up by 1.

If the character has just achieved a level that is divisible by 5, their class gives them an additional bonus.

If the character has just achieved a level that is divisible by 3, they may add 1 point to their STR, DEX or MIND

Version Notes

- 1.1 Healing rules added. Minor rewrites for clarity throughout.
- 1.2 Spell system removed. Sorcerer class removed. Additional bonuses for races. Additional abilities for Sneak class, additional armour proficiency (medium) for Tactician. The word "modifier" replaces "bonus" everywhere in the text except for MAB and RAB. "Armour Class" replaced by "Defense". "Converting Monsters" becomes its own section. Shrunk the size of the license's font down.
- 1.3 Rewrote attribute section for clarity. Renamed "Races" to "Backgrounds". Removed armour and weapons to separate equipment section.
- 1.4 Changed the names of the skills for clarity. Introduced movement rules. Defined the length of a round. Clarified DM's purview in combat in the combat section. Saving Throws are now all level + modifier. Additional material about distances in the Convert Monster section. Opposed skill rolls added.
- 1.5 Bonuses for backgrounds and classes reduced to +2s from +3s. "Classes" renamed "Fighting Styles". Brief skill descriptions included. Last vestiges of the tyrannical reign of the "Physical" skill removed from Hazards section. Added the equipment list into the main text. Fixed minor spelling and grammatical errors. Changed how HP are calculated. Removed Reserve Points. Added opposed attack rolls for maneuvers.
- 1.51 Some minor clarifications and terminology changes.

MICROLITE IRON HEARTBREAKERS

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Microlite11

Microlite20 is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion. Microlite11 replaces Microlite20's standard Race + Class system with a Point-Buy system for creating customized characters or new Races and Classes.

Stats

There are 3 stats: Strength (STR), Dexterity (DEX) and Mind (MIND)

Stat bonus = (STAT-10)/2, round down.

For character creation, there are two methods for determining stats. The GM may optionally allow trading stat points for Character Points at a ratio of 2:1.

1. **Random:** Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.
2. **Point Trade:** Each stat starts at 11. Trade points from one stat to another up/down to minimums/maximums set by the GM.

Traits

Characters begin at Level 1 and have 11 Character Points with which any combination of the following 11 traits (cost in parentheses) may be bought. Every level gives you 1 more Character Point to spend.

1. **Arcane Magic (3):** Cast 0th-level Arcane Spells. Access to higher Spell Levels requires the investment of an additional Character Point per Spell Level. Cannot use if the caster is wearing armor.
2. **Class (6):** Classes in are character templates of preselected Traits and Skills.
3. **Combat Bonus (2):** +1 to hit and damage.
4. **Divine Power (2):** Cast 0th-level Divine Spells. Access to higher Spell Levels requires the investment of an additional Character Point per Spell Level.
5. **Heavy Armor (1):** Capably wear Heavy Armor.
6. **Light Weapons Proficiency (1):** Use DEX instead of STR when using light weapons. Wield and attack with 2 light weapons in a round with -2 penalty on all attack rolls. Rapiers are light weapons, but you cannot wield two at the same time.
7. **Race (4):** Each race comes with a 4 Character Points' worth of stat bonuses, Abilities, or Skills, predetermined by the GM or the game rules.
8. **Skill (1):** +1 on the skill of your choice.
9. **Sneak Attack (2)** adds your Character's Subterfuge skill rank to the damage of her first attack, if she successfully Sneaks (usually sub+DEX, but depends on situation) up on a foe. Impossible if wearing a shield or medium/heavy armor.
10. **Stat Bonus (2):** Add +1 to the stat of your choice.
11. **Turn Undead (1):** Repel undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Some games will require that specific traits are purchased. For example, the standard Microlite20 configuration requires each character pick a Race (4) and a Class (7), thereby using up all 11 Character Points.

Skills

There are just 4 skills: Physical, Subterfuge, Knowledge, Communication. Roll higher than the given Difficulty Class to succeed. Character Points invested in Skills are called Skill Points.

Skill Rank = Your level x 1/3 Skill Points + Skill Points + Racial Bonus

Skill roll = d20 + skill rank + applicable stat bonus + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

There are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's armor Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Armor Class (AC) = 10 + DEX bonus + armor bonus (+2 Light, +4 Medium, +6 Heavy, +1 Shield). By default, all characters can wear light or medium armor and use a shield.

Healing: All characters recover hit points lost due to wounds at a rate equal to one-half their level (round up) per one night of rest. If a character has lost Strength due to wounds, she recovers Strength instead of HP at a rate equal to her Strength bonus per full day rest.

Magic

Casting a spell of any kind costs Hit Points. The cost is twice the level of the spell being cast plus up to 3 Hit Points, depending upon the Mana Level the caster's current location. This loss **cannot** be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.

Just because a character can cast any spell doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all spells is 10 + Caster Level + Caster's MIND bonus.

Other Hazards

Falling : 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet
Spikes : add +1 point to falling damage per 10' fallen, max +10

Poison : Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Extreme Heat & Cold : If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Experience Points (XP) = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = XP1. 2 kobolds = XP2. 4 kobolds = XP3, etc.

Individual characters can also earn 1 experience point for every 100 gold pieces found in treasures (or taken from monsters) and then spent in "frivolous" ways (e.g., wine, women, song, donations to a temple without getting anything in return, generic "training," etc.)

Add up the Experience Points (XPs) of every encounter you take part in and treasure spent. When the total = 20 x your current level, advance to the next level. Reset the total to 0 after advancing.

Equipment

Characters start with one of three Fast Packs plus 25 to 100 gold pieces or additional items based on their class.

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Races & Classes (Optional)

Microlite20's adaptation of the Primary Fantasy SRD requires that characters be built with both a Race and a Class. For Races, it gives +1 to all Skills to Humans, +2 MIND to Elves, +2 STR to Dwarves, and +2 DEX to Halflings. Classes are as follows and function exactly as they do in the original Microlite20, except for one minor edit to the Rogue.

- **Fighter:** Combat Bonus, Light Weapons Proficiency, Heavy Armor, +3 Physical; 2 Character Points reinvested in Combat Bonus every 5th level.
- **Rogue:** Light Weapons Proficiency, Sneak Attack, +3 Subterfuge, +1 to other Skill
- **Mage:** Arcane Magic (0th, 1st), +3 Knowledge; 1 Character Point invested in a new Spell Level every other level.
- **Cleric:** Divine Spells (0th, 1st), Turn Undead, +3 Communication; 1 Character Point invested in a new Spell Level every other level.

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WildWalker's M20-4e V1.2

Stats

There are 3 stats: Fortitude (FORT) (Replaces Strength and Constitution), Reflexes (REF) (Replaces Intelligence and Dexterity) and Willpower (WILL) (Replaces Wisdom and Charisma).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Humans get +1 to all skill rolls

Fey get +2 MIND

Ffolk get +2 DEX

Feyborne: Fiendish, Celestial, Divine, Fire, Air, Earth, Water, Metal, Nature, Dragon

Wolves get +2 DEX, Natural Weapons*

Ravens get +2 DEX, "raven strength**", Flight

Bears get +4 FORT, -2 DEX, Natural Weapons*

Squirrels get +4 DEX and "squirrel strength**"

*Natural Weapons are considered Unarmed attacks and do 1d8 damage. Races with Natural Weapon, gain an additional +2 to AC when not wearing armor.

**"raven strength" and "squirrel strength" means that the character can not lift and carry more than what a raven or a squirrel might be considered able to carry. The trade off is that they are extremely small and can go places that other characters might not due to their size.

Classes

The classes are:

Warriors can wear any kind of armour and use any shields. Warriors add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on. Warriors have a +3 bonus to Physical.

Warriors can "Mark" an opponent they are in combat with. A Marked opponent gets -1 to their attack rolls against anyone except that Warrior as long as they are Marked. The penalty increases by 1 at 5th level, and by another 1 every 5 levels after. An opponent can only have one "Mark" at a time. Once per encounter, against a Marked target, a Warriors may add their level to the damage from one roll. Once per day, against a Marked target, they may add twice their level.

Rogues can use light armour and a light shield. Rogues have a +3 bonus to Subterfuge.

Rogues can Sneak Attack foes. A Rogue that successfully Sneaks (usually Sub+REF, but depends on situation) up on a foe has Combat Advantage and can add their Subterfuge skill rank to the damage of their attack. Once per encounter, if they have Combat Advantage, a Rogue may add their level to the damage. Once per day, if they have Combat Advantage, they may add twice their level.

Warriors and Rogues can fight unarmed (kicks, punches, etc) doing d6 damage. Their unarmed damage increases by one dice type (d6->d8, d8->d10, etc) every 5 levels. If they are wearing no more than loose fitting clothes their unarmed attack counts as a light weapon and they gain a +2 mobility bonus to AC. If they are wearing armor their unarmed attack does not count as a light weapon and they gain no extra AC bonus.

Warriors and Rogues can also trade their regular weapon damage for Exploits. Exploits are special attacks, that mechanically work like Mage Spells, but replace the damage of a weapon with the damage or effect of the Exploit. A Warriors or Rogues can spend up to their level number of hit points on a single Exploit but only if they have an appropriate weapon. Unarmed attacks can be an appropriate weapon for some Exploits. Warriors (but not Rogues) can perform an equivalent Exploit to the Healing Word Spells but the hit point cost is twice what it would be for a Mage. The Healing Word Exploit does not require a weapon or implement.

Warriors and Rogues can use a number of hit points per day equal to their level to power Exploits. These hit points heal normally. After that, hit points lost to activate Exploits cannot be healed normally and "Second Wind" and Heroism won't heal the loss either. The loss is only fully recovered after an extended (6-8 hours) rest.

Mages can wear up to light armor. They can cast Spells and perform Rituals. Mages have a +3 bonus to Knowledge.

Mages can use a number of hit points per day equal to their level to power Spells. These hit points heal normally. After that, hit points use to cast Spells cannot be healed normally and "Second Wind" and Heroism won't heal the loss either. The loss is only fully recovered after an extended (6-8 hours) rest. Mages can spend up to their level number of hit points on a single Spell only if they have an appropriate attuned Implement (Wand, Staff or Athame). Other wise they can only cast basic Spells.

Exploits and Spells

The first basic combat Spell/Exploit is a Bolt. The basic Bolt affects one Target, is a hand to hand attack and costs no hit points. The basic Bolt can do three different levels off effect depending on the choices of the Player.

- Effect 1 does 1d6 damage.
- Effect 2 does 1d4 damage and causes a Condition until the end of the Player's next turn.
- Effect 3 causes a Condition on the Target until the Target makes a Saving Throw.
- For 1 hit point a Bolt can be made a ranged attack with a range of Short. For 2 hit points a Bolt can be given a range of Medium. For 3 hit points a Bolt can be given a range of Long.
- For 1 hit point two effects can be added together. For 2 hit point three effects can be added together. For 4 hit points four effects can be added together.

The second basic combat Spell/Exploit is a Burst. The basic Burst affects all Targets in its area and costs 1 hit point. The basic burst can do two levels of effect.

- Effect 1 does 1d6 damage to all Targets in the Area. The area of the basic Burst is the square it is cast on plus a radius of 1 (9 squares total). Target gets a Saving Throw for half damage.
- Effect 2 causes a Condition on the Target. The area of the basic Burst is the square it is cast on plus a radius of 1 (9 squares total). The condition lasts until the end of the Player's next turn or until the Target makes a Saving Throw, whichever comes later.
- For 1 hit point the origin square can be immune to the effect of a Burst.
- For 1 hit point a Burst can be made a ranged attack with a range of Short. For 2 hit points a Burst can be given a range of Medium. For 3 hit points a Burst can be given a range of Long.
- For 1 hit point two effects can be added together. For 2 hit points three effects can be added together. For 4 hit points four effects can be added together.
- For 1 hit point the radius can be increased by 1 (20 squares total). For 2 hit points the radius can be increased by 2 (36 squares total). For 4 hit points the radius can be increased by 3 (49 squares total).

Combat Spell/Exploit damage increases by one dice type (d4->d6, d6->d8, etc) every four levels.

A Healing Word is a Spell/Exploit that gives the target another Second Wind in combat. Each Healing Word Spell will only work on a given target once per day. The basic healing Spell/Exploit is the Minor Healing Word.

- * Minor Healing Word costs 1 hit point for Mages and 2 hit points for Warriors.
- * Lesser Healing Word costs 2 hit points for Mages and 4 hit points for Warriors.
- * Greater Healing Word costs 4 hit points for Mages and 2 hit points for Warriors.
- * Major Healing Word costs 8 hit points for Mages and 16 hit points for Warriors.

Heroism

Every Player Character has a number of d6 Heroism dice, equal to their level, which can be added to the following rolls once per encounter: Attack, Damage, Skill, Hit Points. They can be added, 1 die per roll, before, during or after a roll. At level 11+ you can add 2 die per roll. At level 21+ you can add 3 die per roll. A Mage can not use Heroism on any Spell effects unless he is using an attuned Implement.

Any Player can give their Character's Heroism dice to another Player's Character instead of using them on themselves.

Skills

There are 3 standard skills: Physical, Subterfuge and Knowledge.

Roll higher than the given Difficulty Class to succeed.

Skill rank = 1 + 1/2 your level (round down) + any bonus due to your class or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example:

Climbing would use Physical + FORT bonus.

Dodging a falling rock is Physical + REF bonus.

Finding a trap is Subterfuge + WILL bonus.

Disabling a trap is Subterfuge + REF bonus.

Use Physical + FORT or REF bonus for Fortitude and Reflex saves.

Level Advancement

Every level add +5 to Hit Points

If the level divides by two (2,4,6...) add +1 to all attack rolls and +1 to all skills

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to FORT, REF or WILL and +1 to one skill and +1 to Level Bonus for AC.

All melee and missile damage (but not Spell and Exploit damage) is doubled at level 21 and beyond and are considered magical attacks.

Combat

Hit Points = FORT Stat+ (REF Stat OR WILL Stat)+ (5 x Level). If HPs reach 0 Character is unconscious and near death. Further damage directly reduces FORT. If that reaches 0, Character dies.

Armour Class (AC) = 10 + REF bonus + (Armour bonus OR Level bonus).

Melee Attack Bonus = FORT bonus + Level

Missile Attack Bonus = REF bonus + Level

Magic Attack Bonus = WILL bonus + Level

Roll d20 + REF bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc. For melee or missile attacks, if your d20 roll plus Attack Bonus is higher than the target's AC (10+ REF + Armor or Lvl Bns), you hit.

For magic attacks you must beat the target's level+ the appropriate bonus (REF for rays or bolts, WILL for illusions, charms, or mental effects, FORT for alterations like flesh to stone).

A natural 20 automatically hits and does maximum damage regardless of the opponent's defences.

A Natural 1 is always a miss.

Warriors and Rogues using a light weapon can use their REF bonus instead of FORT when attacking. They can also wield 2 light weapons and attack twice in a round (at the same time in combat order), but with a -2 to all attack rolls that round. If only one attack is made, the second weapon can be used to parry, granting +1 AC. Rapiers count as a light weapon, but two rapiers cannot be used at the same time. The hand to hand attacks of the Unarmed Warrior and Unarmed Rogue count as light weapons. Hand to hand attacks for Mages and Commoners do 1d4 damage and do not count as light weapons.

Second Wind

Once per Encounter, between Encounters, a character can get a "Second Wind". This will heal 5+Con Bonus+Character Level number of Hit Points. Use of a "Second Wind" on an unconscious character automatically brings that character back to 1 Hit Point and then heals them normally. Healing Words can give a Character another "Second Wind". Each "level" of Healing Word will only work on a Character once per day. Healing Words can be used at any time.

Combat Advantage and Conditions

A character has Combat Advantage (CA) if their target is incapacitated, confused, blinded, unable to see them, or the character is behind them. Rogues can get CA on a successful Sneak. A character with CA gets +2 to hit that target and adds their best Stat bonus to Melee damage in ADDITION to any other bonuses. (Yes this means that a Rogue Sneak Attack is absolutely frightening...) Exploits and Spells can create Conditions. A Target affected by a Condition, gets -2 to all rolls for each Condition until they make a Saving Throw but that Condition does not necessarily provide CA to an opponent.

Saving Throws

Roll d20 at the end of your turn, if you get 11 or more, you are no longer affected by any Condition (including Unconsciousness).

Other Hazards

Falling: 1d6 damage per 10', half damage on successful save.

Spikes: add +1 point to falling damage per 10' fallen, max +10

Poison: Save to avoid or for half, depending on poison. Effect varies with poison type.

Extreme Heat & Cold: If not wearing suitable protection, roll to save once every 10 minutes, taking 1d6 damage on each failed save.

MICROLITE20 Variant untitled

Stats

Str, Con, Dex, Int, Wis, Cha

Point Buy (10 points)

All stats start at 0

Score	Cost
0	0
1	1
2	2
3	4
4	8
5	16

You can reduce a score to -1 to add one extra point to the pool. Reducing a score from -1 to -4 adds an additional 1 point to the pool.

Rolling for Stats

roll 1d8 per stat, divide by two, round down. If you rolled a 1, flip a coin. Heads the stat is 0. Tails the stat is -1.

Assign each stat to one attribute

or

roll 4d6 per stat, drop lowest. Subtract 10 from the sum, divide by two. Assign to a stat.

Races

Humans +1 to one stat
+1 to all NAD

Eladrin +1 Dex, Int
+1 will
Once per encounter, teleport 25 feet.

Elves +1 Dex, Wis.
Moves 35 feet.
Can reroll one attack roll per encounter, must use second roll.

Half Elves +1 con, cha
+1 to one NAD
Once per day, can reroll one attack roll, must use second roll.

Dwarves +1 Con, Wis.
Moves 25 feet,
can carry heavy load
unaffected by bulky armor.
Forced movement is reduced by 5 feet.

Halflings +1 Dex, Cha
Uses small weapons (Reduce damage die by one)
Once per encounter, force enemy to reroll an attack, must use second roll.

Tiefling +1 int, cha
Fire Resist equal to 5 + 1/2 level

Classes

Fighters +2 fortitude
Base HP: 15 HP gained per level: 6
wear any kind of armor and use shields.
Can mark enemy, if enemy is adjacent to you, make a basic attack against the enemy if the marked enemy attacks an ally or if move/shift away.

Paladins +1 fortitude, reflex, will
Base HP: 15 HP gained per level: 6

Use any kind of armor and use shields.

Can mark enemy, deal 1/2 level (min 3) + cha radiant damage if marked enemy attacks an ally.

Lay on Hands - (Can use [Wis] times a day) one ally gains HP equal to 1/4 their total HP

Rogues +2 reflex

Base HP: 12 HP gained per level: 5

can use light armor.

Use dex for attack and damage rolls with daggers.

+1 to attack rolls with daggers

Once per round, when attack from behind, +2d6 damage. At level 11 becomes +3d6, at level 21 becomes +5d6.

You may choose to allow rogues to sneak attack when they successfully sneak (dex + subt check) or when they have combat advantage (as per the D&D 4e rules) instead.

Wizards +2 will

Base HP: 10 HP gained per level: 4

Wear no armour.

Use int for attacking with spells.

Can cast wizard spells.

Clerics +2 will

Base HP: 12 HP gained per level: 5

can wear light or medium armor.

They cast cleric spells.

Use wisdom for cleric spell attacks.

Can cast minor healing twice per encounter, heals 1/4 of target's health.

Turn Undead once per encounter. (Burst 10 feet) (25 feet at level 11, 40 at level 21)

Wisdom vs. Will

1d10 + wis, push undead 10 feet per tier. The number of d10s increases by 1 every 5 levels.

Skills

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication.

Skill mod = level + appropriate skill + appropriate stat

Skill check = d20 + skill mod + situational modifiers

For example, Climbing would use Physical + str. Dodging a falling rock is Physical + dex. Finding a trap is Subterfuge + wis. Disabling a trap is Subterfuge + dex.

When creating your character, divide 4 points among these 4 skills in any manner you see fit.

Skill DCs for someone untrained with no real knack.

Easy: level + 5

Medium: level + 10

Hard: level + 15

Magic

Two methods

You may choose that spellcasters should not choose certain spells but rather describe what they cast, you can refer to the damage by level table (In the GM's guide). If using this method, the DM can decide an appropriate effect and spellcasters should be given damage points. When using this method, spells should use the spellcaster's class' primary stat for attack rolls and target an appropriate defense.

Spellcasters can cast spells that they know. Upon character creation, choose two level 0 spells you can cast at any time. Everytime a spellcaster levels, they choose a single spell of their level. You can only cast a number of spells per day equal to your twice your level. Neither cantrips nor Level 0 spells do not count toward this number. High-power spells count as casting 3 spells. If using the D&D 4e books for the spell lists, at-will spells count as level 0 spells, daily spells count as high-power spells. If using this method, spellcasters do not get damage points. Attack spells use the listed stat and target the listed defense and should be rolled to see if they hit.

Health

HP: 10 + Class' Base HP + 2*Con

Each level gain HP based on your class. Also, if you increase your constitution at that level, remember that your HP increases by 2.

Defenses

AC with heavy armor: $10 + \text{level} + \text{armor}$

AC with light armor: $10 + \text{level} + \text{armor} + \text{higher of Dex or Int}$

Fortitude: $10 + \text{level} + \text{higher of Str or Con}$

Ref: $10 + \text{level} + \text{higher of Dex or Int}$

Will: $10 + \text{level} + \text{higher of Wis or Cha}$

Combat

Attacking

♦ For each creature you are attacking, make an Attack Roll

♦ If your attack roll is higher than the enemy's appropriate defense, you hit. Roll for damage.

Attack Roll

$d20 + \text{level} + \text{Appropriate Stat} + \text{Weapon Prof} + \text{situational modifiers} + \text{misc. bonuses and penalties}$

If you roll a natural 20 on an attack roll, you automatically do maximum damage and extra damage equal to your level. Any other damage from class abilities such as sneak attack is also maxed.

Weapon Damage Roll

$1[W] + \text{appropriate stat}$

When making both attack and damage rolls, Melee attacks usually use strength as the appropriate stat, ranged attacks usually use dex.

Different classes may use different stats for their attack and damage rolls, for example, rogues use dexterity for melee attacks with light blades and ranged attacks, Swordmages use int for both melee and ranged attacks.

Actions

Two methods. In both methods, players can do things that take almost no time for free, such as talking or dropping a weapon.

Everyone can do one thing on their turn; move, attack, cast a spell, etc.

Players can make a minor action, move action, and standard action on their turn. A minor action is something like marking or drinking a potion, a move action involves movement, and a standard action is something like attacking or casting a spell.

You can make one action per round when it isn't your turn, but only when a power or ability lets you. Being granted a free action doesn't count for this.

Opportunity Attack: When an enemy who is adjacent to you moves away or when an enemy makes a ranged attack when adjacent to you, make a melee basic attack against that enemy.

Marking

Marked enemies take a -2 penalty to attacks when attacking a creature that isn't who marked them.

Heroic Surge

Characters have heroism points equal to their level to use every day. Players must choose how many heroism points and what they are doing with each one before making an attack roll.

Characters can expend a heroism point to increase the number of die rolled of a single attack.

Expending a heroism point can also let the character inflict appropriate conditions to the enemy. For example, the player may wish to jab the enemy's leg, expending a damage point might slow the enemy (save ends). Most conditions added should be save ends, though particularly powerful conditions such as blindness may be until the end of the player's next turn. The key to deciding these effects is determining what is appropriate based on how the player described their actions. As a player levels, they should be able to have conditions become more prevalent. At level one, a player may only be able to throw sand in someone's eyes, blinding them for a single turn. However, at level 30, a player might be able to bombard an enemy with the light of their god, blinding them (save ends).

One can also use heroism points to increase an attack roll, saving throw, or skill check by 2. Should these be able to be assigned after attacking, saving, or making the check or not?

Saving Throws

Savings throws are made to end negative ongoing conditions. At the end of your turn, roll a d20 for each negative ongoing condition. A roll of 10 or greater ends the condition.

Other Hazards

Falling : 1d10 damage per 10', reduce by 1/2 of Phys+DEX check.

Spikes : extra d6 damage

Extreme Heat & Cold : If not wearing suitable protection, Phys+STR check once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Creating Spells

When a spellcaster casts a spell, the spell is likely to have effects other than simply damage. The three main categories for spell-types are high damage to a single target, medium damage to multiple targets, control, and healing.

High Damage single target

The most seen example of these spells are fire spells. These spells most often target the reflex defense, but choose a defence that makes sense for the attack. Use 1d10 + Appropriate stat to assign damage. To convey an even more powerful attack, a spellcaster should use heroism points to further increase the damage.

Medium Damage to multiple targets

A burst of fire that engulfs a 15' x 15' area would be an example of this. These attacks also often target the reflex defense. The wider the area, the lower the damage should be. For a 15' x 15' area, using 1d6 + Appropriate stat, to each enemy is appropriate damage. Decreasing to a 10' x 10' area would increase the damage to 1d8 + appropriate stat, and further decreasing it to a 5' x 5' area would make the attack a high damage single target attack with 1d10 + Appropriate stat. If the player wished to attack a 20' x 20' area, using 1d4 + appropriate stat would work. If a player wishes to increase the area beyond that, they can choose to expend a damage point to increase the area by an additional 10' x 10'. Expending a damage point can also add things such as burning, (creature takes 5 ongoing fire damage (save ends) to each creature targeted).

Control Spells

These spells are often cold spells, lightning spells, or illusions. These spells often attack a single target, but are certainly not limited by that. Feel free to use heroism points to increase the radius. If you wanted your ice ray to freeze the enemy, it might slow the enemy until the end of your next turn. However, these spells do less damage, you should use 1d6 + appropriate mod to assign damage for these spells. If you want to make the effect more powerful, such as dazing the enemy, you can use a heroism point. These might increase the spell to daze until the end of your next turn and increase damage to 2d6 + appropriate mod. At a higher level you might summon a hand of ice that grabs the enemy, immobilizing the enemy and dealing constant damage.

Healing

These spells are often the domain of clerics. By using heroism points, clerics are able to offer various types of healing to their party member's. Using one heroism surge allows the target to heal 1/4 of their maximum health.

	High Damage, Single Target	Medium damage, multiple targets	Control, single target
Base	1d10 + appropriate stat	1d6 + appropriate stat	1d6 + appropriate stat
Heroism Surge	Increase number of dice rolled	Increase area in both directions by 5 ft or increase dice size	Increase potency of effect or dice size

Level Advancement

At levels 4,8, 14,18, 24,28, increase a stat by 1.

If you increase your constitution, remember that doing say would increase your max HP by 2.

Monster Generation

HP: 10 + 6*level

AC: level + 14
NAD: level + 12
Attack bonus vs. AC: level +5
Attack bonus vs. NAD: level +3
Damage: Coming soon

You should then increase and decrease the stats to fit your specific monster. For example, zombies should have very low reflex and low will. Dragons might have $20 + 10 \times \text{level}$ health. You may wish to increase the defenses of your bosses and give them more health. Archers might do more damage but have little health. Things that attack multiple creatures should have their attack bonus reduced by 2.

Microlite 4E

STATS

There are 3 Primary Statistics: Strength, Dexterity and Mind. Characters are allowed a 16,14 and a 10 to assign as they wish. These initial points may be exchanged point for point so long as initial scores do not go above 18. Initial Primary Statistics will also be modified by Race and Class bonuses.

Stat bonus = (Stat -10)/2, round down

SKILLS

There are just four skills: Physical, Subterfuge, Knowledge and Communication. Roll higher than the Difficulty Class given in the adventure to succeed. If the adventure calls for the use of another skill, the DM must decide which of the four skills listed here will apply.

POWERS

This replaces the rules for magic, the rogue's sneak attack and the cleric's turn undead attack in the standard Microlite 20 rules. Classes do not have any of the special abilities listed in the standard Microlite 20 rules, as they are included as class features in 4e. You may want a copy of the 4e books with your character's race and class to use the following rules. However, a Power Builder is included below if you prefer to design your own powers. A character has access to all powers at his character level and below, but they cost hit points to use. **You can heal damage caused by using powers.**

- * At-will powers cost 2 x power's level +1 hit points to use.
- * Encounter powers cost 2 x power's level +3 hit points to use, and you can only use them once per encounter.
- * Daily powers cost 2 x power's level +6 hit points to use, and you can only use them once per day.
- * Racial and class features earned at level 1 cost 1 hit point each to use (or they can be free, for a character with more raw capability than a standard character made with the SRD).
- * Basic attacks, or at-will powers that can be used as basic attacks, can be used for free.
- * Paragon Path features have the same hit point cost as an at-will power of the equivalent level.
- * Epic Destiny features have the same hit point cost as an encounter power of the equivalent level.

ACTION POINTS

These can be added to Microlite20 4e characters as written in the 4e rules, or simply say that characters can "spend Action Points" as a standard action where they don't do anything — by trading in their action for that turn, they are "spending" a non-existent Action Point.

HEALING SURGES

Whenever a character has the opportunity to use (or lose) a healing surge, it automatically takes place using the listed values. For example, if a power says another character can use a healing surge, that character immediately rolls 2d6 and adds the indicated number depending on its level, to determine the hit points it gains. This can be done any number of times — there is no limit to a character's number of healing surges per day.

Character Level	Surge Value
1 to 5	2d6 +2
6 to 10	2d6 +10
11 to 15	2d6 +20
16 to 20	2d6 +25
21 to 25	2d6 +35
26 to 29	2d6 +40

HEROISM

Heroism is a bonus equal to the character's level, and can be used for one, two or all three of the these situations: Attack Bonus, Damage, Stat + Skill Check. The heroism bonus does not need to be spent all at once, but when it is completely spent, it is gone for the rest of the day

LEVEL ADVANCEMENT

After nine encounters — remember, these do not have to be combat situations you win! — the PCs advance one level, gain 6 more hit points, +1 to attack rolls, +1 to all skills, and gain access to more powers. If the level is a multiple of three (i.e. level 3, 6, 9, etc.), add 1 point to STR, DEX or MIND.

COMBAT

* **Hit Points** = (STR stat x 2) + (6 hit points per level). If HP reach 0, the character is unconscious and near death. Further damage directly reduces STR. If that reaches 0, then the character dies.

* **Initiative**: Roll d20 + DEX bonus for initiative order. Everyone can take TWO actions each turn (or three, if spending an Action Point): move, make a basic attack, use a power (but only one power per turn), etc. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not count as an action.

* **Melee/Hand-To-Hand** attack bonus = STR bonus + Level

* **Missile/Ranged** attack bonus = DEX bonus + Level

* **Magic/Supernatural** attack bonus = MIND bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC) or other defense, it's a hit.

* **Armor Class (AC)** = 10 + DEX bonus + Armor bonus.

* **Fortitude Defense** = 10 + Melee/Hand-To-Hand attack bonus

* **Reflex Defense** = 10 + Missile/Ranged attack bonus

* **Will Defense** = 10 + Magic/Supernatural attack bonus

***Natural 20 is automatically a critical doing maximum damage.**

***Add STR bonus to Melee/Hand-To-Hand damage, x 2 for two-handed weapons.**

RACE TEMPLATES

Each race provides +2 in bonuses to skills and/or stats as indicated. New races can be added using these as examples. No other racial abilities are included when choosing a race, though race features and powers can be used during the game (see Powers, below).

- * Humans get +1 to all skills
- * Elves, Eladrin, Deva and similar "magical" races get +2 MIND
- * Dwarves, Dragonborn, Half-Orcs, Warforged and similar "tough" races get +2 STR
- * Halflings and similar "quick" races get +2 DEX
- * Half-Elves get +2 to any stat or +1 to all skills
- * Gnomes, Tiefling, Drow and similar "cunning" races get +1 MIND and +1 DEX

CLASS TEMPLATES

In Microlite 4e, you choose a class for your specific powers and features, and that class also determines your character's role. The role provides the benefits listed below. Characters begin at level 1. All roles get 4 skill points to distribute as they wish, plus the indicated skill bonus. All characters also begin with 120 gold pieces to purchase weapons, armor, magic items and adventuring gear. They begin with basic clothing (no AC bonus) for free.

Soldier - Frontline melee defender: High defenses and hit points; moderate offense

Features: 9 Healing Surges, +1 Str, +1 Dex, Any weapon/shield/armor, +1 bonus to the Physical skill.

Combat Challenge: Soldier can "mark" an enemy after engaging it in melee combat. Marked enemies take -2 penalty to any attack that does not include the Soldier as a target.

Punishing Attack: When a marked enemy makes an attack that does not include the Soldier as a target, or tries to move away from the soldier, the soldier may make a free attack against that enemy.

Brute - Frontline melee combatant; immovable force of destruction

Features: 10 Healing Surges, +2 Str, Any weapon/shield/armour.

Brute Strength: Brute is considered one size category larger for the purposes of forced movement and carrying capacity.

Battle Rage: When the Brute drops to 1/2 of their total HP value, they deal +1w damage on all attacks. At 1/4 HP, they deal +2w on all attacks.

Skirmisher - Swift moving melee/ranged commando.

Features: 6 Healing Surges, +1 Str, +1 Dex, Any weapon, light shield medium armour, +1 bonus to the Physical skill.

Darting Attack: When the skirmisher makes a successful attack role, he/she may shift as a free action.

Blade Dash: The skirmisher deals extra damage equal to the amount of squares (or every 5ft.) that they moved before making the attack.

Lurker - Cunning melee/ranged assassin that capitalizes on the enemy's weaknesses

Features: 6 Healing Surges, +2 Dex, 1H weapon, no shield, light armour, +3 bonus to the Subterfuge skill.

Opportunist: The lurker gains a +4 bonus to hit enemies that grant combat advantage, instead of the normal +2.

Stealth Attack: When the lurker is hidden or otherwise obscured from an enemy, they can spend a minor action to "study" an enemy, after which they deal an extra +1w damage. This effect can accumulate over multiple rounds.

Arbalester - Ranged combat specialist that is skilled at bombarding enemies with damaging attacks.

Features: 6 Healing Surges, +1 Dex, +1 Mind, 1H weapon, light shield, light armour.

Sharpshooter: When the arbalester takes an aim action, the bonus to hit increases to +4, rather than +2 and deals an extra +1w damage on a hit.

Rapid Shot: When the arbalester reduces a target to 0hp with an attack, they may make an immediate attack against a second target.

Controller - Ranged combatant that specializes in hindering enemies through area effects and attacks.

Features: 6 Healing Surges, +2 Mind, 1H weapon, no shield/armour, +3 bonus to the Knowledge skill

Oppressive Attack: Enemies suffer a -2 penalty to savings throw to effects caused by the controller's attacks.

Battle Shaping: Controllers may sacrifice damage to attack extra targets. For every -2 penalty to damage, the controller may include 1 extra target as part of an attack.

Leader - Support specialist who excels at healing and buffing allies.

Features: 7 Healing Surges, +1 Str, +1 Mind, Any weapon/shield/armour, +3 bonus to the Communication skill.

Healing Word: The leader may spend a point of heroism to allow an ally to take a second wind, even if that ally has already taken one during the encounter. This does not cost the targeted ally any heroism.

Inspiring Aura: Allies adjacent to the leader, gain a +1 bonus to attacks, saves and skill checks.

POWER BUILDER

There are 4 power skeletons. 1 for each attack type. Each attack gains a power source keyword (Martial, Divine,...) and an accessory keyword (Weapon, Implement).

Melee

Standard Action, Melee Weapon
Target: One Creature

Attack: Primary Attribute Modifier (PAM) vs AC
Hit: 1W + PAM damage

Ranged

Standard Action, Ranged Weapon
Target: One Creature
Attack: Primary Attribute Modifier (PAM) vs AC
Hit: 1W + PAM damage

Close

Standard Action, Close Burst 1
Target: Each creature in burst
Attack: Primary Attribute Modifier (PAM) vs AC
Hit: 1W + PAM damage

Area

Standard Action, Area burst 1 within 10 squares
Target: Each creature is burst
Attack: Primary Attribute Modifier (PAM) vs Reflex
Hit: 1d6 + PAM damage

2) Each power type has a different power modifier sum. Power modifiers may be taken more than once and the effects are cumulative.

At-will powers: 1
Encounter powers: 2 in heroic, 5 in paragon, 7 in epic
Daily power: 4 in heroic, 7 in paragon, 9 in epic

Sample Power Modifiers

- 2: No PAM damage on Hit
- 1: Add damage type (fire, necrotic, poison)
- 1: Remove Weapon or Implement Keyword
- 0: Attack targets Fortitude or Will instead of Reflex
- 0: Ranged 5 instead of Ranged weapon
- 0: Hit deal 1d6 damage instead of 1W
- 0: Add damage type (cold, electric, thunder)
- 1: Blast or Wall instead of burst
- 1: Hit also pushes the target 1 square
- 1: Hit also knocks the target prone
- 1: Hit deals an additional 1W
- 1: Hit or Miss also causes minor ailment (dazed, slowed, grants combat advantage) until the end of your next turn
- 1: Hit or Miss causes ongoing damage 5
- 1: Hit or Miss grants target -2 penalty to one defense or attack rolls until end of your next turn
- 1: Hit or Miss grants target -SAM penalty to one defense or attack rolls until end of your next turn
- 1: Increase damage dice one size
- 1: Increase burst or area size by 2
- 1: Increase Range by 5 squares
- 1: Ailment lasts until save ends instead or end of turn
- 1: Hit deals Secondary Attribute damage
- 1: Add damage type (radiant, acid, psychic)
- 1: Attack is Reliable
- 1: +2 to the attack roll
- 1: Attack deal half damage on Miss
- 2: Attack targets Reflex instead of AC
- 2: Hit or Miss also causes major ailment (stunned, immobilized, blinded) until the end of your next turn
- 2: Additional 1W attack after primary attack

Micro Action Fantasy

by JDSorenson

CORE SYSTEM

This is the first and most important rule to remember is that anything a character wishes to accomplish can be ruled by rolling 1d20 + modifiers and comparing the result to a target number. If the result meets or exceeds this number, then the attempt is a success. If the result falls below the target number, then the attempt is a failure.

There are three different types of modifiers, each with a slightly different effect:

Static Bonuses: These usually come from constant sources such as Level, Class, Race, etc. Static Modifiers stack with each other, as well as Temporary Bonuses and Penalties.

Temporary Bonuses: These usually come from Powers and situational effects. Temporary modifiers stack with Static Modifiers, but not with each other. A larger Temporary bonus always supersedes a smaller one.

Penalties: These also typically come from Powers and situational effects, but they are subtracted from the character's total bonuses. Penalties do not stack with each other. A larger Penalty always supersedes a smaller one.

CHALLENGES

There are two basic types of challenges in the game, combat challenges wherein characters are in direct conflict with foes; and skill challenges wherein character's are at odds with NPC's and the environment.

Both are resolved by rolling D20 + modifiers vs. a target number, but the type of challenge determines the actual target number.

In combat challenges, combatants primarily roll against their opponents defenses, adding the appropriate combat stat, depending on the type of action being attempted. Combat challenges take place over a series of combat rounds (each of which lasting approximately 10 seconds of "in-game" time), and last until one side or the other is defeated (all combatants reduced to 0 Endurance Points) or until one side concedes to the other (surrendering or fleeing).

In skill challenges, characters are attempting to prevail against the environment, circumstances, or NPC's. These can be simple, requiring only 1 successful roll to determine success or failure; or they can be complex, requiring several rolls over the course of multiple narrative rounds (each of these lasts an amount of time that is appropriate to the context of the challenge) to determine success or failure.

Instead of combat stats, skill challenges use character's skills to modify the rolls, the target numbers of which are known as "Difficulty Class", which is determined by the relative difficulty of the action being attempted.

The basic outline of difficulty classes are as follows:

CHALLENGE : DIFFICULTY CLASS

Trivial	5
Easy	10
Challenging	15
Hard	20
Very Hard	25
Legendary	30
Nigh Impossible	35

Generally speaking, character's should not have to roll to accomplish tasks for which there is virtually no chance for failure. As player characters increase in level, so do their skill values. This means that challenging (DC 15) tasks for a 1st level character will be trivial for a high level character.

ADVANCEMENT

Characters and challenges in Micro Action Fantasy have levels, which are abstract measures of power and influence in the game world.

As PC's overcome challenges, they gain experience points relative to the difficulty of the challenge. When a character gains experience equal to 20 + his/her current level, they gain a new level and all of the benefits that come with it.

Generally speaking, challenges that are roughly equal to the character's grant 2 experience points (XP), whereas those well below the character's level grant 1 XP and those above the character's level grant 3 XP. Challenges that are completely trivial to the character's grant 0 XP, and challenges that are significantly above the level of the PC's grant 4 XP.

Details on awarding experience will be further expanded upon in the GM's guide.

At each level up, characters receive additional hit points (According to the character's level)

At each even level, character's gain a +1 static bonus to attacks, defenses and skill checks.

At levels 3, 7, 13, 17, 23 and 27 characters gain new attack powers.

At levels 5, 9, 15, 19, 25 and 29 characters gain new support powers.

At levels 11 and 21 each of the character's base attributes increase by 1.

Character's receive a level dependent static bonus to attacks, defenses, and skill checks equal to their level/2 (rounded down).

BASE ATTRIBUTES

Each character has a set of base attributes that define his/her level of natural talent in certain areas. As the character gains levels, their natural talent eventually takes a back seat to the bonuses gain through experience and training, but at the start of the characters career, they must rely on their inborn gifts.

Might: This measures a character's overall level of strength, stamina and physical power. Might is important for melee attacks and damage, as well as spell-casting damage. Might also determines a character's base Fortitude defense.

Grace: This measures a character's overall level of agility, speed and precision. Grace is important for melee attacks, as well as ranged attacks and damage. Grace determines a character's base Reflex and Armor defenses.

Cunning: This measures a character's wits, as well as their perception and intellect. Cunning is important for ranged weapon attacks and damage, as well as spell-casting attacks. Cunning also determines a character's base Intuition defense.

Will: This measures a character's presence, charisma and resolve. Will is important for spell-casting attacks and damage. Will also determines a character's Willpower defense.

Player's generate their character's starting attributes by assigning numbers within a standard array (3, 2, 1, and 0) based on their character's priority. These values are further modified by the player's choice of class.

Example:

Dick decides that he wants to create a hulking berserker character called "Beefsteak the Barbarian". At character creation, he decides that Beefsteak will be amazingly strong, pretty obstinate, somewhat swift, and of average intelligence. He assigns his array as follows:

Beefsteak
Might 3
Grace 1
Cunning 0
Will 2

Dick chooses the Brute class, which grants a +2 bonus to Might, and +1 bonus to Will. Now, his starting stats look like:

Beefsteak
Might 5
Grace 1
Cunning 0
Will 3

Jane however, decides that she wants to create a powerful fire wizard called "Frites". She assigns Frite's scores as follows:

Frites
Might 0
Grace 1
Cunning 2

Will 3

Jane then chooses the controller class, which grants a +2 bonus to Cunning, and a +1 bonus to Will. Frites final scores look like:

Frites

Might 0

Grace 1

Cunning 4

Will 4

DERIVED STATS

Derived stats are character statistics which are determined, in part, by a character's base attributes.

Melee Attack Bonus = $\text{STAT (Might + Grace/2)} + \text{Weapon Bonus} + \text{Level/2}$

Melee Damage Bonus = $\text{STAT (Might + Will/2)} + \text{Weapon Bonus} + \text{Level/2}$

Ranged Attack Bonus = $\text{STAT (Grace + Cunning/2)} + \text{Weapon Bonus} + \text{Level/2}$

Ranged Damage Bonus = $\text{STAT (Grace + Might/2)} + \text{Weapon bonus} + \text{Level/2}$

Magic Attack Bonus = $\text{STAT (Cunning + Will/2)} + \text{Implement Bonus} + \text{Level/2}$

Magic Damage Bonus = $\text{STAT (Will + Might/2)} + \text{Implement Bonus} + \text{Level/2}$

Armor Defense (vs. Melee and Ranged weapon attacks) = $\text{Armor Type} + \text{STAT (Might + Grace; Light Armor only)} + \text{Shield} + \text{Level/2}$

Fortitude Defense (vs. Poison; Disease; Movement Effects, etc.) = $\text{Might} + \text{Level/2}$

Reflex Defense (vs. Elemental effects; Terrain; Trip Attacks, etc.) = $\text{Grace} + \text{Level/2}$

Intuition Defense (vs. Traps; Stealth Attacks; Illusions; etc.) = $\text{Cunning} + \text{Level/2}$

Willpower Defense (vs. Mind-control effects; Intimidation, etc.) = $\text{Will} + \text{Level/2}$

Speed: Character's have three modes of movement derived from their base speed value, which is determined primarily by Race and Size.

March (=Base Speed): Moving at this rate provokes Counterattacks when the character disengages from a foe.

Shift (=Base Speed/2): Moving at this rate does not provoke Counterattacks.

Sprint (=Base Speed x 2): Moving at this rate provokes Counterattacks when disengaging from a foe. Also, the character grants Combat Advantage to foes during a Sprint, and for 1 round after.

Size: A character's base attributes are actually relative to their size. A character's Size Category is determined by their choice of Race.

*Size category modifiers are relative to the size of a character's opponent they only apply to targets larger or

smaller than the acting character.

*Character's that are size Small and below can occupy the same square as another creature. When they are engaged in melee, they have Total Cover instead of Partial Cover.

Perception – This is determined primarily by a character's Race.

Normal Vision: -2 penalty in Dim Illumination/-4 penalty in Total Darkness

Low-Light Vision: No penalty in Dim Illumination/-2 penalty in Total Darkness

Darkvision: No penalties in Dim Illumination or Total Darkness

Initiative – Characters gain a static bonus to initiative equal to Cunning + Class Bonus + Level/2.

SKILLS

Skills represent a character's ability to overcome challenges that require more than mere force of arms. Skills are broken down into a short list of broad competencies, the effects of which change as different attributes are applied to them. Below is a short, and by no means comprehensive list of what different attributes + skills can accomplish:

Athletics: A character's ability to perform feats of physical prowess and other endure strenuous activity over a period of time.

Athletics + Might: Climbing, Swimming, Lifting, Jumping, etc.

Athletics + Grace: Balancing, Tumbling, Acrobatics, Contortionism, etc.

Athletics + Cunning: Giving chase; Sizing up competition, etc.

Athletics + Will: Endurance; Running

Communication: A character's ability to read and persuade others.

Communication + Might: Physical intimidation

Communication + Grace: Dancing

Communication + Cunning: Manipulation; Sense Motive

Communication + Will: Diplomacy, Persuasion; Inspiring others

Lore: A character's ability to retain and access academic knowledge and other information.

Lore + Might: Muscle memory

Lore + Grace: Picking locks; Disabling devices

Lore + Cunning: Science; History; Myths and Legends

Lore + Will: Inspiration and Epiphanies

Magic: A character's ability to understand and channel magical forces

Might + Magic: Endure long periods of channeling without ill effect

Grace + Magic: Engage in subtle uses of magic

Cunning + Magic: Reveal knowledge about monsters or the Planes

Will + Magic: Summoning and shaping raw magical forces

Subterfuge: A character's ability to engage in stealth and skullduggery.

Might + Subterfuge: Knocking a guard out, garroting an unsuspecting target.

Grace + Subterfuge: Hiding in shadows, moving silently

Cunning + Subterfuge: Picking locks or disabling traps; Shadowing a target

Will + Subterfuge: Bluffing; Gambling

Survival: A character's ability to navigate and survive in the wild.

Might + Survival: Rock climbing; Enduring harsh weather

Grace + Survival: Moving silently in the forest

Cunning + Survival: Tracking prey

Will + Survival: Taming animals

There may be some overlap wherein the same task can be covered by a number of different ATTRIBUTE + SKILL combinations, and that's okay. No problem has only a single solution. Player's should be encouraged to think of creative uses of their skills, as long as their proposed solutions have at least some sort of rationale behind them.

If a player proposes an attribute + skill combination that has absolutely nothing to do with the challenge at hand, then the GM should nix the idea and ask the player to come up with something else.

If a player proposes an attribute + skill combination that has only a tenuous association with the challenge at hand, then have them roll for a higher DC.

If a player proposes an attribute + skill combination that makes perfect sense within the context of the challenge, then the GM should allow it.

At character creation, each character can assign one skill at +3, two skills at +2, and three skills at +1. These initial values are further modified by Race. Characters also add Level/2 rounded down to their skill bonuses.

SKILL CHALLENGES

A simple skill challenge is just a d20 roll + STAT + SKILL vs. a Difficulty Class assigned by the GM to determine success or failure.

The DC for skill checks is usually based on the circumstances, environment and context of the challenge. Rolling against a monster or NPC is a matter of the subjects level:

<u>NPC/MONSTER LEVEL</u>	<u>DC</u>
Heroic (1 - 10)	15
Elite Heroic (1 -10)	20
Paragon (11 - 20)	20
Elite Paragon (11 -20)	25
Epic (21 - 30)	25

Elite Epic (21 - 30)	30
Epic +	35

A complex skill challenge involves several skill rolls, by one or more characters, over the course of several narrative rounds. The goal in a complex skill challenge is to accumulate a number of skill rolls within a certain number of rounds, as determined by the challenges complexity.

<u>COMPLEXITY LEVEL</u>	<u>SUCCESSSES NEEDED</u>	<u>WITHIN</u>
1	1 Per Player	6 Rounds
2	2 Per Player	5 Rounds
3	3 Per Player	4 Rounds

Narrative rounds begin when the PC's are presented with a challenge and one character takes the initiative and makes a skill roll. The action then travels clockwise around the table and each character can propose an action and make a roll, or pass on to the next person.

A narrative round passes when all players have had a chance to act, and the action comes back around to the first player who had acted. Narrative rounds don't take place over a set amount of time like combat rounds, instead taking as much time as appropriate to the situation. So in one challenge, players could be scrambling to disable a complex trap that will kill them all within minutes, but in another players could be in separate parts of a city, each using their unique talents to track down an arcane bomb that will destroy an entire section of the city.

During a complex skill challenge, when a player makes a successful skill check, the DC for the next player's skill roll decreases by one step (so a Legendary DC of 30 becomes a Hard DC of 25 for the next player).

When a player rolls a skill check that does not succeed, the DC for the next player increases by one step (so that Legendary DC of 30 becomes a Nigh Impossible DC of 35). Also, the failing Skill + Stat combination cannot be used by the party for the duration of the challenge.

On the GM's turn during the complex skill challenge, he/she can make a Complication Roll. The GM rolls d20 + The level of the challenge. If this beats the DC that the last player had rolled against, then the GM negates one of the Player's successes and increases the next player's target DC by one step.

Rituals

Rituals are a special kind of complex skill challenge that take place when the PC's attempt to create big, complicated, powerful, world-altering effects through magic. These primarily involve use of the Magic Skill and any other skills that the GM deems appropriate to the nature of the intended effect.

For instance, travel based rituals could involve the Magic Skill, Lore, Athletics and Survival

Exploration based rituals could involve Magic, Subterfuge, Athletics or Lore

Divination Rituals could involve Magic, Subterfuge, Lore and Communication

Since the effects of Rituals are potentially limitless, the cost is greater to PC's. For every round that a PC attempts, they lose one point of Heroism that can't be regained until that character takes an Extended Rest.

Also, the GM should think of an appropriate complication to arise from a failed challenge. A teleportation ritual gone awry could leave the PC's leagues off course and stranded in a desert. Or a botched attempt to commune with a friendly extraplanar creature could instead summon an angry demon.

Otherwise, a ritual skill challenge follows the same rules as a complex skill challenge.

RACES

Elves: An ancient race of magical beings that are native to the Faerie Realm.

Size: Medium; Speed: 7

Faerie Blood: Elves gain a +2 static bonus to Magic skill rolls.

Ancient Will: Elves gain a +2 Static bonus to saves vs. mental effects

Faerie Step: Elves have the ability to walk between worlds, disappearing from the Prime Materia and walking through the Faerie Realm to reappear where enemies least suspect. You can spend a point of heroism and teleport up to your movement rate to any point to which you have Line of Sight. At the Paragon Tier; you can also take one adjacent ally along with you. At the Epic Tier, you can take all adjacent allies. This is a minor action.

Dwarves: Ancient race that dwell in great kingdoms built beneath the mountains. Dwarves are often the first line of defense against otherworldly terrors that nest beneath the earth.

Size: Medium; Speed 5

Stout: When a Dwarf is subjected to a forced movement effect, the number of squares the dwarf is moved decreases by 1.

Iron Hide: Dwarves suffer no penalty to movement or skills when wearing Heavy Armor.

Dwarven Resilience: Dwarves are remarkably durable and resilient. On your turn, you can spend a point of heroism to immediately gain 5 temporary Endurance Points. At the Paragon Tier, this ability grants 10 Temporary Endurance Points. At Epic, this ability grants 15 Temporary Endurance Points. This ability requires a minor action to activate and temp EP gained from Dwarven Resilience stack with temp EP from other sources.

Kobolds: Quick, cunning and mischievous creatures that tend to dwell with other races in large metropolitan areas.

Size: Small; Speed 5

Larcenous: Kobolds gain a +2 Static Bonus to all Subterfuge rolls.

Shifty: Whenever a Kobold is missed with an attack, they may shift up to their Shift Rate as an Immediate Reaction.

Uncanny Luck: Kobolds have a strange and uncanny ability to avoid danger. When you are hit with a successful attack roll, you may spend a point of Heroism to force the enemy to re-roll the attack as an Immediate Action.

The attacker must take the lower of the two rolls. At Level 11, the re-roll takes a -2 penalty. At Level 21, This roll takes a -4 penalty.

Beastmen: An offshoot of humanity that chose to stay in the wild untamed lands while the rest of humanity was building temples and cities.

Size: Medium; Speed: 7

Natural Affinity: Beastmen gain a +2 Static Bonus to all Survival Rolls.

Keen Senses: Beastmen gain a +2 Static Bonus to initiative and can act normally during any surprise round.

Wild Spirit: Due to their atavistic nature, Beastmen can tap into deep reserves of energy to overcome challenges. When you spend a point of heroism, you gain a +2 temporary modifier to attacks and skill checks. At 11th Level, this bonus becomes +4, and at 21st Level it becomes +6. Each the the bonus granted by this ability is applied to a roll, it decreases by 1, and lasts until the total becomes 0. Activating this ability requires a minor action.

Draconians: Dragon-like humanoids that were created by Dragonkind to tend their empire while they lay in long hibernation.

Size: Medium; Speed: 6

Lorekeepers: Draconians gain a +2 Static Bonus to all Lore checks

Death Before Dishonor: When a Draconian is injured, they gain a +1 Static Bonus to attack and damage rolls.

When they are Wounded, this bonus becomes +2.

Dragon Breath: Like their draconic cousins, Draconians have a natural ability to attack foes with their devastating breath weapons. Choose one damage type (Fire, Cold, Lightning, Thunder, Posion or Acid), You can spend a point of Heroism to make an area 3 attack at close range. This attack deals 1d6 damage of the specified type. At 11th level, this attack does 2d8 damage, and at 21st level this attack does 4d10 damage. This ability requires a minor action to activate.

Tieflings: Heirs to a long dead empire ruled by devils and fiends. Tieflings are humans of fiendish origins who rose against their masters and liberated themselves from slavery and oppression.

Size: Medium; Speed: 6

Hell Born: Tieflings gain resistance to fire damage equal to 5 + Level/2 (rounded down).

Tempter: Tieflings gain a +2 Static Bonus to all Communication rolls.

Hellfire Rebuke: When a Tiefling is hit with an attack, they can channel their anger into a retaliatory flash of fire and brimstone. You can spend a point of heroism to deal 1d6 fire and poison damage to an enemy who hits you with an attack as an immediate action. At 11th level, this attack deals 2d8fire and poison damage. At 21st level, this attack deals 4d10 fire and poison damage.

Orcs: Savage humanoids who revel in battle and brutality. Though some are civilized and live among other races, they are still brutish and quick to anger.

Size: Medium; Speed: 6

Fierce Competitor: Orcs gain a +2 Static Bonus to all Athletics Rolls.

Blood-Thirsty: Orcs gain a +2 Static Bonus to attack and damage rolls vs. Injured or Wounded targets.

Savage Blow: Orcs are adept at making brutal, decisive attacks against their enemies. You can spend a point of Heroism to deal an additional 1D to all attacks. This is a free action and the bonus lasts until you miss an enemy with an attack. At 11th level, this bonus becomes 2D, and at 21st level it becomes 3D.

Human: Humans are the most populous and industrious of all the races.

Size: Medium; Speed: 6

Industrious: +1 static bonus to all skill rolls

Perseverant: +1 static bonus to all saves

Heroic Destiny: Humans have no special powers inherent to their race, but still have great potential as heroes. They gain +2 points of heroism at character generation.

Stats

There are 4 stats : Strength (STR), Dexterity (DEX), Mind (MIND), and Spirit (SPI).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

or Assign the following numbers to your three stats: +2, +1, +0, -1.

Races

Humans get +1 to three Stats of their choice

Elves get +2 MIND or +2 DEX and have advantage on saving throws against being charmed.

Dwarves get +2 STR or +2 SPI have advantage on saving throws against poison.

Halflings get +2 DEX or +2 SPI have advantage on saving throws against being frightened.

Half-Elves get +1 to MIND and +1 to DEX and have advantage on saving throws against being charmed.

Half-Orcs get +3 to STR but -1 to DEX and have advantage on attempts to intimidate.

Classes

The classes are Fighter, Rogue, Mage, Cleric.

Fighters wear any kind of armour and use shields.

They add their proficiency bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on.

Rogues can use light armour. They add their proficiency bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack.

Magi wear no armour. They can cast arcane spells, and add their proficiency bonus to Knowledge.

Clerics can wear light or medium armour. They cast divine spells and add their proficiency bonus to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points

of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Skills

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill roll = d20 + proficiency bonus + whatever stat bonus is most applicable to the use + situation modifiers.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Persuading a guard to let you in would be Communication + MIND bonus.

Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually SPI bonus + proficiency bonus.

The proficiency bonus increases to +3 at 5th level, +4 at 9th level, +5 at 13th level, and +6 at 17th level.

Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the SRD spell list.

Casting a spell of any kind requires a skill roll.

Arcane magic requires a Knowledge + MIND roll, and divine magic requires a Knowledge + SPI roll.

The DC is 5 + spell level attempted. A success means the spell goes off as normal without problems.

Rolling under this number means the spell still goes off, but the caster gains a point of "strain," a cumulative -1 to future spellcasting attempts until a short rest is completed. With a roll of 1, the spellcaster gains a point of strain and cannot cast

that spell again until he has completed a long rest.

Combat

Hit Points = STR Stat + Physical bonus + 1d6/level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR bonus + proficiency bonus

Missile attack bonus = DEX bonus + proficiency bonus

Magic attack bonus = MIND or SPI bonus + proficiency bonus

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage. Fighters and Rogues can use DEX bonus + proficiency bonus as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

Add STR bonus to melee damage, x2 for 2-handed weapons.

Armor class (AC) = 10 + Dex bonus + armor bonus.

Advantage and Disadvantage

Some circumstances provide *advantage* or *disadvantage*. When you have advantage on a roll, you roll 2d20 and take the better of the two results, and you have disadvantage you roll 2d20 and take the lesser of the two results.

The DM will determine circumstances that can cause advantage or disadvantage, but here are some examples.

Advantage

Opponent is stunned

Ally is assisting you in a task

Opponent is unaware of your location

Disadvantage

Attempting ranged attack against adjacent opponent

Opponent is hidden

Attacking from prone

Level Advancement

Each level adds: +1d6 to Hit Points

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND

Fighters gain +1 to their attack and damage rolls at levels divisible by 5.

Clerics and Magi gain access to new spell levels at 3rd level, then every other level beyond 3rd.

Multiclassing

A character can decide, at one point, to begin following a new path, changing his class. Characters may have up to two classes (for example, Fighter/Cleric, or Ranger/Rogue). A multiclass character's Character Level is the sum of the levels in both her classes (a Fighter 2 / Cleric 1 is a level 3 character).

When a character earns the right to go up a level, the player chooses which class to advance or, if the character is single-classed, the player may choose a second class, which begins at level 1.

Advancement is determined by Character Level, but spell descriptions and abilities which reference "level" mean "specific class level".

Microlite5E

Second Release

Microlite20 was written by Robin V Stacey in 2006 with the goal of being:

... a trimmed-down, subminiature version of [Dungeons & Dragons third edition] that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of [D&D] (monsters, spells, adventures and equipment) could be used without conversion.

Microlite5E is my attempt to do the same for Dungeons & Dragons fifth edition. It should make character creation very quick and reduce the number of fiddly bits that a player has to keep track of. Characters should be balanced with existing fifth edition characters and be able to complete normal fifth edition adventures.

Changes: Microlite5E keeps all class features, but simplifies weapon and armour choices, replaces skills with broader proficiencies, reduces races to a single feature, prompts an optimal ability modifier array and discards ability scores to use modifiers only.

It also comes with a two-page monster creation system that should make *DMG*-legal monsters.

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Creating a character

Step one: Choose your class

At this stage, just note down which class you've chosen. You'll write down the features of that class later.

Write “+4” in the key ability of your class and “+3” in the secondary ability. Where two are given, choose one.

Class	Primary Ability	Secondary Ability
<i>Barbarian</i>	STR	CON
<i>Bard</i>	CHA	DEX
<i>Cleric</i>	WIS	STR, CON
<i>Druid</i>	WIS	CON
<i>Fighter</i>	STR (melee), DEX (ranged)	CON
<i>Monk</i>	DEX	WIS
<i>Paladin</i>	STR	CHA
<i>Ranger</i>	DEX (ranged), STR (two-weapon)	WIS
<i>Rogue</i>	DEX	INT, CHA
<i>Sorcerer</i>	CHA	CON
<i>Warlock</i>	CHA	CON
<i>Wizard</i>	INT	CON, DEX

Step two: Choose your race

The name of your race is the name of your first skill. For example, a dwarf has the Dwarf skill, which he or she can use to identify stonework, recall dwarflife and determine how far underground he or she is.

You also have advantage on saving throws applicable to your race. For example, dwarves get advantage to dodge boulders flung by giants and elves get advantage to resist sleep and ghoul paralysis.

You also get one racial feature.

Dwarf: +1 hit point per level. Resist poison.

High elf: You know one arcane cantrip.

Wood elf: No natural thing will restrain you. In addition, ignore difficult terrain from natural sources. In addition, you can hide in any lightly-obscuring natural surrounding.

Dark elf: You can be dazzled by sudden bright light, giving you disadvantage in those circumstances. You can cast *darkness* 1/day.

Halfling (Small size): You can hide behind any creature one size or more larger than you. Resist poison.

Human: 3/day, advantage on a roll of your choice.

Red dragonborn: 1/encounter, DEX save*; fail:2d6 (3d6 at 6th, 4d6 at 11th, 5d6 at 16th); success: half damage, 1d4+1 targets (DM chooses one, you choose the rest)

Forest gnome (Small size): You can talk to Small and smaller animals. You know the *minor illusion* cantrip.

Rock gnome (Small size): If you have tools and time, you can create Tiny clockwork devices.

Orc: Diehard 1/day (when you are reduced to 0 HP or below, set your HP to 1).

Tiefling: *Hellish rebuke* 1/day. Resist fire.

Aasimar: *Healing word* 1/day. Resist necrotic and radiant.

Duergar: *Enlarge/reduce* (enlarge only) 1/day.

Shadowfolk: *Disguise self* 1/day.

Frogfolk (Small size): *Jump* 1/encounter. Breathe underwater.

Gremlin (Small size): Automatically tell how any mechanical or magical device works and what it does.

Blue goblin (Small size): You never need to eat, drink or breathe.

Changeling: Your claws are always one-handed melee weapons that do 1d10 damage.

Dhampir: *Detect evil and good* at will

* All saves that you force creatures to make via your racial or class features use the same DC, which is your spell DC.

Step three: Abilities

From your class selection, two of your six abilities will be assigned. You can distribute +2, +1, +0 and -1 among the other four abilities.

Step four: Class, again

Write down your class features, etc., on your character sheet.

You are proficient in a skill called your class name. For example, a barbarian has the Barbarian skill, which he or she can use to survive sub-zero temperatures, scare puny mortals, etc.

You get the class's class features, as usual, including spells.

Armour indicates the heaviest armour you can wear; you can also wear lighter armours.

Class	HP at 1 st	HP at each additional	HD	Proficient in	Armour
Barbarian	12+CON	+7+CON	d12/level	CON, STR	Medium, shield
Bard	8+CON	+5+CON	d8/level	DEX, CHA	Light
Cleric	8+CON	+5+CON	d8/level	WIS, CHA	Medium, shield
Druid	8+CON	+5+CON	d8/level	INT, WIS	Medium, shield
Fighter	10+CON	+6+CON	d10/level	STR, CON	Heavy, shield
Monk	8+CON	+5+CON	d8/level	STR, DEX	None
Paladin	10+CON	+6+CON	d10/level	WIS, CHA	Heavy, shield
Ranger	10+CON	+6+CON	d10/level	STR, DEX	Medium, shield
Rogue	8+CON	+5+CON	d8/level	DEX, INT	Light
Sorcerer	6+CON	+4+CON	d6/level	CON, CHA	None
Warlock	8+CON	+5+CON	d8/level	WIS, CHA	Light
Wizard	6+CON	+4+CON	d6/level	INT, WIS	None

Weapon damage by class

Class	Light	One-handed melee	Two-handed melee	Ranged
Barbarian	1d8	1d8	2d6	1d8
Bard	1d6	1d8	1d10	1d8
Cleric	1d4	1d6	1d10	1d6
Druid	1d4	1d6	1d10	1d4
Fighter	1d8	1d10	1d12	1d8
Monk*	1d6	1d8	1d12	1d6
Paladin	1d6	1d8	1d12	1d8
Ranger	1d6	1d8	2d6	1d10
Rogue	1d6	1d8	2d6	1d8
Sorcerer	1d4	1d6	1d8	1d6
Warlock	1d4	1d6	1d10	1d6
Wizard	1d4	1d6	1d8	1d6

* The monk treats unarmed strikes as one-handed melee weapons, as well as light weapons and dual wielding weapons (if the monk has both hands free).

Equipment

If you prefer, you can just go with the equipment choices in the *Player's Handbook*.

Every character begins with an equipment pack of their choice (page 151 of the *Player's Handbook*). They also start with the following:

Class	Weapons	Focus	Shield	Armour	Other
Barbarian	3				
Bard	2	Musical instrument		Light	
Cleric	2	Holy symbol	Y	Light or medium	
Druid	1	Druidic focus	Y	Light	
Fighter	3		Y	Light or medium	
Monk	2				
Paladin	2	Holy symbol	Y	Light or medium	
Ranger	3			Light or medium	
Rogue	3			Light	Thieves' tools
Sorcerer	2	Arcane focus or spell component pouch			
Warlock	3	Arcane focus or spell component pouch			
Wizard	1	Arcane focus or spell component pouch			Spellbook

Shield: You can swap your shield for another weapon choice, if you prefer.

Focus: A focus allows you to cast your spells. If you want to mix it up, and have a musical cleric (a cantor) who casts with a lute or a herbologist druid who casts with a spell component pouch, that is very cool.

Weapons: Each choice allows you to choose another light weapon, one-handed melee weapon, two-handed melee weapon or ranged weapon. Note that ranged weapons come with ammunition and you might get multiple weapons if you choose light weapons.

Examples:

Light: Four javelins, 20 darts, two handaxes, two daggers, a shortsword

One-handed melee: A rapier, a scimitar, a longsword, mace, warhammer

Two-handed melee: A greataxe, a greatsword, a longsword, a halberd

Ranged: A crossbow with 20 bolts, a longbow with 20 arrows

Step five: Background

Choose a background from the list in the *Players Handbook*. You are proficient in a skill called your background name. For example, the Outlander skill could be rolled to track, to forage provisions, to hide in the wilderness, etc.

You also have the background feature.

You also get the background's starting equipment.

Step six: Stats

Proficiency bonus: +2 (at first level)

Spells DCs: 8 + proficiency bonus + your primary ability. While called “spells DC”, this is actually the DC for any save that you force a creature to make through the use of your racial or class features.

Spell attacks: 1d20 + proficiency bonus + your primary ability

Attacks

Light weapons include thrown weapons and improvised weapons. They are one-handed.

Ranged weapons are always two-handed.

Your options for hands are therefore:

Option	Dominant hand	Other hand
Empty hands*	Nothing	Nothing
Empty Hand casting*	Focus	Nothing
Einhandler*	One-handed weapon or light weapon	Nothing
“Spells-and-sword”	One-handed weapon or light weapon	Focus
“Sword-and-board”	One-handed weapon or light weapon	Shield
“Shield-and-sorcery”	Focus	Shield
Two-hander	Two-handed weapon	Nothing
Ranged	Ranged weapon	Nothing
Dual wield	One-handed weapon or light weapon	Light weapon or one-handed weapon

* Suboptimal. Always better to dual wield. The one exception is if you plan to grapple. Even then, you can drop your weapon just before grappling.

Melee attacks: $1d20 + STR + \text{proficiency bonus (if you're proficient in that weapon)}$.

Add your STR to damage.

Alternatively, if attacking with a light weapon in melee, you may substitute DEX for STR, for attacks and damage.

Ranged attacks: $1d20 + DEX + \text{proficiency bonus (if you're proficient in that weapon)}$.

Add your DEX to damage.

Alternatively, if attacking with a light weapon at range (i.e. you are throwing it), you may substitute STR for DEX, for attacks and damage. You still do your light weapon damage, not your ranged weapon damage.

Dual wielding: If you dual wield, use your “two-handed melee” damage if you are attacking in melee. If you attack at range, use your “ranged” damage (you can only dual-wield light weapons at range, since they can be thrown).

If dual-wielding with one or two light weapons, you can choose whether to add your STR or your DEX to the damage.

Flurry of blows: Before you make an attack with your action, you can declare a flurry of blows. Your attack only does half damage (round down). However, you can make a second attack with your bonus action. This attack also only does half damage (round down).

If dual-wielding light weapons, it is possible with a flurry of blows to make one attack in melee and one at a range.

Armours

AC (in no armour): $10 + DEX$

AC (in light armour): $12 + DEX + 2$ (if shield, if proficient with shield)

AC (in medium armour): $14 + DEX (\text{max. } +2) + 2$ (if shield, if proficient with shield)

AC (in heavy armour): $17 + 2$ (if shield, if proficient with shield). Requires STR +2 or more. Also, gives disadvantage on all stealth checks.

Combat Advice

In general, you should wear the heaviest armour that you are proficient in. Clear exceptions are:

- If your DEX is +3, you should wear light armour instead of medium (heavy armour is still better if you have that option).
- If your DEX is +5, you should wear light armour instead of heavy.

What to roll

For most challenges, roll:

1d20 + the relevant ability + proficiency bonus (if your race, class or background are relevant)

DC 10 (easy), 15 (moderate), 20 (hard)

For saves, roll:

1d20 + the relevant ability + proficiency bonus (if you're proficient in the appropriate save)

DC 10 (easy), 15 (moderate), 20 (hard)

Remember you get advantage on saving throws that your race should be good at.

Levelling up

Your proficiency bonus increases by +1 at levels 5, 9, 13 and 17.

At levels 4, 8, 12, 16 and 19, follow the table:

Level	Ability Score
4	One of your non-primary, non-secondary abilities increases by 1.
8	Your primary ability increases to +5.
12	Your secondary ability increases to +4.
16	One of your non-primary, non-secondary abilities increases by 1.
19	Your secondary ability increases to +5.

Character Creation Examples

Walkthrough

Step One: I've heard interesting things about the 5th edition bard, so I choose that class.

CHA +4, DEX +3.

Step Two: I like the idea of an orc, angrily banging on his elfskin drums.

Diehard 1/day

Step Three: What kind of orc doesn't have terrific hardiness and forcefulness? I'll go CON +2, STR +1. Orcs are a little stupider than they are rash, I think, so I'll go WIS +0, INT -1.

Step Four: Back to my class, bard. I copy down my class features from the *Player's Handbook*, including spells. I also note down the HP and so on from the Microlite5E document.

Spellcasting (2 cantrips, 4 spells known, 2 1st-level spell slots), bardic inspiration (d6) (CHA/day; i.e. 4/day)

HP 8+CON (i.e., 10), HD d8, proficiency with DEX and CHA saves, proficiency with light armour

Damage: light, 1d6; 1H, 1d8; 2H, 1d10; ranged, 1d8

Phew, that's a lot to take in. I'll go with the quick build defaults for spells:

dancing lights, vicious mockery (cantrips); *charm person, detect magic, healing word, thunderwave* (1st-level).

I also get equipment:

pack (diplomat's), light weapon (two daggers), one-handed melee weapon (rapier), musical instrument – drums, light armour (leather).

Step Five: I have to choose a background suitable for my orc bard. I think Criminal is a nice touch. As with Orc and Bard, Criminal is a “skill” for me – when it is appropriate to a roll, I add my proficiency bonus.

I also get the equipment listed in the *Player's Handbook*

crowbar, set of dark common clothes (including a hood!), belt pouch (15gp).

I also get the background feature.

Criminal Contact

Step Six: This is the most daunting part, but I conclude:

Spells DC: 14 (8 + 2 + CHA)

Spell attacks: 1d20+6

AC: 15

Attacks with my rapier: +3 (2 + STR), damage: 1d8+1
Attacks with my dagger: +5 (2 + DEX), damage: 1d6+3
Rapier and dagger: +5 (2 + DEX), damage: 1d10+3 (melee)

I know which one I'll be going with.

And that's it! Here's my completed character:

Criminal Orc Bard.

STR +1, DEX +3, CON +2, INT -1, WIS +0, CHA +4.

HP 10, **HD** 1d8, **AC** 15 (light), **Saves** proficient DEX and CHA (+2), advantage on Orc
Rapier and dagger +5 (1d10+3), **dagger** +5 (1d6+3)

Skills Orc, Bard, Criminal

SQ Diehard 1/day; bardic inspiration (d6, 4/day); Criminal Contact

Spells (cantrips) *dancing lights, vicious mockery (2/day, 1st-level) charm person, detect magic, healing word, thunderwave*

Equipment rapier, diplomat's pack, elfskin drums, leather armour, two daggers, crowbar, set of dark common clothes (including a hood!), belt pouch (15gp).

Example characters

Entertainer Forest Gnome Warlock (Fey Pact).

STR -1, DEX +2, CON +3, INT +1, WIS +0, CHA +4.

HP 11, **HD** 1d8, **AC** 14 (light), **Saves** proficient WIS and CHA (+2), advantage on Forest Gnome

Light crossbow +4 (1d6+2), **dagger** +4 (1d4+2)

Skills Forest Gnome, Warlock, Entertainer

SQ cantrips (*chill touch, minor illusion, mage hand*); talk to Small animals; fey presence (1/encounter); By Popular Demand

Spells (2/encounter, 1st-level) *faerie fire, sleep*

Equipment arcane focus, scholar's pack, leather armour, spear, two daggers, lute, love letter, costume, belt pouch (15gp)

Charlatan Orc Paladin.

STR +4, DEX +0, CON +1, INT -1, WIS +2, CHA +3.

HP 11, **HD** 1d10, **AC** 19 (heavy, shield), **Saves** proficient WIS and CHA (+2), advantage on Orc

Longsword +6 (1d8+4), **javelin** +6 (1d6+4)

Skills Orc, Paladin, Charlatan; disadvantage on stealth

SQ divine sense (4/day); diehard (1/day); lay on hands; False Identity

Equipment longsword, shield, x5 javelins, priest's pack, chain mail, holy symbol, set of fine clothes, disguise kit, set of weighted dice, belt pouch (15gp)

Sage Tiefling Monk.

STR +1, DEX +4, CON +2, INT +0, WIS +3, CHA -1.

HP 10, **HD** 1d8, **AC** 17, **Saves** proficient STR and DEX (+2), advantage on Tiefling
Two unarmed +6 (1d12+4), **dart** +6 (1d6+4)

Skills Tiefling, Monk, Sage

SQ unarmoured defence, martial artist, *hellish rebuke* 1/day, resist fire; Researcher

Equipment shortsword, 10 darts, dungeoneer's pack, a bottle of black ink, a quill, a small knife, a letter from a dead colleague posing a question you have not yet been able to answer, a set of common clothes, belt pouch (10gp)

Monster Creation

Choose a Challenge Rating

Challenge Rating	Proficiency Bonus	Hit Points	Armour Class	DPR Points	Attack Bonus
1	+2	80	11	12	+1
2	+2	95	11	18	+1
3	+2	110	11	24	+2
4	+2	125	12	30	+3
5	+3	140	13	36	+4
6	+3	155	13	42	+4
7	+3	170	13	48	+4
8	+3	185	14	54	+5
9	+4	200	14	60	+5
10	+4	215	15	66	+5
11	+4	230	15	72	+6
12	+4	245	15	78	+6
13	+5	260	16	84	+6
14	+5	275	16	90	+6
15	+5	290	16	96	+6
16	+5	305	16	102	+7
17	+6	320	17	108	+8
18	+6	335	17	114	+8
19	+6	350	17	120	+8
20	+6	380	17	135	+8
21	+7	425	17	153	+9
22	+7	470	17	171	+9
23	+7	515	17	189	+9
24	+7	560	17	207	+10
25	+8	605	17	225	+10
26	+8	650	17	243	+10
27	+8	695	17	261	+11
28	+8	740	17	279	+11
29	+9	785	17	297	+11
30	+9	830	17	315	+12

Choose an approach

Offensive: +4 attacks and save DCs. Proficient in one of CON, DEX or WIS. Proficient in one of STR, INT, CHA.

Defensive: +4 AC. Proficient in one of CON, DEX or WIS. Proficient in one of STR, INT, CHA.

Balanced: +1 AC. +1 attacks and save DCs. Proficient in two of CON, DEX or WIS. Proficient in two of STR, INT, CHA.

Flying: +2 attacks and save DCs. Flight. Proficient in one of CON, DEX or WIS. Proficient in one of STR, INT, CHA.

Ability modifiers

Distribute +4, +3, +2, +1, +0 and -2 among Strength modifier, Dexterity modifier, Constitution modifier, Intelligence modifier, Wisdom modifier and Charisma modifier. Treat the monster as proficient in a skill that is simply the monster's name, so black dragons are proficient in all Black Dragon checks and stone giants are proficient in all Stone Giant checks.

(ALT: +4 for best, -2 for worst, +1 for all others?)

Powers

Choose an array. "DPR" is the number of DPR points that you have. So if you have 12 DPR points, a power that has "2 DPR" does 24 damage and one that has "0.5 DPR" does 6 damage.

Dragon: Breath weapon (once every 1d4+1 rounds as an action, 60-foot cone, DEX save to avoid damage, damage = DPR). Bite (basic melee attack, damage = $\frac{1}{2}$ DPR).

Demon: Aura (all creatures within 5 feet take 0.3 DPR at the beginning of their turns). Trident (basic melee attack, damage = 0.6 DPR). Hellfire cannon (basic ranged attack, damage = 0.6 DPR).

Elemental: Death Throes (all creatures within 30 feet make a CON save or take 0.6 DPR when this monster dies). Smash (basic melee attack, damage = 0.6 DPR).

Beast: Multiattack (make one Claw attack and one Bite attack as an action). Claw (basic melee attack, damage = 0.5 DPR). Bite (basic melee attack, damage = 0.5 DPR).

Robot: Mind Surge (once every 3 rounds as an action, a single creature within 100 feet makes a WIS save or takes 0.7 DPR). Laser Beam (a single creature within 100 feet takes 0.35 DPR automatically). Circular Saw (basic melee attack, damage = 0.35 DPR).

Giant: Punch (basic melee attack, damage = 1 DPR). Boulder (basic ranged attack, damage = 1 DPR).

Resistances

If the monster has a substantial number of resistances or a small number of immunities, multiply its hit points by the following values: 0.5 (Challenge Rating 1-4), 0.7 (CR 5-10), 0.8 (CR 11-16), 1 (CR 17 and up).

Modules

Languages

You know Common, your racial language, and a number of additional languages equal to your INT bonus. If you have INT -1, you do not know Common – only your racial language.

Custom Skills

Instead of getting your background, your race and your class as your three skills, you can choose three skills, one based on each of your background, your race and your class.

For example, instead of Human you might choose Raised by Wolves or Of the Steppe People; instead of Elf, Refugee of Rivendell or Elven Noble.

Feats

Instead of getting an ability score increase at level 4, 8, 12, 16 or 19, you choose one feat. This pauses the track for one step, so if you chose a feat at level 4, you get the level 4 ability boost at level 8. If you chose a feat then too, you'd only get the level 4 ability boost at level 12.

If a feat gives an ability bonus, *ignore it*. Instead, choose a second feat that also gives an ability bonus (ignore that ability bonus too).

Ability Score Flexibility

Instead of having your primary ability set to +4 and your secondary to +3, you can choose how to distribute your +4, +3, +2, +1, +0 and -1. Your primary ability is still your primary ability, even if you set it to -1.

In that case, use the following table.

Level	Ability Score
4	One of your non-primary, non-secondary abilities increases by 1.
8	Your primary ability increases by 1.
12	Your secondary ability increases by 1.
16	One of your non-primary, non-secondary abilities increases by 1.
19	Your secondary ability increases by 1.

MicroFive Core

Mechanics

Roll d20 + modifiers \geq Difficulty Check number

Use other dice as directed by the GM to determine the effects of your roll.

Modifiers

Modifiers are determined by Stats, Proficiency, or class ability.

Stat modifiers are determined by $(\text{Stat} - 10) / 2$ rounding down.

The proficiency bonus is determined by $\text{Level} / 3$ rounding up.

Class ability modifiers vary, see class descriptions for details.

Types of Rolls

The GM may ask for a ability check, attack roll, skill roll, or saving throw. You may also have advantage or disadvantage on a roll.

On an ability check, the GM will name a stat for the roll. Success is determined as $\text{d20} + \text{stat modifier} \geq \text{the DC given by the GM}$. In general, success means that you have accomplished something.

A saving throw is the same as an ability check, but success means that you have avoided something negative.

On an skill roll, the GM will name a skill and a stat for the roll. If the character has proficiency in the named skill, the proficiency bonus will be used in the roll. Success is determined as $\text{d20} + \text{proficiency bonus (if applicable)} + \text{attribute modifier} \geq \text{DC given by the GM}$.

An attack roll is the same as a skill roll, but a weapon is named instead of a skill. If the character has proficiency for that weapon, the proficiency bonus will be used in the roll. Certain classes also provide an additional modifiers for specific rolls. Success is determined as $\text{d20} + \text{proficiency bonus (if applicable)} + \text{class modifier (if applicable)} + \text{attribute modifier} \geq \text{the DC given by the GM}$.

The GM may also say that the character has advantage or disadvantage on any kind of roll. For advantage, roll 2d20 and take the highest result. For disadvantage, roll 2d20 and take the lowest result. All modifiers stay the same.

Stats

There are 4 stats:

Body (BODY) measures physical power and endurance

Dexterity (DEX) measures agility

Mind (MIND) measures reasoning and memory

Soul (SOUL) measures perception, insight, and force of personality

To determine stats, roll 3d6 four times. Assign each result to a stat.

Skills

There are four skills:

* Communication pertains to any action that involves instructing, persuading, or communicating with others.

* Knowledge pertains to actions that involve recall of information or correct application of information.

- * Subterfuge pertains to actions that involve trickery, stealth, or deception.
- * Physical pertains to actions that involve using the physical body like leaping, climbing, or feats of strength.

Races

Choose a race for your character. Your choice of race will modify stats.

Dragonborn get +2 BODY +1 SOUL
 Dwarves get +2 BODY +1 SOUL
 Elves get +2 DEX and +1 MIND
 Gnomes get +2 MIND +1 BODY
 Halflings get +2 DEX +1 SOUL
 Humans gain +1 to all stats

Classes

Choose a class for your character. Your choice will provide three special abilities.

Cleric: Spellcasting, Turn Undead, Proficiency for all Communication skill rolls.
 Fighter: Fighting Style, Second Wind, Proficiency for all Physical skill rolls.
 Magi: Spellcasting, Arcane Recovery, Proficiency for all Knowledge skill rolls.
 Rogue: Sneak Attack, Thieves' Tools, Proficiency for all Subterfuge skill rolls.

Class Abilities

Arcane Recovery allows a spellcasting character to recover a number of mana points equal to their level after a short rest.

Fighting Style allows bonuses in combat, choose one of the styles below:

- +2 to all Missile Attack rolls
- +1 to Armor Class
- +2 damage for a one-handed weapon
- Re-roll 1s or 2s when rolling for damage from a two-handed weapon
- Deflect a blow aimed at an ally - the attacker rolls at a disadvantage

Second Wind allows the character to regain 1d6 + level hit points once a day.

Sneak Attack allows the character to add 1d6 damage to a successful attack after a successful subterfuge + DEX skill roll.

Spellcasting allows a character to manipulate magic. The spell save DC for the target of a Divine spell is 8 + proficiency bonus + SOUL modifier. The spell save DC for the target of an Arcane spell is 8 + proficiency bonus + MIND modifier.

Thieves' Tools allow a character to use their proficiency bonus to disarm traps or pick locks.

Turn Undead allows a character to turn or destroy undead creatures on a successful for each one that fails a SOUL saving throw. The DC for the saving throw is 8 + proficiency bonus + character level.

Magic

Magi may cast any Arcane spell whose spell level is character level / 2 or lower, rounding up. Clerics may any Divine spell whose spell level is character level / 2 or lower, rounding up.

Casting a spell costs hit points. The cost to cast a spell is (2 * Spell Level) + 1 hit points. This loss can only be recovered after a long rest and not by any form of healing. Only Magi can use Arcane recover mana points equal to their character level after a short rest.

Spellcaster can choose one spell to be a signature spell. Its cost is reduced by 1 hit point.

Actions

On a character's turn he or she can do one and only one thing; attack, move, cast a spell, use a class ability, use a skill, etc.

Combat

Hit points = BODY stat + 1d6 / level. If HP reach 0, the character is unconscious and near death. Any further damage directly reduces the BODY stat. If BODY reaches 0, the character is dead.

Initiative is determined by a Dexterity ability check. The character or opponent with the highest result goes first. The next highest goes second, and so on.

Melee attack rolls use d20 + proficiency bonus (if applicable) + class modifier (if applicable) + BODY modifier

Missile attack rolls use d20 + proficiency bonus (if applicable) + class modifier (if applicable) + DEX modifier

Arcane spell attack rolls use d20 + proficiency bonus (if applicable) + class modifier (if applicable) + MIND modifier

Divine spell attack rolls use d20 + proficiency bonus (if applicable) + class modifier (if applicable) + SOUL modifier

If the result is higher than the DC provided by the GM, the attack is successful and damage is determined.

If the proficiency bonus + stat modifier is six or more, the character can make a second attack with a -5 modifier to the attack roll. If the proficiency bonus + stat modifier is eleven or more, the character can also make a third attack with a -10 modifier to the attack roll. Note that any modifiers from class abilities are not included.

Level Advancement

Every trap, monster, or other challenge has a Challenge Rating set by the GM. The GM will add up the Challenge Ratings for all encounters. If the total is equal to or more than the character's level, that character advances one level. Alternately, the GM may choose to advance all characters up a level every other game session.

Each level adds 1d6 hit + BODY modifier hit points

The proficiency bonus is re-calculated based on the new character level.

If the character level is evenly divided by four, the character can increase one stat by +2 or two stats by +1. No stat can be improved higher than 20.

Example: The 1st level adventurers have completed a game session, overcoming five CR 1 monsters, a CR 2 trap, and a CR 3 monster. The total of all the Challenge Ratings is 10, so all adventurers advance to level 2. To advance to level 3, the adventurers will need to overcome a total of 20 Challenge Ratings in one or more game sessions.

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M20 Fifth

Adamantine Edition



M20 FIFTH: ADAMANTINE EDITION

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WHAT IS THIS?

This is a trimmed-down, subminiature version of the Fifth Edition of the World's Most Popular Role-playing game (see license for more info) that has been designed to be quick and easy to play.

The goal was to create a simpler game, but one where all of the resources of the Fifth Edition (monsters, spells, adventures and equipment) could be used without conversion.

GETTING STARTED

Get a group of 2-6 people together with some dice, paper, and pencils. One player is the **Game Master (GM)**, who runs all of the **non-player characters (NPCs)**, describes the environment, and determines the outcome of rolls. The rest of the players make one **character**.

Agree upon a **game concept**, and then each player creates a **character concept** that fits. The game is largely played through a dialogue, the players describe their character's attempted actions and the GM calls for what rolls or rules are necessary.

A group of characters is usually called a **party** or a **group**. Your party will interact with each other, the NPCs, and the universe, all under the guidance of the GM, the dice, and the rules.

All you need to play are these rules, a set of polyhedral dice, and something to take notes on. Every player should at least have a passing understanding of the rules, and the GM should know enough to make characters and run the basics.

POLYHEDRAL DICE

This game uses dice with 4, 8, 10, 12 and 20 sides in addition to the usual six-sided dice. The usual notation for dice is XdY, which means roll X dice with Y sides. (2d6 is two six-sided dice, 1d12 is one twelve-sided dice.) If you do not have a set of polyhedral dice, the following approximations with d6's will get you close enough in a pinch:

d4	d8	d10	d12	d20
d6-1, or d6 (reroll 5/6)	d6+1	d6+2	2d6	3d6 (16-18 crits)

EXPLANATORY NOTES

M20 Fifth will be easiest to understand if you are already familiar with RPGs. For the unfamiliar reader, the following brief explanations are offered:

Stats (aka Ability Scores) and **Skills**: Numerical representations of a character's raw physical/mental abilities and training in specific areas, respectively. Corresponds to a bonus, which is added to rolls.

Race: The fantasy species a character belongs to.

Class: A collection of talents and abilities that describe a character's profession or role as an adventurer.

Level: Has two different meanings, that shouldn't be confused.

Character level is a reflection of a character's general growth as a result of earning **experience points (XP)** from overcoming obstacles. **Spell level** is the measure of a spell's relative power.



CHARACTERS

STATS

There are 3 stats : Strength (**STR**), Dexterity (**DEX**) and Mind (**MIND**).

Roll 4d6, drop lowest die. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Alternatively you may use the array of 15, 12, 8.

Stat bonus = (STAT-10)/2, round down.

RACES

Humans: +1 to all Stats

Magical Races (e.g. Elves, Gnomes): +2 MIND

Tough Races (e.g. Dwarves, Half-Orcs, Dragonborn): +2 STR

Quick Races (e.g. Halflings): +2 DEX

CLASSES

The classes are **Fighter, Rogue, Mage and Cleric**. Characters start at level 1 with a **proficiency bonus** of +2.

FIGHTER

Skill and Save Proficiencies: Physical, STR Saves

Armor Proficiencies: All armor, Shield

Improved Stamina: +3 to HP per level. When taking short rests, add 3 hp per rest dice spent.

Multiple Attacks: You gain an additional attack at 5th level, and again at 11th and 20th level.

Extended Crit Range: At level 3 you crit on a 19-20. At level 15 you crit on an 18-20.

Extra Ability Score Increase: At level 14, you get an extra ability score increase.

Starting Equipment: chain mail (+6 AC heavy armor), shield, one weapon (and ammunition if applicable), 10 gp, a fast pack (see Equipment)

ROGUE

Skill and Save Proficiencies: Subterfuge, DEX saves

Armor Proficiencies: Light armor

Sneak Attack: Whenever you have advantage, or your target is distracted by melee combat with another foe you may add [half level, rounded up]d6 to your damage.

Cunning Action: As a bonus action, you may make a Subterfuge check or Dash.

Starting Equipment: leather armor (+1 AC light armor), one weapon (and ammunition if applicable), thieves tools, 15 gp, a fast pack (see Equipment)

MAGE

Skill and Save Proficiencies: Knowledge, MIND Saves

Armor Proficiencies: No armor

Signature Spell: Choose one spell (or one action-realm combination if using Words of Power.) Casting this spell costs 1 MP less.

Arcane Spellcasting: See Magic for more information.

Starting Equipment: spellbook, wand, 10 gp, a fast pack (see Equipment)

CLERIC

Skill and Save Proficiencies: Communication, MIND Saves

Armor Proficiencies: Medium Armor, Shield

Divine Spellcasting: See Magic for more information.

Channel Divinity: You have the ability to channel positive energy once per short/long rest to Turn Undead or Preserve Life. At level 6 this becomes twice per rest, and at level 18 this becomes three times per rest. To **Turn Undead** the cleric brandishes their holy symbol forcing all undead within 30 feet to make a MIND save (DC 8 + cleric's MIND bonus + cleric's proficiency) or flee. If the undead roll a 1 on their save, they are immediately destroyed. **Preserve Life** restores [5 * level] hp divided to taste among allies within 30 feet.

Starting Equipment: scale mail (+4 AC medium armor), shield, holy symbol, mace (one-handed weapon), 15 gp, a fast pack (see Equipment)

BACKGROUNDS

Every character should also choose a background, which grants them proficiency in one skill, and grounds them in the world. Every background provides a great starting point for role-playing. Perhaps a criminal has underworld contacts, perhaps a soldier can still get respect among patriotic peasants, perhaps a sage can easily find obscure information in books when they need to.

- **Communication Backgrounds**: Acolyte, Noble, Folk Hero, etc.
- **Subterfuge Backgrounds**: Criminal, Urchin, Charlatan, etc.
- **Knowledge Backgrounds**: Sage, Hermit, etc.
- **Physical Backgrounds**: Soldier, Sailor, etc.

Optional Rule (Specialization): If a character has a background which grants a proficiency which they already get from their class, they may add twice their proficiency bonus to d20 rolls.

SKILLS AND SAVING THROWS

There are just 4 skills : **Physical, Subterfuge, Knowledge and Communication**. Roll equal to or higher than the given Difficulty Class (DC) or opposed roll to succeed.

Skill/Saving Throw roll = d20 + stat bonus + (proficiency bonus)

For example, Climbing would use STR + Physical bonus. Dodging a falling rock is DEX + Physical bonus. Finding a trap is MIND + Subterfuge bonus. Disabling a trap is DEX + Subterfuge bonus.

COMMON DC's

- **Very easy:** 5
- **Easy:** 10
- **Moderate:** 15
- **Hard:** 20
- **Very hard:** 25
- **Nearly impossible:** 30

ADVANTAGE AND DISADVANTAGE

Whenever a character has increased or decreased odds of succeeding on a d20 roll, the GM may elect to give that character Advantage or Disadvantage. This involves rolling twice and taking the better or worse of the two rolls respectively.

MAGIC

All casters have Magic Points (MP) equal to their max HP. They may cast spells of a level equal to $\frac{1}{2}$ their class level, rounded up. Use the spells from Appendix B, or the spell system described in Appendix C. Alternatively, let casters know 6 spells of any spell level they have access to from the Fifth Edition Basic Rules.

Concentration: Certain spells require concentration. While concentrating on a spell, a caster may not cast other concentration spells. If a caster is hit while concentrating on a spell, they must make a DC 10 or half the damage taken (whichever is higher) MIND save or the spell fizzles.

Casting a spell of any kind requires magic points. The cost is:
1 + double the level of the spell being cast

Spell Level	MP Cost
1	3
2	5
3	7
4	9
5	11
6	13
7	15
8	17
9	19

The DC for saving throws to resist a caster's spell is:
8 + MIND bonus + proficiency bonus

OPTIONAL RULES

- **Blood Magic:** Instead of having MP equal to their HP, a caster has MP equal to half their HP. In addition, a caster may choose convert their HP to MP at a rate of 2 HP per 1 MP.
- **Ritual Casting:** A caster may cast any spell without expending MP if they take an additional 10 minutes casting the spell.

CANTRIPS

A caster starts with knowledge of [MIND bonus] cantrips, which may be any combination of damaging and utility cantrips. A cantrip is a spell that can be cast again and again without any MP cost.

DAMAGING CANTRIPS

You may make a damaging cantrip using the table below - a damaging cantrip may add up to at most 9 points and must have a range, damage and method. At levels 5, 11 and 17 they do an additional dice of damage. (If a cantrip has separate beams, instead of additional dice of damage at these levels, you get an additional beam which can target separate creatures.)

Points	Range	Damage	Method	Additional Effects
1	Touch	1d4	Magic Attack	Seperate beams
2	10'	1d6	DEX save	Pull 10' closer to you
3	30'	1d8	MIND save	
4	60'	1d10		
5	120'	1d12		

Optional Rule (Damage Type): In addition to the effects mentioned on the table, choose any one damage type your cantrip qualifies for based on its range:

- Touch: Lightning (Advantage if target wearing metal armor)
- 10 ft or less: Poison
- 30 ft or less: Piercing
- 60 ft or less: Radiant, Psychic, Acid
- 120 ft or less: Necrotic, Force, Fire

UTILITY CANTRIPS

Instead of damaging cantrips, you may choose one of the following utility cantrips:

Prestidigitation: Perform minor tricks for 1 hour.

Ghost Sound: Figment sounds for 1 minute.

Mage Hand: 5-pound telekinesis. Lasts until concentration ends.

Light: Object shines like a torch for 1 hour.

Guidance: Subject gets +1d4 on one skill check. Lasts for one minute or until discharged.

Resistance: Subject gets +1d4 on one saving throw. Lasts for one minute or until discharged.

COMBAT

Hit Points = $(1d8 + \text{STR bonus})/\text{Level}$. If HP reaches 0, unconscious and near death. Every round, make unmodified d20 rolls to avoid death. DC 10, must get three successes before three failures.

Roll d20 + DEX bonus for initiative order. Everyone can move (30 ft.) and perform an action each turn. Actions include: additional movement (dashing), casting a spell and attacking. In addition, a single bonus action may be taken if granted by a class feature, spell or other ability.

Melee attack bonus = STR bonus + proficiency bonus
Missile attack bonus = DEX bonus + proficiency bonus
Magic attack bonus = MIND bonus + proficiency bonus

Add attack bonus to d20 roll. If equal to or higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical hit doing double damage.

Add STR bonus to melee damage, and DEX bonus to missile damage.

Armour Class (AC) = 10 + Armour bonus + (DEX bonus).

OPTIONAL RULES

- **Finesse:** Fighters and Rogues can use DEX bonus + proficiency bonus as Melee attack bonus and damage instead if wielding a light weapon.
- **Dual Wielding:** Fighters and Rogues can wield 2 light weapons and may use an action to attack with their main weapon, and a bonus action to attack with their offhand weapon. Don't add your ability modifier to the damage on the second weapon.
- **Great Weapon Fighting:** When a Fighter or Rogue is wielding a two-handed weapon, they may re-roll 1 and 2 results on their damage dice, but you must use the new roll.

NATURAL HEALING

Characters have rest dice equal to their level.

A **short rest** is one hour long, and a character may spend rest dice to regain $1d8 + \text{STR bonus}$ hit points per dice. Casters regain [double level] magic points on a short rest.

A **long rest** is 8 hours long. A character regains all hit points and magic points, and half of their total rest dice. Casters regain all magic points on a long rest.

IMPROVISED HAZARDS AND TRAPS

Use the below information to improvise damage for things like being pushed into a campfire or falling into lava.

Examples:

- 3d6 - being pushed into a campfire, falling 30 feet
- 6d6 - suffering a cave-in, falling 60 feet
- 28d6 - falling into lava

Character Level	Minor	Major	Deadly
1-4	2d6	3d6	6d6
5-10	3d6	6d6	16d6
11-16	6d6	16d6	28d6
17-20	16d6	28d6	38d6

ADVANCEMENT

After every encounter, add up the Challenge Rating (CR) of every monster, trap, etc. that was overcome. When the total = $10 \times$ your current level, you've advanced to the next level. Reset the total to 0 after advancing.

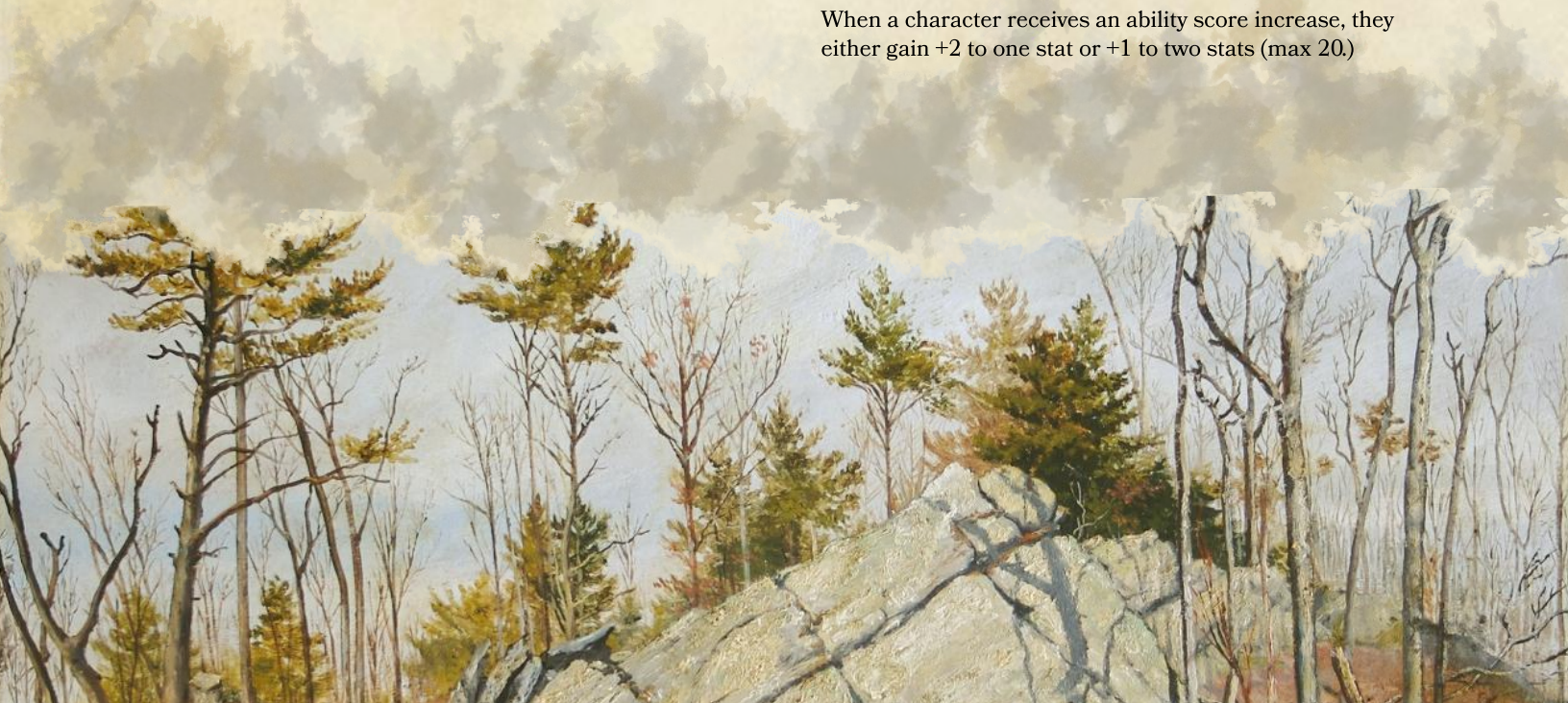
Hit Points: $1d8 + \text{STR bonus}$ per level

Proficiency Bonus: 1-4: +2; 5-8: +3; 10-12: +4; 13-16: +5; 17-20: +6

Ability Score Increases (Casters): 4, 8, 12, 16, 19

Ability Score Increases (Non-Casters): 4, 8, 10, 12, 16, 19

When a character receives an ability score increase, they either gain +2 to one stat or +1 to two stats (max 20.)



BESTIARY

Skills and Saving Throws: Treat a monster's bonus for all skills and saving throws as their attack bonus. Alternatively, assign stats to taste and use stat bonus + (proficiency bonus) as their skill bonus.

STATBLOCK EXPLANATION

HD: hit dice, **hp:** hit points, **CR:** (Challenge Rating) a monster of challenge rating X, should be a decent challenge for a four person party of level X, **attack name +X/+X/...:** perform *attack name* multiple times using +X as attack bonus, **(damage [average damage], effect name saving throw [effect]), special attack name saving throw (damage/effect), save halves:** does half damage on a successful save.



Animal, small [eg Weasel] (CR 0): HD 1d4+1 (3 hp), AC 10, bite +2 ([1])



Ankheg (CR 2): HD 6d10+6 (39 hp), AC 14, bite +5 (2d6+3, acid 1d6 [12]) or acid spray DC 13 DEX (3d6 [10], save halves)



Bugbear (CR 1): HD 5d8+5 (27 hp), AC 16, morningstar +4 (2d8+2 [11]) or javelin +4 (1d6+2 [5])



Choker (CR 1/2): HD 3d6+3 (13 hp), AC 15, tentacle +4 (1d6+3 [5], grappled [escape DC 14]) or constrict +4 (1d8+2 [6])



Deinonychus (Raptor) (CR 1): HD 3d8+3 (17 hp), AC 15, claw +4/+4 (1d8+1 [6])



Dire Rat (CR 1/8): HD 2d6 (7 hp), AC 12, bite +4 (1d4+2 [4])



Earth Elemental (CR 5): HD 12d10+60 (126 hp), AC 17, slam +8/+8 (2d8+5 [14]), damage resistance (half damage from non-magical weapons)



Gargoyle (CR 2): HD 7d8+21 (52 hp), AC 15, claws +4/+4 (1d6+2 [5]), damage resistance (half damage from non-magical weapons)



Gelatinous Cube (CR 2): HD 8d10+40 (84 hp), AC 6, engulf DC 12 DEX (3d6 [10], trapped and suffocating taking 6d6 [21]/turn), transparent (requires DC 15 MIND + Subterfuge bonus to see)



Goblin (CR 1/4): HD 2d6 (7 hp), AC 15, scimitar +4 (1d6+2 [5]) or shortbow +4 (1d6+2 [5])



Griffon (CR 2): HD 7d10+21 (59 hp), AC 12, claws +6/+6 (2d6+3 [10])



Hell Hound (CR 3): HD 7d8+14 (45 hp), AC 15, bite +5 (1d8+3, fire 2d6 [14]) or fire breath DC 12 DEX (6d6 [21], save halves)



Hill Giant (CR 5): HD 10d12+40 (105 hp), AC 13, greatclub +8/+8 (3d8+5 [18]) or rock +8 (3d10+5 [21])



Hobgoblin (CR 1/2): HD 2d8+2 (11 hp), AC 18, longsword +3 (1d8+8 [12]) or longbow +3 (1d8+8 [12])



Human Commoner (CR 0): HD 1d8 (4 hp), AC 10, club +2 (1d4 [2])



Insect, small [eg Spider] (CR 0): HD 1d4+1 (1 hp), AC 12, bite +4 ([1], poison DC 9 STR 1d4 [2])



Kobold (CR 1/8): HD 2d6-2 (5 hp), AC 12, dagger +6 (1d4+2 [4]) or sling +6 (1d4+2 [4])



Ogre (CR 2): HD 7d10+21 (59 hp), AC 11, greatclub +6 (2d8+4 [13]) or javelin +6 (2d6+4 [11])



Orc (CR 1/2): HD 2d8+6 (15 hp), AC 13, greataxe +5 (1d12+3 [9]) or javelin +5 (1d6+3 [6])



Owlbear (CR 3): HD 7d10+21 (59 hp), AC 13, claws +7/+7 (2d8+3 [12])



Rust Monster (CR 1/2): HD 5d8+5 (27 hp), AC 14, bite +3 (1d8+1 [5], rust DC 11 DEX)



Shadow (CR 1/2): HD 3d8+3 (16 hp), AC 12, strength drain +4 (2d6+2 [9], -1d4 STR), damage resistance (half damage from non-magical weapons)



Skeleton (CR 1/4): HD 2d8+4 (13 hp), AC 13, shortsword +4 (1d6+2 [5]) or shortbow +4 (1d6+2 [5])



Stirge (CR 1/8): HD 1d4 (2 hp), AC 14, blood drain +5 (1d4+3 [5], attach [5 dmg/turn])



Stone Golem (CR 10): HD 17d10+85 (178 hp), AC 17, slam +10/+10 (3d8+6 [19]) or slow DC 17 MIND save (speed halved, one attack a turn), damage immunity (only hurt by adamantine weapons or magic)



Troll (CR 5): HD 8d10+40 (84 hp), AC 15, claw +7/+7/+7 (2d6+3 [10]), regenerate (+10 hp/turn, acid/fire negate)



Vampire Spawn (CR 5): HD 16d8+48 (120 hp), AC 15, bite +6/+6 (2d6+3 [10], life absorb DC 15 STR [reduce max HP by dmg taken, increase own HP by half dmg]), damage resistance (half damage from non-magical weapons), vampire weaknesses (cause 20 dmg/turn)



Werewolf (hybrid form) (CR 3): HD 9d8+18 (58 hp), AC 12, bite +4/+4 (1d8+2 [6], lycanthropy DC 12 STR), damage immunity (only hurt by silver weapons or magic)



Wight (CR 3): HD 6d8+18 (45 hp), AC 14, slam +4/+4 (1d6+2 [5], life drain DC 13 STR [reduce max HP by dmg taken]) or longbow +4/+4 (1d8+2 [6])



Wolf (CR 1/4): HD 2d8+2 (11 hp), AC 13, bite +4 (2d4+2 [7], knock prone DC 11 STR)



Wyvern (CR 6): HD 13d10+39 (110 hp), AC 13, stinger +7/+7 (2d6+4 [11], poison DC 14 STR [24 dmg, save halves])



Zombie (CR 1/4): HD 3d8+9 (22 hp), AC 8, slam +3 (1d6+1 [4]), undead fortitude (instead of dying, zombie lives on a DC [5+dmg just taken] STR save)

EQUIPMENT

CURRENCY

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces (sp). Each silver piece is worth 10 copper pieces (cp). A platinum piece (pp) is worth 10 gp.

Exchange	cp	sp	gp	pp
Copper piece	1	1/10	1/100	1/1,000
Silver piece	10	1	1/10	1/100
Gold piece	100	10	1	1/10
Platinum piece	1,000	100	10	1

ARMOR

The cost of armor equals AC bonus times 5, squared.

- **Light Armor:** +1, +2 add DEX bonus
- **Medium Armor:** +3, +4, +5 add DEX bonus (max 2)
- **Heavy Armor:** +6, +7, +8 no DEX bonus, disadvantage on Subterfuge checks involving stealth
- **Shield** (10 gp): +2

Barding for horses costs 4 times as much as human armor, and weighs twice as much.

WEAPONS

Either use weapons from the Basic Rules of Fifth Edition, or use the table below to improvise weapons.

WEAPON DAMAGE BY CLASS (WEAPON COST)

Class	Light (2 gp)	1-handed (10 gp)	2-handed (40 gp)	Ranged (†)
Fighter	1d8	1d10	1d12	1d8
Rogue	1d6	1d8	2d6	1d8
Mage	1d4	1d6	1d8	1d6
Cleric	1d4	1d6	1d10	1d6

† Ranged weapon cost: 50 gp (ammunition-based weapon), 1 gp (20 ammunition) / 1 gp (thrown weapon)

OTHER EQUIPMENT

To figure out a reasonable price for equipment use the following table (for example, a bedroll would cost 10 gp, since it's two syllables):

Kind of Item	Cost
Common Items	1 cp x number of syllables
Adventuring/Camping Gear	5 gp x number of syllables
Specialist Tools, Animals	10 gp x number of syllables
Luxury Items	25 gp x number of syllables
Lethal items, Dangerous Animals	100 gp x number of syllables

FAST PACKS

Choose a pack, or roll 1d6 to select one randomly.

- **Pack A** (1-2): backpack, belt pouch, bedroll, hooded lantern, 10 oil flasks, flint & steel, shovel, 2 sets of caltrops, signal whistle, waterskin, iron rations (4 days)
- **Pack B** (3-4): backpack, belt pouch, bedroll, 10 torches, 4 oil flasks, flint & steel, 10 pieces of chalk, 10' pole, mirror, crowbar, waterskin, iron rations (4 days)
- **Pack C** (5-6): backpack, belt pouch, bedroll, tent, 10 torches, 5 oil flasks, flint & steel, 50' rope, grappling hook, 10' pole, waterskin, iron rations (4 days)

GM ADVICE: WHEN IN DOUBT... REMEMBER

Whenever the players want to try something that goes around, through, or above and beyond the rules as written, you can always use the "GM's Friend"... the 50% chance. Have them roll whatever check seems most appropriate.

A roll of 1-10 is a failure, a roll of 11-20 is a success. If you feel that the situation warrants that you favor them, assign advantage to their roll. If the situation determines that they be hindered, then assign disadvantage.



APPENDIX A: ADDITIONAL COMBAT OPTIONS

The combat system of M20 Fifth is designed to be as simple and streamlined as possible, but if more complexity is desired the following options are offered:

- **Surprise:** If a creature fails to perceive (MIND + Sub) another creature hiding (DEX + Sub) before a battle, they start combat surprised. A surprised creature is unable to move, take actions or reactions until the first round of combat is finished.
- **Reactions:** A character can make one reaction per round when it is not their turn. Typical reactions include:
 - **Opportunity Attacks:** When an opponent tries to leave your reach without taking the Disengage action (see below), you may make a single attack against them.
 - **Cast Certain Spells:** Spells like Feather Fall from Appendix B or Counterspell from the Fifth Edition Basic Rules can be cast as a reaction instead of an action.
- **Disengage:** A character may take a disengage action in order to safely retreat without provoking an opportunity attack from opponents.
- **Dodge:** A character may take a dodge action, granting disadvantage on all attacks until their next turn.
- **Ready an Action:** Instead of acting on your turn, you may ready an action. Readyng an action delays your action until you use a reaction to trigger it later in the round.
- **Knocking a Creature Out:** When an attacker reduces a foe to 0 hit points with a melee attack, the attacker may choose to knock the creature out instead of dealing a lethal blow.
- **Maneuvers:** Maneuvers are special actions that a character can take instead of just attacking. The most common maneuvers are:
 - **Grappling:** Against a target no more than twice your height, you may replace one attack with a grapple. Make a STR + Phys roll opposed by an opponent's STR + Phys or DEX + Phys roll (their choice). If you succeed, the opponent is grappled, reducing their speed to 0, and your speed to half. Escaping the grapple requires an action and another set of opposed rolls.
 - **Shove:** You may shove a creature in order to knock them prone (adv. for melee, disadv. for ranged, half of movement to stand up), or push them away from you. Make a STR + Phys roll opposed by an opponent's STR + Phys or DEX + Phys roll (their choice).
- **Cover:** Cover adds to the AC and DEX saves of a creature, as follows:
 - **Half Cover:** +2
 - **3/4 Cover:** +5
 - **Full Cover:** untargetable by attacks and (most) spells

APPENDIX B: SPELL LISTS

Saving Throws and Scaling: Unless a spell specifically mentions using a spell attack or not granting a saving throw, the target of a spell may resist by making an appropriate STR/DEX/MIND save. If a spell does damage, then successfully saving causes that spell to do half the damage it would have.

Many spells end with something like "+Xd6 per spell level above Yth." What this means is that the spell is Yth level spell, but if it is cast in a (Y+1)th level spell slot or higher it has some sort of scaling effect.

ARCANE SPELLS

1ST-LEVEL ARCANE SPELLS

- **Charm Person:** Makes one person your friend for 1 hour.
- **Feather Fall:** 5 creatures fall slowly for 1 minute or until landing.
- **Floating Disk:** Creates 3-ft.-diameter horizontal disk that holds 500 lb. and lasts for 1 hour.
- **Mage Armor:** Gives subject AC of 13 + DEX for 8 hours.
- **Magic Missile:** No saving throw; Launches three magic darts each dealing 1d4+1 damage; +1 missile per spell level above 1st.
- **Sleep:** Puts 5 HD of creatures into magical slumber for 1 min. +2HD of creatures for every spell level above 1st.

2ND-LEVEL ARCANE SPELLS

- **Acid Arrow:** Ranged spell attack; 4d4 damage immediately, 2d4 at end of next turn; +1d4 immediately and +1d4 at the end of next turn per spell level above 2nd.
- **Flaming Sphere:** Creates rolling ball of fire controlled with a bonus action, 2d6 damage, lasts 1 minute; +1d6 per spell level above 2nd.
- **Invisibility:** Subject is invisible for 1 hour (concentration) or until it attacks.
- **Knock:** Opens locked or magically sealed door.
- **Levitate:** Subject moves up and down at your direction for 10 minutes (concentration.)
- **Spider Climb:** Grants ability to walk on walls and ceilings for 1 hour (concentration.)

3RD-LEVEL ARCANE SPELLS

- **Clairvoyance:** Hear or see at a distance for 10 minutes (concentration.)
- **Dispel Magic:** Cancels magical spells and effects.
- **Fireball:** 8d6 damage, 20-ft. Radius; +1d6 damage per spell level above 3rd.
- **Fly:** Subject flies at speed of 60 ft. for 10 minutes (concentration.) +1 target per spell level above 3rd.
- **Vampiric Touch:** For 1 minute (concentration), caster's touch, deals 3d6 damage on a successful melee spell attack; caster gains half damage as hp; +1d6 per spell level above 3rd.
- **Animate Dead:** Create undead skeleton or zombie from a corpse, controlled as bonus action; +2 undead per spell level above 3rd level.

4TH-LEVEL ARCANE SPELLS

- **Arcane Eye:** See through invisible floating eye that moves 30 ft./round for 1 hour (concentration.)

- **Black Tentacles:** Tentacles grapple all within 20 ft. spread for 1 minute (concentration), dealing 3d6 damage per round.
- **Dimension Door:** Teleports you short distance.
- **Ice Storm:** Summons a 20 foot radius ice storm that deals 6d8 damage, and halves movement for one round. +1d8 damage per spell level above 4th.
- **Polymorph:** Gives one creature a new form for 1 hour (concentration.)
- **Stoneskin:** Take half damage from nonmagical attacks. Lasts 1 hour (concentration.)

5TH-LEVEL ARCANES SPELLS

- **Cloudkill:** Deals 5d8 damage to 20-foot-radius; +1d8 per spell level above 5th. Lasts 10 minutes (concentration)
- **Contact Other Plane:** Lets you ask five questions of extraplanar entity.
- **Geas:** Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.
- **Hold Monster:** Paralyze target creature for 1 minute (concentration.) +1 target per spell level above 5th.
- **Passwall:** Creates passage through wood or stone wall for 1 hour.
- **Teleportation Circle:** Creates a temporary portal that leads to a permanent teleportation circle on the same plane.

6TH-LEVEL ARCANES SPELLS

- **Chain Lightning:** A lightning bolt leaps through four nearby targets, doing 10d8 damage; +1 target per spell level above 6th.
- **Contingency:** Sets trigger condition for another spell. Lasts for 10 days or until discharged.
- **Disintegrate:** Deals 10d6 + 40 damage, if target is reduced to 0 hp it is disintegrated; +3d6 damage per spell level above 6th.
- **Irresistible Dance:** Forces subject to dance for 1d4+1 rounds.
- **Sunbeam:** For 1 minute (concentration), a 60 foot beam deals 6d8 damage per round, and blinds victims.
- **True Seeing:** Lets you see all things as they really are for 1 hour.

7TH-LEVEL ARCANES SPELLS

- **Delayed Blast Fireball:** 12d6 damage; you can postpone blast for 5 rounds (concentration); +1d6 per spell level above 7th.
- **Etherealness:** Travel to Ethereal Plane for 8 hours. +3 companions per spell level above 7th.
- **Finger of Death:** Target takes 7d8 + 30 damage. If target is killed by spell, they rise the next turn as a zombie under your control.
- **Plane Shift:** As many as eight subjects travel to another plane.
- **Reverse Gravity:** Reverses gravity in a 50 ft. radius for 1 minute (concentration.)
- **Teleport:** Instantly transports you and up to eight creatures as far as 100 miles/level.

8TH-LEVEL ARCANES SPELLS

- **Antimagic Field:** Negates magic within 10 ft. for 1 hour (concentration.)
- **Clone:** Duplicate awakens when original dies.
- **Feeblemind:** Subject's MIND score drops to 1 and they take 4d6 damage.

- **Horrid Wilting:** Deals 10d6 damage within 30 ft.
- **Incendiary Cloud:** Cloud deals 10d6 damage/round for 1 minute (concentration.)
- **Power Word Stun:** Stuns creature with 150 hp or less for 2d4 rounds.

9TH-LEVEL ARCANES SPELLS

- **Astral Projection:** Projects you and companions onto Astral Plane.
- **Gate:** Connects two planes for travel or summoning. Open for 1 round/level.
- **Meteor Swarm:** Four exploding spheres each deal 40d6 damage.
- **Power Word Kill:** Kills one creature with 100 hp or less.
- **Time Stop:** Time slows down allowing you to take 1d4+1 turns in a row.
- **Weird:** Fearsome illusion deals 4d10 damage/round to subjects in 30 ft. radius.

DIVINE SPELLS

1ST-LEVEL DIVINE SPELLS

- **Bless:** 3 allies can add 1d4 on every attack roll or saving throw for one minute (concentration.) +1 ally for every spell level above 1st.
- **Create or Destroy Water:** Create/destroy 10 gallons of water in open container; or create rain/destroy fog in 30-ft cube; +2 gallons/+5 cubic feet per spell level above 1st.
- **Cure Wounds:** One creature healed 1d8 + MIND modifier HP; +1d8 HP for every spell level above 1st.
- **Detect Magic:** Know presence of magic within 30 ft for 10 minutes (concentration.) An action can be used to see aura and determine what kind of magic it is.
- **Inflict Wounds:** Spell attack; 3d10 damage; +1d10 damage per spell level above 1st.
- **Shield of Faith:** One creature gains +2 AC bonus for 10 minutes (concentration.)

2ND-LEVEL DIVINE SPELLS

- **Aid:** 3 allies increase HP and max HP by 5 for 8 hours; +5 HP/max HP for every spell level above 2nd.
- **Enhance Ability:** 1 ally gains advantage on ability checks of your choice for 1 hour (concentration.) +1 ally for every spell level above 2nd.
- **Gentle Repose:** Preserves one corpse.
- **Hold Person:** 1 humanoid is paralyzed for 1 minute (concentration.) +1 humanoid for every spell level above 2nd.
- **Lesser Restoration:** Cure disease or end blindness, deafness, paralysis, or poison.
- **Protection from Poison:** One creature is cured of poison, and for one hour takes half damage from poison damage and has advantage on saving throws against being poisoned.

3RD-LEVEL DIVINE SPELLS

- **Clairvoyance:** See or hear a familiar place for 10 minutes (concentration.)
- **Create Food and Water:** Feeds fifteen humanoids (or five horses).

- **Dispel Magic:** Automatically dispel spells of 3rd level or lower, or higher level spells with DC 10 + spell's level. +1 spell level automatically dispelled for every spell level above 3rd.
- **Revivify:** Restore 1 HP to someone who was dead for less than a minute.
- **Speak with Dead:** Corpse answers five questions.
- **Tongues:** One creature speaks any language for 1 hour.

4TH-LEVEL DIVINE SPELLS

- **Banishment:** Banishes 1 creature back to its home plane (if extraplanar) or a harmless demiplane (if native) for 1 min. (concentration.) Extraplanar creature is permanently banished if spell lasts full minute. +1 creature for every spell level above 4th.
- **Death Ward:** The next time creature drops to 0 HP, it drops to 1 HP instead.
- **Divination:** You ask your god one question about a specific goal, event or activity to occur within the next 7 days and receive a truthful reply in the form of a short phrase, cryptic rhyme or an omen.
- **Freedom of Movement:** Subject moves normally despite impediments for 1 hour.
- **Locate Creature:** Learn direction to closest named or described kind or specific creature within 1000 ft. for 1 hour (concentration.)
- **Stone Shape:** Form 5 cubic feet of stone into any shape.

5TH-LEVEL DIVINE SPELLS

- **Commune:** Deity answers three yes-or-no questions.
- **Flame Strike:** All creatures in a 10 ft. radius take 8d6 damage. +1d6 damage for every spell level above 5th.
- **Geas:** Commands any creature, binding it to perform a specific task for 30 days or take 5d10 damage. x10 duration for every spell level above 5th.
- **Greater Restoration:** Reduce exhaustion or end charm, petrify, curse, stat or max HP reduction.
- **Mass Cure Wounds:** 6 creatures within 30-ft rad heal 3d8+spellcasting ability modifier in HP. +1d8 for every spell level above 5th.
- **Raise Dead:** Restore 1 HP to someone who was dead for less than 10 days.

6TH-LEVEL DIVINE SPELLS

- **Forbiddance:** No planar travel in a 40,000 sq ft. radius may take place. In addition creatures of a specified type (celestial, elemental, fey, fiend, undead) take take 5d10 damage when entering area or starting turn in it.
- **Harm:** Deals 14d6 damage to target.
- **Heal:** Cures 70 HP, all diseases, blindness and deafness. +10 HP for every spell level above 6th.
- **Heroes' Feast:** Food for 13 creatures bestows +2d10 HP and max HP, cures disease and poison, grants immunity to poison and frightened, and grants advantage on MIND saves. Lasts for 1 day.
- **True Seeing:** Lets you see all things as they really are for 1 hour.
- **Word of Recall:** Teleports you and 5 allies to the church or temple of your deity that you most recently visited.

7TH-LEVEL DIVINE SPELLS

- **Divine Word:** All enemies in earshot are banished to their home plane (if extraplanar), or suffer an effect dependent upon their current HP (50- HP, deafened for [50 minus current HP] minutes; 30- HP, blinded, deafened and stunned 1 hour; 20- HP, killed instantly.)
- **Etherealness:** 1 creature becomes ethereal. +1 creature for every spell level above 7th.
- **Fire Storm:** In ten 10-ft. Cubes all creatures take 7d10 fire damage. Unattended objects catch fire.
- **Plane Shift:** You and 8 willing creatures teleport to another plane. Alternatively, on a spell attack a hostile creature is teleported to the plane of your choice.
- **Regenerate:** Subject's severed limbs grow back, and regenerates 4d8 + 15 HP per round for 1 hour.
- **Resurrection:** Restore 1 HP to someone who was dead for less than a century.

8TH-LEVEL DIVINE SPELLS

- **Antimagic Field:** Negates magic within 10 ft. for 1 hour (concentration.)
- **Control Weather:** Change current weather for 8 hours (concentration.)
- **Earthquake:** Cause an earthquake in a 100-ft radius, damaging structures and creating dangerous fissures. If any large structure falls, it causes 5d6 bludgeoning damage.
- **Holy Aura:** In a 30 ft. radius, allies have advantage on saving throws, enemies have disadvantage on attacks and fiends and undead are blinded.

9TH-LEVEL DIVINE SPELLS

- **Astral Projection:** Projects you and 8 companions onto Astral Plane.
- **Gate:** Connects two planes for travel or summoning. Open for 1 minute (concentration.)
- **Mass Heal:** Heal up to 700 hp to any creatures in range (divided to taste); also cured of all diseases, blindness and deafness.
- **True Resurrection:** Resurrects a creature, that has died in last 200 years, with new body.

APPENDIX C: WORDS OF POWER SPELL SYSTEM

All magic requires saying two words of power: an action and a realm. Every 1st level caster starts out knowing three words of power, but must know at least one action and one realm. They learn new Words of Power every three levels (3, 6, 9, etc.)

OPTIONAL RULES

- **White and Black Magic:** Clerics draw their power from white magic, and may not use their magic to directly harm an individual. Mages draw their power from black magic and may not directly heal an individual.
- **Elemental Specialization:** At the start of a day, a caster who knows the Energy realm must choose one particular type of damage (acid, fire, etc.) For that day, they may only use the Energy realm with relation to that type of damage. Alternatively, make a caster choose a damage type upon learning Energy - their magic is only capable of interacting with that type of energy.

THE FOUR ACTIONS

- **Enhance** (augeo): Strengthen, Heal, Enlarge, Repair, Sharpen, etc.
- **Diminish** (infirmio): Weaken, Damage, Injure, Reduce, Break, Dull, Deteriorate, etc.
- **Communicate With** (defero): Sense, Read, Seek, Inform, Determine, Understand, etc.
- **Control** (tempero): Shape, Hold, Command, Form, Direct, Dictate, etc. (Control can only be learned after all other actions have been learned.)

THE FIVE REALMS

- **Body** (corpus): Bodies of living things, plants.
- **Mind** (mentus): The thinking, feeling and conscious part of an entity.
- **Spirit** (animus): Essence or soul (Spirit can only be learned after you have at least three Realms and three Actions.)
- **Energy** (navitas): Fire, liquid water, air, magic, electricity, and (optionally) time.
- **Matter** (materia): Solid, mindless material like stone, ice, metal, wood, leather, paper, etc.

If the caster is just trying to damage another creature, the caster makes a magic attack vs. AC. Otherwise, the creature must make a saving throw vs. the caster's spell DC. (The appropriate saving throw is decided by the GM. For example, dodging a fireball might be DEX, while resisting the effects of mind control might be MIND.)

Damage and healing starts at 3d6 at spell level 1, and increases by 3d6 every spell level.

For **other effects** besides simple damage and healing, roll damage starting at 2d6 at spell level 1, and increasing by 2d6 every spell level.

- If the target fails their saving throw, and their current HP is less than the damage rolled, they are instantly affected by the spell but take no damage.
- If the target fails their saving throw, and their current HP is greater than the damage rolled then they take the damage rolled but are not affected by the spell.
- If the target succeeds on their saving throw, they take half the damage rolled.

Positive effects used on willing targets bypass the need for saving throws, and immediately take effect. A creature can only be transformed into something of equal or lesser CR/level to themselves.

Duration: Spells that affect inanimate objects are generally permanent; an enlarged pebble will stay large, a broken belt will stay mended. Magically created fires, etc, will die down naturally. Living creatures will remain affected by a spell for 1 round per spell level of the spell that affected them. A caster may concentrate on a spell in order to keep the spell active longer. While concentrating, a caster may not cast any spells besides simple damage and healing spells or cantrips.

APPENDIX D: MAGIC ITEMS

To quickly make magic items, decide between a **spell item** which reproduces a spell from Appendices B or C, or a **bonus item** which provides a +1 to +3 bonus to attack and damage rolls (weapons), or AC (armor and shields.) All bonus items, and some spell items require **attunement slots**, which each character has 3 of.

There are three kinds of spell items:

- **Consumables:** Single use items such as potions or scrolls.
- **Renewable use** (Attunement): Contains charges that renew daily. Usually 3 charges a day, or 4 hours of effect per day.
- **Constant use** (Attunement): Provides a continuous effect.

Use the following guidelines when distributing items or estimating their price should the party try to sell them:

Rarity	Minimum Level	Value†	Spell Levels	Armor	Weapon
Common	1st	100 gp	Cantrip, 1st	-	-
Uncommon	1st	500 gp	2nd-3rd	-	+1
Rare	5th	5000 gp	4th-5th	+1	+2
Very Rare	11th	50,000 gp	6th-8th	+2	+3
Legendary	17th	500,000 gp	9th	+3	-

† Divide by 2 for renewable use, and 10 for consumables.

APPENDIX E: QUICK AND DIRTY MONSTERS

To make monsters on the fly, use the below rules:

- Choose monster's Challenge Rating.
 - HP**= (5 x CR)d8 or 20 x CR
 - AC**= 12 + prof. bonus (max 19)
 - Save DC**= 12 + prof. bonus
 - DPR** (Damage Per Round)= 8 + (6 x CR)
 - Atk. Bonus**= 3 + prof. bonus
 - Prof. Bonus**= Treat CR as level, and use proficiency bonus indicated in Advancement.
- Adjust offensive (save DC, DPR, atk. bonus) and defensive stats (AC, HP) as desired. Treat the monster as having a higher CR for offensive or defensive stats. For every one CR you move up, you should move down one CR in the opposite kind of stat.
- Choose a monster template. ("X DPR dmg", means "do X times DPR damage".)
 - Aberration**: multiattack (two tentacles), tentacle (0.5 DPR dmg, STR save or paralyzed. If target is paralyzed and damage reduces target to 0 HP, target's brain is eaten.)
 - Beast**: multiattack (claw and bite), claw (0.5 DPR dmg), bite (0.5 DPR dmg)
 - Draconic**: breath weapon (DPR dmg, DEX save to avoid), bite (0.5 DPR dmg)
 - Elemental**: smash (0.6 DPR dmg), death throes (when creature dies, make STR save or take 0.6 DPR dmg)
 - Fey**: multiattack (two attacks), shillelagh/shortbow (0.5 DPR dmg), fey charm (MIND save or become friend for 24 hours), invisibility (lasts until it attacks or uses fey charm)
 - Fiendish**: aura (at start of turn, 0.3 DPR dmg to all within 5 feet), trident (0.6 DPR dmg), fireball (0.6 DPR dmg)
 - Giant**: punch (DPR dmg), boulder (DPR dmg)
 - Undead**: multiattack (life drain and slam), life drain (0.4 DPR, STR save or reduce victim's max HP by dmg taken), slam (0.5 DPR)
 - Vermin**: bite/sting (DPR damage, STR save or poisoned causing disadvantage on attacks), web/goop (DEX save or restrained)
- Add any special abilities desired. (e.g. Flight or spellcasting.)
- Add resistances (half damage from specific source) and immunities (not affected by specific source.) If you add many resistances or a few immunities, multiply hit points by the following values: CR 1-4 (0.5), CR 5-8 (0.7), CR 11-16 (0.8) CR 17+ (1)
 - Physical damage types**: Slashing, piercing, bludgeoning.
 - Magic damage types**: acid, fire, cold, poison, necrotic, radiant, lightning, psychic, thunder and force
 - Condition immunities**: paralyzed, poisoned, charmed, etc.

APPENDIX F: BOSS MONSTERS

A boss monster can do things that ordinary creatures can't. Using its **legendary resistance** it can treat a failed saving throw as a success a certain number of times a day, and using its **legendary actions** it can act at the end of another creature's turn a certain number of times per round. The actions it can take in this way are as follows:

- Costs 1 Action**: Make a Single Attack, Move, Cast a Cantrip
- Costs 2 Actions**: Use a Special Ability, Cast a Spell, Multiattack

To turn an ordinary monster into a boss monster, pick a tier below (rounding CR down for initial CR 1/2 and lower):

Tier	Legendary Actions/round and Resistance/day	Hit Point Increase	CR Increase
Elite	1	+20	+1
Boss	2	+30	+2
Legendary	3	+40	+3
Epic	4	+50	+4

APPENDIX G: SCALING MONSTERS

To scale monsters from the Bestiary, or the Fifth Edition Basic rules, simply determine what you want the new CR to be, and then use the below adjustments:

- Prof. Bonus** = Treat CR as level, and use proficiency bonus indicated in Advancement.
- ΔCR = New CR - Old CR
- HP** = +20 HP x ΔCR
- DPR** = +6 dmg x ΔCR (remember to split for multiattacks)
- ΔPB = New Prof. Bonus - Old Prof. Bonus.
- AC** = + ΔPB (max 19)
- Save DC** = + ΔPB
- Atk. Bonus** = + ΔPB

Deadly abilities: When scaling down creatures with fairly deadly abilities, it is also suggested that the severity of the condition is reduced. For example a medusa's petrifying gaze might just become a paralyzing gaze for a CR 1 medusa.

Multiattack: When scaling up, if the DPR increase ever (roughly) equals one of a creature's attacks consider giving the creature multiattack instead of just making their single attack twice as strong. When scaling down, if the DPR decrease ever (roughly) equals one of a creature's attacks, consider removing one of their attacks from their multiattack (or completely removing multiattack if the creature only has two attacks.)

APPENDIX H: QUICK LOOT TABLES

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Use the below steps to create a treasure horde belonging to a large group of creatures, or a single powerful creature.

1) ROLL 1D6, OR PICK HOARDER TYPE

1d6	Hoard Type	Contents
1	The Sentimental	75 gold, 1 piece of art
2	The Dilettante	75 gold, 5 gems, 3 pieces of art
3	The Traveler	100 gold, 20 gems
4	The Art Collector/ Archaeologist	100 gold, 12 pieces of art
5	The Banker	500 gold
6	The Old Horder	300 gold, 15 gems, 6 pieces of art

2) MAKE ADJUSTMENTS BASED ON OWNER

Monsters CR 0-4, commoner families, and simple merchants:

- Gems are worth 10 gold (*Blue Quartz, Malachite, Tiger eye*)
- Art Items are worth 25 gold (*bone dice, gold bracelet, small mirror*)

Monsters CR 5-10, nobles, and popular businesses:

- Multiply gold by 10
- Gems are worth 100 gold (*Amber, Coral, Jade*)
- Art Items are worth 250 gold (*box of turquoise animal figurines, silk robe, silver necklace*)

Monsters CR 11-16, kings, and great wizards:

- Multiply gold by 100
- Gems are worth 1000 gold (*Emerald, Opal, Sapphire*)
- Art Items are worth 2500 gold (*gold music box, old painting, eyepatch with mock sapphire eye*)

Monsters CR 17+, liches, and old dragons

- Multiply gold by 1000
- Double the number of gems, and each one is worth 5000 gold (*Diamond, Jacinth, Ruby*)
- Triple the number of art items, and each one is worth 7500 gold (*gold child-sized sarcophagus, jade and gold dragonchess set, jeweled gold crown*)

APPENDIX I: RANDOM DUNGEON GENERATION

If you don't have much time to prepare a dungeon in advance, use the following procedure:

- Get a sheet of graph paper. (Non-graph paper will do in a pinch.)
- Grab a handful of d6s.
- Roll the dice all at once and let them land where they will on the paper. (It may help to have a box to keep the dice constrained to the paper.)
- Everywhere a d6 lands is a room. (Assign room dimensions to taste.) The number of exits from that room is based on the value of the d6:
 - 1-2: 1 exit; 3-4: 2 exits; 5-6: 3 exits.
- Add hallways connecting the rooms to taste.
- Contents:** In order to determine what to fill a room with, roll a d6:
 - 1: Empty, 2: Empty save for treasure, 3: Monster, 4: Monster and treasure, 5: Trap, 6: Special.
- Quest Goal:** Roll a d8:
 - 1. Capture, 2. Retrieve, 3. Defeat, 4. Discover, 5. Destroy, 6. Escape, 7. Find, 8. Negotiate, 9. Obtain, 10. Protect, 11. Rescue, 12. Survive
- Twists:** To keep things interesting roll up 1-3 twists that take place in the dungeon. To roll a twist, roll 2d6:
 - 1-2: NPC..., 3. Organization..., 4. Physical Event, 5. Emotional Event..., 6. Item...
 - 1: ...appears, 2: ...alters the location, 3: ...helps the party, 4-5: ...hinders the party, 6: ...changes the goal
- NPCs:** Roll the following for a random NPC.
 - Personality** (d8): 1. Cranky, 2. Jock, 3. Lazy, 4. Peppy, 5. Smug, 6. Snooty, 7. Sweet, 8. Roll twice.
 - Area of Expertise** (d4): 1. Communication, 2. Subterfuge, 3. Knowledge, 4. Physical
 - Social role** (d6): 1-3: Productivity, 4-5: Military, 6: Sovereignty
 - Motivation** (d8): 1. Love, 2. Hate, 3. Greed, 4. Ambition, 5. Fear, 6. Need, 7. Idealism, 8. Cynicism
 - Names**
 - Male prefix** (d12): 1. Alab, 2. And, 3. Bed, 4. Dun, 5. Edw, 6. Gond, 7. Mord, 8. Per, 9. Rod, 10. Theod, 11. Trist, 12. Uth
 - Male suffix** (d12): 1. ane, 2. ard, 3. astyr, 4. istair, 5. ore, 6. oryan, 7. yctor, 8. yn, 9. ynak, 10. yrick, 11. yval, 12. ywyr
 - Female prefix** (d12): 1. Barb, 2. Bellad, 3. Carol, 4. Chryst, 5. El, 6. Elyz, 7. Evel, 8. Gwyn, 9. Morg, 10. Vann, 11. Vyct, 12. Ys
 - Female suffix** (d12): 1. abyth, 2. anna, 3. ara, 4. ausa, 5. ayne, 6. olda, 7. ona, 8. orya, 9. yna, 10. yrrya, 11. yssa, 12. yvyra
 - Nickname** (d12): 1. the killer, 2. the unwashed, 3. the muse, 4. the red, 5. the needy, 6. the geezer, 7. the hunchback, 8. the knave, 9. the village idiot, 10. the pauper, 11. the mad, 12. of (location)

APPENDIX J: ADDITIONAL CLASSES

These are additional classes you might consider using in your game. They have slightly more complex mechanics than the core classes. If using these classes, using Appendix A is also recommended.

BARBARIAN

Skill and Save Proficiencies: Physical, STR

Armor Proficiencies: Shield

Unarmored Defense: Your AC equals 10 + your DEX bonus + your STR bonus.

Fast Movement: The distance of your move action is 40 ft.

Multiple Attacks: You gain an additional attack at 5th level.

Rage Damage: Your rage damage is +2. At 9th level this increases to +3, and at 16th to +4.

Rage: You may enter a 1 minute long feral rage as a bonus action, [prof. bonus] times a day. While raging you gain advantage on STR-based skill checks and STR saves, you add your rage damage to melee attack damage, and you gain damage resistance (half damage) to bludgeoning, piercing and slashing damage. In addition, you can't be frightened or charmed while raging. At 3rd level, you gain the ability to enter an **exhausting frenzy**, allowing you to make attacks as a bonus action for the duration of the rage, and upon exiting your rage giving you disadvantage on all rolls until you take a long rest.

Reckless Attack: You can choose to attack recklessly, giving you advantage on attacks but giving your opponents advantage on attacks against you until the start of your next turn.

Brutal Critical: At 9th level your critical hits do x3 damage instead of x2.

Starting Equipment: one weapon, 10 gp, a fast pack (see Equipment)

Ability Score Increases: As Caster

Improvised Weapon Damage: As Fighter

BARD

Skill and Save Proficiencies: Communication, DEX or MIND Saves (pick one)

Armor Proficiencies: Light Armor, Shields

Arcane or Divine Spellcasting (choose one): As cleric or mage, or pick six Bard spells of any level you can cast from the Fifth Edition Basic rules or SRD.

Bardic Inspiration: [MIND bonus] times per short/long rest, your stirring music inspires an ally, who can add a d6 to an ability check, skill check or saving throw of their choice (before or after the roll) in the next 10 minutes. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Jack of All Trades: You add half of your proficiency bonus to skill checks you are not proficient in.

Song of Rest: Your soothing music helps revitalize any allies who can hear you during a short rest, allowing them to regain an extra 1d6 hit points. The die becomes a d8 at 9th level, a d10 at 13th level, and a d12 at 17th level.

Starting Equipment: leather armor (+1 AC light armor), a musical instrument, one weapon (and ammunition if applicable), 15 gp, a fast pack (see Equipment)

Ability Score Increases: As Caster

Improvised Weapon Damage: As Rogue

DRUID

Skill and Save Proficiencies: Communication or Knowledge (pick one), MIND Saves

Armor Proficiencies: Medium Armor, Shields (druids will not wear armor or use shields made of metal)

Divine Spellcasting: As cleric, or pick six Druid spells of any level you can cast from the Fifth Edition Basic rules or SRD.

Wild Shape: Twice per short/long rest, you can magically assume the shape of a beast that you have seen before, whose max CR is determined by your level. Your game statistics (except for MIND) are completely replaced by the beast. The transformation lasts until you choose to end it with a bonus action, the beast's HP reaches 0, or [half level, rounded down] hours have passed.

Level	Max. CR	Limitations	Examples
1st	0	No flying or swimming speed	Weasel
2nd	1/4	No flying or swimming speed	Wolf
4th	1/2	No flying speed	Crocodile
8th	1	-	Giant Eagle

Starting Equipment: leather armor (+1 AC light armor), wooden shield, mistletoe wand, one weapon (and ammunition if applicable), 5 gp, a fast pack (see Equipment)

Ability Score Increases: As Caster

Improvised Weapon Damage: As Cleric

MONK

Skill and Save Proficiencies: Physical or Knowledge (pick one), STR or DEX Saves (pick one)

Armor Proficiencies: None

Unarmored Defense: Your AC equals 10 + your DEX bonus + your MIND bonus.

Unarmored Movement: The distance of your move action is 40 ft. At 6th level it becomes 45 ft., 10th - 50 ft., 14th - 55 ft., and 18th - 60 ft. In addition, at 9th level you can move up vertical surfaces and across liquids without falling as long as you are moving.

Multiple Attacks: You gain an additional attack at 5th level.

Martial Arts: Your unarmed attack does d4 damage, and counts as magic for the purposes of bypassing resistances and immunities. At 5th this becomes a d6, 11th a d8, and 17th a d10.

Flurry of Blows: You may use a bonus action to make two unarmed strikes. [Half level, rounded down] times per day, you may choose to add one of the following effects (DC 8 + prof. + MIND bonus to resist) if your attack hits: shove, grapple, stun (5th level), death (17th level).

Honed Body and Mind: Your training provides a number of benefits. At 4th level you get **Slow Fall**, allowing you to use a reaction to take no damage from a long fall. At 7th level your **Stillness of Mind** allows you to take an action to end a charm or fear effect on yourself. At 14th level your **Diamond Soul** grants you proficiency in every save category.

Starting Equipment: a quarterstaff, 10 darts, 5 gp, a fast pack (see Equipment)

- **Ability Score Increases:** As Caster
- **Improvised Weapon Damage:** As Rogue

PALADIN

Skill and Save Proficiencies: Physical or Communication (pick one), MIND Saves (pick one)

Armor Proficiencies: All armor, Shield

Multiple Attacks: You gain an additional attack at 5th level.

Partial Divine Spellcasting: As cleric, but with half as many magic points and only able to cast spell levels equal to 1/4 level, rounded up. As an alternative to the divine spell list pick six Paladin spells of any level you can cast from the Fifth Edition Basic rules or SRD.

Divine Sense: [MIND bonus + 1] times per short rest, you can sense nearby celestials, fiends and undead.

Divine Smite: When you hit a creature with a melee attack, you may expend magic points as if casting a spell to deal extra damage to a target. A 1st-level spell does 2d8 damage, and every spell level above that does an extra 1d8. Fiends and undead take an extra 1d8 damage on top of that.

Lay on Hands: Each long rest you get a [5 * level] hit point pool of healing power, which you can divide to taste and channel into creatures by touching them. 5 hit points from the pool can be traded in for the ability to cure one disease or poison afflicting a creature.

Starting Equipment: chain mail (+6 AC heavy armor), shield, one weapon (and ammunition if applicable), 25 gp, a fast pack (see Equipment)

Ability Score Increases: As Caster

Improvised Weapon Damage: As Fighter

RANGER

Skill and Save Proficiencies: Physical or Knowledge (pick one), STR or DEX Saves (pick one)

Armor Proficiencies: Medium Armor, Shields

Multiple Attacks: You gain an additional attack at 5th level.

At 11th level, you can use your action to make ranged attacks against any number of creatures within 10 feet of a point you can see within your weapon's range.

Superiority Dice (SD): A ranger has four superiority dice (d8) that can be spent on maneuvers, recovering on a short rest. At 9th level the dice become d10s, at 17th d12s. You also gain a superiority dice at 9th and 17th level.

Ranger Maneuvers: You have the ability to spend SD on special maneuvers. Save DCs are DC 8 + STR or DEX (your choice) + proficiency. For **attack maneuvers** describe a desired outcome (e.g. disarming foe, feinting, goading an enemy) while making an attack. If the attack hits, add SD to damage and the foe makes an appropriate saving throw or the desired outcome happens. For **reaction maneuvers** describe a reaction you are taking (e.g. parry, riposte) and the DM rules what you add/subtract your SD to (usually AC, attack, damage or enemy health) requiring an appropriate saving throw if deemed necessary.

Primeval Awareness: You can communicate simple ideas with animals, and read their basic mood and intent.

Healing Poultices: Every day you can make [Wisdom bonus] herbal poultices, which you can spend a minute applying to a creature to heal them [half level, rounded up]d6 hit points. Unused poultices expire after the day is over.

Colossus Slayer: Once per turn, when you hit a creature with a weapon attack, you deal an extra 1d8 damage.

Hunter's Defense: At 7th level when a creature hits you with an attack, you gain +4 bonus to AC against subsequent attacks from the same creature until your next turn. At 15th level, you can use your reaction to halve the damage from an attack you can see coming.

Starting Equipment: scale mail (+4 medium armor), one weapon (and ammunition if applicable), 10 gp, a fast pack (see Equipment)

Ability Score Increases: As Caster

Improvised Weapon Damage: As Fighter

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M20 Fifth

Player Name: _____

Name: _____ Race: _____ Background: _____

Class: _____ Level: _____ XP: _____ Proficiency: _____

AC:

HP:

Death Saves

Successes ○○○○

Failures ○○○○

Attributes	Scores	Bonus	Saves
Strength			
Dexterity			
Mind			

Skills	Scores
Physical	
Subterfuge	
Knowledge	
Communication	
Survival	

Class Features:

Weapons:

1.

2.

Armor:

Equipment:

Wealth

Amount:

CP:

SP:

GP:

PP:

MULRAH: Microlite20 with Utilities Leveraging Role-playing Advancements Heuristically

MULRAH is a role-playing game that plugs indie-style rules (boxed text) into a modified Microlite20 (unboxed text), fully compatible with the Primary Fantasy SRD rules (see license).

Core Rules

Core Mechanic: Whenever the outcome of an action is uncertain, a player will roll a 20-sided die (d20) against a Difficulty Class (DC) or an opponent also rolling a d20. If the roll exceeds the DC or the opponent's roll, then the character's action succeeds.

Player Characters (PCs) start at **Level 1** with **3 Stats**, a **Skill Expertise**, a **Trait**, and **2 Keys**.

Setting-Steeped Character Creation has players build their Characters as the GM describes the recent history of the setting. During each historical period the GM demarcates, players describe what their character was doing and pick one of 4 aspects (Skill Expertise, Trait, 2 Keys) their Character gained as a result of their activities.

Stats include Strength (STR), Dexterity (DEX) and Mind (MIND). To determine, roll 2d4-4, assign to a Stat, and then repeat. (To convert from the Primary Fantasy SRD rules, use the relevant Ability Score's bonus. From older versions, Stat = (Relevant Ability Score - 10)/2.) Secondary Stats are Hit Points (HP = 10 + (STR + 3) x Level) and Armor Class (AC = 10 + DEX + Armor Bonus).

Skills are the basis for non-combat rolls and include Physical, Subterfuge, Knowledge, Communication, and Survival. Each PC starts with Expertise in one Skill, providing a +4 bonus.

- **Skill Rank** = 4 if Expert + Bonus from Leveling (see below)
- **Skill Roll** = d20 + Skill Rank + applicable Stat + situation mods
- **Saving Throws:** Skill Rolls replace "saving throws." Use Physical + STR or DEX for Fortitude and Reflex saves. Saving against magic (Will) is usually MIND + Level.

Setting Stakes has the GM and the player agree on possible outcomes *before* making any Skill Roll. Usually, the successful outcome is simply whatever the player is trying to do, but failure will require a little more thought and should always be interesting. For example, failing a roll to climb a wall could mean the Character takes damage from falling or loses her grappling hook, but still makes it to the top.

Traits include various bonuses and abilities. Characters each get a Trait.

- **Brute Force:** +1 to hit and damage; add +1 to either every other Level. Can use heavy armor. (Optional: Mark an opponent, who is at -1 to attacks against other foes.)
- **Sneak Attack** adds your Character's Subterfuge Skill Rank to the damage of her first attack, if she successfully Sneaks up on a foe (usually sub+DEX, but depends on situation). Impossible if wearing a shield or medium/heavy armor.
- **Dextrous Shot:** +1 to hit and damage with ranged weapons; only -1 using multiple weapons.

Keys are goals for which characters gain Experience Points (XP) when they accomplish them. Each Character has two Keys and may (optionally) change one every 5th Level. Three Keys inspired by various editions of the Primary Fantasy SRD are below. See Sweet20 for more.

- **The Key of Glittering Gold** gives 1 XP for every 100 gp the Character gains, divided by his Level.

- **The Key of Bloodlust** garners 1 XP for every battle won and 2 XP for defeating someone of higher Level or Hit Dice (HD).
- **Keys of Alignment** (Law vs. Chaos, Good vs. Evil) act like the Key of Bloodlust but earn double the XP for defeating foes of the opposite Alignment and none for those of the same Alignment.

Level Advancement occurs when the XP equals 20. Reset XP to 0 after advancing. With a new Level, gain (STR+3) HP. Every 3 Levels, a Character gains a Leveling Bonus, which allows them to add +1 to all Skills, +1 to a Stat, *or* gain Expertise (+4) in one Skill.

Optional Leveling Bonuses (Starting at 6th Level)

- **Rerolls:** Reroll up to three times per game session.
- **Heroic Surge:** Once per encounter, a Character can add his Level to any roll; once per day, he can add twice his Level.

Combat

For each round, each Character takes one action (move, attack, cast a spell, etc.) when it is her turn. Attack Bonus determines Initiative.

- **Melee** Attack Bonus = STR + Level; vs opponent's AC
- **Missile** Attack Bonus = DEX + Level; vs opponent's AC
- **Magic** Attack Bonus = MIND + Level; vs opponent's Will or AC

Multiple Attacks: If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Light Weapons: When unarmed or using light weapons, you may use DEX instead of STR and attack with 2 weapons (or unarmed) in a round with -2 penalty on all attack rolls. Rapiers are light weapons, but you cannot wield two at once.

Damage: Add STR to Melee damage, x2 for 2-handed weapons. Natural 20 on an Attack Roll does double damage. If HP reach 0, unconscious and near death. -(10 + STRx2) HP = death.

Healing: All characters recover HP lost due to wounds at a rate equal to 1/2 their level (round up) per night of rest.

Final Stand kicks in at the player's request when her Character reaches 0 HP. Upon regaining consciousness, her Character remains at 1 HP until a final, climactic encounter that the player chooses as her Character's "final stand." During this encounter, the Character instantly regains all HP and doubles all roll bonuses. At the end of the encounter, the player must retire the Character in whatever manner she sees fit.

Balancing Combat & Non-Combat

Optional rules for Skill Challenges and Simple Combat add complexity to non-combat situations and simplify combat, respectively.

Skill Challenges are used when the whole party works toward a common goal. Success requires that players accumulate (2 + 2 x Complexity) successful Skill Rolls before 3 failed rolls. GM selects Complexity (1 to 5). DC = EL + Base (5 - Easy, 10 - Medium, 15 - Hard). **The Key of Challenge** provides 1/2 XP per Complexity (round up).

Simple Combat: Players announce their Character's goals for the entire combat. By default their opponents will try to incapacitate the PCs, unless weakened to 1/4 HP (or total HD for groups), at which point they will surrender or flee. Then, each individual Character and group of

similar opponents make one Attack Roll (d20) that is extrapolated across the entire combat with bonuses based on the type of attack (see below). Damage in Simple Combat equals 1/2 the maximum die roll (rounded down) plus any bonuses. The GM describes the extrapolated outcome, which stands unless the players opt for the full, turn-based combat described previously. XP from Simple Combat is halved.

Base Fantasy Setting Module

The rules below provide a baseline for a fantasy game and are common to both the default Microlite20 setting and the World Beyond.

Magical Traits allow Characters to use magic and may be selected instead of a Combat Trait in magical settings. The DC for undoing or resisting any spell is 10 + Caster Level + MIND. *Doubling the duration of a spell costs an additional 2 HP, adding 50% to its damage costs another 4 HP, and doubling its area of effect costs 6 HP.*

Divine Magics (Trait) provide access to Divine Spells of 1/2 the caster's Level and Turning Undead. Each spell costs HP = 1 + 2 x the Spell's Level, a loss that is healed completely **only** after 8 hours rest. A player-chosen "signature spell" for each Spell Level above 0th costs 1 less HP. Turn Undead requires a successful Magic Attack and can be used (2 + Level + MIND) times per day. DC is the current HPs of the Undead, destroyed if DC exceeded by 10. Casters cannot use two weapons at once.

Classes are pre-determined combinations of Traits, Skill Expertises, and 30 gp of Equipment.

- **Fighter:** Brute Force, Physical; Vial of Holy Water, 5 gp
- **Rogue:** Sneak Attack, Subterfuge; Thieves Tools
- **Ranger:** Dextrous Shot, Survival; Healer's Kit, -20 gp
- **Cleric:** Divine Spells, Communication; Silver Holy Symbol, 5 gp

Equipment is selected by picking a Fast Pack Card and additional items from the Equipment list with 1d4 x 25 gold pieces. Characters can wear light/medium armor and use a shield. Armor bonuses: Light (Leather) +2 AC, Medium (Chain) +4 AC, Heavy (Plate) +6 AC, Shield +1 AC.

Fantasy Setting Module 1: The World Beyond

All PCs in the World Beyond must select a Race, Religion, and Nationality. Any combination is possible, but some are more common than others. Races besides Humans and Goblins are rare and at -1 to Skills.

- **Humans** have spread their religion through out most of Ytarria. Three Christian nations (Megalos, Caithness, Cardiel, and Araterre) and two Muslim nations--al-Wazif (Sunni) and al-Haz (Shi'ite)--exist. Judaism is the third most common religion, but Jews are spread among the six kingdoms. The Megalan Empire's closest rival is al-Wazif, with Cardiel being a much-disputed realm with a diverse, relatively egalitarian society. Caithness is a sparsely populated frontier with weak mana (and thus no magical characters) to the West, and Araterre is an island nation of seafarers to the South.
- **Goblins** (-2 STR, +1 DEX, +1 MIND, +1 Skills) are the second most populous Race on Yrth and comprise a substantial portion of the mercantile class in most cities, particularly in southern Megalos (Yibyorak and Sho'joor). Most have assimilated to the prevailing religion of the surrounding Humans (Christianity, Islam, Judaism), but a rare few follow cult deities of their former world.
- **Twadyn/"Gnomes"** and **Halflings** (+1 DEX) are surface-dwelling herders or farmers. They live peacefully alongside Humans and Goblins, usually in rural areas. Many have difficulty distinguishing

between the Elder Race of Gnomes and Halfling newcomers. The former tends to live near their Dwarven cousins in Zarak and worship the ancient elemental deities Hubabeh (Air) and Hsaragg (Water), while the latter hail from the slightly warmer, weed-growing climates of Megalos, where Christianity is prevalent.

- **Reptile-Men** (+2 STR, -1 MIND) are most prevalent in the Steppes of Arachine but can be found in any plain or swamp area. Little is known of the religious ways of most Reptile Men. Descendants of those who assimilated with Human nomads in the early days of Islam live alongside Humans in the Muslim nations.

4x4 Magic is based on an alternative magic system from the Microlite20 website. All spells are cast by combining two Words of Power, one from the Four Actions and one from the Four Realms, and making a successful Magic Attack (Level+MIND) against a DC of the opponent's Will (Level+MIND) or AC + 5 per Spell Level. A willing target, the caster himself, and human-sized inanimate objects have a DC of 10, which can vary by size, mass, or other factor.

A spell's Level determines the extent of its effect and its impact on the caster. A 1st Level Spell has 1d6 (HP, 10', etc.) extent of impact, which doubles for every additional Spell Level. Making an effect permanent adds 25 to the DC. A spell causes (1 + 2 x Spell Level) HP damage to the caster, which is recovered only through 8 hours of rest.

The Four Actions

- **Enhance:** Strengthen, Heal, Enlarge, Repair, Sharpen, etc.
- **Diminish:** Weaken, Damage, Injure, Reduce, Break, etc.
- **Communicate with:** Sense, Read, Seek, Understand, etc.
- **Control:** Shape, Hold, Command, Form, Direct, Dictate, etc. All other Actions are pre-requisites for Control.

The Four Realms (Deity)

- **Life** (Hsaragg): Living body of humanoids, animals, plants; water.
- **Mind** (Hu-Babeh): That which normally inhabits/animates a body
- **Energy** (Mulrah): Fire, magic, (electricity, etc.), time.
- **Matter** (Dyn-Diyn): Solid material with no mind - stone, metal, wood, leather, paper, (plastic, etc.)

Pagan/Dark Magics (Trait) provide access to the 4x4 magic system, but cannot be used while wearing armor. Pagan priests are tolerated but looked down upon in most regions. They know their deity's Word of Power and one Action word at 1st Level. They can learn an additional Action word or gain a +5 bonus to a Word they already know at 3rd, 6th, and 10th Levels, at which point their progress stops, unless they become a Wizard of Grimshire. Practitioners of Dark Magic may learn a new Realm instead of a new Action, but are shunned or persecuted in nearly every society.

Alchemy (Trait) is a Goblin method of accessing Arcane Spells. With a successful roll of d20+Level+MIND vs a DC of 10 + 5 x Spell Level, an Alchemist can create potions for spells of a Spell Level up to 1/2 the Alchemist's Level. These potions can be used up to 24 hours after their creation; creating a potion with no expiration adds 20 to the DC. Each subsequent potion created in a day adds +2 to the DC.

Classes are optional in the World Beyond. Players may select a Class below or pick a different combination of a Trait, a Skill Expertise, and 30 gp of Equipment.

- **Alchemist:** Alchemy, Knowledge; Alchemist's Ingredients
- **Pagan Priest:** Pagan Magics, Communication; Holy Symbol, 5 gp
- **Witch/Warlock:** Dark Magics, Knowledge; Wand, staff, or similar.

Fantasy Setting Module 2: Microlite20 Expert

The default Microlite20 setting provides rules for Mages who use Arcane Magic and uses four Races (Humans, Dwarves, Elves, Halflings). The rules below include these options as well as those from the Expert Rules.

Magical Traits

- **Arcane Magic** works the same as Divine Magics but provides access to Arcane Spells and cannot be used while wearing armor.
- **Illusionist Magic** works the same as Arcane Magic, except for Illusionist Spells.
- **Druid Magic** provides use of Druid Spells but armor cannot have metal. Instead of the Turn Undead ability, Druid Magic provides its users with immunity to woodland fey, the ability to Pass Without Trace at 3rd Level, and shapeshifting to a small/medium animal up to 3 times per day at 7th Level. When shapeshifting back to original form, the user can heal 2 HP per level.
- **Bardic Song** provides use of Druid/Illusionist Spells to a Character reaching the 6th Level as if she were 1st Level. It also counters sound-based effects within a 30 ft. radius and Charm Person or Remove Fear 3 times per day.
- **Blessed Warrior:** Immunity to disease, +1 to all Saving Throws per 5 Levels, Detect Evil within 60 ft., heal 2 HP per Level per day.

Races: -1 Skill Rank in all Skills for Non-Humans, Elves +1 MIND, Dwarves +1 STR, Halflings +1 DEX; Gnomes +1 DEX or MIND; Half-Orcs +2 STR and -1 MIND; Half-Elves +1 DEX or +1 Skills; Lizard-Men +1 STR, +1 DEX, -1 MIND.

Classes are required in standard Microlite20.

- **Mage:** Arcane Magic, Knowledge
- **Paladin:** Blessed Warrior, Communication
- **Illusionist:** Illusionist Magic, Communication
- **Druid:** Druid Magic, Survival
- **Bard:** Bardic Song, Communication and Subterfuge/Knowledge

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MULRAH: Microlite20 with Utilities Leveraging Role-playing Advancements Heuristically

MULRAH is a role-playing game that plugs indie-style rules (boxed text) into a modified Microlite20 (unboxed text), fully compatible with the Primary Fantasy SRD rules (see license). Optional rules/setting Modules can be grafted onto the Core Rules. Brackets [] indicate Endnotes.

Core Rules

Core Mechanic: Whenever the outcome of a task or conflict is uncertain, a player will roll a 20-sided die (d20) plus modifiers against a Difficulty Class (DC) for a Task or an opponent's d20 in a Conflict. Exceeding the DC or the opponent's roll(s) indicates success. Modifiers usually include the relevant Stat, bonuses from Skills/Abilities/Aspects, and situational bonuses/penalties, all described below.

Player Characters (PCs) start at **Level 1** with **3 Stats**, a **Skill Expertise**, **2 Abilities**, **1 Aspect** (optional), and **2 Keys**.

Setting-Based Character Creation has players build their Characters as the GM describes the recent history of the setting. During each historical period the GM demarcates, players describe what their character was doing and pick one of 5 traits (Skill Expertise, 2 Abilities, 2 Keys) their Character gained as a result of their activities.

Stats are Strength (STR), Dexterity (DEX) and Mind (MIND). Roll 2d4-4, assign to a Stat, and then repeat [1]. Secondary Stats are:

- **Hit Points (HP)** = d8 + STR per Level. If HP reach 0, the Character falls unconscious and must make a Fortitude Save every round to avoid death. HP lost due to wounds recovers at a rate equal to 1/2 Character Level (round up) per night of rest.

- **Sanity Points (SP)** = 8 + MIND + Level/2. Whenever a Character has a horrific experience, he must roll lower than his SP on a d20 or lose a SP. When SP reach 0, he goes permanently insane.

Final Stand kicks in at the player's request when her Character reaches 0 HP. Upon regaining consciousness, her Character remains at 1 HP and recedes, unable to attack or be harmed, into the background. In a final, climactic encounter that the player chooses as her Character's "final stand," the Character instantly regains all HP and doubles all roll bonuses. At the end of the encounter, the Character must retire.

Skills provide a +4 bonus to any related Tasks. Each Character can have one Skill, reflecting his background. Players are free to create a Skill based on any profession, craft, or upbringing, but the following four are the default starting points, each with a handful of associated Skills from the Primary Fantasy SRD and other sources. [2] Tally failures in each Skill, and, at the end of each session, roll a d20 against the accumulated tally. If the roll is less than or equal to the tally, then the Character has learned from the failures and gains +1 in that Skill; reset tally.

MULRAH Skill	Primary SRD or Other Skills (Stat)
Knowledge	Appraise (MIND), Decipher Script (MIND), Knowledge (MIND; pick type), Literacy (MIND), Research (MIND)
Survival	Handle Animal (MIND/STR), Heal (MIND), Ride (DEX), Swim (STR), Survival (MIND)
Physical	Balance (DEX), Climb (DEX/STR), Jump (DEX/STR), Swim (STR), Tumble (DEX)
Subterfuge	Disable Device (MIND/DEX), Escape Artist (DEX/STR), Forgery (DEX), Gambling (MIND) Open Lock (DEX), Sleight of Hand (DEX)

Story-oriented or "old school" groups may wish to ignore rolling dice to determine the outcome of discrete Tasks, focusing instead on Conflicts (below) or player skill (e.g., describing exactly how and where you are

looking for traps rather than just rolling for it), respectively. If you are using Skills, the following two options can substantially enhance their enactment in the game.

- **Stakes:** Failing at a Task leads to d6 Damage or a Mild Wound (see below) *but not necessarily failure of the task itself*. A Natural 1 causes double Damage or a Moderate Wound. Failing a roll to climb a wall could mean the Character takes damage or loses her grappling hook, but still makes it to the top.
- **Skill Challenges** are useful for engaging the entire party in striving toward a common goal. Success requires that players complete (2 + 2 x Complexity) Tasks successfully before failing 3 times. GM selects Complexity (1 to 5). DC = EL + Base (5 - Easy, 10 - Medium, 15 - Hard).

Conflicts begin whenever one Character attempts to avoid, influence, change, or harm another Character. The group agrees upon what the Conflict will decide; these are the Stakes. Some Conflicts are best approached with prior Preparation (sneaking, scouting). Many Conflicts then start with Talking (bluffing, persuading, taunting, etc.), but can also start with or **Escalate** into Physical conflict (intimidating, shoving, punching, etc.) or even Combat (fighting with weapons). To resolve a Conflict, the opposing sides roll a d20, add relevant Stats, Abilities (see below), and situational modifiers. Unless one side chooses to Escalate or begin Pain (see below), the higher total wins the Stakes, and ties go against the instigator.

Conflicts between two or more characters are resolved with a quick d20 roll for each side (not each character), plus the relevant Stat and Ability (see below) of the lead character as well any situational modifiers based on help from other characters, the environment, etc. The side with the higher total wins, and ties go against the instigator. This applies to any kind of conflict (avoiding, talking, physical, combat). The lead character of a side that loses by 4 or more must take a Consequence (see below) and, when appropriate, Damage to Hit Points (based on (the weapon type + STR - opponent's Armor Bonus) x 2 for 2-handed weapons or if snuck up on). Conflicts can be extended in two ways:

- 1 **Escalation:** Any character can shift from one type of four types of conflict to another. All d20s are immediately rerolled, and this character becomes the instigator. The types of Conflict include Preparation (sneaking, scouting), Talking (bluffing, persuading, taunting, etc.), Physical conflict (intimidating, shoving, punching, etc.), and Combat (fighting with weapons).
- 2 **Pain:** Only at a player's (not the GM's) request, a Conflict can be handled in a task-by-task manner. In this case, each individual rolls a d20 for each action, modified as above but compared to a static target number of 10 + the opponent's relevant modifiers. Success costs the opponent a Consequence *or*, when appropriate, damage to Hit Points.

Abilities provide bonuses during Conflicts and improve as a Character Levels. Players select two Abilities for each Character by combining a Conflict Type with a Style. A Character who takes the exact same Ability twice can either have the bonuses stack or gain an extra action per Round, as long as that action is related to the Ability.

Conflict Type: Any Character participate in any type of Conflict, but each Character has one or two areas in which she excels.

1. **Stealth:** Notice, avoid, or otherwise minimize the risk of a Conflict before it begins; includes Disguise, Hide, Listen, Move Silently, Spot, Search, etc.
2. **Communication:** Talk through a Conflict; includes Diplomacy, Intimidation, persuasion, taunting, etc.

3. **Brawling:** Fighting without weapons; includes brawling, kicking, punching, wrestling, etc.
4. **Combat:** Fighting with weapons; includes swords, knives, bows, shields, etc.

Style indicates the type of bonus the Character gets.

- **Aggressor:** Add Level to all Attacks.
- **Defender:** Add Level to all Defense.
- **Specialist:** Select a specific discipline within the Conflict Type (e.g., Taunting, Kung Fu, Crossbows, etc.) and add Level to both Attacks and Defense only when engaged in this specific Conflict.
- **Opportunist:** Reroll up to Level/2 times per game session.
- **Hero:** Add Level to any roll once per Conflict; add twice Level to any roll once per game session.

Aspects are non-mechanical parts of a Character that a player wants to influence the story. An epithet, quote, relationship, possession, or anything else can be an Aspect. Characters start with one Aspect in the 1st Level and can gain more with Leveling Bonuses. For each Aspect, a player gets a Story Point (perhaps measured with a poker chip or other counter) at the beginning of each session. At any time during the session, the player may invoke an Aspect prior to any die roll by describing how it comes into play and spending a Story Point, thereby gaining a +4 to the roll. The GM or any other player may also invoke that Character's Aspect (s). If the player refuses, then she must spend a Story Point; if she accepts, then she gains a Story Point.

Consequences are types of Aspects and can be taken (up to four at once) instead of any major hit to HP or SP. Alternatively, they can be a -1 to a Stat of the player's choice.

- **1st Consequence** = Mild Wound or Short-Term Insanity. can absorb loss of up to 1/4 HP or SP, fades upon winning a Conflict.
- **2nd Consequence** = Moderate Wound or Long-Term Insanity, can absorb loss of up to 1/2 HP or SP, fades with a night's rest.
- **3rd Consequence** = Severe Wound or Long-Term Insanity, requiring 2d6-4 weeks to heal; 0 = 6 days, -1 = 5 days, -2 = 4 days, -3 = 3 days; can absorb loss up to 3/4 HP or SP.
- **4th Consequence** = Permanent Wound or Indefinite Insanity, only removed with magic or other extraordinary measure.

Keys are goals for which characters gain Experience Points (XP) when they accomplish them. Each Character has two Keys and may (optionally) change one every 5th Level. Three Keys inspired by various editions of the Primary Fantasy SRD are below. See Sweet20 for more.

- **The Key of Glittering Gold** gives 1 XP for every 100 gp the Character gains, divided by his Level.
 - **The Key of Conquest** garners 1 XP for each HD or Level of opponent defeated plus 1 XP for each doubling of foes. Divide sum by Character's Level.
 - **Keys of Alignment** (Law vs. Chaos, Good vs. Evil) act like the Key of Bloodlust but earn double the XP for defeating foes of the opposite Alignment and none for those of the same Alignment.
- **The Key of Conflict** provides 1 XP for every Consequence taken over the course of a session.
 - **The Key of Challenge** provides 1 XP for every Complexity Level in each Skill Challenge the PCs overcome.

Level Advancement occurs when the XP equals 15 [4]. Reset XP to 0 after advancing. With a new Level, gain (d8+STR) HP. Every 3 Levels, a Character gains a **Leveling Bonus**, which allows him to add +1 to a Stat or gain a new Aspect. A Character can save her Leveling Bonuses and then use two of them (at 6th, 12th, etc. Level) to gain a new Ability, essentially "multi-classing."

Magic

Divine Magics (Ability) provide access to Divine Spells of 1/2 the caster's Level and Turning Undead. Each spell costs HP = 1 + 2 x the Spell's Level, a loss that can be healed **only** after 8 hours rest. A player-chosen "signature spell" for each Spell Level above 0th costs 1 less HP. Turn Undead requires a successful Magic Attack and can be used (2 + Level + MIND) times per day. DC is the current HPs of the Undead, destroyed if DC exceeded by 10. Casters cannot use two weapons at once.

Alchemy (Ability) is a Goblin method of accessing Arcane Spells. With access to water, Alchemist's Ingredients (5 gp per use per Level), and a successful roll of d20+Level+MIND vs a DC of 10 + 5 x Spell Level, an Alchemist can create potions for spells of a Spell Level up to 1/2 the Alchemist's Level. These potions can be used up to 24 hours after their creation; creating a potion with no expiration adds 25 to the DC. Each subsequent potion created in a day adds +2 to the DC. Gain +2 bonus to potion creation every 3rd Level. Goblins only.

The World Beyond

All PCs in the World Beyond must select a Race, Religion, and Nationality. Races besides Humans/Goblins are rare and at -1 to Skills.

- **Humans** have spread their religion through out most of Ytarria. Three Christian nations (Megalos, Caithness, Cardiel, and Araterre) and two Muslim nations--al-Wazif (Sunni) and al-Haz (Shi'ite)--exist. Judaism is the third most common religion, but Jews are spread among the six kingdoms. The Megalan Empire's closest rival is al-Wazif, with Cardiel being a much-disputed realm with a diverse, relatively egalitarian society. Caithness is a sparsely populated frontier with weak mana (and thus no magical characters) to the West, and Araterre is an island nation of seafarers to the South.
- **Goblins** (-2 STR, +1 DEX, +1 MIND, +1 Skills) are the second most populous Race on Yrth and comprise a substantial portion of the mercantile class in most cities, particularly in southern Megalos (Yibyorak and Sho'joor). Most have assimilated to the prevailing religion of the surrounding Humans (Christianity, Islam, Judaism), but a rare few follow cult deities of their former world.
- **Twadyn/"Gnomes" and Halflings** (+1 DEX) are surface-dwelling herders or farmers. They live peacefully alongside Humans and Goblins, usually in rural areas. Many have difficulty distinguishing between the Elder Race of Gnomes and Halfling newcomers. The former tends to live near their Dwarven cousins in Zarak and worship the ancient elemental deities Hubabeh (Air) and Hsaragg (Water), while the latter hail from the slightly warmer, weed-growing climates of Megalos, where Christianity is prevalent.
- **Reptile-Men** (+2 STR, -1 MIND) are most prevalent in the Steppes of Arachine but can be found in any plain or swamp area. Little is known of the religious ways of most Reptile Men. Descendants of those who assimilated with Human nomads in the early days of Islam live alongside Humans in the Muslim nations.

Endnotes

1. To convert from the Primary Fantasy SRD rules, use the relevant Ability Score's bonus. From older versions, Stat = (Relevant Ability Score - 10)/2.
2. Note that MULRAH splits Microlite20's Subterfuge Skill between the Subterfuge Skill and the Stealth Ability. Microlite20's Communication Skill is now an Ability.
3. In MULRAH, anybody can try to sneak up on someone, but only those with Stealth will have any real success.
4. This amount is calibrated to the XP amounts (divided by 100) in Erin Smale's "Building the Perfect Class." All Characters have the same progression of Hit Points (d8 per Level = 2 XP) and weapon/armor restrictions; none progress in "Saving Throws" or Combat outside of Abilities. Abilities are essentially a Combat Progression of +1/Level, worth 4 XP, slightly more than Smale's Special I/II abilities. Thieves' Skills, which include about twice the number of skills as a MULRAH Skill, are worth 4 XP in Smale's calculation, so MULRAH Skills count for just 2 XP. Leveling Bonuses are worth 4 XP.

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MULRAH: Microlite20 with Utilities Leveraging Role-playing Advancements Heuristically

MULRAH is a role-playing game that plugs indie-style rules into a modified Microlite20, fully compatible with the Primary Fantasy SRD rules (see license). Brackets [] indicate Notes.

The Basics

Apart from the optional rules (boxed text), most of this section is similar to Microlite20. Stats and Skill are a little different, and how Characters get Experience Points (XP) has a name (Keys) and can vary. With a couple adjustments, you could play MULRAH with these rules alone.

Core Mechanic: Whenever the outcome of a task is uncertain, a player will roll a 20-sided die (d20) plus modifiers (Stats, Skills) against a Difficulty Class (DC). Exceeding the DC indicates success.

Player Characters (PCs) start at **Level 1** with **3 Stats**, **Hit Points (HP)**, a **Skill Expertise**, and **2 Keys**.

Stats are **Strength (STR)**, **Dexterity (DEX)** and **Mind (MIND)**. Roll 2d4-4, assign to a Stat, and then repeat [1]. $HP = d8 + STR$ per Level. If HP reach 0, the Character falls unconscious and must roll lower than $10 + 2 \times STR$ every round to avoid death. HP lost due to wounds recovers at a rate equal to $1/2$ Character Level (round up) per night rest.

Skills [5] provide a +4 bonus to any related Task. Each Character can have one Skill, reflecting his background. Players are free to create a Skill based on any profession, craft, or upbringing, but the following four are the default starting points, each with a handful of associated Skills from the Primary Fantasy SRD and other sources. [2]

MULRAH Skill	Primary SRD or Other Skills (Stat)
Knowledge	Appraise (MIND), Decipher Script (MIND), Knowledge (MIND; pick type), Literacy (MIND), Research (MIND)
Survival	Handle Animal (MIND/STR), Heal (MIND), Ride (DEX), Swim (STR), Survival (MIND)
Physical	Balance (DEX), Climb (DEX/STR), Jump (DEX/STR), Swim (STR), Tumble (DEX)
Subterfuge	Disable Device (MIND/DEX), Escape Artist (DEX/STR), Forgery (DEX), Gambling (MIND) Open Lock (DEX), Sleight of Hand (DEX)

Optional Rules for Skills

Improving Skills: Tally failures in each Skill, and, at the end of each session, roll a d20 against the accumulated tally. If the roll is less than or equal to the tally, then the Character has learned from the failures, gains +1 in that Skill, and resets the tally.

Stakes: Failing at a Task leads to d6 loss to HP per increment of failure or a Minor Consequence (see below) *but not necessarily failure of the task itself*. Failing a roll to climb a wall could mean the Character takes damage or loses her grappling hook, but still makes it to the top.

Skill Challenges are useful for engaging the entire party in a common goal. Success requires that players complete $(2 + 2 \times \text{Complexity})$ Tasks successfully before failing 3 times. GM selects Complexity (1 to 5). $DC = EL + \text{Base}$ (5 - Easy, 10 - Medium, 15 - Hard).

Level Advancement occurs when XP equals 15 [4]. Reset XP to 0 after advancing. With a new Level, gain $(d8+STR)$ HP. Every 5 Levels, a Character gains a **Leveling Bonus**, which allows him to add +1 to a Stat or gain a new Aspect (see below). A Character can save her Leveling Bonuses and then use two of them (at 10th, 20th, etc. Level) to gain a new Ability (see below), essentially "multi-classing."

Keys are goals for which characters gain XP. By default, each Character has the **Key of Conquest**, which garners 1 XP per Hit Dice (HD) or Levels of opponent defeated plus 1 XP for each doubling of foes. Divide sum by Character's Level. Each Character may also pick an additional Key from the list of optional ones below. See Sweet20 for more.

- **The Key of Glittering Gold** gives 1 XP for every 100 gp the Character gains, divided by his Level.
- **Keys of Alignment** (Law vs. Chaos, Good vs. Evil) act like the Key of Conquest but earn double the XP for defeating foes of the opposite Alignment and none for those of the same Alignment.
- **The Key of Conflict** provides 1 XP for every Consequence (see below) taken over the course of a session.
- **The Key of Challenge** provides 1 XP for every Complexity Level in each Skill Challenge the PCs overcome.

Conflicts

Conflict is where many "indie" games diverge heavily from traditional RPGs, and MULRAH is no different. In Microlite20, Combat is the primary form of Conflict and has its own set of rules. In MULRAH, Combat is just one type of Conflict and is governed (mostly) by the same overarching rules that resolve other forms of Conflict.

Conflict Resolution: Conflicts begin whenever one Character attempts to avoid, influence, change, or harm another Character. The players and GM agree upon what the Conflict will decide; these are the Stakes. Conflicts are resolved with a single d20 roll for each side (*not* each character), plus the lead character's relevant Stat and Ability (see below) as well as situational modifiers. The side with the higher total wins; ties go against the instigator. One fourth the difference determines the number of Minor **Consequences** (see below) the losing side must take as a result of the Conflict.

Types of Conflict: Conflicts can happen in one of four levels.

1. **Stealth:** Notice, avoid, or otherwise minimize the risk of a Conflict before it begins; includes Disguise, Hide, Listen, Move Silently, Spot, Search, steal, etc.
2. **Communication:** Talk through a Conflict; includes Diplomacy, Intimidation, haggling, persuasion, taunting, etc.
3. **Brawling:** Physically fighting without the intent to incapacitate; includes shoving, wrestling, hitting sword hilts, etc.
4. **Combat:** Fighting with intent to incapacitate; includes stabbing with the blade of a sword, shooting a gun, etc. When setting Stakes for Combat, each Character must "ante up" HPs in order to participate in the Conflict. These HPs are added to the rolls and modifiers for each side. The losing side automatically loses all HPs wagered, while the winning side also loses wagered HPs, less the amount by which they won the Conflict.

Extending Conflicts may need to happen if the PCs aren't getting their way or feel a specific Conflict needs to go into more detail. There are two ways to do this:

1. **Escalation:** Any character can shift from one of four types of conflict to another (see above). All d20s are immediately rerolled, and this character becomes the instigator.
2. **Pain:** Only at a player's (not the GM's) request, a Conflict can be handled in a task-by-task manner. In this case, each individual rolls a d20 for each action (**Attack**), modified as above but compared to a static target number of $10 +$ the opponent's relevant Stat and Abilities (**Defense**). Success costs the opponent a Consequence or, in the case of Combat, damage to HP as determined by the type of weapon less the victim's Armor Bonus.

Abilities provide bonuses during Conflicts and improve as a Character Levels. Players select two Abilities for each Character by combining a Conflict Type (above) with a Style (below). A Character who takes the exact same Ability twice can either have the bonuses stack or gain an extra action per Round, as long as that action is related to the Ability. **Style** indicates the type of bonus the Character gets.

- **Aggressor:** Add Level to all Attacks.
- **Defender:** Add Level to all Defense.

- **Specialist:** Select a specific discipline within the Conflict Type (e. g., Taunting, Kung Fu, Crossbows, etc.) and add Level to both Attacks and Defense only when engaged in this specific Conflict.
- **Opportunist:** Reroll up to Level/2 times per game session.
- **Hero:** Add Level to any roll once per Conflict; add twice Level to any roll once per game session.

Consequences result from Conflicts or can be taken (up to four at once) instead of any major hit to HP or SP. They can be either a -1 to a Stat of the player's choice or a temporary Aspect, if Aspects are being used.

- **1st Consequence** = Mild Wound or Short-Term Insanity. can absorb loss of up to 1/4 HP or SP, fades upon winning a Conflict.
- **2nd Consequence** = Moderate Wound or Long-Term Insanity, can absorb loss of up to 1/2 HP or SP, fades with a night's rest.
- **3rd Consequence** = Severe Wound or Long-Term Insanity, requiring 2d6-4 weeks to heal; 0 = 6 days, -1 = 5 days, -2 = 4 days, -3 = 3 days; can absorb loss up to 3/4 HP or SP.
- **4th Consequence** = Permanent Wound or Indefinite Insanity, only removed with magic or other extraordinary measure.

Other Optional Rules

Aspects are non-mechanical parts of a Character that a player wants to influence the story. An epithet, quote, relationship, possession, or anything else can be an Aspect. Characters start with one Aspect in the 1st Level and can gain more with Leveling Bonuses. For each Aspect, a player gets a Story Point (measured with a poker chip or other counter) at the beginning of each session. At any time during the session, the player may invoke an Aspect prior to any die roll by describing how it comes into play and spending a Story Point, thereby gaining a +4 to the roll. The GM or any other player may also invoke that Character's Aspect(s). If the player refuses, then she must spend a Story Point; if she accepts, then she gains a Story Point.

Sanity Points (SP) = 8 + MIND + Level/2. Whenever a Character has a horrific experience, he must roll lower than his SP on a d20 or lose a SP. When SP reach 0, he goes permanently insane.

Final Stand kicks in at the player's request when her Character reaches 0 HP. Upon regaining consciousness, her Character remains at 1 HP and recedes, unable to attack or be harmed, into the background. In a final, climactic encounter that the player chooses as her Character's "final stand," the Character instantly regains all HP and doubles all roll bonuses. At the end of the encounter, the Character must retire.

Setting-Based Character Creation has players build their Characters as the GM describes the recent history of the setting. During each of six historical periods the GM demarcates, players relate what their character was doing during that time and pick one trait (Skill Expertise, 2 Keys, 2 Abilities, or Aspect) their Character gained as a result.

The World Beyond

The World Beyond is a sample fantasy setting for MULRAH. Goblins and Reptile Men replace Elves and Dwarves, and Alchemy replaces Arcane Magic. All PCs in the World Beyond must select a Race, Religion, and Nationality. Races besides Humans/Goblins are rare and at -1 to Skills.

- **Humans** have spread their religion through out most of Ytarria. Three Christian nations (Megalos, Caithness, Cardiel, and Araterre) and two Muslim nations--al-Wazif (Sunni) and al-Haz (Shi'ite)--exist. Judaism is the third most common religion, but Jews are spread among the six kingdoms. The Megalan Empire's closest rival is al-Wazif, with Cardiel being a much-disputed realm with a diverse, relatively egalitarian society. Caithness is a sparsely populated frontier with weak mana (and thus no magical characters) to the West. Araterre is an island nation of seafarers to the South.
- **Goblins** (-2 STR, +1 DEX, +1 MIND, +1 Skills) are the second most populous Race on Yrth and comprise a substantial portion of the mercantile class in most cities, particularly in southern Megalos (Yibyorak and Sho'joor). Most have assimilated to the prevailing religion of the surrounding Humans (Christianity, Islam, Judaism), but a rare few follow cult deities of their former world.
- **Twadyn/"Gnomes" and Halflings** (+1 DEX) are surface-dwelling herders or farmers. They live peacefully alongside Humans and Goblins, usually in rural areas. Many have difficulty distinguishing between the Elder Race of Gnomes and Halfling newcomers. The former tends to live near their Dwarven cousins in Zarak and worship the ancient elemental deities Hubabeh (Air) and Hsaragg (Water), while the latter hail from the slightly warmer, weed-growing climates of Megalos, where Christianity is prevalent.
- **Reptile-Men** (+2 STR, -1 MIND) are most prevalent in the Steppes of Arachine but can be found in any plain or swamp area. Little is known of the religious ways of most Reptile Men. Descendants of those who assimilated with Human nomads in the early days of Islam live alongside Humans in the Muslim nations.

Magic exists in the World Beyond in two forms.

- **Divine Magics (Ability)** provide access to Divine Spells of 1/2 the caster's Level and Turning Undead. Each spell costs HP = 1 + 2 x the Spell's Level, a loss that can be healed **only** after 8 hours rest. A player-chosen "signature spell" for each Spell Level above 0th costs 1 less HP. Turn Undead requires a successful Magic Attack and can be used (2 + Level + MIND) times per day. DC is the current HPs of the Undead, destroyed if DC exceeded by 10. Casters cannot use 2 weapons at once.
- **Alchemy (Ability)** is a Goblin method of accessing Arcane Spells. With access to water, Alchemist's Ingredients (5 gp per use per Level), and a successful roll of d20+Level+MIND vs a DC of 10 + 5 x Spell Level, an Alchemist can create potions for spells of a Spell Level up to 1/2 the Alchemist's Level. These potions can be used up to 24 hours after creation; a potion with no expiration adds 25 to the DC. Each subsequent potion created in a day adds +2 to the DC.

Classes are simply pre-determined combinations of Skills and Abilities and are entirely optional in the World Beyond. They are noted here to demonstrate equivalencies between MULRAH and Microlite20.

- **Fighter:** Physical, Combat (Any 2)
- **Cleric:** Knowledge, Divine Magic, Communication
- **Rogue:** Subterfuge, Stealth, Combat (Specialist: Light Weapons)
- **Alchemist:** Knowledge, Alchemy, Stealth or Communication
- **Ranger:** Survival, Brawling, Combat (Specialist: Bows)
- **Paladin:** Physical, Divine Magic, Combat
- **Druid:** Survival, Divine Magic, Stealth
- **Bard:** Knowledge or Subterfuge, Communication (Any 2)

Notes

1. To convert from the Primary Fantasy SRD rules, use the relevant Ability Score's bonus. From older versions, Stat = (Relevant Ability Score - 10)/2.
2. Note that MULRAH splits Microlite20's Subterfuge Skill between the Subterfuge Skill and the Stealth Ability. Microlite20's Communication Skill is now an Ability.
3. In MULRAH, anybody can try to sneak up on someone, but only those with Stealth will have any real success.
4. This amount is calibrated to the XP amounts (divided by 100) in Erin Smale's "Building the Perfect Class." All Characters have the same progression of Hit Points (d8 per Level = 2 XP) and weapon/armor restrictions; none progress in "Saving Throws" or Combat outside of Abilities. Abilities are essentially a Combat Progression of +1/Level, worth 4 XP, slightly more than Smale's Special I/II abilities. Thieves' Skills, which include about twice the number of skills as a MULRAH Skill, are worth 4 XP in Smale's calculation, so MULRAH Skills count for just 2 XP. Leveling Bonuses are worth 4 XP.
5. As they stand, Skills are relatively unimportant, and story-oriented or "old school" groups may wish to ignore them altogether. The former group will want to focus instead on Conflicts while the latter will look for player skill (e.g., describing exactly how and where you are looking for traps rather than just rolling for it) to navigate these situations. They remain in the Core Rules because of the numerous optional modern rules that can make using them unique and fun.

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LITE20

FANTASY ROLE-PLAYING RULES

PLAYER'S GUIDE

BASED UPON THE SYSTEM REFERENCE DOCUMENT

[HTTP://WWW.WIZARDS.COM/D20](http://www.wizards.com/d20)

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Lite20

Welcome to Lite20! This is a trimmed-down version of the SRD rules that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of the SRD (monsters, spells, adventures and equipment) could be used without conversion.

Stats

There are 3 stats - Strength, Dexterity and Mind. These are abbreviated as STR, DEX and MIND.

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Humans: +1 to all skill rolls. Move 30'/per round or 20'/round in heavy armor.

Dwarves: +2 STR. Move 20'/per round even in heavy armor. Have darkvision and stonemasonry (+2 racial bonus on Knowledge checks to notice unusual stonework).

Halflings: +2 DEX. Move 20'/per round or 15'/round in heavy armor. A halfling gains a +1 size bonus to Armor Class and a +4 size bonus on Subterfuge checks to hide in outdoor environments and +2 morale bonus to saves against fear effects.

Elves: +2 MIND. Move 30'/per round or 20'/round in heavy armor. Have darkvision and immunity to magic sleep effects and ghoul paralysis.

Gnomes: +2 STR. Move 20'/per round or 15'/round in heavy armor. A gnome gains a +1 size bonus to Armor Class, +2 bonus to saving throws against illusions and a +4 size bonus on Subterfuge checks to hide in underground environments. Once per day a gnome may speak with burrowing animals (duration 1 minute).

Half-Elves: +1 MIND. Move 30'/per round or 20'/round in heavy armor. Have immunity to magic sleep effects.

Classes

The classes are Fighter, Rogue, Sorcerer, Cleric. All characters begin at Level 1 with an attack bonus of +1.

Fighters can wear any kind of armor and use shields. Every 6 levels the fighter gains an additional attack (e.g., at 6th level the fighter may attack twice in one combat round). They have a +3 bonus to Physical skill checks. They use d10 for hit dice. They gain a +1 attack bonus (AB) to all attack rolls. This bonus increases by +1 per level.

Special Ability: If you deal a creature enough damage to kill a creature in a single blow, you get an immediate, extra melee attack against another creature within reach. No movement is allowed.

Rogues can use light armor. They have a +3 bonus to Subterfuge. They use d6 for hit dice. Rogues gain a +1 attack bonus (AB) every 4 levels.

Special Ability: May Find/Remove Traps, Move Silently, Hide in Shadows, and Pick Pockets with a

successful Subterfuge check.

Special Ability: A rogue may sneak attack for extra damage with a light weapon. The attack deals an extra 1d6 damage at 1st level, and increases by an additional 1d6 damage for every two rogue levels thereafter.

Sorcerers wear no armor. May only use Daggers. They can cast arcane spells, and gain a +3 bonus to Knowledge. They use d4 for hit dice. Sorcerers gain a +1 attack bonus (AB) every 6 levels. Sorcerers gain 1d6 + Mind bonus spell points each level.

Special Ability: Sorcerers can double the power of the spell they are casting. All variable, numeric effects of an empowered spell are doubled. The spell point cost of an empowered spell is triple.

Clerics can wear light or medium armor and use shields. They can cast divine spells. They gain +3 bonus to Communication. They use d8 for hit dice. Clerics gain a +1 attack bonus (AB) every 4 levels. Clerics gain 1d6 + Mind bonus spell points each level.

Special Ability: Clerics may turn away or destroy undead creatures. Turning is a Communication check vs the Turn Undead DC.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you can not wield two rapiers at the same time.

Hit Points

At 1st level all characters add their Strength score to their hit points. When a character's hit points reach zero or less, the character has died.

Darkvision

Darkvision is the ability to see even in total darkness. It is black and white only but otherwise like normal sight but does not grant one the ability to see in magical darkness.

Skills

There are 4 skills - Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus. Turning Undead is Communication + MIND bonus.

Examples

Appraise – COM+MIND bonus

Balance - PHYS+DEX bonus

Bluff - COM+MIND bonus

Climb - PHYS+DEX bonus or STR bonus, whichever is highest

Decipher Script - KNOW+MIND bonus or COM+MIND bonus

Diplomacy - COM+MIND bonus

Disable Device - SUB+MIND bonus or SUB+DEX bonus

Disguise - SUB+MIND bonus

Escape Artist - SUB+DEX bonus or SUB+STR bonus, depending on how the character is held

Forgery - COM+MIND bonus

Handle Animal - COM+MIND bonus or COM+STR bonus if the animal is bigger than you

Heal - KNOW+MIND bonus

Hide - SUB+DEX bonus

Intimidate - could be PHYS+STR bonus, or SUB+MIND bonus or COM+STR bonus. This is dependent upon the situation.

Jump - PHYS+STR bonus (long jump) or PHYS+DEX bonus (high jump)

Knowledge - KNOW+MIND bonus

Listen - SUB+MIND bonus

Move Silently - SUB+DEX bonus, may not be possible in armor heavier than leather

Perform - COM+MIND bonus, though it could be DEX bonus if you're juggling, or STR bonus if you're a weightlifter

Profession - usually COM+MIND bonus

Ride - COM+DEX bonus

Search - SUB+MIND bonus

Sense Motive - COM+MIND bonus

Spellcraft - COM+MIND bonus

Spot - SUB+MIND bonus

Survival - PHYS+STR bonus to survive, or SUB+DEX bonus or STR bonus to hunt or to track in the wilderness.

Swim - PHYS+STR bonus

Tumble - PHYS+DEX bonus

Equipment

All characters start with 3d6x10 gp and may purchase equipment from the tables below.

Weapons

Weapons	Cost	Dmg	Range**
Arrows (20)	1 gp	—	—
Axe, throwing*	8 gp	1d6	10 ft.
Battleaxe	10 gp	1d8	—
Bolts, crossbow (10)	1 gp	—	—
Bullets, sling (10)	1 sp	—	—
Club	—	1d6	10 ft.
Crossbow, heavy	50 gp	1d10	120 ft.
Crossbow, light	35 gp	1d8	80 ft.
Dagger*	2 gp	1d4	10 ft.
Dagger, punching	2 gp	1d4	—
Dart	5 sp	1d4	20 ft.
Falchion	75 gp	2d4	—
Flail	8 gp	1d8	—
Flail, heavy	15 gp	1d10	—
Gauntlet*	2 gp	1d3	—
Gauntlet, spiked*	5 gp	1d4	—
Glaive	8 gp	1d10	—

Greataxe	20 gp	1d12	—
Greatclub	5 gp	1d10	—
Greatsword	50 gp	1d12	—
Guisarme	9 gp	2d4	—
Halberd	10 gp	1d10	—
Hammer, light*	1 gp	1d4	20 ft.
Handaxe*	6 gp	1d6	—
Javelin	1 gp	1d6	30 ft.
Lance	10 gp	1d8	—
Longbow	75 gp	1d8	100 ft.
Longbow, composite	100 gp	1d8	110 ft.
Longspear	5 gp	1d8	—
Longsword	15 gp	1d8	—
Mace, heavy	12 gp	1d8	—
Mace, light*	5 gp	1d6	—
Morningstar	8 gp	1d8	—
Net	20 gp	—	10 ft.
Pick, heavy	8 gp	1d6	—
Pick, light*	4 gp	1d4	—
Quarterstaff	—	1d6	—
Ranseur	10 gp	2d4	—
Rapier*	20 gp	1d6	—
Scimitar	15 gp	1d6	—
Scythe	18 gp	2d4	—
Shield, heavy	special	1d4	—
Shield, light	special	1d3	—
Shortbow	30 gp	1d6	60 ft.
Shortbow, composite	75 gp	1d6	70 ft.
Shortspear	1 gp	1d6	20 ft.
Sickle*	6 gp	1d6	—
Sling	—	1d4	50 ft.
Spear	2 gp	1d8	20 ft.
Spiked armor	special	1d6	—
Spiked shield, heavy	special	1d6	—
Spiked shield, light	special	1d4	—
Sword, bastard	35 gp	1d10	—
Sword, short*	10 gp	1d6	—
Trident	15 gp	1d8	10 ft.
Unarmed strike*	—	1d3	—
Waraxe, dwarven	30 gp	1d10	—
Warhammer	12 gp	1d8	—
Whip	1 gp	1d3	—

* Light Weapons

** Range increments for thrown weapons is 3 iterations of the range increment. Range increments for projectile weapons is 5 iterations of the range increment. Each iteration adds an additional -1 to the attack roll.

Armor

Armor	Cost	Bonus
-------	------	-------

Leather	10 gp	+2
Studded leather	25 gp	+3
Scale mail	50 gp	+4
Chain mail	150 gp	+5
Splint mail	200 gp	+6
Half-plate*	600 gp	+7
Full plate*	1,500 gp	+8
Shield, Buckler	15 gp	+1
Shield, light wooden	3 gp	+1
Shield, light steel	9 gp	+1
Shield, heavy wooden	7 gp	+2
Shield, heavy steel	20 gp	+2
Armor spikes	+50 gp	—
Shield spikes	+10 gp	—

* Heavy Armor

Adventuring Gear

Goods	Cost
Backpack (empty)	2 gp
Bedroll	1 sp
Blanket, winter	5 sp
Block and tackle	5 gp
Bottle, wine, glass	2 gp
Caltrops (covers 5 ft. sq.)	1 gp
Candle	1 cp
Canvas (sq. yd.)	1 sp
Case, map or scroll	1 gp
Chalk, 1 piece	1 cp
Chest (empty)	2 gp
Crowbar	2 gp
Fishhook	1 sp
Fishing net, 25 sq. ft.	4 gp
Flask (empty)	3 cp
Flint and steel	1 gp
Grappling hook	1 gp
Hammer	5 sp
Ink (1 oz. vial)	8 gp
Inkpen	1 sp
Lamp, common	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Mirror, small steel	10 gp
Oil (1-pint flask)	1 sp
Paper (sheet)	4 sp
Parchment (sheet)	2 sp
Pick, miner's	3 gp
Piton	1 sp
Pole, 10-foot	2 sp
Pouch, belt (empty)	1 gp
Rations, trail (per day)	5 sp

Rope, hempen (50 ft.)	1 gp
Rope, silk (50 ft.)	10 gp
Sack (empty)	1 sp
Sealing wax	1 gp
Sewing needle	5 sp
Signal whistle	8 sp
Signet ring	5 gp
Spade or shovel	2 gp
Spyglass	1,000 gp
Tent	10 gp
Torch	1 cp
Vial, ink or potion	1 gp
Waterskin	1 gp

Mounts and Related Gear

Mount	Cost
Barding	2x armor type
Bit and bridle	2 gp
Dog, guard	25 gp
Dog, riding	150 gp
Donkey or mule	8 gp
Feed (per day)	5 cp
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp
Warhorse, heavy	400 gp
Warhorse, light	150 gp
Warpony	100 gp
Saddle, Military	20 gp
Saddle, Pack	5 gp
Saddle, Riding	10 gp
Saddlebags	4 gp

Level Advancement

Each level adds additional Hit Points as per hit dice of the character class and +1 to all skills. Clerics and Sorcerers gain access to new spell levels at levels 3,5,7,9,etc.

All characters gain a level as per the Experience Table below:

Level	XP	Level	XP
1st	0	11th	480000
2nd	2000	12th	600000
3rd	4000	13th	720000
4th	8000	14th	840000
5th	16000	15th	960000
6th	32000	16th	1080000
7th	64000	17th	1200000
8th	128000	18th	1320000
9th	240000	19th	1440000

Spells

Sorcerers can cast any arcane (sorcerer) spell, and Clerics can cast any divine (clerical) spell, with a spell level equal or below 1/2 their class level, rounded up.

A spell is a formula for collecting and using magical energies. The caster controls these energies with a memorized set of words and hand motions: the spell. Only clerics and sorcerers can learn these formulas, and thus only they can cast spells.

Casting a spell of any kind costs Spell Points. The cost is 1 + the level of the spell being cast. Spell Points are recovered after 8 hours rest. There is no need to memorize spells in advance.

Note: Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character, and select two 'signature' spells that they prefer to use over any others. The GM can opt to make these spells easier to cast due to familiarity, costing 1 less Spell Point to use.

Saving Throws

Generally, when a creature or player character is subject to an unusual or magical attack, they get a saving throw to avoid or reduce the effect. A saving throw is usually a d20 roll plus Will saving throw bonus. However, spells with a large area of effect use a d20 roll plus Reflex saving throw bonus instead to reduce the damage to one-half. To successfully save, the roll must be better than 10 + spell level + caster Mind bonus.

Spell Attributes

Damage, range, area of effect and duration of a given spell is handled by the following table when not in the spell description. The GM is the final arbiter of all spell effects.

Spell Attribute	Default	Each point allocated adds....
Damage	0	1d4* per spell point used
Range	Touch	30' per spell point used
Area of effect	0	10' radius per spell point used
Duration	Instant	1 round per spell point used

*Damage dice can be incremented (e.g., from a d4 to a d6 or from a d6 to a d8, etc.) by spending an additional spell point per die to be rolled.

Spell List

Order of Presentation: In the spell lists and the spell descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains.

When a spell's name begins with "lesser," "greater," or "mass," the spell description is alphabetized under the second word of the spell name instead.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, have character levels equal to their Hit Dice.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word "level" in the spell lists that follow always refers to caster level.

Reversible Spells: Spells marked with a "*" in the spell name can be cast to have the reverse effect as listed in the spell description. Casting a spell this way may be considered an evil act.

Cleric Spells

0-Level Cleric Spells

Create Water: Creates 2 gallons/level of pure water.

Cure Minor Wounds*: Cures 1 point of damage.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or object.

Guidance: +1 on one attack roll, saving throw, or skill check.

Light*: Object shines like a torch for one hour per level.

Mending: Makes minor repairs on an object.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read scrolls and spellbooks.

Resistance*: Subject gains +1 on saving throws.

Virtue: Subject gains 1 temporary hp.

1st-Level Cleric Spells

Bless*: Allies gain +1 on attack rolls and saves against fear.

Bless Water*: Makes holy water.

Command: One subject obeys selected command for 1 round.

Comprehend Languages*: You understand all spoken and written languages.

Cure Light Wounds*: Cures 1d8 damage +1/level (max +5).

Deathwatch: Reveals how near death subjects within 30 ft. are.

Detect Evil*: Reveals creatures, spells, or objects of evil alignment.

Detect Undead: Reveals undead within 60 ft.

Divine Favor: You gain +1 per three levels on attack and damage rolls.

Doom: One subject takes -2 on attack rolls, damage rolls, saves, and checks.

Endure Elements: Exist comfortably in hot or cold environments for one hour per level.

Entropic Shield: Ranged attacks against you have 20% miss chance.

Hide from Undead: Undead can't perceive one subject/level.

Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.

Magic Weapon: Weapon gains +1 bonus.

Obscuring Mist: Fog surrounds you.

Protection from Evil*: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Remove Fear*: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Sanctuary: Opponents can't attack you, and you can't attack.

Shield of Faith: Aura grants +2 or higher deflection bonus.

Summon Monster I: Calls creature to fight for you.

2nd-Level Cleric Spells

Aid: +1 on attack rolls and saves against fear, 1d8 temporary

hp +1/level (max +10).

Augury: Learns whether an action will be good or bad.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Calm Emotions: Calms creatures, negating emotion effects.

Consecrate*: Fills area with positive energy, making undead weaker.

Cure Moderate Wounds*: Cures 2d8 damage +1/level (max +10).

Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Enthrall: Captivates all within 100 ft. + 10 ft./level.

Find Traps: Notice traps as a rogue does.

Gentle Repose: Preserves one corpse.

Hold Person: Paralyzes one humanoid for 1 round/level.

Make Whole: Repairs an object.

Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Shatter: Sonic vibration damages objects or crystalline creatures.

Shield Other: You take half of subject's damage.

Silence: Negates sound in 20-ft. radius.

Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.

Spiritual Weapon: Magic weapon attacks on its own.

Status: Monitors condition, position of allies.

Summon Monster II: Calls creature to fight for you.

Zone of Truth: Subjects within range can not lie.

3rd-Level Cleric Spells

Animate Dead: Creates undead skeletons and zombies.

Continual Light: Makes a permanent, heatless torch.

Create Food and Water: Feeds three humans (or one horse)/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Daylight*: 60-ft. radius of bright light. shadow in 60-ft. radius.

Dispel Magic: Cancels spells and magical effects.

Glyph of Warding: Inscription harms those who pass it.

Helping Hand: Ghostly hand leads subject to you.

Invisibility Purge: Dispels invisibility within 5 ft./level.

Locate Object: Senses direction toward object (specific or type).

Magic Circle against Evil*: As *protection* spells, but 10-ft. radius and 10 min./level.

Magic Vestment: Armor or shield gains +1 enhancement per four levels.

Meld into Stone: You and your gear merge with stone.

Prayer: Allies +1 bonus on most rolls, enemies –1 penalty.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Remove Blindness/Deafness*: Cures normal or magical conditions.

Remove Curse*: Frees object or person from curse.

Remove Disease*: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8/two levels damage, more against undead.

Speak with Dead: Corpse answers one question/two levels.

Stone Shape: Sculpts stone into any shape.

Summon Monster III: Calls creature to fight for you.

Water Breathing: Subjects can breathe underwater.

Water Walk: Subject treads on water as if solid.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-Level Cleric Spells

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Control Water: Raises or lowers bodies of water.

Cure Critical Wounds*: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to death spells and negative energy effects.

Dimensional Anchor: Bars extra-dimensional movement.

Discern Lies: Reveals deliberate falsehoods.

Dismissal: Forces a creature to return to native plane.

Divination: Provides useful advice for specific proposed actions.

Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Imbue with Spell Ability: Transfer spells to subject.

Magic Weapon, Greater: +1 bonus/four levels (max +5).

Neutralize Poison*: Immunizes subject against poison, detoxifies venom in or on subject.

Planar Ally, Lesser: Exchange services with a 6 HD extraplanar creature.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Restoration: Restores level and ability score drains.

Sending: Delivers short message anywhere, instantly.

Spell Immunity: Subject is immune to one spell per four levels.

Summon Monster IV: Calls creature to fight for you.

Tongues: Speak any language.

5th-Level Cleric Spells

Atonement: Removes burden of misdeeds from subject.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Command, Greater: As *command*, but affects one subject/level.

Commune: Deity answers one yes-or-no question/level.

Cure Light Wounds, Mass*: Cures 1d8 damage +1/level for many creatures.

Dispel Evil*: +4 bonus against attacks.

Disrupting Weapon: Melee weapon destroys undead.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Hallow*: Designates location as holy.

Insect Plague: Locust swarms attack creatures.

Mark of Justice: Designates action that will trigger *curse* on subject.

Plane Shift: As many as eight subjects travel to another plane.

Raise Dead*: Restores life to subject who died as long as one day/level ago.

Righteous Might: Your size increases, and you gain combat bonuses.

Scrying: Spies on subject from a distance.

Spell Resistance: Subject gains SR 12 + level.

Summon Monster V: Calls creature to fight for you.

Symbol of Pain: Triggered rune wracks nearby creatures with pain.

Symbol of Sleep: Triggered rune puts nearby creatures into catatonic slumber.

True Seeing: Lets you see all things as they really are.
Wall of Stone: Creates a stone wall that can be shaped.

6th-Level Cleric Spells

Animate Objects: Objects attack your foes.
Antilife Shell: 10-ft. field hedges out living creatures.
Banishment: Banishes 2 HD/level of extraplanar creatures.
Blade Barrier: Wall of blades deals 1d6/level damage.
Bull's Strength, Mass: As *bull's strength*, affects one subject/level.
Create Undead: Create ghouls, ghosts, mummies, or mohrgs.
Cure Moderate Wounds, Mass*: Cures 2d8 damage +1/level for many creatures.
Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.
Find the Path: Shows most direct way to a location.
Forbiddance: Blocks planar travel.
Geas/Quest: As *lesser geas*, plus it affects any creature.
Glyph of Warding, Greater: As *glyph of warding*, but up to 10d8 damage or 6th-level spell.
Heal*: Cures 10 points/level of damage, all diseases and mental conditions.
Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
Planar Ally: As *lesser planar ally*, but up to 12 HD.
Summon Monster VI: Calls creature to fight for you.
Symbol of Fear: Triggered rune panics nearby creatures.
Symbol of Persuasion: Triggered rune charms nearby creatures.
Undeath to Death: Destroys 1d4 HD/level undead (max 20d4).
Wind Walk: You and your allies turn vaporous and travel fast.
Word of Recall: Teleports you back to designated place.

7th-Level Cleric Spells

Control Weather: Changes weather in local area.
Cure Serious Wounds, Mass*: Cures 3d8 damage +1/level for many creatures.
Destruction: Kills subject and destroys remains.
Ethereal Jaunt: You become ethereal for 1 round/level.
Holy Word*: Kills, paralyzes, blinds, or deafens nongood subjects.
Refuge: Alters item to transport its possessor to you.
Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Repulsion: Creatures can't approach you.
Restoration, Greater: As *restoration*, plus restores all levels and ability scores.
Resurrection: Fully restore dead subject.
Scrying, Greater: As *scrying*, but faster and longer.
Summon Monster VII: Calls creature to fight for you.
Symbol of Stunning: Triggered rune stuns nearby creatures.
Symbol of Weakness: Triggered rune weakens nearby creatures.

8th-Level Cleric Spells

Antimagic Field: Negates magic within 10 ft.
Create Greater Undead: Create shadows, wraiths, spectres, or devourers.
Cure Critical Wounds, Mass*: Cures 4d8 damage +1/level for many creatures.
Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

Discern Location: Reveals exact location of creature or object.

Earthquake: Intense tremor shakes 80-ft.-radius.

Fire Storm: Deals 1d6/level fire damage.

Holy Aura*: +4 to AC, +4 resistance, against evil spells.

Planar Ally, Greater: As *lesser planar ally*, but up to 18 HD.

Spell Immunity, Greater: As *spell immunity*, but up to 8th-level spells.

Summon Monster VIII: Calls creature to fight for you.

Symbol of Death: Triggered rune slays nearby creatures.

Symbol of Insanity: Triggered rune renders nearby creatures insane.

9th-Level Cleric Spells

Energy Drain: Subject gains 2d4 negative levels.

Gate: Connects two planes for travel or summoning.

Heal, Mass*: As *heal*, but with several subjects.

Implosion: Kills one creature/round.

Miracle: Requests a deity's intercession.

Soul Bind: Traps newly dead soul to prevent *resurrection*.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Monster IX: Calls creature to fight for you.

True Resurrection: As *resurrection*, plus remains aren't needed.

0-Level Sorcerer Spells

Acid Splash: Orb deals 1d3 acid damage.

Arcane Mark: Inscribes a personal rune (visible or invisible).

Dancing Lights: Creates torches or other lights.

Daze: Humanoid creature of 4 HD or less loses next action.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or small object.

Disrupt Undead: Deals 1d6 damage to one undead.

Flare: Dazzles one creature (–1 on attack rolls).

Ghost Sound: Figment sounds.

Light*: Object shines like a torch.

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whispered conversation at distance.

Open/Close: Opens or closes small or light things.

Prestidigitation: Performs minor tricks.

Ray of Frost: Ray deals 1d3 cold damage.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Touch of Fatigue: Touch attack fatigues target.

1st-Level Sorcerer Spells

Alarm: Wards an area for 2 hours/level.

Animate Rope: Makes a rope move at your command.

Burning Hands: 1d4/level fire damage (max 5d4).

Charm Person: Makes one person your friend.

Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.

Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.

Comprehend Languages: You understand all spoken and written languages.

Detect Secret Doors: Reveals hidden doors within 60 ft.

Detect Undead: Reveals undead within 60 ft.

Disguise Self: Changes your appearance.

Endure Elements: Exist comfortably in hot or cold environments.

Enlarge Person*: Humanoid creature doubles in size.

Erase: Mundane or magical writing vanishes.

Expeditious Retreat: Your speed increases by 30 ft.

Feather Fall: Caster falls slowly.
Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.
Grease: Makes 10-ft. square or one object slippery.
Hold Portal: Holds door shut.
Hypnotism: Fascinates 2d4 HD of creatures.
Identify: Determines properties of magic item.
Jump: Subject gets bonus on Jump checks.
Mage Armor: Gives subject +4 armor bonus.
Magic Aura: Alters object's magic aura.
Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
Magic Weapon: Weapon gains +1 bonus.
Mount: Summons riding horse for 2 hours/level.
Obscuring Mist: Fog surrounds you.
Protection from Evil*: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.
Shield: Invisible disc gives +4 to AC, blocks magic missiles.
Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).
Silent Image: Creates minor illusion of your design.
Sleep: Puts 4 HD of creatures into magical slumber.
Summon Monster I: Calls creature to fight for you.
True Strike: +20 on your next attack roll.
Unseen Servant: Invisible force obeys your commands.
Ventriloquism: Throws voice for 1 min./level.

2nd-Level Sorcerer Spells

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
Alter Self: Assume form of a similar creature.
Arcane Lock: Magically locks a portal or chest.
Blur: Attacks miss subject 20% of the time.
Bull's Strength: Subject gains +4 to Str for 1 min./level.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Command Undead: Undead creature obeys your commands.
Continual Light*: Makes a permanent, heatless torch.
Darkvision: See 60 ft. in total darkness.
Daze Monster: Living creature of 6 HD or less loses next action.
Detect Thoughts: Allows "listening" to surface thoughts.
False Life: Gain 1d10 temporary hp +1/level (max +10).
Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
Fog Cloud: Fog obscures vision.
Fox's Cunning: Subject gains +4 Mind for 1 min./level.
Ghoul Touch: Paralyzes one subject, which exudes stench.
Glitterdust: Blinds creatures, outlines invisible creatures.
Gust of Wind: Blows away or knocks down smaller creatures.
Hideous Laughter: Subject loses actions for 1 round/level.
Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
Knock: Opens locked or magically sealed door.
Levitate: Subject moves up and down at your direction.
Locate Object*: Senses direction toward object (specific or type).
Magic Mouth: Speaks once when triggered.
Minor Image: As silent image, plus some sound.
Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

Misdirection: Misleads divinations for one creature or object.
Obscure Object: Masks object against scrying.
Phantom Trap: Makes item seem trapped.
Protection from Arrows: Subject immune to most ranged attacks.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.
Rope Trick: As many as eight creatures hide in extra-dimensional space.
Scare: Panics creatures of less than 6 HD.
Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
See Invisibility: Reveals invisible creatures or objects.
Shatter: Sonic vibration damages objects or crystalline creatures.
Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.
Spider Climb: Grants ability to walk on walls and ceilings.
Summon Monster II: Calls creature to fight for you.
Summon Swarm: Summons swarm of bats, rats, or spiders.
Touch of Idiocy: Subject takes 1d6 points of Mind damage.
Web: Fills 20-ft.-radius spread with sticky spiderwebs.

3rd-Level Sorcerer Spells

Arcane Sight: Magical auras become visible to you.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Daylight*: 60-ft. radius of bright light.
Deep Slumber: Puts 10 HD of creatures to sleep.
Dispel Magic: Cancels magical spells and effects.
Displacement: Attacks miss subject 50%.
Explosive Runes: Deals 6d6 damage when read.
Fireball: 1d6 damage per level, 20-ft. radius.
Flame Arrow: Arrows deal +1d6 fire damage.
Fly: Subject flies at speed of 60 ft.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Gentle Repose: Preserves one corpse.
Halt Undead: Immobilizes undead for 1 round/level.
Haste*: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Heroism: Gives +2 bonus on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.
Illusory Script: Only intended reader can decipher.
Invisibility Sphere: Makes everyone within 10 ft. invisible.
Keen Edge: Doubles normal weapon's threat range.
Lightning Bolt: Electricity deals 1d6/level damage.
Magic Circle against Evil*: As protection spells, but 10-ft. radius and 10 min./level.
Magic Weapon, Greater: +1/four levels (max +5).
Major Image: As silent image, plus sound, smell and thermal effects.
Nondetection: Hides subject from divination, scrying.
Phantom Steed: Magic horse appears for 1 hour/level.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Rage: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.
Ray of Exhaustion: Ray makes subject exhausted.
Secret Page: Changes one page to hide its real content.
Sepia Snake Sigil: Creates text symbol that immobilizes reader.
Shrink Item: Object shrinks to one-sixteenth size.
Sleet Storm: Hampers vision and movement.

Stinking Cloud: Nauseating vapors, 1 round/level.
Suggestion: Compels subject to follow stated course of action.
Summon Monster III: Calls creature to fight for you.
Tiny Hut: Creates shelter for ten creatures.
Tongues: Speak any language.
Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.
Water Breathing: Subjects can breathe underwater.
Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-Level Sorcerer Spells

Animate Dead: Creates undead skeletons and zombies.
Arcane Eye: Invisible floating eye moves 30 ft./round.
Black Tentacles: Tentacles grapple all within 20 ft. spread.
Charm Monster: Makes monster believe it is your ally.
Confusion: Subjects behave oddly for 1 round/level.
Contagion: Infects subject with chosen disease.
Crushing Despair: Subjects take –2 on attack rolls, damage rolls, saves, and checks.
Detect Scrying: Alerts you of magical eavesdropping.
Dimension Door: Teleports you short distance.
Dimensional Anchor: Bars extra-dimensional movement.
Enervation: Subject gains 1d4 negative levels.
Enlarge Person, Mass*: Enlarges several creatures.
Fear: Subjects within cone flee for 1 round/level.
Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.
Fire Trap: Opened object deals 1d4 damage +1/level.
Geas, Lesser: Commands subject of 7 HD or less.
Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.
Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.
Invisibility, Greater: As invisibility, but subject can attack and stay invisible.
Locate Creature: Indicates direction to familiar creature.
Minor Creation: Creates one cloth or wood object.
Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.
Polymorph: Gives one willing subject a new form.
Rainbow Pattern: Lights fascinate 24 HD of creatures.
Remove Curse*: Frees object or person from curse.
Resilient Sphere: Force globe protects but traps one subject.
Scrying: Spies on subject from a distance.
Secure Shelter: Creates sturdy cottage.
Shadow Conjuration: Mimics conjuration below 4th level, but only 20% real.
Shout: Deafens all within cone and deals 5d6 sonic damage.
Solid Fog: Blocks vision and slows movement.
Stone Shape: Sculpts stone into any shape.
Stoneskin: Ignore 10 points of damage per attack.
Summon Monster IV: Calls creature to fight for you.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
Wall of Ice: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
Whispering Wind: Sends a short message 1 mile/level.

5th-Level Sorcerer Spells

Animal Growth: One animal/two levels doubles in size.

Baleful Polymorph: Transforms subject into harmless animal.
Blight: Withers one plant or deals 1d6/level damage to plant creature.
Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Cloudkill: Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Str damage.
Cone of Cold: 1d6/level cold damage.
Contact Other Plane: Lets you ask question of extraplanar entity.
Dismissal: Forces a creature to return to native plane.
Dominate Person: Controls humanoid telepathically.
Dream: Sends message to anyone sleeping.
Fabricate: Transforms raw materials into finished items.
False Vision: Fools scrying with an illusion.
Feeblemind: Subject's Mind drop to 1.
Hold Monster: As hold person, but any creature.
Interposing Hand: Hand provides cover against one opponent.
Mag's Faithful Hound: Phantom dog can guard, attack.
Mag's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.
Magic Jar: Enables possession of another creature.
Major Creation: As minor creation, plus stone and metal.
Mind Fog: Subjects in fog get –10 to Mind and Will checks.
Mirage Arcana: As hallucinatory terrain, plus structures.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.
Passwall: Creates passage through wood or stone wall.
Permanency: Makes certain spells permanent.
Persistent Image: As major image, but no concentration required.
Planar Binding, Lesser: Traps extraplanar creature of 6 HD or less until it performs a task.
Prying Eyes: 1d4 +1/level floating eyes scout for you.
Secret Chest: Hides expensive chest on Ethereal Plane; you retrieve it at will.
Seeming: Changes appearance of one person per two levels.
Sending: Delivers short message anywhere, instantly.
Shadow Evocation: Mimics evocation below 5th level, but only 20% real.
Summon Monster V: Calls creature to fight for you.
Symbol of Pain: Triggered rune wracks nearby creatures with pain.
Symbol of Sleep: Triggered rune puts nearby creatures into catatonic slumber.
Telekinesis: Moves object, attacks creature, or hurls object or creature.
Telepathic Bond: Link lets allies communicate.
Teleport: Instantly transports you as far as 100 miles/level.
Transmute Rock to Mud*: Transforms two 10-ft. cubes per level.
Wall of Force: Wall is immune to damage.
Wall of Stone: Creates a stone wall that can be shaped.
Waves of Fatigue: Several targets become fatigued.

6th-Level Sorcerer Spells

Acid Fog: Fog deals acid damage.
Analyze Dweomer: Reveals magical aspects of subject.
Antimagical Field: Negates magic within 10 ft.
Bull's Strength, Mass: As bull's strength, affects one subject/ level.

Cat's Grace, Mass: As cat's grace, affects one subject/level.
Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.
Circle of Death: Kills 1d4/level HD of creatures.
Contingency: Sets trigger condition for another spell.
Control Water: Raises or lowers bodies of water.
Create Undead: Creates ghouls, ghosts, mummies, or mohrgs.
Disintegrate: Makes one creature or object vanish.
Dispel Magic, Greater: As dispel magic, but +20 on check.
Eyebite: Target becomes panicked, sickened, and comatose.
Flesh to Stone*: Turns subject creature into statue.
Forceful Hand: Hand pushes creatures away.
Fox's Cunning, Mass: As fox's cunning, affects one subject/level.
Freezing Sphere: Freezes water or deals cold damage.
Geas/Quest: As lesser geas, plus it affects any creature.
Globe of Invulnerability: As lesser globe of invulnerability, plus 4th-level spell effects.
Guards and Wards: Array of magic effects protect area.
Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Legend Lore: Lets you learn tales about a person, place, or thing.
Mislead: Turns you invisible and creates illusory double.
Move Earth: Digs trenches and builds hills.
Permanent Image: Includes sight, sound, and smell.
Planar Binding: As lesser planar binding, but up to 12 HD.
Programmed Image: As major image, plus triggered by event.
Repulsion: Creatures can't approach you.
Shadow Walk: Step into shadow to travel rapidly.
Suggestion, Mass: As suggestion, plus one subject/level.
Summon Monster VI: Calls creature to fight for you.
Symbol of Fear: Triggered rune panics nearby creatures.
Symbol of Persuasion: Triggered rune charms nearby creatures.
Transformation: You gain combat bonuses.
True Seeing: Lets you see all things as they really are.
Undeath to Death: Destroys 1d4/level HD of undead (max 20d4).
Veil: Changes appearance of group of creatures.
Wall of Iron: 30 hp/four levels; can topple onto foes.

7th-Level Sorcerer Spells

Arcane Sight, Greater: As arcane sight, but also reveals magic effects on creatures and objects.
Banishment: Banishes 2 HD/level of extraplanar creatures.
Control Undead: Undead don't attack you while under your command.
Control Weather: Changes weather in local area of up to 10 miles for 1 hour per level.
Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for up to 5 rounds.
Ethereal Jaunt: You become ethereal for 1 round/level.
Finger of Death: Kills one subject.
Forcecage: Cube or cage of force imprisons all inside.
Grasping Hand: Hand provides cover, pushes, or grapples.
Hold Person, Mass: As hold person, but all within 30 ft.
Insanity: Subject suffers continuous confusion.
Instant Summons: Prepared object appears in your hand.
Invisibility, Mass: As invisibility, but affects all in range.
Limited Wish: Alters reality within spell limits.
Mage's Magnificent Mansion: Door leads to extra-dimensional mansion.

Mage's Sword: Floating magic blade strikes opponents.
Phase Door: Creates an invisible passage through wood or stone.
Plane Shift: As many as eight subjects travel to another plane.
Power Word Blind: Blinds creature with 200 hp or less.
Prismatic Spray: Rays hit subjects with variety of effects.
Project Image: Illusory double can talk and cast spells.
Reverse Gravity: Objects and creatures fall upward.
Scrying, Greater: As scrying, but faster and longer.
Sequester: Subject is invisible to sight and scrying; renders creature comatose.
Shadow Conjuration, Greater: As shadow conjuration, but up to 6th level and 60% real.
Simulacrum: Creates partially real double of a creature.
Spell Turning: Reflect 1d4+6 spell levels back at caster.
Statue: Subject can become a statue at will.
Summon Monster VII: Calls creature to fight for you.
Symbol of Stunning: Triggered rune stuns nearby creatures.
Symbol of Weakness: Triggered rune weakens nearby creatures.
Teleport Object: As teleport, but affects a touched object.
Teleport, Greater: As teleport, but no range limit and no off-target arrival.
Vision: As legend lore, but quicker and strenuous.
Waves of Exhaustion: Several targets become exhausted.

8th-Level Sorcerer Spells

Antipathy: Object or location affected by spell repels certain creatures.
Binding: Utilizes an array of techniques to imprison a creature.
Charm Monster, Mass: As charm monster, but all within 30 ft.
Clenched Fist: Large hand provides cover, pushes, or attacks your foes.
Clone: Duplicate awakens when original dies.
Create Greater Undead: Create shadows, wraiths, spectres, or devourers.
Demand: As sending, plus you can send suggestion.
Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.
Discern Location: Reveals exact location of creature or object.
Horrid Wilting: Deals 1d6/level damage within 30 ft.
Incendiary Cloud: Cloud deals 4d6 fire damage/round.
Iron Body: Your body becomes living iron.
Irresistible Dance: Forces subject to dance.
Maze: Traps subject in extradimensional maze.
Mind Blank: Subject is immune to mental/emotional magic and scrying.
Moment of Prescience: You gain insight bonus on single attack roll, check, or save.
Planar Binding, Greater: As lesser planar binding, but up to 18 HD.
Polar Ray: Ranged touch attack deals 1d6/level cold damage.
Polymorph Any Object: Changes any subject into anything else.
Power Word Stun: Stuns creature with 150 hp or less.
Prismatic Wall: Wall's colors have array of effects.
Protection from Spells: Confers +8 resistance bonus.
Prying Eyes, Greater: As prying eyes, but eyes have true seeing.

Scintillating Pattern: Twisting colors confuse, stun, or render unconscious.

Screen: Illusion hides area from vision, scrying.

Shadow Evocation, Greater: As shadow evocation, but up to 7th level and 60% real.

Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Symbol of Death: Triggered rune slays nearby creatures.

Symbol of Insanity: Triggered rune renders nearby creatures insane.

Sympathy: Object or location attracts certain creatures.

Telekinetic Sphere: As resilient sphere, but you move sphere telekinetically.

Temporal Stasis: Puts subject into suspended animation.

Trap the Soul: Imprisons subject within gem.

9th-Level Sorcerer Spells

Astral Projection: Projects you and companions onto Astral Plane.

Crushing Hand: Large hand provides cover, pushes, or crushes your foes.

Dominate Monster: As dominate person, but any creature.

Energy Drain: Subject gains 2d4 negative levels.

Etherealness: Travel to Ethereal Plane with companions.

Foresight: Sixth sense warns of impending danger.

Freedom: Releases creature from imprisonment.

Gate: Connects two planes for travel or summoning.

Hold Monster, Mass: As hold monster, but all within 30 ft.

Imprisonment: Entombs subject beneath the earth.

Mage's Disjunction: Dispel magic, disenchant magic items.

Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.

Power Word Kill: Kills one creature with 100 hp or less.

Prismatic Sphere: As prismatic wall, but surrounds on all sides.

Refuge: Alters item to transport its possessor to you.

Shades: As shadow conjuration, but up to 8th level and 80% real.

Shapechange: Transforms you into any creature, and change forms once per round.

Soul Bind: Traps newly dead soul to prevent resurrection.

Summon Monster IX: Calls creature to fight for you.

Teleportation Circle: Circle teleports any creature inside to designated spot.

Time Stop: You act freely for 1d4+1 rounds.

Wail of the Banshee: Kills one creature/level.

Weird: As phantasmal killer, but affects all within 30 ft.

Wish: As limited wish, but with fewer limits.

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CHARACTER CREATION

STATS

There are four stats : Strength (STR), Dexterity (DEX), Charisma (CHA) and Mind (MIND).

- You can either divide 42 points amongst them, or
- Assign the following scores: 14,12,10,8 or
- Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

No Stat may have a score of less than 1. Stat modifiers are based on stat value:

Stat Value	Modifier
1	-5
2	-4
4-3	-3
6-5	-2
7-8	-1
9-11	
12-13	+1
14-15	+2
16-17	+3
18-19	+4
Additional +2	Additional +1

RACES

Bugbear get +6 STR, +2 DEX, -4MIND, -4 CHA , +2 natural armor AC– Favored Class: Rogue. Large. Effective Level +3

Dwarves get +2 STR , -2 CHA – Favored Class: Fighter

Elves get +2 MIND , -2 STR – Favored Class: Mage

Gnomes get +2 CHA, -2 STR – Favored Class: Rogue, can cast Pregiditation and Ghost Sound regardless of class. Small. Effective Level +1

Goblin get +2 DEX, -1 STR and –1 CHA – Favored Class: Rogue. Small

Half-Dwarf get +1STR, -1 CHA – Favored Class: Fighter

Half-Elf get +1MIND, -1 STR – Favored Class: Any

Half-Orc get +2STR, -1MIND, -1 CHA – Favored Class: Fighter

Halflings get +2 DEX, -2 STR – Favored Class: Rogue. Small

Humans get +1 to all skill rolls and one extra Feat. – Favored Class: Any

Hobgoblin get +2 STR, +2 DEX, -2MIND, -2 CHA – Favored Class: Fighter

Lizardmen get +2 STR, -2 MIND, +1 natural armor AC, claws 1d6 damage – Favored class: Cleric. Effective Level +2

Kobold get -2STR, +2 DEX – Favored Class: Mage. Small

Ogre get +10STR, -2 DEX, -4MIND, -4 CHA , +1 natural AC– Favored Class: Fighter. Large. Effective Level +4

Orc get +4STR, -2MIND, -2 CHA – Favored Class: Fighter

Troll get +12 STR, +2 DEX, -6MIND, -8 CHA , +3 natural armor AC, claws 1d6, regenerates 3 hp per round unless hit by fire or acid– Favored Class: Fighter. Large. Effective Level +5

All non humans can see in the dark.

CLASSES

The classes are Fighter, Rogue, Mage, Cleric, Monks. Characters begin at Level 1. All characters are trained in Light weapons.

Fighters

Weapons training: All

Armour training: All

Shield Training: All

Primary Skill: Physical

Secondary Skill: Subterfuge and Communication

Tertiary Skill: Knowledge

Special abilities: +1 to all damage rolls. This increases by +1at 5th level and every five levels.

Fighters receive 1 extra hit Points at each level.

Requirement: STR 10+

Rogues

Weapons training: Light, One handed and Basic Ranged weapons.

Armour training: Light

Shield Training: None

Primary Skill: Subterfuge

Secondary Skill: Physical, Knowledge and Communication

Tertiary Skill: None

Special: Rogues receive a +1 to all rolls to Search, Disable and Save against Traps. This increases by +1 at 5th level and every five class levels.

If they successfully Sneak (usually sub + DEX, but depends on situation) up on a foe they can add 1d6 of damage to their first attack, this increases by 1d6 at 5th level and every five levels.

Rogues can employ restricted magic items by rolling Knowledge + Mind versus a difficulty of 20.

Requirement: DEX 10+.

Magi

Weapons training: Light and Basic Ranged weapons

Armour training: None

Shield Training: None

Primary Skill: Knowledge

Secondary Skill: Subterfuge and Communication

Tertiary Skill: Physical

Special: They can cast arcane spells.

Requirement: MIND 10+

Clerics

Weapons training: Light and Basic Ranged weapons

Armour training: Light

Shield Training: None

Clerics must choose either One handed weapons, Shield Training or Medium Armour

Primary Skill: Communication

Secondary Skill: Physical and Knowledge

Tertiary Skill: Subterfuge

Special:

Good Clerics: A Cleric can Turn Undead with a successful CHA+Knowledge. DC is 10+ Hit Dice of the Undead. Success inflicts (class Level)d6 of damage to the undead. This can be used (2 + class Level + CHA Bonus) times per day.

Evil Clerics: A Cleric can Bolster Undead with a successful CHA+Knowledge. DC is 10+ Hit Dice of the Undead. Success grants an extra (class Level)d6 Hit Points. This can be used (2 + class Level + CHA Bonus) times per day.

Druids: avoid using metal where possible, preferring living or once-living materials (leather, wood, etc).

From third level a Druid can Wild Shape into any small animal (eg a fox or badger) once a day. Every three class levels the number of uses increases by one (2/day at 6th, 3/day at 9th, etc). A Druid can use up to 2 uses by Wild Shaping into a medium-sized animal (eg, a wolf), or 3 uses by Wild Shaping into a large animal (eg, a bear).

Druids can Turn AND Bolster Animals exactly like Clerics can Turn or Bolster Undead.

Requirement: CHA 10+

Monks

Weapons training: Light, One and Two-handed Weapons and Basic Ranged weapons

Armour training: None

Shield Training: No

Primary Skill: Physical

Secondary Skill: Subterfuge, Knowledge and Communication

Tertiary Skill: None

Special: Can fight unarmed (kicks, punches, etc) doing d6 damage (STR bonus to damage still applies).

Their unarmed damage increases every four class levels starting at the fourth level as shown in the following table:

Level	1-3	4-7	8-11	12-15	16-19	20
Damage	1d6	1d8	1d10	2d6	2d8	2d10

Their attacks count as magical after 3rd level.

They gain an AC bonus equal to half their class level (rounded up) provided they are wearing no more than loose fitting clothes.

Level	1-2	3-4	5-6	7-8	9-10	11-15	16-19	20
AC Bonus	+1	+2	+3	+4	+5	+6	+7	+8

At choice Monks can use DEX bonus instead of STR bonus as melee attack bonus if unarmed.

Monks can make one extra attack per round by taking -2 on all attack rolls for that round.

Requirement: DEX, MIND and CHA 10+

SKILLS

There are just 4 skills :

Physical, Subterfuge, Knowledge and Communication.

Roll higher than the given Difficulty Class to succeed.

Skill rank :

For Primary skills: your level + 3+any bonus due to your class,feats or race.

For Secondary skills: your level + any bonus due to your class,feats or race.

For Tertiary skills: (your level/2-rounded down)+ any bonus due to your class, feats or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Wearing Armour –or shields- can influence Dex or Str based Tests applying a negative modifier equal to it's AC modifier.

Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against mind magic is usually Knowledge+MIND bonus.

Appraise - com+MIND

Balance - phys+DEX

Bluff - com+CHA

Climb - phys+DEX or STR, whichever is highest

Craft - know+DEX

Decipher Script - know+MIND or com+MIND

Diplomacy - com+CHA

Disable Device - sub+MIND or sub+DEX

Disguise - sub+CHA

Escape Artist - sub+DEX or sub+STR, depending on what you're escaping out of

Forgery - com+DEX

Gather Information - com+CHA

Handle Animal - com+CHA or com+STR if the animal is bigger than you

Heal - know+MIND

Hide - sub+DEX

Intimidate - could be phys+STR, or sub+MIND or com+STR. You choose

Jump - phys+STR (long jump) or phys+DEX (high jump)

Knowledge - know+MIND

Listen - sub+MIND

Move Silently - sub+DEX

Open Lock - sub+DEX

Perform - com+CHA, though it could be DEX if you're juggling, or STR if you're a weightlifter

Profession - com+MIND, usually

Ride - com+DEX

Search - sub+MIND

Sense Motive - com+MIND

Sleight of Hand - sub+DEX

Speak Language - doesn't apply. You either know the language or you don't. Alternatively, com+MIND to understand subtle nuances.

Spellcraft - know+MIND

Spot - sub+MIND

Survival - phys+STR to survive, or sub+DEX or STR to hunt stuff.

Swim - phys+STR

Tumble - phys+DEX

Use Rope - Use phys+DEX.

WHEN IN DOUBT ...REMEMBER

Whenever the players want to try something that goes around, through, or above and beyond the rules as written, you can always use the 'GM's Friend'...the 50% chance. Have them roll whatever check seems most appropriate. A roll of 1-10 is a failure, a roll

of 11-20 is a success. If you feel that the situation warrants that you favor them, assign a +2 bonus to their roll. If the situation determines that they be hindered, then assign a -2 penalty.

FEATS

Acquiring Feats: Characters do not “buy” feats, they simply select 1(or 2 if human) feat(s) at 1st Level, and then again every third character level (1st, 3rd, 6th, 9th, 12th, 15th and 18th levels).

Fighters may take “Fighter” Feats, as Magi may take “Magi” feats, Monks may take “Monk” feats, Rogues may take “Rogue” Feats, and Clerics may take “Cleric” feats.

(A)=Any, (F)=Fighter, (R)=Rogue, (Mk)=Monks, (M)=Magi, (C)=Cleric

(Pre:)=Prerequisite Required for Feat

Abjuration: (M/C) The character gets a +2 to all Counter-spelling rolls. Also the character spends 1 HP less for spell countering actions.

Acrobatic: (A) +2 Bonus on Jump and Tumble Checks

Agile: (A) +2 Bonus on Balance and Escape Artist

Alertness: (A) +2 Spot and Listen Checks

Animal Affinity: (A) +2 Handle Animal

Athletic: (A) +2 Climb and Swim Checks

Blind Fight: (F/R/Mk) No penalty vs. invisible or in darkness

Brew Potion (M/C) (Pre: Must be 3rd class Level or above) May brew potion for personal effect spells (i.e. Bless, Resistance, Feather Fall, Mage Armor). Cost: Spell Level X Caster class Level X 50 gp. Any character may use potions. Potions require one day of work per dose.

Bull Rush: (F/C/Mk) (Pre: Str. 13, Power Attack) Push an opponent back 5’.

Circle magic: (M/C) A spell-caster may form a magical circle with spell-casters of same type and ethos having the Circle magic feat: all circle members must be within 5’ of each other and can do nothing else while taking part to the circle for the circle to work. Any distraction or attack that deals damage will break the circle.

The highest level member is designed circle leader. No circle can contain more members than 4 plus the Circle leader Charisma bonus.

While the circle is active the leader will be able to cast and counter any spell known to any circle member and can use other member’s Spell points to cast spells or use Counter-magic.

Forming a Circle requires a full action, nothing else can be done that round.

Create bonus item: (M/C) (Pre: Must be 6th class Level or above) May create an item granting a bonus: to AC, damage, attack rolls, skills or attributes.

Armours and shields grant bonuses to AC, weapons grant bonuses to Attack and damage rolls.

Cloaks, boots and rings can grant bonuses to AC, skills and attributes.

Each item can grant a bonus to a single thing, no item can grant a bonus higher than (maximum spell level usable by the character/2 rounded up), no character can receive a bonus on the same thing by different items.

Cost: bonus X item base cost X 300gp

Creating an item requires one week of work per +1 granted.

Bonus items are open to all classes.

Cleave: (F/C/Mk) (Pre: Str. 13, Power Attack) If you kill a creature and have a second opponent within 5’, you may make a free attack.

Deceitful: (R) +2 to Forgery or Disguise

Dodge: (F/R/C/Mk) +1 AC against any opponent you choose.

Enchant charged item: (M/C) (Pre: Must be 9th class Level or above) May create a charged item of any spell you know, and Cast without loss of HP. Only M/C can use charged items, and only of same type.

Cost: Spell Level X Caster class Level X 100gp X Charge Or Spell Level X Caster class Level X 1000gp X Daily uses

Recharging an existing item costs half as much per charge.

Creating an item requires one week of work, recharging takes simply one day.

Items open to all classes require twice the costs and times.

Enduring spell (M/C)(Pre: Spellcaster level 6th): Increases spell duration by 1 step with an extra cost of Hit Points equal to spell level.

Extra Turning: (C) Turn undead four times more per day.

Extended Spell(M/C)(Pre: Spellcaster level 6th): Increases spell range by 1 step with an extra cost of Hit Points equal to spell level.

Far Shot: (A) (Pre: Point Blank Shot) Any projectile weapon's range increases by ½ again.

Favored Enemy: (F) The character may select a type of creature and gains a +3 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skill applications against creatures of this type. Likewise, he gets a +3 bonus on weapon damage rolls against such creatures.

Find Familiar: (M/C) Character selects an animal to become its familiar. The animal may not have more HD than the character's level/2 rounded up.

The animal adds the Character level to its Hit Points.

The Master and Familiar can communicate telepathically within 1.5 km, all spells cast by the master affecting self, automatically affect the familiar as well if within 5 feet.

The master can cast spells through the familiar if within telepathic contact range.

If the familiar dies, the Master must roll Phys+STR vs 15 or take 1d6 of damage per Hit Dice of the familiar.

Frenzy: (F) The character can fly into a rage a number of times per day equal to half its level round down. In a rage, the character temporarily gains a +4 bonus to Strength, and a +2 bonus on saves against mind-affecting magic, but he takes a -2 penalty to Armor Class.

Frenzied characters do not employ missile weapons but instead charge in melee the nearest eligible target.

The increase in Strength affects both attack and damage rolls and hit points, but these hit points go away at the end of the rage when his Strength score drops back to normal. While raging, a character cannot use the Subterfuge, Knowledge and Communication skills (except for Escape Artist or Intimidate actions), or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a trigger (such as a wand), or spell completion (such as a scroll) to function.

He can use any feat he has except Improved Defense, item creation feats, and magic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Strength modifier. A character may prematurely end his rage.

At the end of the rage, the character loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Great Cleave: (F/C/Mk) (Pre: Str. 13, Power Attack, Cleave) If you kill one creature, you can continue using Cleave as long as each successive attack results in a kill.

Heavy Armour: (A) (Pre: Medium Armour) The character is trained in the use of Heavy armour.

Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Heroic Spirit: (A) The character gets 3 reserve points for free.

Improved Critical: (A) Any character now gets a Critical Hit on any roll of 19-20, doing Max Damage.

Improved Defense: (A) Any character now may take a -4 to all attack rolls to add a +4 to its AC. May not be used in conjunction with Power Attack.

Improved Initiative: (A) Any character gets a +4 to Initiative

Improved Turning: (C) Clerics can turn undead as if they were one level higher.

Investigator: (A) You get a +2 to Gather Information and Search Checks

Lightning Reflexes: (F/R/C/Mk) +2 to Phys + STR or DEX bonus.

Light Armour: (A) The character is trained in the use of Light armour.

Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Magical Aptitude: (M/C) You take 1HP less damage when you cast a spell, or 2HP less when casting signature spell.

Manyslot: (F/C/R) (Pre: Dex 17, Point Blank Shot, Rapid Shot) You may fire two arrows at any single opponent, at –4 Penalty to hit. Damage remains the same. Gain one additional arrow at same Penalty every time you take this Feat.

Marksmen: (A) The character is trained in the use of marksman weapons.
Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Medium Armour: (A) (Pre: Light Armour) The character is trained in the use of Medium armour.
Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Mounted Archery: (F) (Pre: Mounted Combat) Penalty for Ranged Weapon is halved, from –4 to –2.

Mounted Combat: (F) Once per round, if your mount is hit, you can negate the hit. The Ride check must be higher than opponent's Attack Roll.

Negotiator: (A) +2 to Diplomacy and Sense Motive Checks.

Nimble Fingers: (R) +2 to Open Locks and Disable Device

One handed weapons: (A) The character is trained in the use of One handed weapons.
Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Personal Improvement: (A) The character may add 1 point to STR, DEX, CHA or MIND.

Persuasive: (A) +2 to Bluff and Intimidate

Point Blank Shot: (F/C/R) +1 Attack and Damage if target is within 30 Ft.

Power Attack: (F/C/Mk) (Pre: Str. 13) Subtract up to 4 from your "To Hit" Roll. Add this to your Damage, if you hit.
May not be used in conjunction with Improved Defense.

Power Spell: (M/C) The character's spells are considered as two levels higher to determine saving throws difficulty. The spell-caster gets a +2 to the rolls for resisting counter-spells

Quick Draw: (F/C/R/Mk) You can draw and strike in the same round.

Rapid Reload: (F/C/R) You can reload a crossbow and fire in a single round, instead of reload one round, and fire the next.

Rapid Shot: (F/C/R) (Pre: Dex 13, Point Blank Shot) One extra shot per round, second shot at –2 to hit.

Ride-By Attack: (F) (Pre: Mounted Combat) You can move, attack, and move again in a round.

Run: (A) You can outrun almost any opponent. Your run action allow you to move five times the base speed.

Scribe Scroll: (M/C) May create a scroll of any spell you know, and Cast without loss of HP. Cost: Spell Level X Caster Level X 25gp. Only M/C can use scrolls, and only of same type. Scrolls require one day of work per spell.
Scrolls open to all classes require twice the costs and times.

Shield Training: (A) The character is trained in the use of Shields.
Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Stealthy: (A) +2 Bonus to Move Silently and Hide Skills.

Track: (F/R) You can Track creatures and characters across most terrain.

Surface Track DC
V. Soft Ground 5
Firm Ground 15
Soft Ground 10
Hard Ground 20

GMs may modify DC as conditions require. Things to consider: Size of target, time, weather, time of day.

Trample: (F) (Pre: Mounted Combat) When you overrun an opponent, it cannot avoid the attack. Mount may attack with hoof or paw, rider's next attack is at +4 as target is prone.

Tough: (A) You get 3 extra hit points.

Two handed weapons: (A) (Pre: One-handed weapons) The character is trained in the use of Two handed weapons. Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Two-Weapon Fighting: (F/C/R/Mk) (Pre: Dex. 15) You get to attack with two weapons with no penalty for second weapon

Weapon of Choice: (F) (Pre: 5th Fighter Level) You get +1 to attack and +2 to damage when using a specific weapon of your choice.

RESERVE

Each character has a Reserve equal to its 3 plus its character level. Reserve is spent at the following rates:

Action	Cost
Add 1d6 to a check	1
Remove 1d6 damage	1
Take an extra action on your turn	2

When you reach a new level of experience your Reserve Points total is reset back to equal 3 plus your level. Any unused Reserve Points are lost.

MAGIC

Magi cast or learn arcane spells, and Clerics cast divine spells, with a Spell level equal or below 1/2 their class level, rounded UP.

Any magic using characters can only learn and cast spells of a Level up to (Class attribute-10).

Casting a spell of any kind costs Hit Points. The cost is 1+ double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6	7	8	9
Cost	1	3	5	7	9	11	13	15	17	19

Hit points lost to magic use can not be healed by magic, and are recovered only through a full night of rest.

Clerics can cast all spells from the list, Magi must first memorize spells to cast them, a magi can keep in memory up to MIND+Mage Level Spells.

Memorization takes 10 minutes per spell and a spell book containing the spell to be memorized. Memorized spells can be dismissed at will to be replaced by other spells.

First level Magi start with a spell book including all 0 level spells and two first level spells.

New spells can be gained by other character's spell books or from scrolls, copying a spell requires use of the Read magic spell.

Scrolls get used up in the copying process.

First level Clerics can cast any 0 and 1st level spells, new spells are automatically gained on appropriate levels.

All Magi and Clerics should select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) to resist all spells is 10 + Spell-caster's class Level + Caster's MIND/CHA bonus.

Whenever "level" is part of a formula used to determine a spell's effects, always use the appropriate spell-casting class level and not character level

All Spells have the following characteristics:

Range: determines how far away the target of the spell can be from the caster and still be affected by it. Ranges are:

Self (affecting only the caster)

Touch (Target must be touched)

Near (within 10 yards)

Short (up to 100 yards)

Far (target must be in sight of the caster)

Special (target can be affected by the spell wherever he is as long as the caster has some sort of physical connection to the target like blood, hair or personal item)

Duration: How long the spell lasts:

Instant (only a moment, although it's effects could be permanent)

Concentration (as long as the caster concentrates on the spell doing nothing else, usually no more than 20 minutes)

Short (up to 1 Hour)

Hours (up to 6 hours)

Day (a whole day)

Week (a whole week)

Feat (till a specific condition set by the spell or the caster is met).

Save: How saving against the spell works:

None (No save possible)

Half (Saving denies half effect)

Full (Saving denies all effects)

Counter magic: A spell-caster that decides to wait may use it's own spell points and knowledge to counter and nullify another spell-caster's spell instead of taking an action.

The spell to be countered, Dispel Magic or Anti-Magic Field must be accessible to the countering spell-caster (of an accessible level for clerics, memorized as well for Magic-Users) who must spend a number of Hit Points equal to those necessary to cast a spell of the same level of the one to be countered.

Both spell-casters roll 1d20, add to this their Mind (or Charisma) bonus and their level: access to dispel magic adds +3 to the roll, while access to Anti-Magic Shell adds an extra +6.

Higher roll wins: if the countering spell-caster wins the contest the spell is successfully countered, if the other caster wins it's spell goes off as planned.

ARCANE SPELLS

0-level arcane spells (canttrips)

Arcane Mark (Touch/Instant/None): Inscribes a permanent personal rune (visible or invisible).
Dancing Lights (Short/Concentration/None): Creates illusory lights or torches.
Detect Magic (Self/Concentration/None): Detects spells and magic items within 60 ft..
Ghost Sound (Short/Concentration/None): Creates figment sounds.
Light (Touch/Short/None): Object shines like a torch.
Mage Hand (Near/Concentration/None): 5-pound telekinesis.
Prestidigitation (Near/Concentration/None): Performs minor tricks.
Read Magic (Self/Concentration/None): Read scrolls and spell books. Needed to decipher Scrolls and Spell books by other wizards.

1st-level arcane spells

Charm (Near/Hours/Full): Makes the target creature friendly.
Feather Fall (Self/Feat/None): Objects or creatures fall slowly until landing.
Floating Disk (Near/Hours/None): Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.
Mage Armor (Self/Hours/None): Gives subject +4 armor bonus.
Message (Far/Concentration/None): Allows to send and receive silent messages.
Magic Missile (Far/Instant/None): 1d4+1 damage at one target; +1 missile per two levels above 1st (max 5).
Sleep (Near/Hours/None): Puts 4 HD of creatures into magical slumber.
Shocking Grasp (Touch/Instant/None): Touch attack delivers 1d6/level electricity damage (max 5d6).

2nd-level arcane spells

Acid Arrow (Short/Instant/None): Ranged Touch attack 2d4 damage for 1 round +1 round/three levels.
Flaming Sphere (Near/Concentration/Half): Creates rolling ball of fire, 2d6 damage, moves 10 feet/round.
Invisibility (Self/Short/None): Subject is invisible until it attacks.
Knock (Near/Instant/None): Opens locked or magically sealed door.
Levitate (Near/Concentration/None): Subject moves up and down.
Spider Climb (Self/Concentration/None): Grants ability to walk on walls and ceilings.

3rd-level arcane spells

Clairaudience/Clairvoyance (Special/Concentration/None): Hear or see at a distance.
Dispel Magic (Near/Instant/None): Cancels magical spells and effects.
Fireball (Short/Instant/Half): 1d6 damage per level, within Near range of strike area.
Fly (Self/Short/None): Subject flies at speed of 60 ft.
Lightning Bolt (Far/Instant/Half): Electricity deals 1d6/level damage.
Vampiric Touch (Touch/Instant/None): Touch attack deals 1d6/two levels damage; caster gains damage as hp which last for 1 hour.

4th-level arcane spells

Animate Dead (Near/Hours/None): Creates level X2 HD of undead skeletons or zombies.
Arcane Eye (Near/Concentration/None): Invisible floating eye moves 30 ft./round.
Black Tentacles (Near/Short/Full): Tentacles grapple all within 20 ft. Spread.
Dimension Door (Self/Instant/None): Teleports you up to 500 feet.
Polymorph (Near/Hours/Full): Gives one willing subject a new form.
Stoneskin (Self/Hours/None): Ignore 10 points of damage per attack. Lasts until discharged or spell ends.

5th-level arcane spells

Cloudkill (Near/Short/None-Full): Kills 3 HD or less; 4-6 HD save or die, 6+ HD take level d6 damage.
Contact Other Plane (Special/Concentration/None): Lets you ask one question of extraplanar entity.
Feeblemind (Near/Hours/Full): Subject's MIND score drops to 1.
Passwall (Near/Hours/None): Creates passage through wood or stone wall.
Permanency (Near/Special/None): Makes certain spells permanent.
Teleport (Self/Instant/None): Instantly transports you as far as 100 miles/level.

6th-level arcane spells

Antimagic Field (Self/Short/None): Negates magic within 10 ft..
Chain Lightning (Far/Instant/Half): 1d6/level damage; 1 secondary bolt/level each deals half damage.
Contingency (Near/Feat/None): Sets trigger condition for another spell. Lasts until discharged.
Disintegrate (Near/Instant/Full): Destroys one creature or object.
Geas (Near/Days/Full): Commands any creature, binding it to a specific task.
True Seeing (Self/Concentration/None): Lets you see all things as they really are.

7th-level arcane spells

Delayed Blast Fireball (Touch/Feat/Half): 1d6/level fire damage; you can postpone blast for 5 rounds.

Ethereal Jaunt (Self/Short/None): You become ethereal.

Finger of Death (Near/Instant/Full): Kills one subject.

Plane Shift (Near/Instant/None): As many as eight subjects travel to another plane.

Power Word Blind (Near/Instant/None): Blinds creature with 200 hp or less for 1d4+1 minutes (permanent if creature has less than 50 hp).

Spell Turning (Self/Hours/None): Reflect 1d4+6 spell levels back at caster duration or until expended.

8th-level arcane spells

Clone (Near/Special/None): Duplicate awakens when original dies.

Horrid Wilting (Near/Instant/None): Deals 1d6/level damage within range.

Incendiary Cloud (Near/Short/Half): Cloud deals 4d6 fire damage/round.

Irresistible Dance (Near/Short/None): Forces subject to dance for 1d4+1 rounds.

Power Word Stun (Near/Instant/None): Stuns creature with 150 hp or less for 2d4 rounds.

Trap the Soul (Near/Permanent/None): Imprisons subject within gem.

9th-level arcane spells

Astral Projection (Near/Hours/None): Projects you and companions onto Astral Plane.

Etherealness (Near/Hours/None): Travel to Ethereal Plane with companions.

Gate (Near/Concentration/None): Connects two planes for travel or summoning.

Meteor Swarm (Far/Instant/Half): Four exploding spheres each deal 6d6 fire damage within 30ft.

Power Word Kill (Near/Instant/None): Kills one creature with 100 hp or less.

Soul Bind (Near/Permanent/None): Traps newly dead soul to prevent resurrection.

DIVINE SPELLS

0-level divine spells (orisons)

Create Water (Near/Permanent/None): Creates 2 gallons/level of pure water.

Detect Poison (Self/Concentration/None): Detects poison in one creature or item within 60ft.

Guidance (Near/Feat/None): +1 on one attack roll, saving throw, or skill check.

Light (Touch/Concentration/None): Object shines like a torch.

Purify Food and Drink (Near/Permanent/None): Purifies 1cu. ft./level of food or water.

Resistance (Touch/Hours/None): Subject gains +1 on saving throws.

Virtue (Touch/Instant/None): Subject gains 1 hp.

1st-level divine spells

Bless (Near/Concentration/None): Allies gain +1 on attack rolls and communication + MIND checks against fear.

Bless Water (Near/Permanent/None): Makes holy water.

Cure Light Wounds (Touch/Instant/None): Cures 1d8 damage +1/level (max +5).

Divine Favor (Self/Short/None): You gain +1 per three levels on attack and damage rolls.

Magic Stone (Touch/Short/None): Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts until discharged or expiration.

Sanctuary (Touch/Short/None): The target can not attack nor be attacked.

Shield of Faith (Touch/Short/None): Aura grants +2 or higher AC bonus.

2nd-level divine spells

Aid (Self/Short/None): +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Cure Moderate Wounds (Touch/Instant/None): Cures 2d8 damage +1/level (max +10).

Delay Poison (Touch/Hours/None): Stops poison from harming subject for duration of the spell.

Gentle Repose (Touch/Hours/None): Preserves one corpse.

Remove Paralysis (Touch/Instant/None): Frees one or more creatures from paralysis or slow effect.

Restoration, Lesser (Touch/Instant/None): Dispels magical ability penalty or repairs 1d4 ability damage.

3rd-level divine spells

Create Food and Water (Near/Instant/None): Feeds three humans (or one horse)/level.

Cure Serious Wounds (Touch/Instant/None): Cures 3d8 damage +1/level (max +15).

Prayer (Near/Short/None): Allies get a +1 bonus on most rolls, enemies take a -1 penalty.

Remove Disease (Touch/Instant/None): Cures all diseases affecting subject.

Searing Light (Near/Instant/Half): Ray deals 1d8/two levels damage, or 1d8/level against undead.

Speak with Dead (Near/Feat/None): Corpse answers 2 questions/level.

4th-level divine spells

Cure Critical Wounds (Touch/Instant/None): Cures 4d8 damage +1/level (max +20).

Discern Lies (Near/Concentration/Full): Reveals deliberate falsehoods.

Freedom of Movement (Touch/Short/None): Subject moves normally despite impediments.

Neutralize Poison (Touch/Short-Instant/None): Immunizes subject against poison or detoxifies venom in or on subject.

Restoration (Touch/Instant/None): Restores level and ability score drains.

Tongues (Self/Short/None): Speak any language.

5th-level divine spells

Atonement (Near/Instant/None): Removes burden of misdeeds from subject.

Commune (Self/Feat/None): Deity answers one yes-or-no question/level.

Cure Light Wounds, Mass (Near/Instant/None): Cures 1d8 damage +1/level to all within range.

Flame Strike (Far/Instant/Half): Smite foes with divine fire (1d6/level damage).

Raise Dead (Near/Instant/None): Restores life to subject who died as long as one day/level ago.

True Seeing (Self/Concentration/None): Lets you see all things as they really are.

6th-level divine spells

Banishment (Near/Instant/None): Banishes 2 HD/level of extraplanar creatures.

Cure Moderate Wounds, Mass (Near/Instant/None): Cures 2d8 damage +1/level to all within range.

Harm (Near/Instant/Half): Deals 10 points/level damage to target.

Heal (Near/Instant/None): Cures 10 points/level of damage, all diseases and mental conditions.

Heroes' Feast (Near/Day/None): Food for one creature/level cures disease and grants +1 combat bonus.

Quest (Near/Feat/Full): Commands any creature, binding it to a specific task. Lasts until discharged.

7th-level divine spells

Cure Serious Wounds, Mass (Near/Instant/None): Cures 3d8 damage +1/level to all within range.

Destruction (Near/Instant/Full): Kills subject and destroys remains.

Ethereal Jaunt (Near/Short/None): You become ethereal.

Regenerate (Touch/Instant/None): Subject's severed limbs grow back, cures 4d8 damage +1/level.

Restoration, Greater (Touch/Instant/None): As restoration, plus restores all levels and ability scores.

Resurrection (Touch/Instant/None): Fully restores a dead subject from a small portion of the corpse.

8th-level divine spells

Antimagic Field (Self/Short/None): Negates magic within 10 ft. for 10 min./level.

Cure Critical Wounds, Mass (Near/Instant/None): Cures 4d8 damage +1/level to all within range.

Dimensional Lock (Near/Weak/None): Teleportation and interplanar travel blocked.

Discern Location (Special/Instant/None): Reveals exact location of creature or object.

Fire Storm (Far/Instant/Half): Deals 1d6/level fire damage to all within Near range.

Holy Aura (Touch/Short/None): +4 to AC, +4 resistance, and immunity to all evil spells.

9th-level divine spells

Astral Projection (Near/Hours/None): Projects you and companions onto Astral Plane.

Etherealness (Near/Hours/None): Travel to Ethereal Plane with companions.

Gate (Near/Short/None): Connects two planes for travel or summoning.

Heal, Mass (Near/Instant/None): As heal, to all within range.

Implosion (Near/Concentration/Full): Kills one creature/round until concentration ends.

Soul Bind (Near/Permanent/None): Traps newly dead soul to prevent resurrection.

COMBAT

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc. One turn lasts about five seconds.

Melee attack bonus = STR bonus + Physical

Missile attack bonus = DEX bonus + Physical

Armour Class (AC) = 10 + DEX bonus + Armour bonus.

Both Armor class and attack rolls are modified by the creatures Size:

Size	AC and Attack bonus
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2

Touch attacks ignore the AC bonus due to armour and shields, but not those due to spells or enchantment bonuses on items.

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Add STR bonus to Melee damage.

If HP reach 0, unconscious and near death.

Further damage directly reduces STR. If that reaches 0, death.

If the total melee attack bonus is +6 or more a second attack can be made in the same action with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2. A fourth attack is possible at -15 if the total bonus is still positive, four attacks is the maximum possible number of attacks without magic, special abilities or two weapons combat.

Fighters and Rogues can use DEX bonus as Melee attack bonus instead of STR if wielding a light weapon.

Fighters and Rogues can wield 2 light weapons and attack with both in a round gaining an extra attack at base bonus if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

Unarmed attacks deal 1d2 damage points.

Defending: a character can forfeit the chance to attack and spend the turn defending, add the character's Physical skill. Fighters may add their Weapon of choice bonus as well if wielding their weapon of choice.

Natural healing: Hit points are recovered at the rate of 1d4 per day of rest.

Movement: each character can act and move a number of feet per round depending on its size:

Size	Base speed
Tiny	10
Small	20
Medium	30
Large	40
Huge	50

As a full round action a character can **Run** moving four times as fast.

Encumbrance: Each character can carry a number of item Slots equal to Str.

Small items count as 1 slot, Medium items count as two slots, Large items count as four slots. Worn armor does not add to this total, carried armor does. Carried characters count as many slots as their Str.

Characters wearing Heavy armor have base speed halved.

LEVEL ADVANCEMENT

Encounter Level equal to Level or Hit Dice plus Effective Level modifiers of defeated monsters, or the given EL for the trap, situation, etc.

Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in.

When the total equals 10 x your current character level-plus Effective Level modifiers for some races-, you've advanced to the next level. If your character is multi-classing and does not have it's race favourite class as one of its classes, it must gain 12xcurrent character level to advance.

Reset the total to 0 after advancing.

Each level adds:

+1d6 to Hit Points

+1 to Primary and Secondary skills of chosen class

+1 to Tertiary skill on even class level of chosen class

At character levels 3,6,9,12, 15 and 18 the character may learn a feat allowed to the class it is taking a level in.

To Multiclass in Mini20 simply take an additional class at your next level break, subject to GM permission and the meeting of class requirements. Gaining first level in a new class gets the character all weapons training, skill bonus and special abilities of the new class.

It is not recommended for Games Masters to allow more than two class combinations however as this can lead unbalanced games.

Characters Multiclassing to first level mage do not get a spell book for free.

EXAMPLE

The 1st level adventurers have just completed a dungeon and defeated an EL2 trap, 16 kobolds (EL 5) and the EL3 leader.

That's a total of EL10, so they all advance to level 2.

They need to defeat another 20 Encounter Levels to reach 3rd Level.

SAMPLE CHARACTER

Amindel - 1st level Mage Elf

Attributes: Str 8 (-1), Mind 15 (+2), Dex 12 (+1), Cha 10

Attack Melee: +0, **Missile:** +2 **AC:** 11

Skills: Phys +0, Know +4, Sub +1, Comm+1

Reserve: 4

Special Abilities: Dark vision

Feats: Find Familiar, Light weapons

Hit Points: 12

Equipment: Dagger, short sword, clothes, spell book

Known Spells: all 0 level spells, Mage Armour, Magic Missile

Amindel - 4th level Mage/ 2nd level Rogue Elf

Attributes: Str 8 (-1), Mind 15 (+2), Dex 12 (+1), Cha 10

Attack Melee: +4, **Missile:** +6 **AC:** 14

Skills: Phys +4, Know +9, Sub +9, Comm+6

Reserve: 9

Special Abilities: Dark vision, Back stab +1d6, +1 to Save/Disable/Search Traps, Use Magic items

Feats: Find Familiar, Light and one-handed weapons, Light armours, Dodge, Magical Aptitude.

Hit Points: 35

Equipment: Dagger, Short sword, clothes, Leather armour, spell book

Known Spells: all 0, 1st and 2nd level spells

Amindel - 6th level Mage/ 5th level Rogue Elf

Attributes: Str 8 (-1), Mind 16 (+3), Dex 12 (+1), Cha 10

Attack Melee: +4, **Missile:** +7 **AC:** 14

Skills: Phys +8, Know +14, Sub +14, Comm+11

Reserve: 14

Special Abilities: Dark vision, Back stab +2d6, +2 to Save/Disable/Search Traps, Use Magic items

Feats: Find Familiar, Light and one-handed weapons, Light armours, Dodge, Magical Aptitude, Personal Improvement.

Hit Points: 55

Equipment: Dagger, Short sword, clothes, Leather armour, spell book

Known Spells: all 0, 1st and 2nd level spells, Fireball and Dispel Magic

EQUIPMENT LIST

The most common coin is the gold piece (gp).

A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

You begin with a certain amount of acquired wealth, determined by your character class.

Class Amount

Fighter 150 gp

Rogue 125 gp

Mage 75 gp

Monks 30 gp

Cleric 120 gp

The character uses this accumulated wealth to purchase his initial weapons, armour, and adventuring equipment, using the price lists on the tables below.

WEAPONS

Here is the format for weapon entries (given as column headings on the table below).

Cost: This value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.

Damage: The Damage column gives the damage dealt by the weapon on a successful hit.

Range Increment: Any attack at less than this distance is not penalized for range.

However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Note that crossbows require one round to reload.

Weapon	Cost	Damage	Range
Unarmed Strike	-	1d3	-
<i>Light Weapons</i>			
Axe, throwing	8 gp	1d6	10 ft.
Dagger	2 gp	1d4	10 ft.
Hammer, light	1gp	1d6	20 ft.
Handaxe	6 gp	1d4	-
Mace, light	5 gp	1d6	-
Pick, light	4 gp	1d4	-
Sap	1gp	1d6	-
Sickle	6 gp	1d6	-
Sword, short	10 gp	1d6	-
<i>One-Handed Weapons</i>			
Battleaxe	10 gp	1d8	-
Club	-	1d6	10 ft.
Flail	8 gp	1d8	-
Longsword	15 gp	1d8	-
Mace, heavy	12 gp	1d8	-
Morningstar	8 gp	1d8	-
Pick, heavy	8 gp	1d6	-
Rapier	20 gp	1d6	-
Scimitar	15 gp	1d6	-
Shortspear	1gp	1d6	20 ft.
Sword, bastard	35 gp	1d10	-
Trident	15 gp	1d8	10 ft.
Waraxe, dwarven	30 gp	1d10	-
Warhammer	12 gp	1d8	-
Whip	1gp	1d3	-
<i>Two-Handed Weapons</i>			
Chain, spiked	25 gp	2d4	-
Falchion	75 gp	1d6	-
Flail, heavy	15 gp	1d8	-
Glaive	8 gp	1d8	-
Greataxe	20 gp	1d10	-
Greatclub	5 gp	1d8	-
Greatsword	50 gp	2d6	-
Guisarme	9 gp	2d4	-
Halberd	10 gp	1d10	-

Lance	10 gp	1d8	-
Longspear	5 gp	1d8	-
Quarterstaff	-	1d6	-
Scythe	18 gp	2d4	-
Spear	2 gp	1d8	20 ft.
<i>Basic Ranged Weapons</i>			
Crossbow, hand	100 gp	1d4	30 ft.
Crossbow, light	35 gp	1d8	80 ft.
Dart	5 SP	1d4	20 ft.
Javelin	1gp	1d6	30 ft.
Shortbow	30 gp	1d6	60 ft.
Sling	-	1d4	50 ft.
<i>Marksman</i>			
Longbow	75 gp	1d8	100 ft.
Crossbow, heavy	50 gp	1d10	120 ft.
Net	20 gp	-	10 ft.

ARMOUR & SHIELDS

Here is the format for armour entries (given as column headings on the table below).

Cost: This value is the price for purchasing the armour.

AC Bonus: The column gives the Armour Class bonus provided by the armour.

Armour	Cost	AC Bonus
<i>Light Armour</i>		
Padded	2 gp	+1
Leather	10 gp	+2
Studded Leather	25 gp	+3
Chain Shirt	100 gp	+4
<i>Medium Armour</i>		
Hide	15 gp	+3
Scale Mail	50 gp	+4
Chainmail	150 gp	+5
Breastplate	200 gp	+5
<i>Heavy Armour</i>		
Splint Mail	200 gp	+6
Banded Mail	250 gp	+6
Half-plate	600 gp	+7
Full Plate	1500 gp	+8
<i>Shields</i>		
	Cost	AC Bonus
Buckler	15 sp	+1
Shield, light wooden	3 gp	+1
Shield, light steel	9 gp	+1
Shield, heavy wooden	7 gp	+2
Shield, heavy steel	20 gp	+2
Shield, tower	30 gp	+4

ADVENTURING EQUIPMENT

Here is the format for equipment entries (given as column headings on the table below).

Cost: This value is the price for purchasing the desired equipment.

Equipment	Cost
<i>Adventuring Gear</i>	
Acid (flask)	10 gp
Antitoxin (vial)	50 gp
Artisan's Tools	5 gp
Backpack (empty)	2 gp
Barrel (empty)	2 gp
Basket (empty)	4 SP
Bedroll	1SP
Bell	1gp
Blanket, winter	5 SP
Block and Tackle	5 gp
Bottle, wine, glass (empty)	2 gp

Bucket (empty)	5 SP
Caltrops	1gp
Candle	1CP
Canvas (sq. yd.)	1SP
Case, map or scroll	1gp
Chain (10 ft.)	30 g
Chalk, 1 piece	1CP
Chest (empty)	2 gp
Craftsman's Tools	5 gp
Crowbar	2 gp
Disguise Kit	50 gp
Firewood (per day)	1CP
Fishhook	1SP
Fishing net (25 sq.ft.)	4 gp
Flask (empty)	3 CP
Flint and Steel	1gp
Grappling Hook	1gp
Hammer	5 SP
Healer's Kit	50 gp
Holy Symbol, wooden	1gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Hourglass	25 gp
Ink (1oz. Vial)	8 gp
Inkpen	1SP
Jug, clay	3 CP
Ladder, 10 ft.	5 CP
Lamp, common	1SP
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock, simple	20 gp
Lock, average	40 gp
Lock, good	80 gp
Magnifying Glass	100 gp
Manacles	15 gp
Mirror, small steel	10 gp
Mug/Tankard, clay	2 CP
Musical Instrument	5 gp
Oil, pint flask	1 sp
Paper (sheet)	4 sp
Parchment (sheet)	2 sp
Pick, miner's	3 gp
Pitcher, clay	2 cp
Piton	1 sp
Pole, 10 ft.	2 sp
Pot, iron	5 sp
Pouch, belt (empty)	1 gp
Ram, portable	10 gp
Rations, trail (per day)	5 sp
Rope, hempen (50 ft.)	1 gp
Rope, silk (50 ft.)	10 gp
Sack (empty)	1 sp
Sealing Wax	1 gp
Sewing Needle	5 sp
Signal Whistle	8 sp
Signet Ring	5 gp
Sledge	1 gp
Soap (per lb.)	5 sp
Spade or Shovel	2 gp
Spell Component Pouch	5 gp
Spellbook, wizard's (blank)	15 gp
Spyglass	1000 gp
Tent	10 gp
Thieves' Tools	30 gp
Torch	1 cp

Vial, ink or potion	1 gp
Waterskin	1 gp
Whetstone	2 cp
<i>Clothing</i>	
Cleric's Vestments	3 gp
Cold Weather Outfit	8 gp
Courtier's Outfit	30 gp
Entertainer's Outfit	3 gp
Explorer's Outfit	10 gp
Monk's Outfit	5 gp
Noble's Outfit	75 gp
Peasant's Outfit	1 sp
Royal Outfit	200 gp
Scholar's Outfit	5 gp
Traveler's Outfit	1 gp
<i>Mounts and Related Gear</i>	
Barding, medium creature	armour price x2
Barding, large creature	armour price x4
Bit and Bridle	2 gp
Dog, guard	25 gp
Dog, war	75 gp
Donkey or Mule	8 gp
Feed (per day)	5 CP
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp
Saddle, military	20 gp
Saddle, pack	5 gp
Saddle, riding	10 gp
Saddlebags	4 gp
Stabling (per day)	5 SP
Warhorse, heavy	400 gp
Warhorse, light	150 gp
Warpony	100 gp

FAST PACKS

This chapter provides a way for a player to quickly equip his or her PC or a GM to equip an NPC or Hireling on the fly. Additionally, these optional kits can be used to give a starting point from which to customize new characters.

Choose a pack or roll 1d6 to select one randomly, cost is 50 Gold Pieces each.

Finally, add the following, based on your Class:

Cleric: Silver Holy symbol & 5 Gold Pieces

Fighter: Vial of Holy Water & 5 Gold Pieces

Mage: Spell book & 2 Spell Pouches & 5 Gold Pieces

Rogue: Thieves Tools

Pack A (1-2)

Backpack
Belt Pouch
Bedroll
Lantern (hooded)
10 Oil Flasks
Flint & Steel
Shovel
2 sets of Caltrops
Signal Whistle
Waterskin
Iron Rations (4 days)

Pack B (3-4)

Backpack
Belt Pouch
Bedroll
10 Torches
4 Oil Flasks
10 pieces of chalk Flint & Steel
10ft Pole
Mirror
Crowbar
Waterskin
Iron Rations (4 days)

Pack C (5-6)

Backpack
Belt Pouch
Bedroll
Tent
10 Torches
5 Oil Flasks
50ft Rope
Flint & Steel
Grappling Hook
10ft Pole
Waterskin
Iron Rations (4 days)

GAME MASTER'S GUIDE

DISEASE

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized below. The entries for diseases include the following information:

Name of the disease: Type, DC, incubation, damage.

Type lists the disease's method of delivery (contact, inhaled, or injury). DC lists the phys+STR check DC needed to prevent infection. Incubation lists the time before damage begins. Damage lists the ability damage the character takes after incubation and each day afterward.

Cackle Fever: Inhaled, DC 16, 1day, -1d6 MIND.

Filth Fever: Injury, DC 12, 1d3 days, -1d3 DEX and 1d3 STR.

Mindfire: Inhaled, DC 12, 1day, -1d4 MIND.

Red Ache: Injury, DC 15, 1d3 days, -1d6 STR.

Shakes: Contact, DC 13, 1day, -1d8 DEX.

EXTREME HEAT & COLD

If not wearing suitable protection, a character must make a Phys+STR check once every 10 minutes (DC 15, +1per previous check), taking 1d6 damage on each failed save.

FALLING DAMAGE

A falling character takes 1d6 hp of damage per 10 feet fallen. If the character makes a successful Phys+DEX roll, he takes only half damage. The DC for the phys+DEX roll is equal to the depth fallen in feet.

In the event that the fall ends in an area laden with spikes or jagged rocks, add +1hp of damage to falling damage per 10' fallen (with a maximum of +10 hp).

POISON

Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way. Several typical poisons are summarized below.

The entries for poisons include the following information:

Name of the poison: Type, DC, damage, price.

Type lists the poison's method of delivery (contact, ingested, inhaled, or injury). DC lists the phys+STR check DC needed to avoid the poison's damage.

Damage is expressed as "xdx/xdx." The first number is the initial damage, taken immediately upon failing the phys+STR check against the poison.

The second number is the secondary damage, taken one minute after exposure to the poison if a second phys+STR check is failed. Ability damage is temporary unless marked with an asterisk(*), in which case the loss is permanent.

Unconsciousness lasts 1d3 hours.

Price lists the cost for one dose of the poison. It can usually only be obtained through less- than-reputable sources, as the possession of poisons are commomly illegal.

Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.

Blue Whinnis: Injury, DC 14, -1 STR/ unconsciousness, 120 gp.

Burnt Othur Fumes: Inhaled, DC 18, -1 STR*/-3d6 STR, 2,100 gp.

Deathblade: Injury, DC 20, -1d6 STR/-2d6 STR, 1,800 gp.

Insanity Mist: Inhaled, DC 15, -1d4 MIND/-2d6 MIND, 1,500 gp.

Nitharit: Contact, DC 13, 01-3d6 STR, 650 gp.

Oil of Taggit: Ingested, DC 15, O/unconsciousness, 90 gp.

Malys Root Paste: Contact, DC 16, -1 DEX/-2d4 DEX, 500 gp.

Monstrous Scorpion (tiny): Injury, DC 12, -1 STR/-1 STR, 50 gp.

Monstrous Scorpion (small): Injury, DC 12, -1d2 STR/-1d2 STR, 100 gp.
Monstrous Scorpion (large): Injury, DC 14, -1d4 STR/-1d4 STR, 200 gp.
Monstrous Scorpion (huge): Injury, DC 18, -1d6 STR/-1d6 STR, 400 gp.
Monstrous Spider (tiny): Injury, DC 10, -1d2 STR/- 1d2 STR, 85 gp.
Monstrous Spider (small): Injury, DC 10, -1d3 STR/- 1d3 STR, 125 gp.
Monstrous Spider (large): Injury, DC 13, -1d6 STR/- 1d6 STR, 250 gp.
Monstrous Spider (huge): Injury, DC 16, -1d8 STR/- 1d8 STR, 500 gp.
Sassone Leaf Residue: Contact, DC 16, -2d12 hp/- 1d8 STR, 300 gp.
Sleep Poison: Injury, DC 13, unconsciousness/ unconsciousness for 2d4 hours, 75 gp.
Snake (medium viper): Injury, DC 11, -1d6 STR/- 1d6 STR, 120 gp.
Snake (large viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.
Snake (huge viper): Injury, DC 14, -1d6 STR/-1d6 STR, 250 gp.
Wyvern: Injury, DC 17, -2d6 STR/-2d6 STR, 3,000 gp.

TRAPS

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures. Several typical traps of varying Encounter Levels are summarized below.

The entries for traps include the following information:

Type of trap: Attack (damage), Save DC, Search DC, Disable DC.

Type lists the trap used and the effect it has. Attack shows the traps attack bonus or type of effect.

Damage shows the amount and type of damage the trap deals.

Save DC lists the phys+DEX check DC needed to either avoid the trap entirely, or to take only 1/2 the listed damage (if this is possible).

Search DC lists the DC for the know+MIND check necessary to find the trap without triggering it. Disable DC lists the DC for the sub+DEX check necessary to disarm the trap safely.

EL1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search know+MIND DC 20, Disable sub+DEX DC 20.

Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.

Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.

EL2 Traps

Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for 1/2 damage; Search DC 26, Disable DC 26.

Large Net Trap: Atk +5 (-); Save DC 14 to avoid; Search DC 20, Disable DC 25.

Pit Trap: 40 ft. deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL3 Traps

Fire Trap: spell effect (1d4+3, fire); Save DC 13 for 1/2 damage; Search DC 27, Disable DC 27.

Pit Trap: 60 ft. deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Poisoned Arrow Trap: Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.

EL4 Traps

Lightning Bolt Trap: spell effect (5d6, electricity); Save DC 14 for 1/2 damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 60 ft. deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.

EL5 Traps

Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17.

Fireball Trap: spell effect (1d4+7, fire); Save DC 16 for 1/2 damage; Search DC 29, Disable DC 29.

Poisoned Wall Spikes: Atk +16 (1d8+4 plus poison, spikes); Search DC 17, Disable DC 21.

EL6 Traps

Compacting Room Trap: walls move together (12d6, crush); Search DC 20, Disable DC 22.

Lightning Bolt Trap: spell effect (10d6, electricity); Save DC 14 for 1/2 damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 100 ft. deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL7 Traps

Black Tentacles Trap: spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29.

Chain Lightning Trap: spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for 1/2 damage; Search DC 31, Disable DC 31.

Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18.

EL8 Traps

Destruction Trap: spell effect (death); Save DC 20 (phys+STR) for 10d6 damage; Search DC 32, Disable DC 32.

Power Word Stun Trap: spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32.

Well-camouflaged Pit Trap: 100 ft. deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18.

EL9 Traps

Dropping Ceiling: ceiling moves down (12d6, crush); Search DC 20, Disable DC 16.

Incendiary Cloud Trap: spell effect (4d6/round for 15 rounds, fire); Save DC 22 for 1/2 damage; Search DC 33, Disable DC 33.

Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL10 Traps

Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20.

Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25.

Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.

MONSTER LIST

Skills: All unintelligent creatures have Physical as Primary Skill, Subterfuge and Communication as Secondary skills and Knowledge as Tertiary skill such creatures have a level equal to their number of Hit Dice. If the creature is intelligent, decide skill bonuses and Level/Hit Dice by class assigned to the monster.

Add stat bonuses to suit and as logic dictates.

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD/Level adds to their skills.

For each doubling of the Hit Dice, increase the dice size for natural attacks (ie, d4->d6, d6->d8, etc) and AC by 2 points.

Create your own: Assign Hit Dice/Level. Skill levels are based either on class or standard monster skills. Add stat bonuses to suit.

Animal

Badger: HD 1 (6 hp), AC 15, Claw +4 (1d2-1) - Size S

Black Bear: HD 3 (19 hp), AC 13, Claw +6 (1d4+4) or bite +1(1d6+2) - Size L

Brown Bear: HD 6 (51 hp), AC 15, Claw +11 (1d8+8) or bite +6 (2d6+4) - Size L

Bison: HD 4 (37 hp), AC 13, Gore +8 (1d8+9) - Size L

Boar: HD 3 (25 hp), AC 16, Gore +4 (1d8+3) - Size M

Cat: HD 0 (2 hp), AC 14, Claw +4 (1d2-4) - Size T

Crocodile: HD 3 (22 hp), AC 16, Bite +6 (1d8+6) or tail slap +6 (1d12+6) - Size M

Dog: HD 1 (6 hp), AC 15, Bite +2 (1d4+1) - Size S

Donkey: HD 2, AC 13, Bite +1(1d2) - Size L

Eagle: HD 1 (5 hp), AC 14, Talons +3 (1d4), flies - Size S – EL +1

Giant Crocodile: HD 7 (59 hp), AC 16, Bite +11(2d8+12) or tail slap +11(1d12+12) - Size L

Horse (heavy): HD 2 (19 hp), AC 13, Hoof -1 (1d6+1) - Size L

Horse (light): HD 2 (19 hp), AC 13, Hoof -2 (1d4+ 1) - Size L

Mule: HD 1, AC 13, Hoof +4 (1d4+3) - Size M

Pony: HD 1 (19 hp), AC 13, Hoof -1 (1d6+1) - Size M

Snake (constrictor): HD 3 (19 hp), AC 15, Bite +5 (1d3+4), constrict (1d3+4) - Size M

Snake (giant constrictor): HD 11, AC 15, Bite +13 (1d8+10), constrict (1d8+10) - Size L

Snake (small viper): HD 1, AC 17, Bite +4 (1d2-2 plus poison) - Size T – EL +1

Snake (medium viper): HD 1, AC 16, Bite +4 (1d4-1 plus poison) - Size T – EL +1

Snake (large viper): HD 3 (19 hp), AC 15, Bite +4 (1d4 plus poison) - Size M – EL +1

Snake (huge viper): HD 6, AC 15, Bite +6 (1d6+4 plus poison) - Size L – EL +1

War Dog: HD 2, AC 16, Bite +3 (1d6+3) - Size S

Warhorse (heavy): HD 4, AC 14, Hoof +6 (1d6+4) - Size L

Warhorse (light): HD 3, AC 14, Hoof +4 (1d4+3) - Size L

Warpony: HD 2, AC 13, Hoof +3 (1d3+2) - Size M

Wolf: HD 2, AC 14, Bite +3 (1d6+1) - Size M

Ankheg Effective Level +1

HD 3, AC 18, Bite +7 (2d6+7 plus 1d4 acid) - Size L

Assassin Vine

HD 4, AC 15, Slam +7 (1d6+7), constrict (1d6+7) - Size M

Choker

HD 3, AC 17, Tentacle +6 (1d3+3) - Size L

Cockatrice Effective Level +2

HD 5, AC 14, Bite +9 (1d4-2 plus petrification, DC 12 phys+STR to negate), flies- Size H

Dinosaur

Deinonychus: HD 4, AC 16, Talons +6 (2d6+4) or bite +1(2d4+2) - Size L

Megaraptor: HD 8, AC 16, Talons +9 (2d8+5) or bite +4 (2d6+2) - Size H

Triceratops: HD 16, AC 18, Gore +20 (2d8+15) - Size H

Tyrannosaurus: HD 18, AC 14, Bite +20 (3d6+13) - Size H

Dire Animal

Dire Bear: HD 12, AC 17, Claw +19 (2d4+10) and bite +13 (2d8+5) - Size H

Dire Rat: HD 1, AC 15, Bite +4 (1d4 plus disease) - Size M – EL +1

Dire Wolf: HD 6, AC 14, Bite +11 (1d8+10) - Size L

Dragon Effective Level +2

Very Old: HD 31, AC 36, Bite +40 (4d6+13) or breath 18d10 fire, DC 33 phys+DEX to dodge for half, flies - Size H

Adult: HD 23, AC 30, Bite +32 (2d8+11) or breath 12d10 fire, DC 26 phys+DEX to dodge for half, flies- Size H

Young Adult: HD 19, AC 28, Bite +24 (2d6+6) or breath 10d8 cold, DC 23 phys+DEX to dodge for half, flies - Size H

Young: HD 13, AC 21, Bite +20 (2d6+7) or Breath 10d10 DC24 phys+DEX to dodge for half, flies
- Size L

Earth Elemental (large)

HD 8, AC 18, Slam +12 (2d8+7) -Size L

Gargoyle Effective Level +2

HD 4, AC 16, Claw +6 (1d4+2), immune to non magical attacks, flies –Size M

Gelatinous Cube Effective Level +2

HD 4, AC 3, Slam +1(1d6 +1d6 acid) plus engulf (paralysis + 1d6 acid/round, DC 13 phys+DEX to negate) –Size L

Ghoul Effective Level +1

HD 2, AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus paralysis) –Size M

Griffon

HD 7, AC 17, Bite +11(2d6+4), flies- Size L

Hellhound Effective Level +1

HD 4, AC 16, Bite +5 (1d8+1 plus 1d6 fire) - Size L

Hill Giant

HD 12, AC 20, Greatclub +16 (2d8+10) or rock +8 (2d6+7) - Size H

Nymph Effective Level +2

HD 2, AC 17, Dagger +6 (1d4) or stunning glance (unable to act for 2d4 rounds, DC 17 phys+STR to negate) – Size M

Otyugh Effective Level +1

HD 6, AC 17, Tentacle +4 (1d6 plus disease) – Size L

Owlbear

HD 5, AC 15, Claw +9 (1d6+5) – Size L

Rust Monster Effective Level +1

HD 5, AC 18, Antennae touch +3 (rust)- Size M

Shadow Effective Level +2

HD 3, AC 13, Incorporeal touch +3 (1d6 Str) , immune to non magical attacks or non silver weapons- Size M

Shambling Mound

HD 8, AC 20, Slam +11(2d6+5), constrict (2d6+7) – Size L

Skeleton Warrior

HD 1, AC 15, Scimitar +1(1d6+1) or claw +1melee (1d4+1) – Size M

Stirge Effective Level +1

HD 1, AC 16, Touch +7 (attach),flies - Size T

Stone Golem

HD 14, AC 26, Slam +18 (2d10+9) – Size H

Treant Effective Level +1

HD 7, AC 20, Slam +12 (2d6+9) – Size M, May animate 1d6 trees having same stat as himself

Vampire Spawn Effective Level +2

HD 4, AC 15, Slam +5 (1d6+4 plus energy drain -1 level, DC 14 phys+STR to negate) or blood drain (-1d4 STR) - Size M

Vermin Effective Level +1

Monstrous Scorpion (tiny): HD 0, AC 14, Claw+2 (1d2-4) or sting -3 (1d2-4 plus poison)

Monstrous Scorpion (small): HD 1, AC 14, Claw+1 (1d3-1) or sting -4 (1d3-1 plus poison)

Monstrous Scorpion (large): HD 5, AC 16, Claw+6 (1d6+4) or sting +1(1d6+2 plus poison)

Monstrous Scorpion (huge): HD 10, AC 20, Claw+11 (1d8+6) or sting +6 (2d4+3 plus poison)

Monstrous Spider (tiny): HD 0, AC 15, Bite +5 (1d3-4 plus poison)

Monstrous Spider (small): HD 1, AC 14, Bite +4 (1d4-2 plus poison)

Monstrous Spider (large): HD 4, AC 14, Bite +4 (1d8+3 plus poison)

Monstrous Spider (huge): HD 8, AC 16, Bite +9 (2d6+6 plus poison)

Wererat Effective Level +2

Human Form: HD 1, AC 15, Rapier +2 (1d6+1) or light crossbow +1(1d8) - Size M

Dire Rat Form: HD 2, AC 17, Bite +6 (1d4+1 plus disease), immune to non magical attacks or non silver weapons - Size S

Hybrid Form: HD 3, AC 16, Rapier +5 (1d6+1) or light crossbow +4 (1d8), immune to non magical attacks or non silver weapons - Size M

Werewolf Effective Level +2

Human Form: HD 1, AC 17, Longsword +3 (1d8+1) or light crossbow +2 (1d8) - Size M

Wolf Form: HD 3d8+7 (20 hp), AC 16, Bite +5 (1d6+3), immune to non magical attacks or non silver weapons- Size M

Hybrid Form: HD 3d8+7 (20 hp), AC 16, Claw +4 (1d4+2), immune to non magical attacks or non silver weapons- Size M

Wight Effective Level +3

HD 4d12 (26 hp), AC 15, Slam +3 (1d4+1 plus energy drain), immune to non magical attacks -Size M

Wraith Effective Level +3

HD 5d12 (32 hp), AC 15, Incorporeal touch +5 (1d4 plus -1d6 STR, DC 14 phys+STR to negate), immune to non magical attacks- Size M

Wyvern Effective Level +2

HD 7d12+14 (59 hp), AC 18, Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4), flies -Size H

Zombie

HD 2d12+3 (16 hp), AC 11, Slam +2 (1d6+1) or club +2 melee (1d6+1) -Size M

Mini20

CHARACTER SHEET

Reserve

NAME _____

[illegible]

Class/Level

Race

Gender

Height

Weight

Hair Color

Eye Color

CHARACTER STATISTICS

STR


DEX

MIND

CHA

Score	Mod.

Hit Points



Armour Class



ARMOUR TYPE

ARMOUR TYPE

SKILLS

RANK

SKILLS	RANK
Physical	
Subterfuge	
Knowledge	
Communication	

WEAPONS

[illegible]

EQUIPMENT

[illegible]

WEALTH

Coinage	Amount
<i>pp</i>	
<i>gp</i>	
<i>sp</i>	
<i>cp</i>	

NOTES

[illegible]

FEATS

FEATS

Realms of Renown

An UltraMicrolite20 game



Images by Larry Elmore @ <http://www.larryelmore.com>

“Realms of Renown is a fantasy game where you can be anyone, a heroic dwarven warrior, wandering nomad, mysterious enchantress or marauding ogre mage. The action is fast, there are no complicated rules, and being the GM (Game Master) doesn’t leave you at wit’s end. In Realms of Renown the rules flow together allowing players to concentrate on adventuring and the GM on weaving a tale around the characters.”

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Creating your Character

What do you have in mind, perhaps the heroic warrior, a swashbuckling rogue or a mysterious crone? Form an image in your mind of what you would like your character to be like. Such as, will he or she be wearing heavy armor or something light to stay nimble? Will they want to be able to fight out in the open or something a bit subtler? Do you plan on having your character wield a certain weapon? Characters are made up of an assortment of three stats that are assigned a number to indicate strength or weakness in that area. Now that you have a mental picture of your character the first thing is to learn how stats affect your character.

Stats

Strength – STR

Dexterity – DEX

Mind – MIND.

These stats can have scores that range from -1 to 6 which determine how easy or difficult it will be to perform various actions. To help figure out what stat should get what score read through the rest of the “*Stats*” section and then read the “*Actions*” section to get an idea of how stats might affect things you want your character to be good at. If you’re still not entirely sure you can change them later in the character creation process. Okay, so back to the three stats...

Strength – The sheer muscle power and combat training of your character.

- Adds to melee attack rolls.
- Allows a character to use better armor.
- Allows a character to do more damage.

Dexterity – Is a measure of one’s quickness and agility.

- Adds to armor class.
- Adds to ranged attack rolls.
- Allows a character to use dexterity for offense as well as defense.

Mind – The total intellect, wisdom and common sense of your character.

- Adds to defense against mind spell attacks.
- Allows a character to use Wands and Scrolls.
- Allows a character to cast more spells per day.



Images by Larry Elmore @ <http://larryelmore.com>

Take your three stats; STR, DEX, and MIND and share a total of five points between them, you can reduce one stat to -1 to get an extra point. These will be your stat bonuses.

Stat	Strength	Dexterity	Mind
-1	-	-	-
0	-	-	-
+1	Use a shield	Use light armor	Use scrolls/wands
+2	Use medium armor	Use DEX bonus for attacks	-5 per spell per day*
+3	Use heavy armor	Can make 2 attacks at -2 each	-4 per spell per day*
+4	2 “hits” damage with a two-handed weapon.	Sneak attack	-3 per spell per day*
+5	Cleave	Pick locks/disable traps	-2 per spell per day*
+6	Power Attack	Death blow	-1 per spell per day*

* See “*Magic*”

Strength

1. Use a shield – Character can use shields, bonus to armor class +2.
2. Use medium armor – Character can wear medium armor, bonus to armor class +3.
3. Use heavy armor – Character can wear heavy armor, bonus to armor class +5.
4. 2 “hits” damage with a two-handed weapon – Character does 2 “hits” of damage on a successful attack when wielding a two-handed weapon.
5. Cleave – A character that kills an enemy may make an immediate additional attack on an enemy within melee range.
6. Power attack – A character may give up some of or their entire attack bonus from Strength and put it towards damage instead.

Dexterity

1. Use light armor – Character can wear light armor, bonus to armor class +1.
2. Use DEX bonus for attacks – A character may use their DEX bonus for melee attacks.
3. Can make 2 attacks at -2 each – A character can make 2 attacks in one round at a penalty of -2 to each attack roll.
4. Sneak attack – A character that approaches an enemy unseen may deal double damage on their first attack.
5. Pick locks/disable traps – The character has the knowledge to locate traps, disarm them, and to pick locks.
6. Death blow – A character that approaches an enemy unseen may make a death blow. A successful attack drops the enemy to 0 “hits”.

Mind

1. Use scrolls/wands – The character may use scrolls and wands.
2. -5/-4/-3/-2/-1 per spell per day – Penalty per spell cast that day. See “*Magic*”.

Where are Character Classes?

There are no set classes but you are welcome to a title or trade that you could refer to your character as having. This will make it easier for other players to get an idea of who you are. The table below shows some examples of different types of character titles, or trades, separated by groups into what a character of a strong certain stat may pursue.

Characters of Strength	Characters of Mind	Characters of Dexterity
Adventurer	Abbot	Assassin
Barbarian	Acolyte	Bandit
Brigand	Archmage	Bard
Cavalier	Chronicler	Blackguard
Cavalrymen	Cleric	Friar
Crusader	Conjurer	Guide
Explorer	Crone	Hermit/Hermitess
Footman	Curate	Initiate
Gladiator	Druid	Journeyman
Guard	Enchanter/Enchantress	Knave
Holy Warrior	Hag	Longbowman
Knight	Hedge Wizard	Minstrel
Man/Woman-at-Arms	Heretic	Monk
Martyr	Illusionist	Ninja
Mercenary	Mage	Outlaw
Militiaman	Missionary	Pathfinder
Nomad	Necromancer	Pirate
Paladin	Pilgrim	Ranger/Rangeress
Patron	Priest/Priestess	Robber
Raider	Seer	Rogue
Rebel	Shaman	Scout
Renegade	Sorcerer	Smuggler
Ronin	Spellbinder	Spy
Samurai	Thaumaturge	Thief
Seaman	Theurgist	Traveler
Soldier	Warlock	Troubadour
Squire	Witch	Wayfarer
Warmonger		

Remember, these are not guidelines just ideas. Feel free to make up your own or use one from above. You might even combine words to form something unique, such as, A Holy Heretic, “The Naïve Knave”, An Elemental Enchantress, or “The White Wayfarer”.

Actions

Actions are things such as bashing doors, climbing, disguise, hiding, gathering information, jumping, listening, sneaking, etc. the list goes on and on. A character can try anything. Anytime a character wishes to perform an action an Action Roll is made versus the Difficulty Class (DC) of the action performed. The GM decides which stat is appropriate to the action being performed and how difficult it will be for the action to succeed. For instance, climbing would use STR bonus, dodging a falling rock is DEX bonus, finding a trap is MIND bonus and disabling a trap uses the DEX bonus.

Actions are resolved by rolling 1d20 + relevant stat bonus (1d20 means roll a twenty-sided dice one time). Roll equal or higher than the given Difficulty Class (DC) or higher than the opponent's skill roll to succeed.

Action is...	DC
Simple	2
Easy	5
Average	10
Hard	15
Extremely difficult	20

Your GM may use these DC numbers or a DC number in-between depending on the situation. A GM may also discuss a DC with the person wishing to perform the action to get their point of view on the chances of success and then both agree mutually on a DC.

Example- Hadsui wishes to roll under a portcullis before it comes down. The GM decides that dexterity would be the relevant stat and that it would be a hard, DC 15, action. The player counters saying that since a fellow party member defeated one of the opponents helping to lower the portcullis that it is now coming down at a slower speed. The GM agrees and negotiates a DC12. The player would take a 1d20 roll and add their character's dexterity bonus and try to roll equal to or higher than the DC12 for success. A player may also decide the chances are too risky and pass on the idea.

Combat



Image by Larry Elmore @ <http://www.larryelmore.com>

How Combat Works

First of all, to begin combat, everyone rolls a 1d20 + DEX bonus, including the GM for the party's opponents. This determines who acts first and in what order, highest number first. Combat is divided into rounds and each character and opponent gets a chance to act in the round. Once everyone, both party members and opponents, has had a turn than that "round" is considered over and the person who attacked first, back at the very beginning of it all, gets to go again which starts another round.. These rounds account for about 6 seconds of time.

Swinging a weapon or shooting a bow is done by rolling a 1d20 and adding the characters STR bonus for melee attacks, swords and daggers, or DEX bonus for ranged attacks, bows and slings. See "**Magic**" for spell attacks. This number must beat the target's armor class to be successful. A successful attack normally deals 1 hit worth of damage.

A character's armor class is $10 + \text{DEX bonus} + \text{Armor} + \text{Spell bonus (if any)}$. Light armor is +1, medium armor is +3, and heavy is +5. A shield can add a further +2.

A character's health is tracked by "hits". A character has 3 hits + STR bonus to start. Being attacked and exceeding your number of hits leaves you unconscious. If you are

knocked unconscious roll a 1d20 + STR bonus, needing a DC15 or better to survive. Larger critters can take more hits before dying but that's up to the GM.

In order to accommodate monk or ninja type characters bare-handed fighting may be used by considering all hits to be "non-lethal". When an opponent is reduced to 0 hits they make their DC15 survival roll but instead of death occurring on a failed roll the opponent simply does not regain consciousness. In the next round the character may deliver a "death blow" which is pretty self explanatory.

Overwhelming the opponent happens when there is more than one person attacking the same target in the same round. Each attacker beyond the first against the same target in the same round adds +1 to their attack rolls for each attacker before them. So, a second attack on the same target in the same round by a party member would be at +1, a third attack at +2, etc.

Characters move 40' in light or no armor, 30' in medium armor and 20' in heavy armor.



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Magic



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Characters cast spells by drawing from the energy around them or by petitioning their god, and then channeling this power through their body and releasing it as a spell. Magic can take any form the caster wishes. To cast a spell a mage makes a magic roll, $1d20 + \text{MIND}$ bonus. If a $d20$ rolls a natural twenty, add and roll again. If further natural twenties are rolled, continue adding and rolling. For every 5 points of the magic roll the caster may add 1 to either; effect (damage, healing, stat buff, etc.), duration (rounds), or area of effect (1 point per 5' radius). A spell will always have at least 1 point of effect if the magic roll is not 0 or below. A caster can target any 5' square, himself, or any one opponent in sight (within reason) without using any points from the magic roll.

Example, a wandering priest wishes to cast a healing spell. He makes a magic roll and gets a 14 then adds his +2 MIND bonus = 16. For every 5 points of the magic roll the priest gets 1 point of effect, or healing in this case, so he may heal 3 hits of damage.

Casting spells takes a toll on the caster and each spell beyond the first cast that day adds a cumulative penalty to the magic roll depending on the caster's MIND stat. See the "**Stats**" section under MIND. A character may rest for 8 hours to refresh.

To attack an opponent with a spell the caster must beat the target's armor class if making a physical attack, such as a magical flaming arrow. If making an attack on the opponent's mind then the caster must beat the opponent's $1d20 + \text{MIND}$ roll. If the character casts a spell that effects an area, such as a ball of fire, he does not need to beat any opponent's defense.

When a character casts a spell that affects an area, such as a ball of fire, the character must decide how to divide the magic roll between area of effect and damage.

Example, a mage casts a ball of fire with a d20 magic roll of 14 and his MIND bonus of +3 = 17. For every 5 points of the magic roll the mage may get 1 square radius of effect away from the original target square or 1 point of damage. He must decide if he wants 1 square radius of area affected away from the target square and his opponents to take 2 hits of damage, or, 2 squares radius of area affected away from the target square and 1 hit to each person caught in the effect area.

If a caster tries casting a spell that requires more than 1 point to produce the desired result due to effect, duration, and/or area of effect, like a ball of fire which has damage and area of effect, but the caster does not get a magic roll that gives more than 1 point to assign then the spell is considered to only effect the targeted 5' square or it's targeted opponent. If the spell was to have an effect and duration, such as a strength spell on a party member, then the party member's strength receives the 1 point, +1 to strength, and the duration is instantaneous meaning as soon as the party member uses their strength stat the spell expires.

Resurrection. It is possible for a character with magic ability to raise a fellow party member however it is an extremely dangerous undertaking with possibly serious consequences and you really should seek a professional. A caster makes a magic roll and for every 5 points of the magic roll the dead character receives 1 point to put back towards his/her stats, minimum of 1 point as long as the magic roll is 1 or more, and life is restored with 0 hits remaining but conscious. A bad magic roll can leave a character a shell of their former self, albeit alive, but unable to ever reach their original stat points.

Spell examples;

Strength; effect – boosts the targets strength stat +1 for each point used, **duration** – instantaneous (target loses boost as soon as STR stat is used) or 1 round per 1 point used, **area of effect** – target.

Magic Energy Missile; effect – deals 1 “hit” of damage per point used, **duration** – instantaneous, **area of effect** – target.

Move Earth; effect – causes an area of earth, ground, stone, etc. to disappear and reappear at the caster's choice, **duration** – instantaneous, **area of effect** – one 5x5x5' area, plus one additional 5x5x5' area for each point used (additional 5x5x5' areas may be below the first).

Fear; effect – targets must make a d20 + MIND bonus higher than the caster's magic roll or flee for duration, **duration** – 1 round per point used, **area of effect** – 1 square or target, +5' radius per point used.

A character's spell can take any form they can think of as long as effect, duration and area of effect are figured. An “instantaneous” duration does not cost the caster any points nor does area of effect when targeting one 5' square or one target.

GM Info

Other Hazards

Drowning: A character can hold their breath for 5 rounds per point of STR.

Falling: Damage is 1 hit per 10', half on DEX saving throw (round up). DC=depth fallen in feet.

Spikes: Add 1 hit to falling damage.

Poison: STR saving throw to avoid or for half damage, depending on poison.

Heat & Cold: If not wearing suitable protection, STR save once every 10 minutes (DC 15, +1 per previous check), taking 1 hit of damage on each failed save.

Renown

As characters adventure around the realms they become more and more well-known as news of incredible feats done by great heroes travels fast and fame soon follows. Foul deeds done by the not-so-good also garners lots of attention and word spreads quickly to watch for the newest threat to the good people of the land.

Renown is gained from defeating one's opponents and successfully performing difficult actions. GM's may choose to assign titles to characters who achieve high levels of Renown, such as Lord, Master Thief, Grand Wizard, Priest, etc.

Points for Renown are completely up to the GM. Below is a table that may be used for giving out Renown. Renown for successfully performing actions is given to the character that performed the action while Renown for defeating a monster is divided amongst the party.

Monsters Stats Total	Renown	Monsters Stats Total	Renown
0-3	25	13-15	200
4-6	50	16-18	300
7-9	100	19-21	400
10-12	150	22-24	600

Action DC	Renown	Action DC	Renown
15-19	25	23	200
20	50	24	300
21	100	25	400
22	150	26	600

Character Sheets

<i>Realms of Renown Character Sheet</i>				
Name:		Title:		Renown:
Description:				
Hits	STR	Weapon	Gear	
AC	DEX			
	MIND	Armor		
Notes:				

<i>Realms of Renown Character Sheet</i>				
Name:		Title:		Renown:
Description:				
Hits	STR	Weapon	Gear	
AC	DEX			
	MIND	Armor		
Notes:				

<i>Realms of Renown Character Sheet</i>				
Name:		Title:		Renown:
Description:				
Hits	STR	Weapon	Gear	
AC	DEX			
	MIND	Armor		
Notes:				

<i>Realms of Renown Character Sheet</i>				
Name:		Title:		Renown:
Description:				
Hits	STR	Weapon	Gear	
AC	DEX			
	MIND	Armor		
Notes:				

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MICROLITE 77

Microlite77 is inspired in part by the game Microlite20, and is, like Microlite20, a trimmed-down version of the Primary Fantasy SRD. Microlite77 is intended to emulate the playing-style of the classic roleplaying game published in 1977.

I would like to thank everyone whose work has inspired or contributed to this work: E. Gary Gygax, Dave Arneson, Randall Stukey, Robin V. Stacey, Ryan Dancey, and especially, **J. Eric Holmes**

HOW TO CREATE A CHARACTER

To begin, roll three six-sided dice and total them. The number rolled is assigned to one of your ability scores. Repeat this process until each ability score has a number from 3-18. There are six basic ability scores (strength, constitution, dexterity, intelligence, wisdom, and charisma).

Strength is obviously important to fighting men, and as such it is considered the *prime requisite* for members of the 'fighting man' class (including dwarves and halflings). There are bonuses to experience for fighting men with strength scores of over 13, so any character with a strength score 13-18 should think about joining that class.

Dexterity represents a character's speed and accuracy. A character with high dexterity is easily able to fire the first shot, strike the first blow. Dexterity is the *prime requisite* for thieves and elves, and grants experience bonuses to thieves and elves with dexterity scores of 13+. no character may become a halfling if his dexterity score is 9 or less, as halflings tend to be noted for their dexterity with weapons.

Constitution is a combination of physical health and willpower to endure. It influences a character's ability to survive paralyzation or being raised from death. Dwarves and halflings tend to be remarkably hardy, so no character may become a member of the dwarf or halfling class who has constitution scores of 9 or less.

Intelligence is the *prime requisite* for the magic-user and elf classes, and so grants experience bonuses to magic-users and elves with intelligence scores of 13+. High intelligence scores allow you to learn more languages.

Wisdom is the *prime requisite* for the cleric class, and so grants experience bonuses to them for scores of 13+.

Charisma is a combination of charm, sexual appeal, and bearing. A character with a high charisma score will be able to convince more people to follow him and aid him in his endeavors, and they will be more loyal to him. A character's charisma score may also determine things such as whether a

female character is killed by goblins, or held captive, or whether a male character gets killed by a vampiress or turned into a vampire as well.

The ability scores may be abbreviated as (STR, DEX, CON, INT, WIS, CHA).

Elves have two prime requisites. Add the bonuses or penalties together before adding them to the experience total (an elf with +5% for intelligence and +10% for dexterity would gain 115 whenever he would gain 100, not 115.5).

Table of ability score effects

prime requisite score of 15 or more	add 10% to experience
prime requisite score of 13-14	add 5% to experience
prime requisite score of 7-8	subtract 10% from experience
prime requisite score of 6 or less	subtract 20% from experience

constitution 18	add 3 to each hit die
-----------------	-----------------------

constitution 17	add 2 to each hit die
-----------------	-----------------------

constitution 15-16	add 1 to each hit die
--------------------	-----------------------

constitution 6 or less	subtract 1 from each hit die (hit die still has a minimum of 1 after adjustment)
------------------------	--

dexterity 13+	all ranged attacks are at +1
---------------	------------------------------

dexterity 8-	all ranged attacks are at -1
--------------	------------------------------

adjusting ability scores to be more advantageous

if you wish, you can raise one ability score in exchange for lowering others. This recognizes that someone may spend more time exercising one skill and less time another, depending on what interests them.

If you are a magic-user or a cleric, you may lower your strength score and raise your prime requisite on a 3-for-1 basis.

Magic-users can lower their wisdom and raise their prime requisite on a two-for-1 basis,

Fighting-men, clerics, halflings, and dwarves can lower intelligence and raise prime requisite on a two-for-1 basis.

Fighting-men, halflings, and dwarves can lower wisdom and raise prime requisite on a three-for-1 basis.

Thieves can raise dexterity, if the reduce intelligence by 2 and wisdom by 1 for each point dexterity is increased.

No ability score can be lowered below 9 in this way.

CHARACTER CLASSES

Fighting-men -- Dwarves, halflings, and humans who choose the fighting-man class gain the following abilities: fighting-men can use all weapons and armor, including magic weapons and armor (halflings can only use weapons and armor if they have been 'cut down' to fit their size. Dwarves

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may require similar adjustments for armors such as plate). Each time they gain a level, they roll an 8-sided die for hit points (halflings, however, always roll a d6).

and maces are allowed, but swords and arrows are not.) Clerics roll a six-sided die for hit points each time they advance a level. Cleric saving throws are as follows:

Saving Throws for Halflings, Dwarves, And Human Fighting-men are as follows:

	Spell or magic staff	magic wand	death ray or poison	petrifi- cation	dragon breath
Humans:	16	13	12	14	15
Dwarves/Halflings:	14	11	10	12	14

Spell or magic staff	magic wand	death ray or poison	petrifi- cation	dragon breath
15	12	11	14	16

The number of first level Divine Spells a cleric can use each day is listed below:

Fighting-men advance to level 2 once they have gained 2000 experience, and to level 3 once they have gained a total of 4000 experience.

Cleric, level 1	0
Cleric, level 2	1
Cleric, level 3	2

OPTIONAL: Fighting-men of level 4-9

fighting-men can advance up to level 9 (advancing with each doubling of their experience total) gaining the following abilities.

At level 4, fighting-men add 2 to all attack rolls and saving throws. They also add 1 to their melee damage rolls if they have a strength score of 13 or higher (optional)

At level 7, fighting-men add an additional 3 to all attack rolls, and add 4 to saving saving throws (does not stack with previous saving throw bonus).

If the DM approves, each 100,000 experience points gained past this simply adds 3 hit points (unmodified by constitution) to their hit point total. Halflings add only 2.

a cleric can also turn undead creatures, as shown here.

If there is a number shown, then the cleric has successfully turned the undead if he rolls equal to or higher than that number on 2d6. If there is a 'T' shown, then the undead are always turned. If the attempt at turning is successful, then he rolls 2d6 again to see how many hit dice of undead are turned. Successfully turned undead will not harm the cleric, and will flee from him as quickly as possible.

Special Abilities and Restrictions for Halflings and Dwarves:

Dwarves have infra-red vision, and can see in the dark up to 60 feet if no normal light source is nearby. Dwarves are highly resistant to magic, as shown by their better saving throws against magical effects. Dwarves can note quirks in stonework such as slanting passages, traps, recent or unstable construction, shifting walls, etc. about one-third of the time. Dwarves can speak the common, dwarven, kobold, gnomish, and goblin languages.

Dwarves can advance no higher than level 7.

Halflings are extremely hard to see outdoors, being highly skilled at blending in to trees and bushes (90% chance to avoid notice when outdoors). Halflings have the same uncanny resistance to magic as dwarves. Halflings get +1 to all ranged attacks. Halflings can only advance to level 4.

Clerics – humans who choose to devote their lives to the service of a god, or perhaps simply spend their lives devoted to the fighting of evil, may be granted the ability to invoke Divine Magic. Clerics may wear armor, including magic armor, and may use any BLUNT weapons (cudgels, slings,

Clerics advance to level 2 once they have gained 1500 experience, and to level 3 once they have gained a total of 3000 experience.

OPTIONAL: Clerics of level 4-9

clerics can advance up to level 9 (advancing with each doubling of their experience total) gaining the following abilities.

At level 5, clerics add 2 to all attack rolls and saving throws.

At level 9, clerics add an additional 3 to attack rolls and saving throws.

Their spell-casting ability advances as follows (the second number shown is the number of second level divine spells per day, the third number shown is the number of third level spells per day, etc.):

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Cleric, level 4 2/1
Cleric, level 5 2/2
Cleric, level 6 2/2/1
Cleric, level 7 2/2/2
Cleric, level 8 3/2/2/1
Cleric, level 9 3/3/2/2

their ability to turn undead increases as follows:

instead he learns them himself and writes them down in his spell book. In order to learn a spell, the magic-user spends time studying his spell book or spell books and meditating on the words of magic written within. This takes at least one day. As soon as the spell is cast, it fades from the magic-user's mind, and he must spend more time studying before he can cast it again. Always assume that more than a day passes between one adventure and the next, so that the magic-user may enter the next dungeon with as many spells as possible prepared. A magic-user also does not necessarily get to choose which spells are in his spell book to be memorized- this is determined randomly according to this chart:

once a cleric reaches 9th level, each 100,000 experience points gained just adds 2 to their hit point total.

Magic-users – humans who choose to follow the path of magic, and twist the arcane energies of the universe to their will, may someday achieve that goal and become known as magic-users. Magic-users are must not wear armor (they lose their spell-casting ability whenever they are wearing armor) and are unable to use any weapons other than daggers. They can use almost all magical items, but may still not use magical armor or weapons other than magical daggers. Magic-users roll a four-sided die for hit points each level. Magic-user saving throws are as follows:

Spell or magic staff	magic wand	death ray or poison	petrification	dragon breath
15	14	13	13	16

Magic-users can cast arcane spells, as shown below:

Magic-user, level 1 1
Magic-user, level 2 2
Magic-user, level 3 2/1

A magic-user must be able to speak the words of arcane power and gesture with his hands in order to cast a spell, so a magic-user bound, gagged, or both is unable to cast magic. Some spells may also require substances, for example, a corresponding element must be present in order to summon an elemental. A magic-user must be able to concentrate fully on his spell in order for it to work properly, so he can not cast a spell while running or engaged in melee. Unlike clerics, a magic-user's spells are not granted to him by divine means,

Intelligence of magic-	% chance to know any given spell	minimum/maximum spells known per level	
3-4	20 %	2	3
5-7	30 %	2	4
8-9	40 %	3	5
10-12	50 %	4	6
13-14	65 %	5	8
15-16	75 %	6	10
17	85 %	7	all
18	95 %	8	all

For an example, Kelvis the apprentice is a first level magic-user who has not gone on any adventures yet. He has an intelligence score of 14. there is no way he could have learned and copied **all** the first level spells into his spell book, so he determines which ones **are** within his reach in this way: say he wants to learn the spell 'magic missile'. He rolls two ten-sided dice, assigning one to the ones column, and one to the tens column. If the total is less than 65, then he learns the spell and copies it into his spell book. Whether he fails or succeeds, he must then choose a different spell to try for. Once he has reached his maximum number of spells known, he will stop, regardless of whether he has gone through the whole list of first level spells. If he goes through the whole list without reaching his minimum number of spells known, then he goes through it again until he reaches his maximum or comes to the end of the spell list. Is he **still** has fewer spells than his minimum, then he will go through the list again, and so forth.

One way for a magic-user to stretch his number of spells per day is to write some of his spells down on scrolls. Scrolls are

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written in magic runes that fade off the page as they are read. Creating a scroll takes 100 gold pieces worth of precious metals and one week of work for each level of the spell being made into a scroll. A magic-user can only make scrolls out of spells he already has in his spell books. Reading a scroll causes the scroll's spell to take effect immediately, but does not count against a magic user's number of spells per day. Other classes cannot use scrolls, except for scrolls of 'protection' and thieves of 4th level or above.

Magic-users advance to level 2 once they have gained 2500 experience, and to level 3 once they have gained 5000 experience, total.

OPTIONAL: magic-users of level 4-9

magic-users can advance up to level 9, advancing in level each time they double their experience total. At level 6, magic-users add 2 to all attack rolls and saving throws.

Their spell-casting ability increases as follows:

Magic-user, level 4	2/2
Magic-user, level 5	2/2/1
Magic-user, level 6	2/2/2
Magic-user, level 7	3/2/2/1
Magic-user, level 8	3/3/2/2
Magic-user, level 9	3/3/3/2/1

once a magic-user has advanced to 9th level, each 100,000 experience points gained simply adds 1 to their hit point total.

Thieves – are humans with special abilities of subterfuge and stealth. Thieves become better at their abilities as they increase in level. Thieves are not truly good, being usually neutral or evil, and chaotic thieves may be as likely to steal from their own party as from enemies. As such, thieves are usually untrusted once their class is known. Thieves can wear no armor heavier than leather armor, and cannot use shields. Thieves can, however, use all weapons, excepting magic weapons other than magic swords or daggers. Thieves' saving throws are as follows:

Spell or	magic	death	ray	petrifi-	dragon
magic staff	wand	or poison	cation	breath	
16	13	12	14	15	

Thieves' abilities progress according to this chart:

thieves advance to level 2 once they have gained a total of 1200 experience, and to level 3 once they double this total to 2400.

OPTIONAL: thieves of level 4-9

thieves can advance to level 9, advancing in level with each doubling of their experience total.

Thieves of 4th level and above add 1 to their armor class, if their dexterity score is 13 or higher (optional)

Thieves of 4th level and above can read magic scrolls and books (they cannot actually learn the spells in the books) and can read 80 % of languages that they do not automatically know.

At 5th level, thieves add 2 to all attack rolls and saving throws. At 9th level, they add an additional 3 to attack rolls and saving throws.

Their special abilities advance as follows:

Once the thief has reached 9th level, each 100,000 experience gained adds 1 to their hit point total.

Elves – elves can notice secret doors about one-third of the time. They have infra-red vision, like dwarves, and can see 60 feet in the dark if there is no light source nearby.

They are immune to the paralyzing touch of ghouls. They speak the common, elvish, orcish, gnoll, and hobgoblin languages.

Elves progress as fighting-men and magic-users at the same time; each game they divide their gained experience between the two classes, so they gain the abilities of both, but progress half as fast as other characters. they can use all weapons , armor, and magical weapons (but not magical armor) and cast spells. Elves roll d6 for hit points. Elves use the magic-user saving throw table.

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OPTIONAL: elves of higher levels

Elves have a maximum level of 4 in fighting-man, and 6 in magic-user. Even once they have reached their level cap in one class, they still divide experience between the two classes (simply losing all experience given to the capped class), which can be a large disadvantage at high levels. Once they have reached their level cap in both classes, each 100,000 experience beyond that grants them +2 to their hit point total.

OPTIONAL: *dual-class halflings*

instead of advancing as fighting-men, halflings may simultaneously advance as fighting-men and thieves, in much the same way that elves advance as fighting-men and magic-users. Halflings advancing in this way use their regular saving throw table. They have both strength, and dexterity as prime requisites, and they have a level cap of 4 as a fighting-man, 6 as a thief. Beyond that, each 100,000 experience adds 2 to their hit point total.

Ask for your DM's approval before using this option.

Microlite20 OSS (Old School Style) is a trimmed-down, subminiature version of the Primary Fantasy SRD 3.5 rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD 3.5 (monsters, spells, adventures and equipment) could be used without conversion. Microlite20 OSS is a Microlite20 variant designed for old school style play with a modern game system and nearly any 3.5 fantasy adventure module or setting you can pull off your shelf.

The Rules

Stats

There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Humans get +1 to all "skill" rolls

Elves get +2 MIND

Dwarves get +2 STR

Halflings get +2 DEX

Classes

The classes are Fighter, Rogue, Mage, Cleric. Characters begin at Level 1.

Fighters wear any kind of armor and use shields. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on.

Rogues can use light armor. If they successfully Sneak up on a foe they can add their level to the damage of their first attack.

Magi wear no armor. They can cast arcane spells.

Clerics can wear light or medium armor. They cast divine spells. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Backgrounds

Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

Skills

There are no specific skills in Microlite20 OSS. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation, taking into account the character's class and background. If the GM decides a random success chance is truly needed, he may resolve the situation with a roll of his choice or he may call for one of the following rolls (human characters always add +1 to their roll):

Primary Skill Roll: 1D20 + Stat Bonus + Class Level if the character is attempting something directly related to their class or background.

Secondary Skill Roll: 1D20 + Stat Bonus + (Class Level/2, round

up) if the character is attempting something only loosely related to their class or background.

Minor Skill Roll: 1d20 + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class or background.

When the GM calls for a skill roll, he will declare the type of skill roll, which stat the skill roll falls under, and any situational modifiers and the player will make a skill roll.

Roll higher than the GM assigned Difficulty Class to succeed.

Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll. Suggested Difficulty Classes with Easy defined as a 50/50 chance of an average person succeeding on the first try: Easy - 10, Moderate - 15, Difficult - 20, Extremely Difficult - 25, Legendary - 30, Improbable - 35, Unbelievable - 40.

Note that there are no "saving throws" in this game; use level + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all spells from the appropriate spell list in the SRD.

Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6	7	8	9
HP Cost	1	3	5	7	9	11	13	15	17	19

This loss **cannot** be healed by magic but is recovered after 8 hours rest. There is no need to memorize spells in advance.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

For purposes of things like saves and dispelling, the Difficulty Class (DC) for all spells is:

10 + Caster Level + Caster's MIND bonus

Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death. A character heals either 1 STR point or twice his level hit points per full day of total rest. A night of rest will allow a character to recover 1 Hit Point from damage and all Hit Points used to cast spells. STR lost to damage must be recovered before hit points from damage can be recovered.

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round.

Initiative: Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them.

Melee attack bonus = STR bonus + Level
Missile attack bonus = DEX bonus + Level
Magic attack bonus = MIND bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), it's a hit. A Natural 20 is an automatic hit and if the roll would normally hit, the hit is a critical doing maximum

damage. A natural 1 always misses.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead of wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

There are no "iterative attacks" in Microlite20 OSS. However, if the total melee attack bonus is +6 and the attacker drops or slays a foe, he is granted one additional attack against another opponent in melee weapon striking distance that round. As long as the combatant is dropping foes, he can continue attacking others until one does not fall to the might of his weapon.

Add STR bonus to Melee damage, x2 for 2-handed weapons.
Armor Class (AC) = 10 + DEX bonus + Armor bonus.

Other Hazards

Falling: 1d6 damage per 10', half damage on DEX save. DC=depth fallen in feet

Spikes: add +1 point to falling damage per 10' fallen, max +10

Poison: STR save to avoid or for half, depending on poison.

Effect varies with poison type.

Extreme Heat & Cold: If not wearing suitable protection, STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Characters get Experience Points (XP) when their party defeats monsters. (Note that monsters can be defeated without being killed.) Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.: 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc. Add +1 or +2 XP (GM's discretion) if the foes have dangerous special abilities. Characters who do not participate in the encounter in some way do not get XP for it.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like. The GM should assign XP depending on the situation (usually from 1 to 5 XP). Characters can also lose up to 5 XP for generally ignoring their alignment or other very poor roleplaying.

Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns 1 XP for each 100gp so spent.

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials and treasure spent. When the total is equal to 25 x your next level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Each level adds:
+1d6 to Hit Points
+1 to all attack rolls

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND.

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

Example: Four newly minted second level adventurers have just completed a dungeon adventure. They each have 36 XP and need 75 XP to reach third level. Their expedition was extremely

successful. They defeated 22 XP worth of monsters and earned 7 XP from traps and other GM specials for a total of 29 XP each. The party's cleric earned 4 XP for great roleplaying while risking her life to save the party from an angry spirit. The party also found and recovered 2900gp in treasure from the dungeon. That's 725gp each. The cleric decides to donate the entire sum to her temple, and earn 7 more XP. This gives her 40 XP for a total of 76 XP. She advances to 3rd level and resets her XP to 0. The other party members earned 29 XP each for a total of 65 XP each. They remain 2nd level.

Monsters

Use the monster descriptions from the SRD, ignoring unneeded stats, feats, etc. To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, magic save = 10 + level, all attack bonuses = level, damage = 1d8 for ordinary claws, bites, and weapons, 2d8 for large maws, giant clubs, 3d8 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Monster Reactions: Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the MIND bonus (and any other appropriate modifiers) to the roll and consulting this table.

Adjusted Reaction Roll	Result
2 or less	Very Unfavorable
3-6	Unfavorable
7	Neutral/Uncertain
8-11	Favorable
12 or more	Very Favorable

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

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- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984).
- Microlite74 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat -- with artwork is by Håkan Ackegård and incorporating the rules from the supplement, giving you all the rules currently available for Microlite74 in one booklet. The text has been reformatted into a single column in a large enough font to easily read.

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Notes on "Old School" Play

While Microlite20 OSS is designed using tried and true "D20" systems filtered through the Microlite20 rules, it is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This section will give a brief overview of "old school" play.

What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best course of action to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

No Skills: Unlike most modern RPGs, there aren't any skills in Microlite20 OSS, not even the streamlined four or five skills of Microlite20. Players are intended to have their characters act like adventurers. So don't search your character sheet or the rules for the perfect solution in Microlite20 OSS. Instead, you just tell the GM what your character is trying to do. If you need to keep a door open or shut, you might tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

No Assumption of "Game Balance": Old style game sessions aren't about carefully balanced characters (who are all able to shine equally at all times) who only run into situations carefully designed by the GM to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party's current abilities or which will waste the party's resources for little gain can be avoided. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Microlite20 OSS takes this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience -- and monsters don't have to be killed to be

defeated (and get XP for them).

Forget “Rules Mastery”: Player skill in “old school” style games isn’t about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Microlite20 OSS tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. It’s faster and helps players immerse themselves in their character and the game world instead of in rule books. Both players and GMs should remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite20 OSS.

Styles of “Old School” Play

If you read some “old school” blogs, forums, and web sites, you might get the impression that there is only one “old school” style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the *old Tomb of Horrors* module where a party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as “Killer GMs” (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two over the others.

Power-Gaming: Many players start out playing in this style. Many soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. They are known by their class, level, special items, and amazing powers and deeds. (“I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor’s Hammer to knock him out. Then I cut off his head with my vorpal blade.”) There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This was probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure. Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like *Tomb of Horrors* could be considered examples of extreme forms of this still. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren’t really important. What is important is the player’s character and that character’s life in the game. In a pure role-playing campaign, players create the personality of their

characters in great detail and players generally have a large emotional investment in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they’re supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character’s life in the campaign world. You “win” by having your character achieve his goals, goals which may or may not have anything to do with the game’s goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters’ actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM’s basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow’s article “Aspects of Adventure Gaming” in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn’t the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of “old school” play back in the “old school” days – not just the single style stressed in “old school” blogs, forums, and web sites. Don’t let those sites make you believe that you aren’t playing old school right if your campaign isn’t strongly in the wargaming camp. Most successful campaigns back in “old school” days were a mixture of all four major styles – and a heaping helping of minor styles.

Advice for the New Old School Gamemaster

If you are comfortable running a rules-light game like standard Microlite20, you’ll probably have no trouble running Microlite20 OSS as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You’ve already learned to just make a ruling that you think fits the situation and keep the game moving.

The greatest change between Microlite20 and Microlite20 OSS is the removal of all character skills. If you are used to just allowing players to just say “I’m searching the room. What do I find?” and make a search skill roll or just say “I’ll try to persuade the baron to loan us a catapult.” and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players’ thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if their description of what they are doing a) would most likely solve the problem, b) wouldn’t have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough, the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few session both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success, the character succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

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**Also Publishes Microlite74, The Microlite20 RPG Collection,
Microlite75, Advanced Microlite20 OSS**

Free Rules-Lite Games * Old School Play with Modern Mechanics

Advanced Microlite20 OSS (Old School Style) is a trimmed-down, subminiature version of the Primary Fantasy SRD 3.5 rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD 3.5 (monsters, spells, adventures and equipment) could be used without conversion. Advanced Microlite20 OSS is a Microlite20 variant designed for old school style play with a modern game system and nearly any fantasy adventure module or setting you can pull off your shelf.

The Rules

Stats

There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Humans get +1 bonus to all skills

Elves get +2 MIND

Dwarves get +2 STR

Halflings get +2 DEX

Gnomes get +1 to DEX, +1 to MIND

Half-orcs get +4 to STR, -2 to MIND

Half-elves get +1 to DEX, and +1 to MIND

Lizardmen get +1 to STR, +1 to DEX, -2 to MIND

Classes

The classes are Fighter, Rogue, Mage, Cleric, Paladin, Ranger, Druid, Bard. Characters begin at Level 1. Fighters, Paladins, and Rangers are considered "Fighting Classes."

Fighters wear any kind of armor and use shields. They have a +3 bonus to the Physical skill and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on.

Rogues can use light armor. They have a +3 bonus to the Subterfuge skill. If they successfully Sneak up on a foe they can add their level to the damage of their first attack.

Magi wear no armor. They have a +3 bonus to the Knowledge skill and can cast arcane spells.

Clerics can wear light or medium armor. They have a +3 bonus to the Communication skill and cast divine spells. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Paladins wear any kind of armor and use shields. They have a +1 bonus to the Physical skill and a +2 bonus to the Communication skill. They are immune to diseases and apply a +1 bonus to all saving throws (this increases by +1 at 5th level and every 5 levels on). Paladins can detect evil within 60' at will and can heal up to 2hp per level per day by laying on hands. A character must be of Lawful Good alignment to be a Paladin.

Rangers can use light or medium armor and can use shields. They have a +3 bonus to the Survival skill. They are +1 to hit and damage with ranged weapons (increases by +1 at 5th level and every five levels on.) and only incur a -1 to hit penalty when fighting with 2 weapons.

Druids wear any non-metal armor or shield. They have a +1 bonus to the Knowledge skill and a +2 bonus to the Survival skill. They cast Druid spells. Druids are immune to the spell-like effects of woodland fey. At 3rd level a Druid can pass without trace at will. At 7th level a Druid can assume the form of any small or medium sized animal up to 3 times per day. A Druid heals 2hp per level when changing back into his human form.

Bards wear light armor and can use bucklers. They have a +1 bonus to the Communication, Subterfuge, and Knowledge skills. A Bard can counter sound-based effects within a 30' radius. A Bard

can use his song to charm person or remove fear up to 3 times (total) per day. Beginning at 6th level, a Bard casts spells as a Druid of 5 levels lower.

Backgrounds

Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

Skills

There are five general skills in Advanced Microlite20 OSS: Physical, Subterfuge, Knowledge, Communication, and Survival. Each skill has a skill bonus (starting at +0). These skills are not used directly by the players in most cases. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation, taking into account the character's class and background. If the GM decides a random success chance is truly needed, he may resolve the situation with a roll of his choice or he may call for one of the following skill-based rolls:

Primary Skill Roll: 1D20 + Skill Bonus + Stat Bonus + Class Level if the character is attempting something directly related to their class or background.

Secondary Skill Roll: 1D20 + Skill Bonus + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class or background.

Minor Skill Roll: 1d20 + Skill Bonus + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class or background.

When the GM calls for a skill roll, he will declare the type of skill roll, which skill and stat the roll will use, and any situational modifiers and the player will make a skill roll.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll. Suggested Difficulty Classes with Easy defined as a 50/50 chance of an average person succeeding on the first try: Easy - 10, Moderate - 15, Difficult - 20, Extremely Difficult - 25, Legendary - 30, Improbable - 35, Unbelievable - 40.

Note that there are no "saving throws" in this game; use level + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Talents: At level 2 (and every 2 levels thereafter), characters may select one narrow area of skill where they are better than average: something they are "Good at." This talent should be either something directly related to their class or background -- or something they have spent game time and/or money learning. If the player wishes (and the GM approves), instead of selecting a new talent a talent the character is already "Good at" be improved to "Expert at" at a later even-numbered level and a talent the character is "Expert at" may be improved a final time to "Master at" at yet a later even-numbered level. The GM will consider the

character's talents just as he would the character's class and background when deciding if a character will succeed with an action. Numerical benefits for talents will only be needed when the GM decides a skill success roll is required, +2 per level is a good place to start for most talents (i.e. Good at +2, Expert at +4, Master at: +6).

Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all spells from the appropriate spell list in the SRD.

Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6	7	8	9
HP Cost	1	3	5	7	9	11	13	15	17	19

This loss **cannot** be healed by magic but is recovered after 8 hours rest. There is no need to memorize spells in advance.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

For purposes of things like saves and dispelling, the Difficulty Class (DC) for all spells is:

10 + Caster Level + Caster's MIND bonus

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round. The character may expend an action point on Heroic Effort to avoid these effects and cast the spell as if the character had not been hit.

Metamagic: Spellcasters may select one metamagic ability from this list at levels 3 and 6. A metamagiced spell is cast at a higher HP cost: the standard HP cost for the spell plus the HP cost for all metamagic being applied to the spell. The GM has the final say as to what metamagic effects do or do not make sense to use with a particular spell. Multiple metamagic effects can be applied to a single spell; however, each metamagic effect after the first adds an additional +1 to the HP cost of the spell.

Empower Spell - All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell adds +4 to the HP cost of the base spell.

Enlarge Spell - You can alter a spell with a range of close, medium, or long to increase its range by 100%. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, are not affected. An enlarged spell adds +2 to the HP cost of the base spell.

Extend Spell - An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected. An extended spell adds +2 to the HP cost of the base spell.

Widen Spell - You can alter an area shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell adds +6 to the HP cost of the base spell.

Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death. A character heals either 1 STR point or twice his level hit

points per full day of total rest. A night of rest will allow a character to recover 1 Hit Point from damage and all Hit Points used to cast spells. STR lost to damage must be recovered before hit points from damage can be recovered.

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round.

Initiative: Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing.

Melee attack bonus = STR bonus + Level
Missile attack bonus = DEX bonus + Level
Magic attack bonus = MIND bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), it's a hit. A Natural 20 is an automatic hit and if the roll would normally hit, the hit is a critical doing maximum damage. A natural 1 always misses.

Fighters, Rangers, and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

There are no "iterative attacks" in Advanced Microlite20 OSS. However, for fighting classes if the total melee attack bonus is +6 and the attacker drops or slays a foe, he is granted one additional attack against another opponent in melee weapon striking distance that round. As long as the Fighter, Paladin, or Ranger is dropping foes, he can continue attacking others until one does not fall to the might of his weapon.

Add STR bonus to Melee damage, x2 for 2-handed weapons.
Armor Class (AC) = 10 + DEX bonus + Armor bonus.

Special Combat Situations:

Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them - this attack is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

Ranged Attack into Melee: Shooting or throwing into a crowded melee is not a good idea, there's a 50% chance you'll hit a friend instead of an opponent. Fighting classes may take -4 to hit to avoid hitting a friend.

Dodge: A character who is not making an Active or Full Attack may forgo his next attack at any time and dodge out of the way. Roll 1d20 + DEX bonus + Physical Combat Bonus. The total is the character's effective AC until his next attack. If it's lower than his real AC, well, the character zigged when he should've zagged. The GM may modify the roll by +2 or -2 (or more) to reflect the terrain and cover of the area.

Aid Another: A character who can make a melee attack on an opponent engaging an ally in melee combat can help that character attack or defend by distracting or interfering with an opponent. Make an attack roll against AC 10. If successful, the ally gains either a +2 (+1 at levels 5, 10, 15, etc. for fighting classes) bonus on his next attack roll against that opponent or a +2 (+1 at levels 5, 10, 15, etc. for fighting classes) bonus to AC against that opponent's next attack (aiding character's choice), as long as that attack comes before the beginning of the aiding

character's next turn. Multiple characters can aid the same ally.

Grapple: A character can make a grapple attack on an adjacent target. A successful attack roll means they are then grappled with their target. When grappled, both the attacker and the defender's AC becomes 10 and neither can make move actions. When grappled, the defender can't make normal actions and must make opposed rolls (1d20 + PCB) against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

Knockout Blow: A character can attempt an armed melee attack against an adjacent creature to stun them. On a successful hit the target is stunned one minute for every point the attacker rolled higher than their defense. Rogues add their level in minutes to this time.

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence.

Other Hazards

Falling: 1d6 damage per 10', half damage on DEX save. DC=depth fallen in feet

Spikes: add +1 point to falling damage per 10' fallen, max +10

Poison: STR save to avoid or for half, depending on poison.

Effect varies with poison type.

Extreme Heat & Cold: If not wearing suitable protection, STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Action Points

All characters have 1 action point per character level. Actions points may be used to simulate a heroic effort by a character or to simulate a lucky break. Action Points recover 1 per day of total rest in safe surroundings.

Heroic Effort: Each action point spent on heroic effort allows the player to roll a 1d6 and adjust any single die roll affecting the character or made as a result of the character's actions in the character's favor by the amount rolled. The action point must be expended before the die roll to be adjusted is made. An action point may also be spend on Heroic Effort to allow a spell-caster to continue to cast a spell if hit during casting.

Luck: Spending one action point for luck will cause a minor bit of good luck to come the character's way. Spending two action points for good luck will cause a major bit of good luck to come the character's way. In both cases, the GM decides exactly what the good luck is, but it should be helpful in a minor/major way to the character's immediate situation.

Second Chance: Spending one action point allows the player to reroll any roll he just made, but he must accept the result of the new roll even if it is lower. Exception: Using a second chance for a failed "save-or-die" roll changes the result to the minimum needed for success.

Shake Off Fatigue: Recover half your lost hit points instantly. This counts as an action.

Strike Now: The character can take his action right now instead of waiting for his normal strike speed position to come up. This cannot be used to cast a spell over 3rd level or if the character has taken a defensive Combat Stance for the round (Full Defense or Active Defense).

Level Advancement

Characters get Experience Points (XP) when their party defeats

monsters. (Note that monsters can be defeated without being killed.) Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.: 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc. Add +1 or +2 XP (GM's discretion) if the foes have dangerous special abilities. Characters who do not participate in the encounter in some way do not get XP for it.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like. The GM should assign XP depending on the situation (usually from 1 to 5 XP). Characters can also lose up to 5 XP for generally ignoring their alignment or other very poor roleplaying.

Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns 1 XP for each 100gp so spent.

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials and treasure spent. When the total is equal to 25 x your next level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Each level adds:

+1d6 to Hit Points

+1 to all attack rolls

+1 to a single skill bonus (player choice)

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND.

If the level divides by two (i.e. level 2, 4, 6, 8, etc.) select a new Talent.

Fighters gain +1 to their attack and damage rolls at levels 5, 10, 15, etc. Paladins gain +1 to their saving rolls at levels 5, 10, 15, etc. Rangers gain +1 to their attack and damage rolls with ranged weapons at levels 5, 10, 15, etc.

Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

Example: Four newly minted second level adventurers have just completed a dungeon adventure. They each have 36 XP and need 75 XP to reach third level. Their expedition was extremely successful. They defeated 22 XP worth of monsters and earned 7 XP from traps and other GM specials for a total of 29 XP each. The party's cleric earned 4 XP for great roleplaying while risking her life to save the party from an angry spirit. The party also found and recovered 2900gp in treasure from the dungeon. That's 725gp each. The cleric decides to donate the entire sum to her temple, and earn 7 more XP. This gives her 40 XP for a total of 76 XP. She advances to 3rd level and resets her XP to 0. The other party members earned 29 XP each for a total of 65 XP each. They remain 2nd level.

Monsters

Use the monster descriptions from the SRD, ignoring unneeded stats, feats, etc. To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, magic save = 10 + level, all attack bonuses = level, damage = 1d8 for ordinary claws, bites, and weapons, 2d8 for large maws, giant clubs, 3d8 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Monster Reactions: Some monsters (like skeletons guarding a

tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the MIND bonus (and any other appropriate modifiers) to the roll and consulting this table.

Adjusted Reaction Roll	Result
2 or less	Very Unfavorable
3-6	Unfavorable
7	Neutral/Uncertain
8-11	Favorable
12 or more	Very Favorable

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

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The author would like to thank the following individuals who sponsored the production of Advanced Microlite20 OSS and Microlite75 by making donations to the RetroRoleplaying Cancer Fund to help pay the huge cancer bills treating my wife's Stage 3 Oral Cancer without insurance ran up.

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Many Microlite20 gamers know that Randall Stukey (of RetroRoleplaying.com), the author of Microlite74, is trying to raise funds to pay the bills from his wife's oral cancer treatments. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna (successful so far) cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the RetroRoleplaying Cancer Fund (via PayPal) and help them pay their bills. Everyone who donates any amount at all get a password giving them access to a number of special downloads. Some of the currently available downloads include the following (See <http://www.retroroleplaying.com/content/retroroleplaying-cancer-fund-special-downloads> for more information).

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 and The Grimoire #2)
- pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECMI campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984).
- Microlite74 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat -- with artwork is by Håkan Ackegård and incorporating the rules from the supplement, giving you all the rules currently available for Microlite74 in one booklet. The text has been reformatted into a single column in a large enough font to easily read.

A copy of the Microlite75 Special Edition and the Advanced Microlite20 OSS Special Edition will also be available to donors as soon as the games are completed and Special Editions for donors are produced. To get access to these downloads, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal link below.

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Notes on "Old School" Play

While Advanced Microlite20 OSS is designed using tried and true "D20" systems filtered through the Microlite20 rules, it is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This section will give a brief overview of "old school" play.

What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best course of action to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

Skills Rolls Downplayed: Unlike most modern RPGs, skill rolls are downplayed in Advanced Microlite20 OSS. While the streamlined five skills of Microlite20 are used, players only make skill rolls when the GM determines that a random result is needed. Instead, players are intended to have their characters act like adventurers, just telling the GM what they are trying to do. The GM will decide (based on the character's class, background, skills, talents and the players description of what the character is trying to do) if the attempt succeeds or fails. The GM may ask for a particular skill roll if he thinks a random result is needed. So don't search your character sheet or the rules for the perfect solution in Advanced Microlite20 OSS. Instead, you just tell the GM what your character is trying to do. If you need to keep a door open or shut, you might tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

No Assumption of "Game Balance": Old style game sessions aren't about carefully balanced characters (who are all able to shine equally at all times) who only run into situations carefully designed by the GM to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party's current abilities or which will waste the party's resources for little gain can be avoided. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Advanced Microlite20 OSS takes this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as

it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience – and monsters don't have to be killed to be defeated (and get XP for them).

Forget "Rules Mastery": Player skill in "old school" style games isn't about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Advanced Microlite20 OSS tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. It's faster and helps players immerse themselves in their character and the game world instead of in rule books. Both players and GMs should remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite20 OSS.

Styles of "Old School" Play

If you read some "old school" blogs, forums, and web sites, you might get the impression that there is only one "old school" style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old "Tomb of Horrors" module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as "Killer GMs" (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two over the others.

Power-Gaming: Many players start out playing in this style. Many soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. They are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor's Hammer to knock him out. Then I cut off his head with my vorpal blade.") There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This was probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure. Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this still. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investment in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" by having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters' actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article "Aspects of Adventure Gaming" in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of "old school" play back in the "old school" days – not just the single style stressed in "old school" blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the wargaming camp. Most successful campaigns back in "old school" days were a mixture of all four major styles – and a heaping helping of minor styles.

Advice for the New Old School Gamemaster

If you are comfortable running a rules-light game like standard Microlite20, you'll probably have no trouble running Advanced Microlite20 OSS as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You've already learned to just make a ruling that you think fits the situation and keep the game moving.

The greatest change between Microlite20 and Advanced Microlite20 OSS is the modification of character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make a search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if their description of what they are doing a) would most likely solve the problem, b)

wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough, the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make a Subterfuge skill roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

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Free Rules-Lite Games * Old School Play with Modern Mechanics

Argo

by Mike Berkey (michael.berkey@gmail.com), Copyright 2010. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.microlite20.net>.

It is the dawn of history. Your characters are heroes of ancient Greece, who sail the waters of the Aegean, trek through the vast stretches of unknown land beyond the few points of light comprising the first civilizations. This is not the history of our world, it is a world where magic exists and the gods still walk the Earth.

Direct influences are movies such as the old Ray Harryhausen sword and sandal epics and games such as *Titan Quest*, *God Of War* or *Mazes and Minotaurs*.

Warning, this does make some use of the SRD, because retyping lists really sucks. The design goal is to make a somewhat different-flavored D&D that remains compatible with the SRD, but plays fast...with a much smaller barrier to entry for newbies.

Stats

Argo uses four stats: **Strength, Dexterity, Intelligence, and Charisma.**

Roll 4d6, dropping the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for the remaining stats.

Your stat bonuses are **(STAT-10)/2, rounded down.**

Races

Human. Humans get one extra Mastery ability (for a total of 2 at first level).

You also have the option of declaring yourself to be of an **epic bloodline**. In exchange for another Mastery ability (for a total of 3 at first level), the gods decide to take an interest in you because of your ancestry. This is rarely a good thing.

In exchange for the extra ability, whenever you roll a natural 1 on a d20, roll d6: 1 Wandering monsters show up, 2 Everyone in the party takes a -1 to all rolls for the next hour, 3 An important item disappears from a random party member's inventory, 4 Something nearby catches on fire, springs a leak or otherwise takes damage, 5 The weather takes a turn for the worse, 6 Roll twice.

Additional Mastery picks at level 1 must be different—you can not stack them initially.

Primordial. "Primordials" represent a broad category of creatures that borrow elements of animals or magical creatures and blend them with human stature and intelligence. Satyrs, Centaurs, Harpies, Nymphs, they all fall under this category. Describe what you are, then give +2 to one stat. Another stat is penalized by -2 and you gain a special ability.

Talk over the specifics with your GM—examples could be flight, the ability to put foes to sleep by playing the pipes, thick scaly hide, +2 to an ability score, claws, the ability to breathe underwater, etc.

If you take another -2 penalty on top of that, you can have 2 special abilities.

Examples:

Centaur. +4 Str, -2 Dex, -2 Cha. Centaurs have four legs. They are fast, more stable than bipedal creatures and can carry more.

Naiad. +2 Cha, -2 Str. Naiads can breathe underwater and swim with preternatural ability.

Satyr. +2 Dex, -2 Int. These goat-legged creatures can play the pan flute, causing a magical drowsiness in all who listen (victim's Int+Know vs the Satyr's Cha+Subt, takes a few minutes to have any effect). At the GM's option, this ability can cause more varied effects as the Satyr grows in experience.

Note that these are only suggestions. It's perfectly acceptable for 3 different versions of the same "race" to appear in the same party, if their respective players want to emphasize different aspects. One Satyr could be Dexterity-intensive, while another could be Charisma-based, for example.

Classes

	Hit Points	Mastery
Hero	10+Str bonus/level	War
Rogue	8+Str bonus/level	Trickery
Sorcerer	6+Str bonus/level	Elemental, Nature, or Prophet
NPC	4+Str bonus/level	None

Heroes are warriors, masters of hand to hand combat. Play a Hero if you want to go toe to toe with your enemies and find glory in battle.

Rogues are cunning, masters of deceit. Be a Rogue if you want to outwit your enemies, like Odysseus.

Sorcerers are masters of magic. Be a Sorcerer if you want to control the forces of nature, the elements or find wisdom in the flows of time.

NPC's are non-adventurers. The village black smith, the local priest, the scholar who teaches in the town square—they do not have access to Masteries but can choose as many Trained Skills as they need to perform their jobs adequately. This is not a player character class—it is simply listed here for completeness.

Hit point totals in this version of Microlite start out smaller, but inflate faster. They are also not randomly rolled. Monsters, however, have random hit dice, as per the standard d20 SRD.

Skills

There are four skills : **Communication**, **Knowledge**, **Physical**, and **Subterfuge**.

Communication skill covers interaction with other people and creatures. Bluffing, seduction, diplomacy, bribery, out-and-out lying, it's all here.

Knowledge is your grasp of the occult, how the world works, philosophy, history and the ways of the gods.

Physical. If it's something physical that you do, this skill probably covers it. Jumping, riding a horse, climbing and so on.

Subterfuge. Skulduggery, sneaking around, disarming traps and other such things.

Trained Skill. Each character must choose 1 skill they are best at (called your **"Trained Skill"**). Your rank in that skill will be at your level+3. All other skills will be at half your level, rounded down, plus one ((Level/2)+1).

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Roll equal to or higher than the given Difficulty Class to succeed. Difficulty Class (or DC) is a number chosen by the GM to represent the difficulty of a skill roll. It ranges from 10 on the low end (dead easy) to 30 – 40 on the high end (nearly impossible). An average DC would be around 20.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + INT bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no "saving throws" in this game; use Physical + STR or DEX for Fortitude and Reflex saves. Will saves are usually Know or Subt + INT. Whenever a "saving throw" is referenced, this is what it is referring to.

Taking 10. When your character is not under direct pressure or otherwise being distracted, you can "take 10". Instead of rolling d20 for the skill roll, treat the result as 10 and calculate the skill check accordingly.

Taking 20. If the task in question allows the leisure of repeated attempts and you have plenty of time—at least 5 – 10 times more than usually required to perform a skill and are not under direct pressure or otherwise being distracted, you can "take 20". Instead of rolling d20 for the skill roll, treat the result as a 20.

Masteries

Masteries represent special skills and class abilities. Every time you advance a level, choose one ability from the list. Many abilities can be taken several times—if it stacks, it will say so in the description.

Every 4th level, you can choose from any Mastery, including your own, if none of the other Mastery's abilities appeal to you. This replaces your normal level pick.

Companions, henchmen and followers will be created and statted out by the GM.

Elemental

- **Cast Air Spells**
- **Cast Earth Spells**
- **Cast Fire Spells**
- **Cast Water Spells**
- **Elemental Companion.** Can be any creature within reason—just describe it. Tiny elementals, miniature dragons, and small demons are all appropriate. It will be half your level, rounded down. If taken again, your companion's level will increase to your own.
- **Existing companion** gains a special ability (fire breathing, another exceptional movement ability, spellcasting, etc).
- **Forceful.** Once per day, reroll any spell result, picking the more favorable of the two rolls. Can only be taken once.
- **Gain** +1 to saves vs the elements, with a maximum of +5.
- **Gain** DR 1 vs elemental damage, with a maximum DR of 5.
- **Gain** +5 SP, can only be taken once.

Nature

- **Cast Animal Spells**
- **Cast Healing Spells**
- **Cast Plant Spells**
- **Cast Sun Spells**
- **Animal Companion.** Can be any animal within reason. It will be half your level, rounded down. If taken again, your companion's level will increase to your own.
- **An additional companion** if you already have one.
- **Gain an enhanced sense.** Sharp hearing, keen eyes, can track by smell, see in the dark, whatever you like, with GM approval.
- **Immune to diseases and poisons.**
- **Intuition.** An innate ability to sense trouble in the air. Once per adventure per level, you can make a Int + Subt roll vs DC 15. If successful,

you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. In addition, all initiative rolls for the character will be at +1.

- **Shapeshift into medium or small creatures.**
- **Shapeshift** is extended to Large creatures.
- **Shapeshift** is extended to Tiny creatures.
- **Vital.** +1 hp per level, takable once. Increases are retroactive.

Prophet

- **Cast Good (or Evil) Spells**
- **Cast Knowledge Spells**
- **Cast Law (or Chaos) Spells**
- **Cast Luck Spells**
- **Cast Trickery**
- **Cast War**
- **Foresight.** Reroll any failed skill check, once per day. Can be taken again, up to two times, for a maximum of 3 uses per day.
- **Powerful.** Gain +1 per level to your Spell Point total, takable once. Increases are retroactive.
- **Soothsayer.** Gain +1 to your Communication skill, up to a maximum of +5.
- **Wise.** Gain +1 to your Knowledge skill, up to a maximum of +5.

Trickery

- **Agile.** +1 to AC in situations where the character can move freely, up to a maximum of +5.
- **Backstab.** +2d6 damage if the character can sneak up behind a target, maximum of +10d6.
- **Crafty.** One of your other skills is now Trained.
- **Deceitful.** Gain +1 to your Subterfuge skill, up to a maximum of +5.
- **Luck.** Once per day, you can reroll any damage taken, taking the lesser value. This can be taken again two more times, each time giving an extra use.
- **Traps.** You can set traps, if given enough time. If the enemy fails to notice them (Int + Subt vs Int + Subt), they either take 1d6 damage per level (10d6 max) or are temporarily set back in some nonfatal way (1 round/level or -1/level to some appropriate roll or ability score).
- **Tricky.** There's a +5 DC penalty for enemies to detect a Trap. Can be taken twice.

- **Henchman.** The henchman will be half your level, rounded down.
- **Gain 2 extra henchmen** if you already have one.

War

- **Armor Mastery.** When wearing armor, the character gains DR 1, with a maximum DR of 3.
- **Flurry.** Can perform a flurry of attacks. A flurry allows you to gain an additional attack per round in exchange for a -2 to hit on all attacks per round. Choosing this repeatedly gives you an additional attack at an additional -2 penalty on all attacks (e.g. 2 attacks at -2, 3 attacks at -4 and 4 attacks at -6). 4 attacks per round is the maximum. You can opt to attack fewer times than you are capable of in order to be more accurate.
- **Shield Mastery.** +1 AC when using a shield, with a maximum +3 bonus on top of the shield's bonus.
- **Tough.** Gain 5 hp, can be taken repeatedly.
- **Vigorous.** Gain +1 to your Physical skill, up to a maximum of +5.
- **Weapon Mastery.** +1 to hit and damage with a maximum bonus of +5.
- **Gain a follower.** This follower will be half your level, rounded down.
- **Gain 2 extra followers** if you already have one.

Magic

Once you choose a Cast ability, you immediately gain a bank of spell points equal to 4 SP/Level, plus or minus your Int bonus (or penalty). Your intelligence bonus is NOT added per level, it's a one time bonus (or penalty).

Spell points are spent when casting spells, at the following rate:

Spell Level	1	2	3	4	5	6	7	8	9
SP Cost	1	3	5	7	9	11	13	15	17

Any SP spent are recovered after a full night of rest.

Which spells can be cast depend on what abilities you've chosen from your Mastery list. Each ability corresponds to the list of Domain spells in the SRD under Clerical spell lists. So, if you can cast Fire and Water spells, then you may choose any of the 18 spells listed under the Fire and Water domain lists in the SRD. You do not get domain powers.

Choosing another "Cast" expands your spell selection, but not does not give you additional SP per day.

You can cast a maximum spell level equal to one half your level, rounded up, or your Intelligence modifier, whichever is higher.

Spells are subject to GM approval—for example, if the text says you can summon and control high level monsters and you're still low level, then the GM can rule that the monsters that do show up are fairly weak...or he can make the spell unreliable in other ways.

Combat

If HP reaches 0, you are unconscious and dying. If you aren't bandaged or otherwise healed by the end of combat, you must roll Str+Phys vs DC 20 or die. If you make the save, you recover to 1 hp after a few hours. If a dying character is struck again, he dies instantly. Hit points heal naturally at the rate of 1 point per level per day, double that if under full bed rest with medical attention.

A combat round lasts 6 seconds. The order in which characters and NPC's act is called "initiative order".

Roll d20 + DEX bonus for initiative order. Highest total acts first, then next highest, etc. Only roll once, on the first round of combat—the order stays the same for subsequent rounds.

Everyone can do one thing each round: move, attack, dodge, etc.

Melee attack bonus = STR bonus + Level
Ranged attack bonus = DEX bonus + Level
Armor Class (AC) = 10 + armor + DEX bonus + other bonuses.

Add attack bonus to d20 roll. **If equal to or higher than your opponent's Armour Class (AC), it's a hit.** Natural 20 is automatically a critical, doing maximum damage.

Rogues and Heroes can use DEX bonus + Level as their Melee attack bonus instead if wielding a light weapon.

This version of Microlite20 does not use iterative attacks. All additional attacks that do occur (from a Hero's flurry, for example) do so more or less simultaneously.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Cover. If you duck behind an object, you can gain +2 to +10 to your AC against ranged attacks, depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this AC bonus may also apply to saves if the GM allows it.

Dodge. You can forgo your next attack at any time and dodge out of the way. Roll Dex + Phys. The total is your effective AC until your next attack comes up. If it's lower than your real AC, well, you zipped when you should've zagged.

The GM may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

Grab. Make a hit roll on your target. If successful, the target and attacker make opposed Phys+Str rolls. If the attacker wins, the target is grappled and loses his Dex bonus to AC (if positive). If the target wins, the grapple fails. Every time the target's action comes up he can make another opposed roll to either throw off the grapple or reverse the grapple.

Every time the attacker's action comes up, he can do something, such as inflict unarmed damage, strip an item from them, or move or throw the target somewhere (potentially also doing unarmed damage). It's the GM's judgment call if an action is reasonable or not.

Ranged Combat. Shooting an arrow into a crowded melee is not a good idea—if you don't take a -4 to hit, there's a 50% chance you'll hit a friendly instead of an opponent.

Ranged Penalties. If your target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using (judgment call), take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Smash. The player can take a -4 penalty to hit and deliver a powerful blow to his enemy, causing an additional die of damage. For a -8 penalty, they can cause two additional dice. If the weapon is not magical and causes more than twice its maximum damage (e.g. 8x2 = 16 for a spear), then it causes the listed damage and shatters.

Two weapons. You can wield two light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. It's up to the GM what counts as a light weapon. This does stack with a flurry.

Other Hazards

Falling: 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet, maximum DC 30, maximum damage 20d6.

Extreme Heat & Cold: If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Lava: 2d6 damage per round exposed; much more if completely immersed. Damage continues until lava is removed or quenched.

Poison: Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Spikes: add +1 point to falling damage per 10' fallen, max +10.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. e.g.: 1 skeleton = EL1. 2 skeletons = EL2. 4 skeletons = EL3, etc.

Add up the Encounter Levels (EL's) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

- +The class's listed Hit Points (plus or minus Strength bonuses)
- +1 to all attack rolls
- +1 to your Trained skill(s)
- +1/2 to all other skills

Example: The 1st level adventurers have just completed a mission, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX, INT or CHA.

A new Mastery pick is gained every level. Every 4th level this Mastery pick can be from any Mastery list.

Equipment

For simplicity's sake, wealth is tracked as per the SRD.

1 gold piece = 10 silver pieces = 100 copper pieces.

Barter is also fairly common and is handled by opposed Cha + Comm rolls. Every 1 point the roll is won by adjusts the resulting price by 5%, to a maximum of 50% or 150% of the cost, depending.

Hero 150 gp
 Rogue 125 gp
 Sorcerer 75 gp

Weapons	Damage	Cost	Ammo Cost	Notes
Axe, Battle	d8	20 gp		
Axe, Hand	d6	6 gp		Ranged
Club	d6	5 gp		
Dagger	d4	2 gp		Ranged
Dart	d4	5 sp		Ranged
Javelin	d6	1 gp		Ranged
Net	--	20 gp		Ranged, Entangles*
Short Bow	d6	30 gp	1 gp per 20	Ranged, Two-handed
Short Sword	d6	10 gp		
Sling	d4	2 sp	1 sp per 10	Ranged
Spear/Trident	d8	15 gp		Ranged
Staff	d6	2 sp		Two-handed
Sword	d8	15 gp		
Unarmed Strike	d3	--		

* Entangles the opponent if he fails a Str + Phys check versus your Str + Phys.

Armor	Rating	Cost
Leather Armor	+2	30 gp
Scale Armor	+3	80 gp
Cuirass	+4	180 gp
Helmet	+1	20 gp
Shield	+1	10 gp
Shield, Tower*	+4	30 gp

* When using a tower shield, all attack rolls are at -2 due to the weight of the shield. However, the shield can count as cover, especially when used as part of a phalanx.

Cuirass and Leather Armor do not stack. Helmets and Shields, however, can be worn without armor, adding their respective bonuses.

Other Equipment:

For the sake of simplicity, equipment and services are per the SRD, with GM approval.

Magic Items:

Magical equipment exists in this setting, but is almost always either legendary (e.g. "The Mask Of Agamemnon") or of divine origin. There is no generic nameless "Sword +1", or if it does, it has a name like "Telus' Last Stand" and has a story behind it.

In any case, magical items can not be bought as part of the character creation process and if they do appear on the market, they tend to be rather expensive and sought after.

Potions work as per the SRD and are relatively common. The existence of other types of magic such as scrolls is up to the GM.

Example items:

The Sandals of Apollo. When worn, the player can fly at a fast running pace with no fatigue for up to 30 minutes per day.

Xenophon's Edge. A short sword +2 with unusual script along the blade. When a critical strike is achieved, the writing briefly glows and cures 1d6 hit points of damage to the wielder.

Foes

Templates:

Colossal. Turns a "normal" monster, creature or NPC into something several times as big.

- Double HD (or add 8, if greater)
- -4 initiative if based on a monster or creature, -2 if based on a PC race
- Double number of damage dice
- Add +5 damage to their melee attacks
- Add an additional +5 hp per hit die
- If any of their special attacks allow a save, increase the save DC by +5.
- If Strength is important, add another +10 to their total (already figured into previous bonuses)

Colossal versions of creatures often have special attacks involving throwing objects, grabbing victims or stomping on them.

Extra hit dice count for attack bonuses and hit points, but do not otherwise count as experience levels if the creature originally had class levels.

Example: Cyclopes. Hero-3, Colossal. 3 levels PC class + 8 HD. Str 26 (+8), Dex 10, Int 6 (-2), Cha 6 (-2). HP 154 (54 for Hero, plus another 8d8+64 for the colossal HD bonus, average result used). AC 15 (+4 Cuirass, +1 Shield). Initiative -2. Club +19 (2d6+8) or Fists +19 (2d3+8). Physical +6, all other skills at +2. Armor Mastery DR 2, Flurry. Has a quiver of magic javelins that cast a 6th level lightning bolt when used. Using a

javelin expends it.

Another example: Colossal Snake, Giant Constrictor. 22d8+69 (168 HP), AC 15, Initiative -1, Bite +24 (2d8+15) or Tail Lash +22 (2d8+15, target must roll Str+Phys vs DC 17 or go flying several yards and fall down). If the bite hits, it can Grab at Str 35. It then squeezes for 2d8+15 per round.

Construct. Greek mythology and (more importantly) the modern retellings of Greek mythology brim with wondrous mechanical constructs—metal soldiers, mechanical bronze bulls, clockwork owls and all other sorts of wonders.

Take a creature, NPC or monster as a base.

- Base hit die type becomes d10
- Add 2 hp per hit die or level
- Increase damage to the next higher die type
- Add +2 damage to their melee attacks
- Increase Strength by +4, if important (already figured into previous bonuses)
- If man-sized, add DR 1/magical weapons
- If bigger than man-sized, DR 3/magical weapons
- If gigantic, DR 10/magical weapons

Constructs can't heal—they can only be repaired and they are unaffected by poison, disease or mind-affecting magics. They are also slower than their biological counterparts, moving half as fast.

Reduce initiative to -1 if larger than man-sized, otherwise +0. They may also be vulnerable to rusting or corrosion, depending on what material they are made from.

Sample Creatures:

Bear. 6d8+24 (51 hp), AC 15, Initiative +1, Claw +11 (1d8+8) or Claw +11/+11 (1d8+8)/Bite +6 (2d8+4). If a claw hits can attempt to Grab with Str 27.

Boar. 3d8+12 (25 hp), AC 16, Initiative +0, Gore +4 (1d8+3).

Bull. 5d8+15 (37 hp), AC 13, Initiative +0, Gore +8 (1d8+9).

Chimera. 9d10+27 (76 hp), AC 19, Initiative +1, Bite +12 (2d6+4) or Dragon Head Bite +12 (2d6+4)/Snake-Tail Bite +12 (1d8+4)/Goat Head Gore +12 (1d8+4)/Claw +10 (1d6+2)/Claw +10 (1d6+2).

Has a breath weapon that can be used every 1d4 rounds for 3d8 damage—Dex + Phys vs DC 17 to save for half. For type of breath weapon, roll d6: 1-2 Cone of fire, 2 Bolt of lightning, 3 Poisonous spray, 4 Blast of cold, 5 Gout of acid. Also has keen senses and can fly clumsily.

Dog. 1d8+2 (6 hp), AC 15, Initiative +3, Bite +2 (1d4+1).

Golem, Bronze. 18d10+30 (129 hp), AC 28, Initiative -1, Slam +23 (2d10+11) or Slam +21/+21 (2d10+11) or Roar, DR 15/magic weapons.

Immune to most spells that allow spell resistance, metal body makes it vulnerable in unpredictable ways to earth spells. Electricity slows it for a few rounds and fire heals it. Roar can be used once per encounter, anybody within immediate ear shot must roll Str+Phys vs DC 20 or be stunned for 1d6 rounds. Can also throw boulders for 2d10+11 damage, +18 to hit.

Golem, Stone. 14d10+30 (107 hp), AC 26, Initiative -1, Slam +18 (2d10+9) or Slam +16/+16 (2d10+9), DR 10/magic weapons. Immune to most spells that allow spell resistance, stone body makes it vulnerable in unpredictable ways to earth spells.

Horse, Light. 3d8+6 (19 hp), AC 13, Initiative +1, Hoof -2 (1d4+1) or Hoof -2/-2 (1d4+1).

Kraken. 20d10+180 (290 hp), AC 20, Initiative +4, Tentacle +28 (2d8+12) or Tentacle +26/+26 (2d8+12). DR 1 (rubbery hide).

Can opt to do a Str 34 Grab with either tentacle. If grabbed, the Kraken will either crush for 2d8+12 with the tentacle or transfer the victim to one of its 6 shorter arms. These can maintain the hold and crush for 1d6+6. The kraken can also attack the victim with its mouth for 4d6+6. Tentacles have 20 hp if attacked directly, arms have 10.

Can also use sea-related weather magic, control weaker sea creatures and spray an enormous obscuring ink cloud over an area.

Lion. 5d8+10 (32 hp), AC 15, Initiative +3, Claw +7 (1d4+5) or Claw +7/+7 (1d4+5) and Bite +2 (1d8+2). If the bite hits, it can Grab at Str 21. When grappling, it can Rake +6 (1d4+2).

Manticore. 6d10+24 (57 hp), AC 17, Initiative +2, Claw +10 (2d4+5) or Claw +10/+10 (2d4+5)/Bite +8 (1d8+2) or Volley of 6 Spikes +8 (1d8+2, roll separately for each spike).

Medusa. 6d8+6 (33 hp), AC 15, Initiative +2, By weapon +8 (base weapon damage, no Str bonus). In addition to weapon attack, can also attack with Snakes +8 (1d4 plus poison). Str+Phys vs DC 15 to avoid poison. If failed, 2d6 Str damage, which heals at a rate of 1/day.

Also has a petrifying gaze, roll Str, Int or Dex plus Phys, Subt or Know (whichever's higher, depending on how the player describes their attempts to avoid the attack) vs DC 18 to avoid. Failure means being turned to stone permanently.

Pegasus. 4d10+12 (34 hp), AC 14, Initiative +2, Hoof +7 (1d6+4) or Hoof +7/+7 (1d6+4)/Bite +2 (1d3+2). Can fly.

Rat, Giant. 1d8+1 (5 hp), AC 15, Initiative +3, Bite +4 (1d4 plus disease). Str+Phys vs DC 11 to avoid disease. If failed, 1d3 days later, character develops a nasty fever.

Shark, Large. 7d8+7 (38 hp), AC 15, Initiative +6, Bite +7 (1d8+4).

Skeleton Warrior. 1d12 (6 hp), AC 15, Initiative +5, Rusty Sword +1 (1d6+1). DR 5/bludgeoning.

Snake, Giant Constrictor. 11d8+14 (63 HP), AC 15, Initiative +3, Bite +13 (1d8+10). If the bite hits, it can Grab at Str 25. It then squeezes for 1d8+10 per round.

Snake, Viper. 1d8 (4 HP), AC 17, Initiative +7, Bite +4 (1d2-2 plus poison). Str+Phys vs DC 10 to avoid poison. If failed, 1d6 Str damage, which heals at a rate of 1/day.

Spider, Large. 1d8 (4 hp), AC 14, Initiative +1, Bite +4 (1d4-2 plus poison). Str+Phys vs DC 10 to avoid poison. If failed, 1d3 Str damage, which heals at a rate of 1/day. Often lurks in webs which can ensnare weaker opponents.

Wasp, Giant. 5d8+10 (32 hp), AC 14, Initiative +1, Sting +6 (1d3+6 plus poison). Str+Phys vs DC 14 to avoid poison. Poison does 1d6 Dex damage, which heals at a rate of 1/day

Wolf. 2d8+4 (13 hp), AC 14, Initiative +2, Bite +3 (1d6+1).

Other appropriate creatures to convert from the SRD would be various animals and vermin, particularly of a giant or dire variety. Dinosaurs could also be very appropriate if you're planning on going with a more Ray Harryhausen tone.

Supporting Cast

Satyrs, Centaurs, human bandits and such are usually built the same way as characters, using the NPC class. Exceptional types such as main villains are built exactly as player characters.

Sample NPC's:

Child. NPC-1. Str 6 (-2), Dex 10, Int 8, Cha 10 (+1). HP 2. AC 12. Fists +1 (1d3-2). All skills at +1.

Farmer. NPC-1. Str 12 (+1), Dex 10, Int 10, Cha 10. HP 5. AC 10. Club +2 (1d6+1) or Fists +2 (1d3+1). Physical +4, all other skills at +1.

Guard. NPC-2. Str 14 (+2), Dex 10, Int 10. Cha 10. HP 12. AC 14 (+2 Leather, +1 Helmet, +1 Shield). Spear +4 (1d6+2). Physical +5, all other skills at +1.

Noble, Typical. NPC-4. Str 12 (+1), Dex 10, Int 14 (+2), Cha 14 (+2). HP 20. AC 15 (+4 Cuirass, +1 Helmet). Sword +5 (1d6+1). Communication +7, all other skills at +3.

Princess. NPC-4. Str 8 (-1), Dex 12 (+1), Int 10, Cha 16 (+3). HP 12. AC 11. Dagger +3 (1d4-1). Communication +7, all other skills at +3.

Oracle. Prophet-4. Str 6 (-2), Dex 12 (+1), Int 16 (+3), Cha 12 (+1). HP 16. SP 19. AC 11. Communication +7, Knowledge +10, all other skills at +3. Cast Knowledge, Cast Magic, Wise (x3). Blind.

Veteran. NPC-8. Str 16 (+3), Dex 14 (+2), Int 12 (+1), Cha 8 (-1). HP 56. AC 18 (+4 Cuirass, +1 Helmet, +1 Shield). Sword +11 (1d6+3) or Spear +11 (1d8+3). Physical +11, all other skills at +5.

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Stats

There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND). Scholars have a fourth stat, Sanity (SAN), set at 0.

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Hyborians get +1 to all skill rolls.

Barbarians get +2 to STR

Picts and Zamorians get +2 to DEX

Eastern Nomads get +1 to DEX, +1 to Physical and +1 to all attack rolls with Bows

Stygians get +1 to MIND, +1 to Knowledge and +1 to Subterfuge

City Dwellers get +1 to MIND, +1 to Subterfuge, +1 to Communication

Classes

The classes are Fighter, Rogue, Scholar and Noble. Characters begin at Level 1.

Fighters wear any kind of armour and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls.

This increases by +1 at 5th level and every five levels afterwards

Rogues can use light armour. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack

Scholars wear no armour. They gain a +3 bonus to Knowledge. A scholar can choose to learn a magic spell with every new level, provided he is given access to training, or ancient books of horrible truths. A scholar can instead choose to gain an extra +1 to Knowledge. A Scholar is given one spell at the outset of the game. A Scholar that is a priest for a benign deity (such as Mitra) should pick Exorcism as his first spell, and then use his spell slots to increase his Knowledge.

Nobles can wear any kind of armour and use shields. They gain a +3 bonus to Communication. They also gain the ability to Lead a number of followers up to their Level + Communication rating. The Noble gives an order, and those who he Leads who decide to follow his order gets a +1 bonus to their roll. All else being equal, NPCs will follow his orders.

Skills

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no "saving throws" in this game; use Physical + STR for Fortitude saves, Physical+ DEX for Reflex saves. , and Level + MIND for saves against magic or Will saves.

Magic

Scholars acquire spells one at a time. There are only two ways for a scholar to access new spells: discover a scroll or learn a spell from another scholar. There are no new spells created, only the discovery of ancient spells. At 1st level, a scholar has two spells. For every level advanced, a scholar may learn one new spell.

Casting a spell of any kind costs Hit Points. The cost is listed with the spell. A scholar may use the hit points of a sacrificial victim instead of his or her own. The victim must have enough hit points to pay for the entire spell.

This loss **cannot** be healed normally but is recovered after 8

hours rest. There is no need to memorize spells in advance.

The Difficulty Class (DC) for all spells is

10 + Caster Level + Caster's MIND bonus

Failed spells subtract 1d6 points from a Scholar's SAN. When SAN reaches -30 or more, the character is hopelessly insane.

Alchemy

Alchemy is the art of creating sorcerer items. To create an item requires 7 consecutive days of success against the DC for a given item. The greater the success in an attempt, the more days of success are rolled. Each attempt costs 3 hp.

Example: Rah-Imren the sorcerer is preparing Yellow Lotus Resin, a weak healing salve. He is a 5th level Scholar with a +6 Mind bonus. Preparing Yellow Lotus Resin is the easiest alchemical item to make at DC 15.

First attempt: Rah-Imren rolls 8. $8 (\text{roll } 1d20) + 5 (\text{Caster Level}) + 6 (\text{Mind Bonus}) = 19$. Success! Days of Success equals 19 (result of roll) - 15 (DC of Resin) which is 4. $4 / 2 = 2$. 2 Days of Success.

Cost 3 hp.

Second attempt: Rah-Imren rolls 15. $15 + 5 + 6 = 26$. Success!! Days of Success: $26 - 15 = 11$. $11 / 2 = 5$ (ignore fractions). 5 Days of Success for a total of 7 days of Success.

Cost: Additional 3 hp for a total cost of 6 hp.

If a scholar fails at any point, the days of success reduce to zero and he/she must start over or attempt it another time. Unlike magic, failure does not cost a Scholar Sanity points.

Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, dodge, parry, etc.

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

Dodge defence bonus = STR bonus + Level

Parry defence bonus = DEX bonus + Level

Defence rating is 10 + STR + Level. (Dodge) or 10 + DEX + level (Parry). A Light Shield adds +1 to a Parry bonus, a Heavy Shield adds +2 to Parry bonus. Shields do not add anything to a Dodge defence bonus.

Add attack bonus to d20 roll. If higher than your opponent's Defence Rating, it's a hit. Natural 20 is automatically a critical doing maximum base damage. If an attack is a hit, roll for damage and subtract the Armor Rating from that roll. The result is subtracted from the victim's hit points.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Other Hazards

Falling : 1d6 damage per 10', half damage on Phys+DEX save.

DC=depth fallen in feet

Spikes : add +1 point to falling damage per 10' fallen, max +10

Poison : Phys+STR save to avoid or for half, depending on poison.

Effect varies with poison type.

Extreme Heat & Cold : If not wearing suitable protection,

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Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Characters get Experience Points (XP) when their party defeats monsters. Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.: 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like. The GM should assign XP depending on the situation (usually from 1 to 5 XP).

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials. When the total = 20 x your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Each level adds:
+1d6 to Hit Points
+1 to all attack rolls

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX or MIND (player's choice).

Fighters gain +1 to their attack and damage rolls at levels 5, 10, 15, etc.

When a scholar advances a level, they may add one more spell to their repertoire. It is possible for a scholar to possess more spells than he or she can use.

Example: Three first level adventurers have just completed a quest to Stygia to harvest black lotus. They each need 20 XP to reach third level. Their expedition was extremely successful. They defeated 10 XP worth of monsters and earned 6 XP from traps and other GM specials for a total of 16 XP each. The party's scholar earned 4 XP for great roleplaying while distracting an enemy scholar so that the party's fighter could rescue a captive and for the successful creation of black lotus juice. The party's fighter received 2 XP for great roleplaying in using cunning instead of brawn in an encounter. The party's noble received a 2 XP for great roleplaying to using his influence to recruit a team to search for lotus. Each character has more than 20XP, so each advances one level to Level 2.

Spell List

****Spells are being developed. This is a placeholder for the future spell list. ****

Level 0

Petty Curse: -1 on next action

Exorcism: Lift Petty Curse or Curse

Manipulate: Move tiny object up to a foot (open door, tip bowl etc)

Hunch: +1 to next roll to detect or avoid danger, trap or ambush within an hour

Fascinate: Can trap the attention of victim for one round, give a -1 to any roll to notice anything but the caster

Level 1

Curse: -1 on STR, DEX or MIND bonus for the rest of the day

Speak to Animal: Can ask an animal one question. Response is limited by animals intelligence.

Level 2

Spying Bird: Cast on a small bird, the caster can direct its flight, and see through its eyes for 1 hour.

Level 3

Foresight: Bulletpoint overview of next room/scene/important event from GM.

Ward against Entities: A secret sign written on a hard surface that stops entities from Beyond

Level 4

Summon Lesser Entity: Each type of entity (demon, thing from beyond) is summoned through an individual spell.

Banish Lesser Entity: Each type of entity is banished through an individual spell

Level 5

Control Lesser Entity: Unless controlled, an entity will follow its own nature

Level 6

Summon Greater Entity: Each entity (demon, thing from beyond) is summoned through an individual spell.

Banish Greater Entity: Each entity is banished through an individual spell

Level 7

Control Greater Entity: Unless controlled, an entity will follow its own nature

Deadly Curse: The victim will lose 1hp per hour until dead

Level 8

Lift Curse: lifts any curse, including lycanthropy, madness and wasting diseases.

Level 9

Summon Divine Entity: Summon a Great One

Alchemical Items

****Alchemical Items are being developed. This is a placeholder for the future list. ****

DC 15

Yellow Resin

DC 20

Black Lotus Powder

DC 25

Black Lotus Wine

Creating Items

The GM guide will provide the system to create alchemical items and spells.

Monsters

Monsters will appear on a separate list.

M20 HYBORIAN AGE

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Microlite Conan: This is a trimmed down version of Mongoose Publishings Conan d20 game, using the excellent Microlite d20 format. You will need the Core Rules of Microlite to play Microlite Conan. Some design choices differ from those made in the original Conan game.

Stats: See the Core Rules. **Skills:** as in the Core Rules, plus the Survival Skill from the Expert Rules.

Cultures:

Hyborians get +1 to all skill rolls.

Barbarians get +1 to STR, +1 to Survival and +1 to Physical

Picts and **Zamorians** get +2 to DEX

Eastern Nomads get +1 to DEX, +1 to Survival and +1 to all attack rolls with Bows

Stygians get +1 to MIND, +1 to Knowledge and +1 to Subterfuge

City Dwellers get +1 to MIND, +1 to Subterfuge, +1 to Communication

Classes: The classes are Fighter, Scholar, Rogue, Ranger and Noble. **Fighters** and **Rogues** are identical to their Core Rules versions except that fighters also gain a +1 bonus to Parry every 5th level, rogues gain the same bonus to Dodge. There are no armour restrictions.

Scholars gain a +3 bonus to Knowledge. A scholar can choose to learn a magic spell with every new level, provided he is given access to training, or ancient books of horrible truths. A scholar can instead choose to gain an extra +1 to Knowledge. A Scholar is given one spell at the outset of the game. A Scholar that is a priest for a benign deity (such as Mitra) should pick Exorcism as his first spell, and then use his spell slots to increase his Knowledge

Rangers gain a +3 bonus to survival and combat bonuses as Fighters. They also gain a +1 bonus to Dodge like Rogues.

Nobles gain a +3 bonus to Communication. They also gain the ability to Lead a number of followers up to their Level + Communication rating. The Noble gives an order, and those whom he Leads who decide to follow his order gets a +1 bonus to their roll for that action. All else being equal, NPCs will follow his orders. Nobles gain bonuses to parry only just like Fighters.

Magic: Magic spells cost HP as per the Core Rules. There are only Arcane Spells, no Divine ones. Spells must be learnt one by one. A Scholar can learn a new spell every time he advances a level. Instead of paying the HP cost of casting a spell, a Scholar can conduct a human sacrifice to pay for the spell. The amount of HP cost that can be covered in this way is capped by the full HP total of the victim as well as the number of rounds spent conducting the sacrificial ritual. To cover a Level 2 spell, 5 rounds must be spent sacrificing an HP 5 victim.

Combat: as in the Core Rules except there is no armour class. The difficulty to hit is calculated as 10 + DEX bonus (Dodge), or 10 + STR bonus + Shield bonus (Parry). Parry can only be used if the opponent carries a weapon and/or shield. A suit of armour carries a damage reduction score, which is subtracted from the damage roll.

Level advancement: Same as in the Core Rules, but the GM is encouraged to attribute experience to the players based on the adventure and their performance taken as a whole. Scholars gain access to new spell levels just like Magi and Clerics in the Core Rules. Nobles gain a new title/nom de guerre at level 5,10,15,20 and an associated premium representing 20% of his current cash assets. Parry and Dodge gains are made every 5th level, Parry for Fighters and Nobles, Parry and Dodge for Rangers and Dodge only for Rogues. At every level, the character can increase four skills by one each.

Equipment

Currency: 1 gold piece is worth 10 silver pieces, 1 silver piece is worth 10 copper pieces.

Starting Wealth:

Fighter	125gp	Scholar	175gp
Rogue	100gp	Noble	350gp

Weapons:	Dmg	Cost	Shields:	Bonus	Cost
Unarmed	1d4	n/a	Light Shield	+1	7gp
Light Weapons	1d6	12gp	Heavy Shield	+2	25gp
Medium Weapons	1d6+2	20gp			
Heavy Weapons	1d6+3	50gp	Armour:	DR	Cost
Thrown Weapons	1d6	6gp	Light Armour	1	75gp
Bows	1d6+2	30gp	Medium Armour	2	150gp
			Heavy Armour	3	750gp

Adventuring Equipment and Mounts and Related Gear:

See the Microlite20 Equipment list.

Clothing:

Adjectives like “Dry” or “Warm” indicates what kind of weather conditions they are good for.

Simple Clothing	Cost	Luxury Clothing	Cost
Loincloth	1cp	Citizen's Outfit	20gp
Plain Hyborian Clothes	2sp	Noble's Outfit	75gp
Plain Eastern Robes	2sp	Ornate Noble's Outfit	100gp
Cool Nomad's Robes	4sp	Exotic Robes	150gp
Dry Woodsman's Clothes	5sp	Royal Outfit	300gp
Nordheimer's Warm Furs	8g		

Alchemical Concoctions:	Cost
Black Lotus: Poison - Causes 2d6 damage	100gp/dose
Purple Lotus: +1 MIND for 24 hours, then -1 for 24 hours	50gp/dose
Yellow Lotus: Induces sleep, and hallucinations	50gp/dose
Explosive Powder: Missile attack, 1d6 damage	20gp/dose

Prehistoric Microlite20

by PsychoSama

Think "Land of the Lost".

Stats:

There are 3 stats: Strength (STR), Dexterity (DEX) and Mind (MIND).

Share a total of three points between them. You can reduce one stat to -1 to get an extra point. These are your stat bonuses.

Race:

All characters in this game are of the same race, but because of the level of sexual dimorphism males and females have slightly different statistics.

Males get +1 to STR

Females get +1 to DEX

Both Genders have retractable claws capable of 1d4 damage, and get DR1 due to their tough hides.

Classes:

The classes are Warrior, Expert, and Caster. All characters receive three skill points to assign as they wish. Characters begin at Level 1.

Warriors add +1 to all attack and damage rolls. This increases by +1 at third level and every three levels thereafter.

Experts receive a free skill point and an additional skill point every other proceeding level.

Casters are capable of using either Shamanistic or Elemental magic and spell gains one level of Spell Mastery at first level and every four levels following.

Skills:

There are only 4 skills: Physical, Subterfuge, Knowledge, and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.

Skill roll = d20 + skill rank + whichever stat is most applicable to the use.

Please note that all rolls in the game can be further affected by situational modifiers and magical effects.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Hiding from a predator is Subterfuge + MIND bonus. Setting a trap is Subterfuge + DEX bonus.

Note that there are no "saving throws" in this game; use Physical + STR or DEX for Fortitude and Reflex saves.

Saving against magic (Will save) is usually MIND + your level.

To reduce the chances of failure on certain skill checks by assuming an average die roll result (10 on a d20 roll). You can't take 10 if distracted or threatened, such as during combat.

To assume that a character makes sufficient retries to obtain the maximum possible check result (as if a 20 were rolled on d20). Taking 20 takes as much time as making twenty separate skill checks (usually at least 2 minutes). Taking 20 assumes that the character fails many times before succeeding, and thus can't be used if failure carries negative consequences.

Spirit Points

The lives of the player characters are directly affected by the spirit world. Spirit Points represent the investment in time and energy that the spirits have placed in them, as well as their connection to the memory and skills of their past incarnations. Spirit points represent this by adding an additional die to their die rolls. When a player makes a roll for an attack, a skill check, or a stat check and is not satisfied by the result they can spend the point and roll a d6, add it to the total before the GM says if they succeeded on their 1st roll. They may spend only one point per round.

A character starts with 3d6 Spirit Points. As they spend them, they don't replenish on their own. Each level attained grants d6 points. Additional points may be gained by showing ones respect to the spirits through, rite, ritual, and religious observance. When they reach 8th level, when spending a point they get to roll 2d6 and take the better of the two rolls; at 15th level, they get 3d6, take the best of the three die.

Combat

A character has both wounds and vitality. Wounds represent their actual physical ability to absorb damage. Vitality represents both fortune in battle and the ability to press on unaffected despite minor injury or a close call. Wounds = STR X 2 + 10. Vitality Points = 2 + 4/Level. If Vitality reaches 0, the Character is injured. Further damage directly reduces Wounds.

The first time a character takes wound damage—even a single point—he becomes fatigued. A fatigued character can't run or charge and takes a -2 penalty to both Strength and Dexterity until he has rested or the damage has been healed. Additional wound damage doesn't make the character exhausted.

In addition, any time an attack deals wound damage to a character, he roll must roll Physical + STR v. 5 + number of wound points lost from the attack or be stunned for 1d4 rounds. During that time, any other character can take help the stunned character recover; doing so ends the stunned condition. If Wounds go below 0, the character is knocked unconscious and is dying. If a character reaches a number of wounds equal to the negative of their WP, they are dead.

Roll d20 + DEX for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR + Level.

Missile attack bonus = DEX + Level.

Magic attack bonus = MIND + Level.

Add attack bonus to d20 roll. If higher than your opponent's Defense, it's a hit. Then, subtract the target's Damage Resistance (DR) from the base damage to determine final damage. A natural 20 is a critical hit that strikes automatically, dealing damage directly to wounds.

Add STR to Melee damage, x2 for 2-handed weapons.

Defense = 10 + DEX + Defense Bonus + Enchantment Bonus.

Damage Resistance = Natural Armor + Worn Armor + Enchantment Bonus.

If a character successfully Sneaks (usually sub+DEX, but depends on situation) against a foe they can Sneak Attack, adding their Subterfuge skill rank to the damage of their attack. This ability may not be used with Magical Attacks.

A character may choose to make a Called Shot, adding their enemies DR to its Defense. If they hit, their blow does direct damage, ignoring DR. This ability may not be used with Magical Attacks.

A character may make a Called Shot Sneak Attack if they desire.

A character may choose to grapple with an enemy instead of attacking them. To grapple a character must roll a successful melee attack. If they succeed then test Physical + STR. If they succeed they've latched onto the enemy. To shake a grappling enemy a character may roll a contested Physical + STR roll.

A character in a grapple may not add their DEX bonus to their Defense nor may they move without first breaking the grapple.

To damage an enemy when grappled, roll a contested Grapple test. The Attacker takes a -4 unless noted and may only use light or natural weapons. If the attacker fails the roll, they do not do damage. If they succeed they do normal damage.

Magic

A Caster does not use a spell list, but manipulates raw magic to create any required effect. Because of the flexibility of the system however, it is recommended that the player note a few pre-prepared examples in advance to keep the game moving quickly.

To cast any spell the caster rolls his Magic Attack.

The Difficulty Class (DC) for casting all spells is Number of Spell Attributes - Ranks of Spell Mastery x 3 + Type of Spell

Code:

Spell Type	DC
Direct Damaging	Target's Defense
Stat affecting, Unwilling Target	10 + Affected Stat
Mind affecting, Unwilling Target	10 + Target's MIND
Self/ Willing Target	0

Inanimate Object 10*

*Special materials and locations may be more or less susceptible to magical manipulation.

Each spell cast (failed or otherwise) increases the DC by +2. An extended period of uninterrupted rest will reset the DC.

If a d20 rolls a natural twenty, add and roll again. If further natural twenties are rolled, continue adding and rolling.

For every 5 points (or part thereof) above the DC the caster may add 1 Attribute Level to damage, range, area of effect or duration. If they are unstated, then the defaults are used.

The Difficulty Class (DC) for resisting all spells is 10 + Caster Level + Caster's MIND + situation modifiers.

Please note that costs may be modified based on description of the spell and its effects. The below is only a general guideline. All spells and effects are subject to GM approval.

Code:

Spell Attribute	Default	Effect
Damage	0	Add 1d6
Heal/VP	0	Add 1d6
Heal/WP	0	Add 1
Stat/Skill Mod	0	Add 1 Stat\Skill Bonus\Penalty
Range	Touch	10 meters increase
Area of Effect	Target	4 meter radius increase
Duration/Combat	Instant	1 Round
Duration/Stat Mod	20 minutes	Add 20 minutes

There are two forms of Magic: Elemental and Shamanism. Elemental magic manipulates the elements to cause physical effects. Shamanistic magic manipulates the spirit world to cause metaphysical effects. A character may not use both forms of magic.

Level Advancement

Encounter Level = Hit Dice of defeated monsters (plus one step due to VP/Wounds) or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

+4 to Vitality Points

+1 to all attack rolls

+1 to all skills

If the level divides by three (i.e. level 3,6,9,etc.) add +1 to their defense bonus. If the level divides by five (i.e.

level 5,10,15,etc.) add 1 point to STR, DEX or MIND. Apply class based

Bestiary

Tyrant (Tyrannosaurs Rex with Spinosaurus features)

STR: +10 DEX: +1 MIND: -5

Huge Level 12 (60/60), DEF 14, DR 5, Bite (3d6+20) or Claw (1d8+5)

+5 to rolls to Resist/Dodge Fire Damage

Dragon

STR: +6 DEX: 0 MIND: -5

Huge Level 10 (50/44), DEF 11, DR 4, Bite (2d6+12) or Fire Breath (6d10) DC24 phys+DEX to dodge for half Flier

Sabrefang (Gorgonopsid Inostrancevia)

Large STR: +5 DEX: +2 MIND: -5

Level 6 (30/20), DEF 13, DR 4, Bite (2d6+10)

Terror Bird

STR: +4 DEX: +4 MIND: -5

Large Level 6 (30/18), DEF 15, DR 3, Bite (2d6+8)

Razorclaw (Deinonychus)

STR +3 DEX: +5 MIND: -5

Medium Level 3 (15/16), DEF 17, DR3, Rake (2d6+6) Claws (1d6+3) or Bite (1d6+2)

Razorclaws may only use their Rake ability while in a Grapple and suffer no penalty to attack

Swarmie (Compsognathus)

STR: 0 DEX: +4 MIND: -5

Tiny Level 1/4 (1/4), DEF 16, DR 0, Bite (1d3)

Prowler (Small Theriodont)

STR: +1 DEX: +1 MIND: -5

Small Level 1/2 (3/12), DEF 12, DR1, Bite (1d4+2)

Creeper (Small Cynodont Scavenger)

STR: -3 DEX: +2 MIND: -5

Tiny Level 1/8 (1/2), DEF 14, DR 0, Bite (1d3-3)

Vipertooth (Euchambersia)

STR: +2 DEX: +1 MIND: -5

Small Level 2 (10/12), DEF 12, DR 1, Bite (1d4+2 plus Poison)

Ogre

STR: +3 DEX -1 MIND -2

Large Level 3, DEF 9, DR 3, Claws (1d8+3) or Great Club (1d6+6)

Wrecker (Ankylosaurus)

STR: +10 DEX: -2 MIND: -5

Huge Level 9 (40/60), DEF 9, DR 16, Tail Slap (2d6+20)

Digger (Diictodon)

STR: -2 DEX: 0 MIND: -5

Tiny Level 1/4 (1/3), DEF12, DR0, Bite (1d4-2)

Bull Digger (Lystrosaurus)

STR: +2 DEX: 0 MIND: -5

Level 1 (5/14), DEF10, DR3, Bite (1d6+4)

Tusker (Placerias)

STR: +5 DEX: 0 MIND: -5

Level 4 (20/14), DEF 10, DR 5, Bite (1d8+10)

Boomer (Parasaurolophus)

STR: +3 DEX: 0 MIND: -5

Level 4 (20/32), DEF 9, DR 3, Slam (1d6+3) or Sonic Attack (stunned for d6 rounds, Mind + Level to resist DC 16)

Behemoth (Argentinosaurus)

STR: +16 DEX: -2 MIND -5

Gargantuan Level 16 (80/168), DEF 9, DR 4, Tail Slam (1d8+32), Kick (1d8+16)

Gargant (Sauroposeidon)

STR: +14 DEX: -2 MIND -5

Gargantuan Level 14 (70/152), DEF 8, DR 4, Tail Slam (1d8+28), Kick (1d8+14)

Shieldhorn (Triceratops)

STR: +6 DEX: 0 MIND: -5

Huge Level 8 (40/44), DEF 10, DR 4/11 (Front), Gore (3d6+12)

Spiketail (Stegosaurus)

STR: +5 DEX: 0 MIND: -5

Huge Level 8 (40/40), DEF 10, DR 8, Tail Spikes (2d6+10)

Devil Fish (Hyneria)

STR: +3 DEX: +2 MIND: -5

Large Level 5 (25/16), DEF 12, DR 3, Bite (1d8+6)

Bonehead (Pachycephalosaurus)

STR: +4 DEX: 0 MIND: -5

Large Level 4 (20/18), DEF 10, DR 3, Head Butt (1d6) or Charge (2d6+8)

Runner (Gallimimus)

STR: +2 DEX: +2 MIND: -5

Large Level 2 (10/16), DEF 11, DR 2, Bite (1d3+1) or Kick (1d6+1)

Greatwing (Quetzalcoatlus)

STR: +2 DEX: +2 MIND: -5

Large Level 4 (20/14), DEF 12, DR 0, Bite (2d6+4) or Claws (1d6+1)

Flier

Redfang Spider (Giant Mesothelae)

STR: -2 DEX: +3 MIND: N/A

Tiny Level 1/2 (2/4), DEF 15, DR 1, Bite (1d4-3 plus Poison)

Buzzer (Meganeura)

STR: 0 DEX: +2 MIND: N/A

Tiny Level 1/4 (1/3), DEF 14, DR +2, Bite (1d3)

Flier

Groundcomber (Arthropleura)

STR: +2 DEX: +1 MIND: N/A

Medium Level 4 (20/14), DEF 11, DR 7, Bite (1d8+2) or Irritant Spit (3d6*)

*Vitality damage only. Target may roll phys+DEX v. DC 16 for half. Target must Roll phys+STR v DC 15 or be blinded for 2d6 rounds.

Supercroc (Deinosuchus)

STR: +7 DEX: -1 MIND: -5

Huge Level 10 (50/50), DEF 12, DR 7, Bite (2d6+14)

Bigmouth Salamander (Rhinesuchus/Koolasuchus mix)

STR: +4 DEX: +1 MIND: -5

Large Level 4 (20/18), DEF 11, DR 1, Bite (1d8+4)

Microlite20 Bronze Age

by Kaiisaxo

Those campaigns are set in the bronze age/age of myth, as such they feature nymphs, gods and the like, however they reflect a bigger setting with particular rules for the supernatural that go beyond magic and extend further, this homebrew uses Purest Essence with the following changes:

Stats

No changes.

Skills

All 4 skills form the core rules.

Survival form the Expert rules.

3 New skills, Domain, Harmonizer & Mind Link, those are only available to selected classes or races.

Magic

Magic is cast using Mana Points (MP) instead of HP, for starters MP are equal to Mind + 1d6, MP does only increase by 1d6 every 5 levels (at levels 6, 11, 16, etc). MP spent is regained every 8 hours by an amount equal to the user Level. If MP reaches 0 = faint and near death and every additional decreases Mind instead if Mind reaches 0 = Death.

Only Arcane Spells and Illusionist Spells available.

Arcane spells are excluded form the Illusionist Spell list

Classes

From the core rules: All classes but Cleric

From the expert rules: Illussionist and Ranger (Renamed Hunter)

New classes: Layman and Archer.

Races

From the core rules: Humans (renamed mortals) only.

From the Expert Rules: None.

New races: Nypmh, Nymphling, Immortal, Demigod and Inhuman.

Equipment

Everything in the core list that isn't made of Iron, Steel, Glass, Silk or Paper. Also no Mails (Chainmail, Splint Mail, etc.), no Halberds, No Crossbows, no mirrors, no lanterns or anything starting with "Holy-".

Changes to costs: All gold and silver costs are reduced to 1/10th it's value on the core rules (To account for a couple of millennia worth of inflation)

Changes to starting wealth: Fighter starts with 15gp, rogue with 125 sp, mage with 75 sp, Illusionist with 8gp, Hunter with 13 gp, Archer with 14 gp, Layman with 95 sp.

Changes to armor: Breast Plate gives +4, Half-Plate gives +5 and Full Plate gives +6 AC.

Now that I've enumerated the changes, I'll go more indeep with the new skills, races and classes.

Races

Races marked as restricted can't be used without GM's Consent

Nymph. Get +2 to Mind, +10 to HP, -5 to STR, MP increases by 1d6 every level also STR can't go beyond 15, Get's Mind Link, Can't be Mage class.

Immortal. Get a -3 to Dex, +2 to Mind, +10 to MP, +2 to STR, HP increases by 2d6 every level, MP increases by 2 every level, Dex Can't go beyond 21, Requires 15 additional EL to advance Level. Gets Domain skill. Can't Be Layman, Mage or Illussionist class (Restricted Race)

Nymphling (Half Nymph). Get +1 Mind -2 to STR, +5 to HP, MP increases by 1d6 every third level (3,6,9,etc)

Demigod. Get +1 Str or +1 Dex, +1 to 1 skill, every third level has a 20% chance to unlock Domain Skill(roll d20 + Mind bonus, Target number 17)

Inhuman. Get +6 Str, -3 Dex, -2 Mind, + 3 to Survival. Can't be Layman, Illussionist, Fighter or Archer. Can't Handle ranged weapons. (Restricted Race)

Classes.

New classes:

Layman.- Wear lighth armour, Get a +4 to Communication and +1 to Subterfuge, Get a -1 penalty to Damage Rolls, Every Fifth level have a 50% Chance of learning either 1 Spell of 4 levels lower, Mind Link (Roll d20 + Mind, Target number 11), or Harmonizer (Roll d20 + Mind link. Target Number 16). (As soon as 1 arcane spell is learned, Mind link and Harmonizer can't be learned anymore, as soon as Mind Link or Harmonizer is learned, no arcane spells can be learned. The user must choose between trying to learn a Spell, Mindlink or Harmonizer)

Archer.- Wear Light or medium Armor, Get +1 to Knowledge, Get a +3 to all Missile attack rolls, range penalty is -1 instead of -2.

Changes to existing clases

Mage.- In addition to everything else in the core and expert rules, they also get +1 MP every level.

Illussionist.- In addition to everything else in the core and expert rules, they also get +1 MP every level,

Illusionists get Mind Link at level 10 and get a 10% chance (Roll d20 + Mind Link, target Number 18) to learn Harmonizer every fifth level after that.

Skills

Domain. - Supernatural skill, must be obtained, when first obtained select a concept, by rolling d20 + Domain + the proper modifier (target 15 + user level) the user gets to influence an item, animal or person that falls under that concept. The user pays as much MP as the roll + Modifiers regardless of success or failure. (If attacking use a d12 + Domain for the damage roll).

Mind Link. Supernatural skill, must be obtained, when used the user pays as much MP as the roll + modifiers (regardless of success), this is used to do stuff like mind reading, telepathy, empathy (transfer damage from target to user), dreamwalking, astral walking, remote sight and foresight. Can't be used to hurt people or to interact with inanimate things.

Harmonizer. supernatural skill, must be obtained, when used the user pays as much MP as the roll + modifiers (regardless of success), this can be used to affect the environment or attack with sound. Can only be used by singing (use Str bonus), playing an instrument (use Dex Bonus) or in conjunction with Mind Link (Use Mind Bonus + Mind Link). (If attacking use a d6 for the damage roll regardless of level, no modifiers allowed). People with Harmonizer can't learn Arcane spells, people knowing arcane spells can't obtain Harmonizer

Microlite Dark Sun

This document provides conversions of material from the Dark Sun campaign setting into Microlite20 terms to allow Dark Sun campaigns to be run using the Microlite20 rules. It provides a ready list of conversions for previously-published material, making modifications where necessary.

Microlite Dark Sun is a fan project and derives no profit. This document is not a challenge to the original or current copyright holders. Conversions by Andrew Modro.

Welcome to Athas

Return now to Athas, the world of the Dark Sun. Face the perils and witness the savage beauty of this strange and deadly world of desert wastelands and mighty sorcerer-kings. Adventure awaits!

This document draws its content from both the original 2nd Edition Advanced Dungeons & Dragons campaign setting and the 3.5e update presented in *Dragon* and *Dungeon* magazines. It is a blend of both versions, and as such has its own unique presentation of some of the ideas.

To make the best use of *Microlite Dark Sun*, you will need access to either the original or revised 2e AD&D campaign setting box sets, or the *Dungeon* and *Dragon* issues with the 3.5e update. Material from both editions can be easily converted for further expansion; this document presents the basics of Dark Sun in Microlite20 format.

Character Creation

Athasian characters begin play at 3rd level instead of 1st. This means they may have three levels in one class, or two levels in one class and one level in another class (see Multiclassing). Their initial hit point totals are STR + 3d6.

Athasian characters roll 5d4 for stats instead of using the basic 4d6 drop-lowest method. This gives an average score of 12.5, with a minimum of 5 and a maximum of 20. The GM may wish to use the 4d6 method instead.

All characters that begin with classes which do not manifest psionic powers begin play with one 0-level power as a "wild talent" chosen from the Psion power list. Psions and Psychic Warriors do not get these "wild talent" powers. "Wild talent" powers cost 1 HP to use as normal.

Skills

The skills used in Microlite Dark Sun are Physical, Subterfuge, Knowledge, Communication, Survival*, and Concentration**

* - From *Microlite20 Expert*

** - From *Microlite20 Psionics*

Races of Athas

The races of Athas are not the same as other fantasy worlds. The available races and their stat modifiers are:

Humans get +1 to all skill rolls.

Dwarves get +2 STR.

Elves get +1 MIND and +1 DEX.

Halflings get +1 DEX and +2 Survival.

Half-elves get +1 DEX and +1 to any 2 Skills.

Half-giants get +4 STR and -2 DEX.

Muls get +1 STR, +1 Physical and +1 Survival.

Thri-kreen get +1 DEX, +1 Physical and +1 Survival.

Classes of Athas

The available classes in Microlite Dark Sun are as follows:

Fighters as in Microlite20. Athasian gladiators are represented by this class.

Rogues as in Microlite20.

Magi must be either *Preservers* or *Defilers* (q.v.).

Clerics as in Microlite 20, but they must choose an Element. They cast divine spells from the Cosmos List as well as those from the list of their chosen Element. They Turn Undead as in Microlite20, and may turn Elementals of the Element opposing theirs in the same way; Elementals are never destroyed. Turning an Elemental uses one of the cleric's Turn Undead attempts.

Rangers as in Microlite20 Expert.

Druids as in Microlite20 Expert.

Bards as in Microlite20 Expert, except they must choose *Illusionist* spells. Bards are automatically considered *Preservers* for the purpose of their arcane magic.

Psions as in Microlite20 Psionics.

Psychic Warriors as in Microlite20 Psionics.

Preservers are the same as Magi in Microlite20 and may use the magic enhancement rules from Microlite20 Expert.

Defilers are as Magi in Microlite20, except they *Defile* (see *Defiling*) to rip magical energy from living things around them, and use this extra energy to pay for magical enhancements as in Microlite20 Expert. Defilers *must* defile to use enhancements.

Templars can wear any kind of armor. They cast divine spells from the Templar Spell List, granted to them by the sorcerer-king they swore to serve and obey. Templars do not turn undead. They gain spells at the same rate as clerics.

Multiclassing

Characters may have up to two classes (for example, Fighter/Cleric, or Preserver/Rogue).

A multiclass character's Character Level is the sum of the levels in both her classes. For example, a Fighter 2 / Cleric 1 is a level 3 character. When a character earns the right to go up a level, the player chooses which class to advance. If the character is single-classed, the player may choose a second class, which begins at level 1.

Advancement is determined by Character Level, but spell descriptions which reference "level" mean "caster level" for arcane and divine spells, and "manifestor level" for psionic powers.

A multiclass fighter's class-based combat bonus is based on his fighter class level.

Defiling

Athasian arcane magic uses life energy drawn from the mage's surroundings. Preservers are careful to use only what they need, to ensure that the lifeforms around them remain healthy. Defilers, on the other hand, rip this energy out of nearby living things without care, causing great damage.

Defiling destroys vegetation around the mage. The amount of destruction depends on how much energy the mage has drawn to cast the spell, and how much vegetation exists nearby,

by the following chart:

Vegetation	Radius
Forest, garden	1 foot x HP drawn
Grassland, farm, mud flat	2 feet x HP drawn
Oasis, scrub, inactive farm	10 feet x HP drawn
Badland, mountain	20 feet x HP drawn
Barren, sand, salt flat	30 feet x HP drawn

Cleric Spell Lists

These spell lists include some spells from the d20 SRD, instead of or in addition to those used by the base Microlite20 rules.

Cosmos Spell List

Level 0

Create Element
Detect Magic
Guidance
Purify Food and Drink
Resistance
Virtue

Level 1

Bless
Cure Light Wounds
Divine Favor
Hide From Undead
Sanctuary
Shield of Faith

Level 2

Aid
Cure Moderate Wounds
Gentle Repose
Remove Paralysis
Restoration, Lesser
Spiritual Weapon

Level 3

Animate Dead
Cure Serious Wounds
Magic Vestment
Prayer
Remove Disease
Speak with Dead

Level 4

Cure Critical Wounds
Discern Lies
Dismissal
Freedom of Movement
Restoration
Tongues

Level 5

Atonement
Commune
Cure Light Wounds, Mass
Disrupting Weapon
Raise Dead
True Seeing

Level 6

Banishment
Blade Barrier
Cure Moderate Wounds, Mass
Find the Path
Harm
Heal

Level 7

Cure Serious Wounds, Mass
Destruction
Refuge
Regenerate
Restoration, Greater
Resurrection

Level 8

Antimagic Field
Cure Critical Wounds, Mass
Discern Location
Holy Aura
Phase Door
Power Word Stun

Level 9

Energy Drain
Foresight
Heal, Mass
Implosion
Soul Bind
True Resurrection

Air Spell List

0: Resistance
1: Obscuring Mist
2: Wind Wall
3: Gaseous Form
4: Air Walk
5: Control Winds
6: Chain Lightning
7: Control Weather
8: Whirlwind
9: Elemental Swarm (Air)

Earth Spell List

0: Mending
1: Magic Stone
2: Soften Earth and Stone
3: Stone Shape
4: Spike Stones

5: Wall of Stone

6: Stoneskin

7: Earthquake

8: Iron Body

9: Elemental Swarm (Earth)

Fire Spell List

0: Light

1: Burning Hands

2: Produce Flame

3: Resist Energy (Cold or Fire)

4: Wall of Fire

5: Fire Shield

6: Fire Seeds

7: Fire Storm

8: Incendiary Cloud

9: Elemental Swarm (Fire)

Water Spell List

0: Detect Poison

1: Obscuring Mist

2: Fog Cloud

3: Water Breathing

4: Control Weather

5: Ice Storm

6: Cone of Cold

7: Acid Fog

8: Horrid Wilting

9: Elemental Swarm (Water)

Templar Spell List

Level 0

Detect Magic
Detect Poison
Guidance
Read Magic
Resistance
Virtue

Level 1

Bane
Command
Divine Favor
Entropic Shield
Inflict Light Wounds
Magic Weapon

Level 2

Darkness
Death Knell
Hold Person
Inflict Moderate Wounds
Silence
Sound Burst

Level 3

Blindness/Deafness

Deeper Darkness
Inflict Serious Wounds
Invisibility Purge
Locate Object
Magic Vestment

Level 4

Discern Lies
Dismissal
Divination
Inflict Critical Wounds
Magic Weapon, Greater
Tongues

Level 5

Command, Greater
Scrying
Slay Living
Symbol of Pain
Symbol of Sleep
True Seeing

Level 6

Analyze Dweomer
Dispel Magic, Greater
Eyebite
Find the Path
Symbol of Fear
Symbol of Persuasion

Level 7

Destruction
Refuge
Repulsion
Scrying, Greater
Symbol of Stunning
Symbol of Weakness

Level 8

Antimagic Field
Discern Location
Earthquake
Fire Storm
Symbol of Death
Symbol of Insanity

Level 9

Energy Drain
Foresight
Implosion
Power Word Kill
Soul Bind
Storm of Vengeance

Currency

Metal coins are very rare on Athas. Instead,

Dark Sun campaigns use these pieces of currency:

Ceramic Piece: Same as 1 GP. Ceramic pieces can be broken into 10 individual "bits" for use as smaller denominations.

Bit: Same as 1 SP . 10 bits can be used together as one Ceramic Piece.

Weapon Materials

Bone weapons are crafted from the skeletons of large beasts. While dangerous, they are not as sturdy as metal weapons. Bone weapons are -2 to attack and damage (minimum 1).

Bronze weapons are sturdier than stone and bone, but the softer metal is still inferior to steel. Weapons of bronze are -1 to attack and damage (minimum 1). They cost 5 times the listed amount.

Stone weapons are -2 to attack and damage (minimum 1). Stone ammunition for slings has no penalty.

Wood bludgeoning weapons other than club, quarterstaff, sap, and great club are -3 to attack and damage.

Blood obsidian is a quasi-magical material created by volcanoes that arise from defiler magic. It has a +1 bonus to damage. This bonus does not stack with other bonuses. Blood obsidian weapons cost an extra 2000 more ceramic pieces than the listed price.

Weapon Equivalents

The following weapons unique to Athas use these listed stats from the d20 SRD.

Alhulak: heavy flail
Carrikal: battleaxe
Dragon's Paw: orc double axe
Puchik: punching dagger
Tortoise Blade: small shield with shield spike
Trikal: Halberd

Armor List

Light Armor

Padded: 5 cp, +1
Bark: 5 cp, +2
Cord: 15 cp, +2
Leather: 10 cp, +2

Bone: 20 cp, +3
Wood: 15 cp, +3
Studded leather: 125 cp, +3
Leather scale: 35 cp, +3

Medium Armor

Shell: 25 cp, +3
Hide: 15 cp, +3
Bronze breastplate: 200 cp, +4

Heavy Armor

Chitin: 100 cp, +5
Bronze half-plate: 600 cp, +6

Shields

Buckler: 15 cp, +1
Buckler, beetle*: 6,600 cp, +2
Light, wooden: 3 cp, +1
Light, bronze: 9 cp, +1
Heavy, wooden: 7 cp, +2
Heavy, bronze: 20 cp, +2
Tower: 30 cp, +4

* Command word makes beetle fly around owner, providing +3 AC against ranged attacks only while in flight. Buckler Beetle stats: HD 1d8 (4 hp), AC 24, Bite -1 (1d3-5)

Bestiary

Baazrag

HD 2d8+4 (13 hp), AC 17, Bite +2 (1d6+1, wounding)

Baazrag, Boneclaw

HD 6d8+18 (45 hp), AC 18, Bite +9 (1d8+8)

Belgoi

HD 4d8 (18 hp), AC 13, Claw +4 (1d4+1 plus 1d3 STR), psi-like abilities (manifest level 5th): at-will--mindlink; 1/day--ego whip, psionic blast

Cilops

HD 8d8+32 (68 hp), AC 17, Mandibles +11 (1d8+6 plus poison [STR+Phys DC 18, initial 1d4 DEX, secondary paralysis 2d4 minutes]), psi-like abilities (manifest level 3rd): at-will--detect psionics; 1/day--sensitivity to psychic impressions

Cinderbrute (Elemental)

HD 1d8+2 (6 hp), AC 14, Iron Warhammer +2 (1d6+1 and 1d4 fire)

Cloudscout (Elemental)

HD 1d8+1 (4 hp), AC 14, Iron dagger +1 melee (1d3) or +3 ranged (1d3)

Critic Lizard

HD 1/2 d8 (2 hp), AC 15, Bite +3 melee (1d4-3), psi-like abilities (manifest level 1st): 3/day--detect psionics

Crodlu

HD 4d8+16 (34 hp), AC 16, Claw +6 (1d6+4) or Bite +6 (1d6+2)

Crodlu (Heavy)

HD 6d8+30 (57 hp), AC 18, Claw +8 (1d6+5) or Bite +8 (1d8+2)

Dune Reaper (Drone)

HD 8d10+24 (68 hp), AC 17, Claw +15 (1d8+7)

Dune Reaper (Warrior)

HD 12d10+48 (114 hp), AC 23, Claw +20 (1d8+9), psi-like abilities (manifest level 11th): at-will--read thoughts; 3/day--ego whip; 1/day--mass cloud mind, psychic crush

Earthdelver (Elemental)

HD 1d8+2 (6 hp), AC 17, Claw +3 (1d2), +1 to attack & damage if both it and foe touch the ground

Erdlu

HD 3d8+6 (19 hp), AC 17, Beak +4 (1d6+2)

Firesnake (Elemental)

HD 1d8 (4 hp), AC 16, Bite +3 (1d3-1) or Burn (DEX+Phys DC 10 or catch fire for 1d4 rounds).

Floater

HD 1d10 (5 hp), AC 14, Tentacles +4 (1d3-3 plus poison [STR+Phys DC 10, initial 1d4 DEX, secondary paralysis 1d4x10 minutes]), psi-like abilities (manifest level 1st): 3/day--detect psionics, ego whip

Fordorran

HD 6d10+18 (51 hp), AC 17, Claw +8 (1d8+4), Stench (within 10 feet, STR+Phys DC 18 or sickened), psi-like abilities (manifest level 6th): 3/day--mind thrust, psionic blast, ego whip

Gaj

HD 11d8+77 (126 hp), AC 26, Mandibles +16 (2d6+13), Probe Drain (after successful grapple, as mind probe plus 1d4 MIND damage), psi-like abilities: at-will--detect psionics, mindlink, read thoughts, psionic blast; 3/day--control body, psychic crush

Gith

HD 1d8+1 (5 hp), AC 14, Bronze Carrikal +1 (1d8+1) or Claw +2 (1d4+2), psi-like abilities (manifest level 1st): 3/day--control object, precognition

Hurrum, Speckled

HD 1/2 d8+2 (4 hp), AC 15, Bite +2 (1d2-4)

Inix

HD 8d8+40 (76 hp), AC 16, Bite +13 (1d8+8) or Tail Slap +13 (1d6+4)

Jankx

HD 1/2 d8 (2 hp), AC 16, Claw +4 (1d2-3 plus poison [STR+Phys DC 10, initial & secondary paralysis 1d4 STR])

Jhakar

HD 3d8+15 (28 hp), AC 17, Bite +4 (1d6+2)

Kank

3d8+9 (22 hp), AC 15, Pincer +4 (1d6+4 plus poison [STR+Phys DC 13, initial & secondary paralysis 1d4 rounds])

Kes'trekel

HD 1d8 (4 hp), AC 16, Talon +5 (1d4-2)

Lirr

HD 5d10+10 (37 hp), AC 16, Bite +10 (1d8+5) or Roar (MIND+Concentration DC 14 or stunned 1 round; every 1d4+1 rounds)

Mastyrial

HD 12d8+48 (102 hp), AC 22, Claw +14 (1d8+6) or Tail +14 (1d6+3 plus poison [STR+Phys DC 20, initial & secondary 1d8 DEX])

Mekillot

HD 11d8+55 (104 hp), AC 18, Bite +16 (2d6+15) or Tongue +16 (1d8+15)

Mulworm

HD 1/4 d8 (1hp), AC 16, Bite +1 (1d2-5 plus disease [STR+Phys DC 10, incubation 1d3 days, damage 1d3 DEX, 1d3 Communication])

Pterrax

HD 6d8+18 (45 hp), AC 16, Bite +8 (1d6+4)

Rainrunner (Elemental)

HD 1d8+2, AC 15, Slam +1 (1d4+1) or Drench (quench nonmagical flame, or magical fire as dispel magic)

Ramphor

HD 1/4 d8 (2 hp), AC 15, Beak +4 (1d3-5)

Rasclinn

HD 3d10+9 (25 hp), AC 18, Bite +5 (1d6+3), psi-like abilities (manifest level 3rd): 3/day--ego whip, control object

Razorwing

HD 4d8+20 (38 hp), AC 17, Wing +5 (1d6+3), psi-like abilities (manifest level 4th): at-will--detect psionics

Sand Howler

HP 8d10+32 (76 hp), AC 17, Bite +15 (1d10+12) or Claw +15 (1d6+8)

Sandknight (Elemental)

HD 1d8+1 (5 hp), AC 18, Blood Obsidian Greatsword +4 (1d10+4)

Seskarran

HD 3d8+6 (19 hp), AC 18, Claw +3 (1d4+4)

Spinewyrm*Wyrmling*

HD 3d12 (19), AC 14, Bite +4 (1d6+3) or Spine Volley +4 (1d3 plus impale [DEX save DC 11 or -1 to attacks, saves and checks; stackable])

Young

HD 9d12+9 (67 hp), AC 19, Bite +13 (2d6+6) or Spine Volley +13 (2 spines, 1d6+2 plus impale [DEX save DC 15 or -1 to attacks, saves and checks; stackable] each)

Adult

HD 18d12+36 (153 hp), AC 28, Bite +25 (2d8+12) or Spine Volley +25 (3 spines, 1d8+4 plus impale [DEX save DC 21 or -1 to attacks, saves and checks; stackable] each) plus psionics (manifest level 3rd)

Very Old

HD 27d12+108 (283 hp), AC 35, Bite +33 (4d8+16) or Spine Volley +33 (4 spines, 2d8+5 plus impale [DEX save DC 26 or -1 to attacks, saves and checks; stackable] each) plus psionics (manifest level 9th)

Wyrm

HD 33d12+165 (379 hp), AC 42, Bite +41 (4d8+18) or Spine Volley +41 (5 spines, 2d8+6 plus impale [DEX save DC 30 or -1 to attacks, saves and checks; stackable]) plus psionics (manifest level level 13th)

Wavearcher (Elemental)

HD 1d8+1 (5 hp), AC 13, Composite Longbow +3 (1d6+2)

Windraptor (Elemental)

HD 1d8+1 (5 hp), AC 19, Talons +7 (1d4-2)

Yallix

HD 1d8+2 (6 hp), AC 14, Claw +3 (1d4)

Zhackal

HD 1d10+1 (6 hp), AC 15, Bite +7 (1d6+3), psi-like abilities (manifest level 3rd): 3/day--cloud mind; 1/day--ego whip

Z'tal

HD 1d8+2 (6 hp), AC 15, Scales +4 (1d4)

Recommended Material

Microlite20: What these conversions are based on.

Microlite20 Expert: For the Druid, Ranger, Bard and Illusionist classes and associated Survival skill and spells.

Microlite20 Psionics: For the Psion and Psychic Warrior classes and associated Concentration skill and powers.

Dark Sun Campaign Set: Either the original 2e AD&D box, or the 2e revised box. For all the necessary world fluff and further ideas.

Dragon Magazine: Issues 315, 319 and 339 for 3.5e d20 Dark Sun material (player's guide, classes, rules and additional material).

Dungeon Magazine: Issues 110 and 111 for the d20 Dark Sun bestiary.

Dark Sun Supplements: Adventures and further world development. Anything you've got or can find can easily convert.

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"OMERIAN TALES—CORE RULES"
(FOR D20 FANTASY)
BY CHARLES J. EICHMAN (AKA "HONESTIAGO")

What is "Omeria?"

Omeria is the New World. Brave travellers from the old world are arriving every day to stake their claim. Humankind, led by brave trailblazer Gajildius Omer, are forging a path through the Verdant Triangle -- from the shores of Cawton Estuary, through the dark Spires of Charr, to the mist – shrouded forests of Elderhold. In this milieu, the PCs are among the very first adventurers to set foot on this new continent—or so they believe. Their mission? To see what's out there. In play and flavour, *Omerian Tales* is meant to simulate a gritty, low to medium Fantasy world of great challenge and great reward. The Player Characters (PCs) will start out hardier, but will have to work hard and long to achieve the same status as the typical milieu. On the positive side, this is a world without heroes. The legends the characters create will form the basis of the world's future history. The PCs have the clean slate of an unexplored wilderness in which to romp, where they will "discover" exotic creatures like Eves, Dwarves and Halflings.

System features

OMERIAN TALES is a variant of the Microlite-d20 system. Among the differences: *Omerian Tales* does not include "classes," but rather has "roles." *OT* also includes a different damage mechanic, a different magic system, a different levelling system, and a "luck" component called "Karma." Finally, and perhaps most importantly, there is only one player character "race" in *Omerian Tales* – Human. The campaign world is intended to be played exclusively by human characters, at least until the other typical fantasy races have been encountered, and the story somewhat evolved. Indeed, the first encounters between Men and Elves, Dwarves, Halflings, and so on, may not go at all the way one might expect. In addition to the usual denizens of the fantasy milieu, there is also a race of indigenous "dogmen," the Gnoll, whose reaction to the new folk seems to vary from tribe to tribe. With but a few firmly established cities, a grand swath of unexplored land, and a host of unknown forces inhabiting them, the PCs have a great and imposing task before them – tame the new world!

System Mechanic

OMERIAN TALES uses a Difficulty Check (DC) system similar to the d20 system. Basically, the player rolls a d20 against an assigned difficulty. He adds in one Ability bonus (called a "Stat") and a Skill Bonus from an applicable pool: $d20 + \text{Ability Score (AS)} + \text{Skill Rank (SR)}$, plus any additional modifiers due to situation. If the roll equals or exceeds the DC, the character succeeds in his action. Some typical DC's:

Dodge falling rocks (DC 15, DEX+Physical)
Read ancient runes (DC 20, INT+Knowledge)
Negotiate a good price (DC15, CHA+Communications)
Notice a secret door (DC20, WIS+Perception)

Abilities

The 6 abilities in *Omerian Tales* are: Strength (STR), Dexterity (DEX) Constitution (CON) and Intelligence (INT), Wisdom (WIS) and Charisma (CHA). Ability

Scores are the bonuses/minuses with each ability. They range from a +5, maximum, to a minimum of -5. All Characters start with '0' in each ability. Abilities are then adjusted by background, role, and discretionary point allocation. Starting PCs get 3 points to allocate to Abilities. Additional points can be added to starting Abilities by dropping other abilities on a 1-for-1 basis (EX: A PC could take a -1 INT to raise another ability). No ability can ever be lowered below -5.

Skills

All skills start at 0 ranks. Characters increase their skill mainly through levelling. The maximum rank a character may have in any single skill is +10. Characters may not have negative skill ranks. Starting skill points are determined by a character's background, role and discretionary points: 2 for Warriors, 3 for Mystics and 4 for Specialists

Communications: used for interactions, diplomacy, persuasion, and so forth.

Knowledge: A general measure of the PCs education, memory and academic training.

Perception: This is the character's general alertness, or ability to notice things out of the ordinary.

Physical: used for defense, swimming, running, leaping, etc.

Subterfuge: Used to physically hide, deceive and sneak around, basically.



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KARMA (KAR)

KARMA, which represents "forces that work in the character's favour." In other games, it's called Luck, Conviction, Hero Points or Action Points. A PC's starting KAR is 3+CHA. A PC cannot start the game with less than 1 KAR point. A PC's KAR pool is finite. Each time a KAR point is used, it is gone for good. KAR points are gained in the following ways:

- Leveling (+1 every even number level)
- Accomplishing a major story goal (beating a boss; freeing the slaves; saving the town, "saving the day;" etc.)
- Acting according to character (see "Character Ethos," below) The group plays an entire session, overcoming real and dangerous threats without using any KAR (group award; GM's discretion)

Using KARMA: KAR is used to perform heroic feats. In game mechanics:

- A +10 bonus to any single die roll (1 KAR, must choose this *before* rolling the die)
- Avoid certain death (2-4 KAR, depending on certainty).
- OPTIONAL: get a straight answer from the GM (1-3 KAR [USE WISELY, GM]).

Use of KAR is entirely at the GM's discretion. If the GM feels KAR use will ruin the story, he can disallow its use. The terms of KAR use should be discussed prior to adventuring, so that everyone understands the limits of KAR.

Mana

Mana represents a PC's "Magic Potential." It can only be used by PCs in the "Mystic" role, and is used to activate their spells. A character's starting Mana is equal to 1, plus his INT. For more on Mana and how to cast spells, see "Using Magic," below.

Max Armor (MaxArm) and Weapons (MaxWpn)

There are three types of armor and weapons: Light, Medium and Heavy. The armor and weaponry a PC is allowed to use is determined by the character's role (see below).

Intiative

Signifies how rapidly a character reacts in combat. A PC's initiative modifier is his DEX+Physical rating

Defense

Determines how hard a character is to hit. A PC's base defense rating is 10+Physical. This can be modified through magic, training, and, of course, armor.

Melee Attack

This number is added to hit rolls using hand-to-hand or hand-held weapons. When making a Melee Attack, add this number to the PC's STR to hit.

Missile Attack

This number is added to hit rolls using hand-to-hand

or hand-held weapons. When making a ranged attack add this number to the PC's Dex to hit.

ARMOUR and WEAPONS

There are 3 types of armour in the game: Light (+1/+2), Medium (+3/+4), and Heavy (+5/+6). Shields provide an additional +1 protection.

Subterfuge penalty: wearing armour penalizes any attempts at stealth at a rate equal to the armour's protection.

• **Crit Absorption:** Armour absorbs crits. Basically, armour has Body Points. The armour's BP's are equal to its protection score. When a character is critted, the armour, rather than the PC's body, absorbs the blow. The downside to this is that each time the armour absorbs a crit, it is compromised, and loses two steps of protection. EX: A character wearing Scale +3, receives a crit. The armour absorbs the crit, leaving the PC unscathed. His armour, however, suffers a "BP" of damage. It is now Scale +1, until repaired by a craftsman. The armor still retains the same penalties, just as if it had never been damaged.

• **Weapons:** Weapons are light, medium, or heavy. Exceptional and/or weapons may have bonuses of +1 (awell above average craftsmanship) to +5 (very rare or unique). Certain weapon might also grant bonuses based on a variation of the weapon itself (composite bows; daggers made specifically for throwing, etc.; a very sharp sword, etc.)

COMBAT OPTIONS

Players have a variety of options they can use in combat to increase their chances to hit, to damage, or to avoid being hit.

"Extra Effort": PCs made add "oomph" to their attacks by "burning" up to 5-STA to gain +s to hit and damage equal to the points burned. The STA can be regained through normal rest or healing. Characters may boost their defense in the same manner, burning a point of STA for each additional point of defense. The STA must be burnt at the beginning of the round.

"Called Shots": A PC may also try to hit a creature in a "critical area" by taking a penalty to hit in exchange for additional damage. Subtract up to 10 from your to hit roll to earn a bonus damage equal to the amount of penalty you paid (EX: take a -5 to hit to get a +5 to damage; this is called a "CS5"). CS10's automatically Crit,s even if the die roll is not a 20. CS's must be announced prior to striking. A character making a CS can make only ONE attack in the round (the CS itself).

Multiple Melee Attacks: Characters can get two melee attacks a round by wielding up to a medium, one-handed weapon in each hand. The character accepts a -3 to each attack (sacrificing accuracy for speed). Each attack is made separately, and occurs during the character's turn in the round.

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Multiple Missile Attacks: Characters may make up to two missile attacks a round at a -2 for each attack (sacrificing accuracy for speed).

Body Points and Stamina

Characters in OMERIAN TALES have two "damage" pools called Body Points (BP's) and Stamina (STA). BP's represent structural damage the character can incur. STA measures a character's endurance and/or willpower. Starting points are determined as follows:

Starting Body Points=3+CON. Each BP is worth 3 STA. Partial loss of a BP is the same as losing the BP itself (BP's have no fractions, in other words).

Starting Stamina =6+CON+d6

Incurring Damage: Most damage is applied to STA. When conducting combat, treat all non-critical hits as normal damage to STA (treat STA just like Hit Points, in other words). BP damage only occurs on a critical hit (a '20' on the d20 roll) at a rate of at least 1 BP per critical hit (some attacks or weapons may crit for more than one BP). Regular STA damage still applies to a crit.

Reaching 0 Stamina (0 HP's): If STA reaches 0, a character is considered "winded." He then functions at -2 to all checks, abilities and AC until he recovers some stamina. Additional damage incurred while "winded" goes straight to BP's on a 3 STA=1 BP scale.

Unconsciousness: The PC suffers a -1 to all checks, abilities and AC for each BP lost. At the end of each round in which a BP is lost, the character must make a WILL check using (d20+CON+Physical)-(negative modifiers) versus DC15. If the roll fails, the PC falls unconscious for 1 round per point of failure. Any attacks on unconscious characters are considered to be crits. If the PC makes the check, he is considered upright, and need not make another check until he loses an additional BP.

Dying: Critical failure on a WILL check means the Character is dying, or "bleeding" at 5 STA/rnd until stabilized.

Stabilization: To prevent a character from bleeding to death, they must be "stabilized." Stabilizing a character requires a healing spell or potion (automatically stabilizes), or application of first aid (d20+WIS+Knowledge-BP's lost) versus DC=15. Once a PC is stabilized, all bleeding stops.

Death: Characters are considered dead when they lose all their BP's. When all BP's are lost, any additional damage to the PC's corpse goes against the his STR Ability on a 1-for-1 basis. When a PC's STR is zero or below, the character is unrecoverable.

Healing: Healing spells and potions heal BP's and STA, in that order. Any damage healed by a spell first goes to BP's lost, then STA lost. Remember that 1 BP=3 STA. First aid checks can only stabilize a

dying character. Characters recover lost BP's at a rate of 1 per week of complete rest. STA is regained at 2 STA per 10 minutes rest. Restful sleep doubles this rate. Increased comfort can triple it or better.

Monster BP's and STA

Monsters use HP's for STA, and as a rule monsters do not have BP's. The GM may allow Monster BP's, however, to leader-types, or particularly challenging creatures. The base BP for monsters is the monster level (or Hit Dice). The GM may increase or decrease BP's as he sees fit.

"CritKills"

The GM may, at his option, allow player crits to be automatic creature kills, if the character's level is equal to or exceeds the creature being hit. This rule can speed up combat immensely, at the risk of making some encounters too easy. If this rule is used, the GM is encouraged to make some creatures immune to "Crit Kill." Creatures already dead (zombies, skeletons, etc) are, of course, already immune. An optional use of this rule could be to allow the creature a check to avoid the crit kill at: d20+creature level versus DC 15.

PC Roles

Starting PCs choose from among three roles: Warrior, Mystic or Specialist. Each role has certain bonuses and weapons/armor requirements, as follows:

- **WARRIORS:** +1 to STR or CON; +1 Physical; +1 to one of the following: Melee Attack, Missile Attack, Defense; may use any armor and any weapon; 2 skill points.
- **MYSTICS:** +1 INT or WIS; +2 Knowledge or Charisma; may use light weapons; may use all Spell disciplines; may not wear armor or use shields; 3 skill points.
- **SPECIALISTS:** +1 to any ability; +2 to any skill; may use medium weapons and medium armor; 4 skill points.

PC Backgrounds

All PCs hail from *The Alkaghi League*, also known as, "The Old World." Alkaghi is a very loose trade confederation in the "Eastern Hemisphere." Though all PCs are human, this doesn't mean they're the same.

Altheria (The Kingdom of Altheria) Thanks to its mercantile instincts and ability to get along with the other countries, Altheria it is presently home to the wealthiest people in the land. Altherians tend to be a bit too proud of this heritage at times, leading some to resent them. Few, however, outright despise Altherians. Jealousy? Yes. Hatred? No (not usually). Altherians are well-educated, and get +1 INT. They are natural merchants and diplomats (+1 Communications). Altheria is the starting point for almost all voyages to the new world. Altherians usually travel to the new world for opportunity and fame. Since they also have the most representatives there, PCs might also be joining family members in colonizing the new world.

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Lathloria The emerald island of Lathloria freed itself from Altherian rule less than 50 years ago. Since then it has risen swiftly in power, thanks mainly to the presence of its great and powerful order of Druids, who rule the realm in council. Though sharing a common heritage with Altherians, Lathlorians set themselves apart by their demeanor and mindset. Though typically fierce, red-maned warriors when called upon, they are typically a people of great mirth and zest for life. They have a strong devotion to simplicity, and value the earth for its gifts. Lathlorians get a +1 WIS. They are naturally gregarious and tough (+1 Physical). Lathlorians tend to be homebodies. They would almost have to be forced to leave for the new world.

Kzet (pronounced 'zet'). Kzetans hail from a desert continent located in the southeastern part of the league. The environment is extremely harsh, and there are very few major cities (the vast and sprawling major trading port of Emir Atann, where a PC is most likely to come from, being one of them). Kzetan life is tribal, and there are far too many tribes to count. Though they mix freely and easily with each other, there isn't a Kzetan alive who does not jump at the chance to outdo his friends and neighbors. Abroad, Kzetans are mostly well-liked for their personalities, yet distrusted for their reputations. Few would ever immediately trust them with anything of real worth. All Kzetans are nimble, and get +1 DEX. All Kzetans start as naturally alert and stealthy (+1 Perception). Kzetans come from a nomadic heritage that values individual achievement, so it is not unusual for a Kzetan to travel to the New World so that he could return home to brag about it.

Amon Amon is a cold, harsh environment, home to great and powerful, fair-haired warriors intent on testing their mettle against the elements and their enemies. Amonites have no real friends. Only alliances of convenience. They are regular raiders of the Hormunese and the Gamnans. They patrol the shores of North Alkaghi and its great inland sea in longboats, a vestige of an ancient seafaring heritage that sprouted the rumor that Amon was the first to send ships to the new world, centuries before the current crop of Altherian-sponsored voyages. All Amonites are hardy, and get +2 STR. Their lack of formal education garners them a -1 INT, however. Their great physical stature also grants them a +1 Physical. Amonite sensibilities normally preclude them from engaging in rogue-like pursuits, like *Thievery* (they tend to slay thieves on detection). Amonites often travel to the new world hoping to accomplish feats worthy of song and remembrance. Their reputation as inland sailors often translates well to the open sea.

Gamna This hardy, stocky race of craftsmen are a collection of individual tribes, bound together by cultural memory and a code of ethnic devotion. Though there is a constant struggle over resources, Gamnans rarely take arms against each other, preferring to test their mettle against Hormu, Amon, and sometimes, Izur. Gamnans are tough, and get +1 CON. Their physical prowess also grants them a +1 Physical. They are admirers of metalcraft and

precious gems (hard to find in Gamna, but fairly abundant in the Izurian foothills). Gamnans who travel to the new world may do so out of a sense of curiosity, or as a way to obtain riches more quickly. They are often in demand for their outstanding crafting abilities. It is said that, if there is something to be made, a Gamnan is the one to make it.



Hormu Hormu is the land "no one can rule." It is filled with tribes of vicious humans and strange creatures. It is also filled with precious metals and gemstones, and so is a popular destination for those looking to make a fortune at a price. The Hormu (sometimes called Hormunese) come from innumerable tribes and settlements on the rocky frontier. They are a mongrel race whose lineage is indecipherable. Very few Hormunese live to a ripe old age. All Hormu get a +1 STR and +1 CON, but suffer a -1 CHA due to their barbarous ways. The Hormu's barbarism excludes them from using any magic at all. That same barbarism leads them to be shunned and sometimes even reviled by others. For this reason, the Hormu maintain a low profile (+1 Subterfuge). A Hormunese obtaining passage to the new world is rare indeed, though the reasons to leave Hormu are abundant.

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Izur (The Izurian Empire) The magic-infused Izurians hail from a hilly, lush green forest land located in the eastern portion of Alkaghi. They are a martial race, with a stratified caste system run by warrior-kings who serve the Emperor of Izur, who is believed to be descended from the Sun God, Izu (whom a vast majority of Izurians hold as the one, true God). The intelligent, alert Izurians get +1 to INT, and a +1 to Perception. Izurians tend to be bound by a rigid code of honor, which, while making them fast friends with those they know, can also make them difficult to get along with, given their set views. Few Izurians leave their homeland. Those who do so most often are on a quest to restore lost honour.



Savagia

Though the name sounds like a land of fishnet-wearing sirens, Savagia is actually an vast, overgrown morass of an island. Located southwest of Alkaghi, it is a realm populated with fell creatures, awful disease and hidden dangers. It is also filled with gemstones, which is why people go there from time to time (especially the Amonites and Gamnans).

Delrithia, The Merchant Kingdom

Delrithia is a chain of islands due west of ALKAGHI. It has a powerful navy, which controls the flow of ships between the old world and new. One detours around Delrithia at their own peril. The northern seas are icy and dangerous, with unpredictable, harsh winds. Many a ship braving this path has been forced

to make landfall among of a number of inhospitable islands, with predictable results. The route south is even worse, home to warm-water serpents, a pair of pirate kingdoms, the isle of Savagia, and the legendary "Vortices," remnants of ancient magic that manifest as great whirlpools, waiting to suck down ships into the depths. The Delrithian Kingdom is Renaissance-like, well-known for its use of gunpowder weapons, the secret and components of which are not allowed to be sold to non-Delrithians (on pain of death). A player wishing to run a Delrithian PC should pattern the character after Altherians or Kzetans.

"Half-Breeds"

Players wishing to run a character from a mixed background (Amonite-Hormunese, for example), may do so at the DMs discretion. In these cases, the PC should "favour" one or the other race, as far as bonuses to stats and skills.

Languages

All PCs speak "Lukarian," the Old World tongue.

Character Ethos

There are no alignments in OMERIAN TALES. As in real life, each character is represented by admirable character traits, called *Virtues*, and not so admirable character traits, called *Vices*. Before starting play, choose one virtue and one vice from the list below (feel free to supplement with your own, if these aren't enough).

VIRTUES:

Academic
Bold
Compassionate
Courageous
Daring
Determined
Fair
Faithful
Free-spirited
Generous
Gregarious
Honest
Industrious
Just
Kind
Thoughtful

VICES:

Addicted
Arrogant
Capricious
Cowardly
Cynical
Egoistic
Hidebound
Impulsive
Insensitive
Lazy
Manipulative
Petty
Power Hungry
Selfish
Stubborn
Vengeful

Acting according to Ethos

Characters acting in accordance with their Ethos, be it virtue or vice, can receive additional KAR awards. In simple terms, the DM uses the Ethos list to award players for good role-playing. The list of Virtues-Vices serves as a basic template to envision the overall character. If, in the DM's judgment, the character's actions during an adventure session "ring true" to the description, he may award a point of KAR. KAR awards for role-playing should not exceed more than 1 pt. every few sessions.

Using Magic

Magic is divided into disciplines: *Earth, Air, Fire, Water, Body* and *Mind*. Each of the disciplines has "Effects" the caster can create (for specifics, see

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"Magic Effects," below. General rules for magic use are as follows:

Casting spells:

- **Casting:** roll (d20+Caster Level+WIS) vs (Effect DC and modifiers). See "Magic Disciplines" to determine specific DC of effects. If the DC check is not made, the point of MANA is lost, and the spell fizzles.
- **Spell cost:** 1 MANA to activate the spell. And additional MANA used in casting adds +3 to the check. When a Character runs out of MANA, he cannot cast spells until he recovers ALL his MANA.
- **Using STA to overcome Mods:** Each spell has its own DC check and modifiers. A Mystic may spend STA to increase his chances of making the DC on a 1-STA for each +1 basis. If the check misses, the STA is lost (as well as the MANA, above). STA lost in this way can be regained with normal healing spells.
- **Using BP to overcome Mods:** A Character can spend BP's to increase his chances of making his spell DC. Each BP "burned" adds a +3 to the spell attempt. HOWEVER, the PC MUST make a WILL check as if receiving wounds, the same as a PC who sustains BP damage in combat. BP's lost in this way CANNOT be healed with magic, but must be regained thru normal rest.
- **"Specialist Mages:"** When a Mystic gains access to a new spell discipline through levelling, he may instead opt to forgo the new discipline and take a +1 modifier to any previously known disciplines (see *Levelling*, below). This represents the PCs increased focus on that specific area of magic.

Starting Wealth

Each PC starts with 100 gp. modified by the CHA stat, plus the PCs Class and Background:

Background modifier to wealth:

- Altherians, Lathlorians, Delrithians= +3d6x10 gp's
- Gamnans= +3d6x5 gp's
- Amonites, Izurians=no bonus
- Hormunese= -2d6x4 gp's
- Kzetans= roll d6; 1-2=treat as Altherian; 3-5=Treat as Izurian; 6=Treat as Hormunese

Levels in Omerian Tales

OMERIAN TALES is a gritty fantasy world a la *Middle Earth*. Advancement is slower, relative challenges are higher. Because of the decreased scale of advancement, characters start harder than usual (BP's and STA). Relatively speaking, by the time a PC reaches level 5, they should be considered full-fledged heroes by those around them. Level 10 heroes are legendary in the OT world.

Level Cap: All OMERIAN TALES characters are capped at level 10. Slow advancement, plus a level cap means that many of the higher level challenges will most certainly require additional help, items of

power, tomes of arcane lore, and so on. This is fitting when the PCs face earth-shaping challenges. Remember: Sargon wasn't brought down in direct combat. It was a couple of Halflings delivering an innocuous ring to a sea of lava. GMs should keep this in mind when designing stories.

Levelling

Characters level when the GM feels they should. Levelling should only occur when major story goals are met (i.e., "beating the big nasty," "saving the princess," foiling the pirates," "escaping the dreaded island," etc.)

Level Benefits

Characters in OMERIAN TALES gain different benefits at different levels. Some benefits are role specific:

Every Even level

- **STA gain:** Warriors=2d6+CON; All others= d6+CON
- **Skill Boost:** Specialists: 3 skill points; All Others: 2 skill points
- **Combat Bonus, Warrior:** +1 to Melee or Missile Attack, OR +1 to Defense.

Every Odd Level

- **MANA GAIN:** +2 MANA, New Spell Discipline (mystics only)
- **MAGIC SPECIALIZATION (Mystic Only):** Disregard new MANA and Discipline, above for a +1 to all checks involving currently known disciplines.
- **ABILITY BUMP:** +1 to any single ability (all)
- **KARMA GAIN:** +1 KARMA point (all)
- **Combat Bonus, Specialist:** +1 to Melee or Missile attack, OR +1 to Defense

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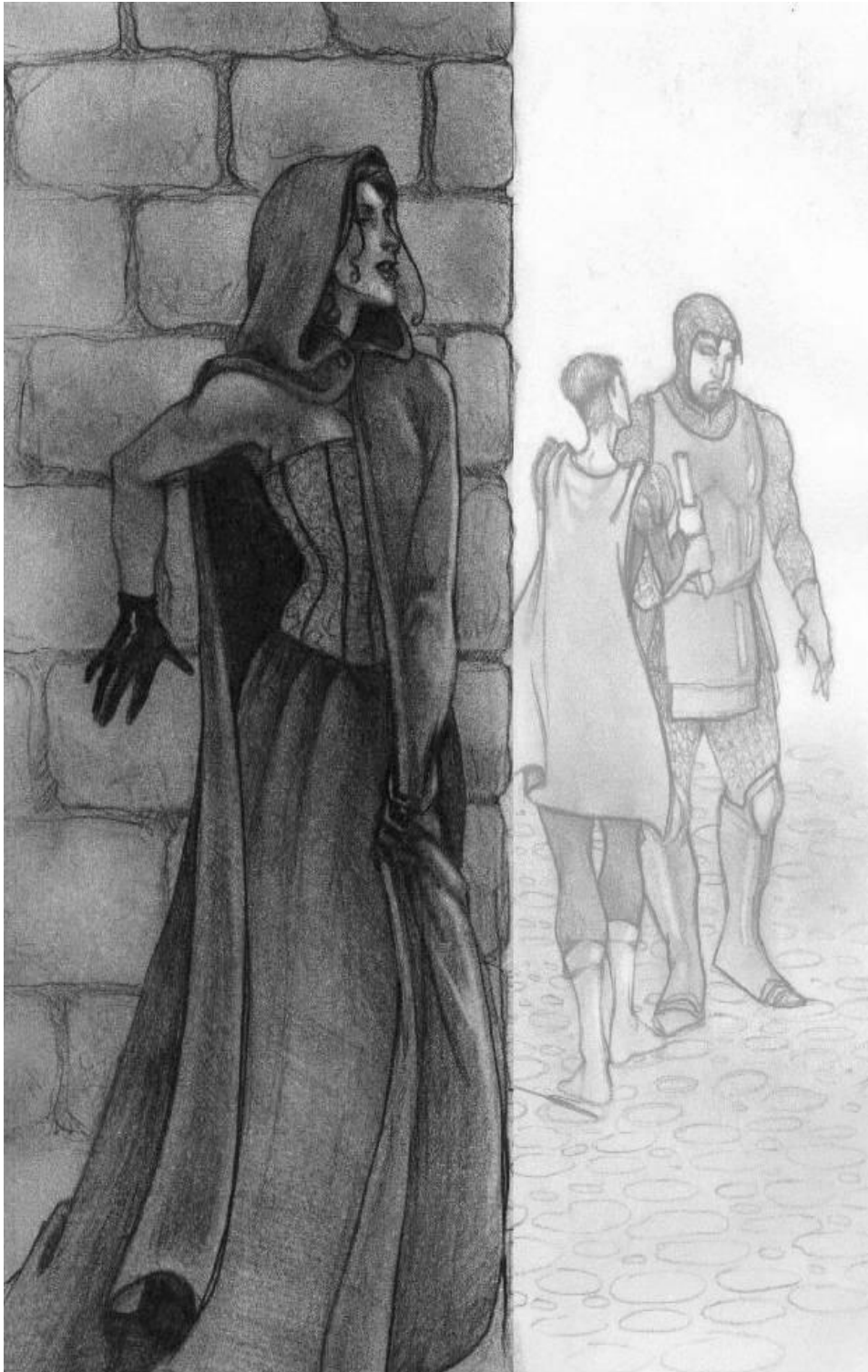
CREDITS

The World of Omeria would not exist without all the innumerable fantasy authors, game designers and general contributions of everyone who's kept the RPG hobby alive. As for this particular set of rules, identifying major contributions is a bit easier:

Neal Scott (Creation of Alkaghi League; contributions to Omerian Pantheon; securing of all the artwork you see here; multiple humorous discussion concerning Laxar the Priest of Semit).

Player contributors/testers: Rob Beals, Russel Boyd, Kathryn Eichman, Jason Frisbie, Eddie Garza, Brendan Grayson, Matt Harris, Matt Olejarczyk, Mack Morris, Stephen Puckett, Neal Scott, Erik Skiles, Scott Smith, William Reid, Mark Spigelmeyer, Arthur Tambur, Dwight Upton.

Art: Stephen Grant, Boris Radjuko, Jeff Carlisle, Katy Hargrove, Matteo Lolli



"OMERIAN TALES": QUICK REFERENCE SHEET

BACKGROUND	BONUSES	NOTES
Altherian	+1 INT +1 Communications	<ul style="list-style-type: none"> Natural merchants Most abundant colonists Often perceived as haughty
Lathlorian	+1 WIS +1 Physical	<ul style="list-style-type: none"> Gregarious and friendly Tend to be homebodies Attuned to the land
Kzetan	+1 DEX +1 Perception	<ul style="list-style-type: none"> Nomadic people Seek personal gain Perceived as non-trustworthy
Amonite	+2 STR -1 INT +1 Physical	<ul style="list-style-type: none"> Imposing warriors Despise Thieves Glory Seekers
Gamnan	+1 CON +1 Physical	<ul style="list-style-type: none"> Tough craftsmen Admirers of gems and metals Enmity with Izurians and Hormu
Hormu	+1 STR +1 CON -1 Cha +1 Subterfuge	<ul style="list-style-type: none"> "Mongrel race" Hormu=harsh environment Reviled by most non-hormu Rarely seen in New World
Izurian	+1 INT +1 perception	<ul style="list-style-type: none"> From martial, caste-system Bound by rigid honor code Few leave Izur
ROLE	Starting bonuses	
WARRIOR	+1 to STR or CON; +1 Physical; may use any armor and any weapon; +1 to Melee or Missile Attack; 2 skill points.	
MYSTIC	+1 INT or WIS; +1 Knowledge or Charisma; may use light weapons; may use all skill disciplines; may not wear armor or use shields; 3 skill points	
SPECIALIST	+1 to any ability; +1 to any skill; may use medium weapons and medium armor; +1 to Defense; 4 skill points.	
Level Benefits: <u>Every Even level</u> *STA gain: Warriors=2d6+CON; All others= d6+CON *Skill Boost: Specialists: 3 skill points; All Others: 2 skill points *Combat Bonus, Warrior: +1 to Melee or Missile Attack, OR +1 to Defense <u>Every Odd Level</u> *MANA GAIN: +2 MANA (mystics only) *ABILITY BUMP: +1 to any single ability (all) *KARMA GAIN: +1 KARMA point (all) *Combat Bonus, Specialist: +1 to Melee or Missile attack, OR +1 to Defense		Magic <ul style="list-style-type: none"> Spell Disciplines: Earth, Air, Fire, Water, Body and Mind. Each costs a Feat slot. Casting: roll d20+Caster Level+WIS vs Effect DC and modifiers. Spell cost: 1 MANA to activate the spell; additional MANA=+5 to effect. Using STA to overcome Mods: may spend STA to increase his chances of making the DC on a 1-STA for each +1 basis. Using BP to overcome Mods: Spend BP's to increase his chances; +3 per BP. Then WILL Chk.
VIRTUES:	VICES:	Starting Body Points = 3+CON <i>Each BP is worth 3 STA. Partial loss of a BP is the same as losing the BP itself.</i> Starting Stamina =6+CON+d6 Starting KAR = 3+CHA Starting MANA =1+INT DEFENSE =10+PHYSICAL Melee Attack =STR Missile Attack =DEX
Academic	Addicted	
Bold	Arrogant	
Compassionate	Capricious	
Courageous	Cowardly	
Daring	Cynical	
Determined	Egoistic	
Fair	Hidebound	
Faithful	Impulsive	
Free-spirited	Insensitive	
Generous	Lazy	
Gregarious	Manipulative	
Honest	Petty	
Industrious	Power Hungry	
Just	Selfish	
Kind	Stubborn	
Thoughtful	Vengeful	

MAGIC DISCIPLINES and Effects

ELEMENTAL MAGIC: Has four disciplines – Earth, Air, Fire and Water. Each is a separate discipline.

Earth

- *Enchanted Rock* (DC 10+3 per stone+1/desired bonus): grant small stone or pebble a max +1/lvl to hit and damage; lasts until stone is used; max stones enchanted at any one time=5. All stones must be spent before enchanting new ones.
- *Mud Pits* (DC 10+2 per 5' radius+2/round duration): turn ground into cloying mud, cutting movement and initiative by half; normal resistance. Max Rounds=caster lvl.
- *Stoneskin* (DC10+1/ target +1/rnd duration+ 1/desired bonus, applied to all targets): +AC for each target for one round; maxplus=caster level; absorbs crits as normal armor.
- *Stoneshape* (DC20+1 per 10' square): Shape or move stone into desired forms; permanent, unless used to grapple (then dispels in one hour). Max area=Caster level x 20.
- *Trackless* (DC15+1 per additional target+1/ 5 minutes): Cover your tracks and the tracks of your friends while moving through environments where you can be tracked.

Air

- *Airburst* (DC10+1 per weapon+ 1 per round duration+1/desired bonus, applied to all targets): Cast on missile weapons; grants d6 damage, +1/lvl to hit and damage; max plus=caster level.
- *Flight* (DC20+1 per additional target; +3/10 minutes): Soar through the air like a bird.
- *Float* (DC15+1 per target +1/rnd): Become light as a feather, softening falls.
- *Lightning Strike* (DC15+1 per target+1 per d6 dmg [max#/d6's=caster lvl]): damage to selected targets; CON+Physical resist for half-damage (against caster DC).
- *Sonic Blast* (DC25+1 per 5' radius): Explosive burst temporarily stuns foes for 1 rnd/lvl of caster, plus does d6/lvl damage; Resistance check to avoid stunning, but still take damage.

Fire

- *Create Fire* (DC10+1/hour): create torchlike flame; OR: start a normal fire without flint and steel
- *Everburning Lamp* (DC 25): Create a torchlike effect on an object; duration: until dispelled.
- *Flamestrike* (DC10+1 per weapon+1 per round duration+1 per desired bonus, applied to target weapons [max level=caster]): Cast on melee weapons; adds d6 fire damage +1/lvl to successful strike. No save.
- *Fireball* (DC15+1 per 5' radius+1 per 50' range): Blast your enemies with searing flame, d6/caster lvl (REF resist for half damage); minimum range=30' (or subject to own fireball).
- *Firewall*: (DC15+1/rnd duration/+1 per 5' area, +1/d6 damage of flame [max lvl=caster]): Create a wall of flame that will sear anyone trying to pass through it; CON resist for half-damage.

Water

- *Purify Water* (DC10+1/gallon purified [max gallons=caster]): Purify 1 gallon of water per level; duration: permanent.
- *Fins* (DC15+2 per target+1 per minute): sprout fin-like appendages; +4 swimming
- *Healing Balm* (DC10+1 per target+1 per d6 healing effect, applies to all targets): use clean water to heal; max d6's=caster lvl.
- *Obscure* (DC15+1 per 5' radius+1/round duration): Create a hazy mist emanating from yourself; +4 subterfuge or -4 to opponent's perception, depending on situation.
- *Water Breath* (DC15+1 per target+1 per 10 minutes duration): breathe underwater as if breathing air; include all targets in single casting.

BODY MAGIC

- *Change Appearance* (DC20+1 modifier to detect/notice): single target; change a willing target's physical appearance; duration: 1 hour/lvl or dispelled.
- *Cure Wounds* (DC 10+1 per target+1/d6 healed, applies to all targets): heal wounds; max d6's=caster lvl.
- *Cure Condition* (DC 15+severity of condition): heals diseases, curses, and other adverse conditions.
- *Enhance Physical* (DC10+1 per target+1/round duration+1 per plus, applied to all targets): Enhance Physical skill ability to a max=caster level
- *Raise Dead* (DC30+1 per day dead): Raise someone from the dead (corpse must be intact).

MIND MAGIC

- *Detect Magic* (DC10+1 per 10' radius+1/rnd duration): Detect magic around or near you, Max rounds=Caster level.
- *Dispel Magic* (DC15+lvl of magic dispelled): dispel magical effects
- *Enhance Mind* (DC10+1/target+1/5 minute duration+1 per plus, applied to all targets): gain bonus to Perception or Communications; max plus=caster level; can be used to communicate in extraordinary ways, i.e., speak with dead, extra-planar, greater powers (GM determines additional difficulty).
- *Mental Bolt* (DC15+lvl of target+1/additional target difficulty to resist applied to all targets): d6 dmg +1/lvl mental damage; resist or be stunned for #/rnds=caster level.
- *Mind Control* (DC20+#/targets+targetlvl+1/rnd of control, per target): control a target's actions; normal resistance roll; Once controlled, resistance is enhanced depending on what you try to make the target do (actions detrimental to itself will increase the resistance).

<p>ARMOR:</p> <p>Light Padded +1 [10 gp] Leather +2 [20 gp] Shield +1 [5 gp]</p> <p>Medium Scale +3 [50 gp] Chain +4 [100 gp]</p> <p>Heavy Half-Plate +5 [250 gp] Full Plate +6 [500 gp]</p> <p>Subterfuge Penalty=Armor Protection</p>	<p>WEAPONS: *=must used two-handed</p> <p>Light Weapons=d6 Dagger Sling Staff*</p> <p>Medium Weapons=2d6 Sword Bow* Warhammer</p> <p>Heavy Weapons=3d6 Battleaxe* Greatsword* Blunderbuss***</p> <p>*Two-handed weapon **Composite versions do +1 damage ***RARE. Requires two rounds to load.</p>
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Omerian Tales Character Record Sheet

Player:				ABILITY	RANK
				<i>Strength</i>	
Character Name:				<i>Dexterity</i>	
				<i>Constitution</i>	
Background/Role:				<i>Intelligence</i>	
				<i>Wisdom</i>	
Level				<i>Charisma</i>	
Karma		DEFENSE		SKILL	RANK
MANA		INITIATIVE		<i>Communications</i>	
MxArm		MELEE ATTACK		<i>Knowledge</i>	
MxWpn		MISSILE ATTACK		<i>Perception</i>	
Virtue		Vice		<i>Physical</i>	
				<i>Subterfuge</i>	
Armor			+ to DEF		
				Body Points	
Weapon			Damage		Stamina
Equipment, Items, Money, Spell Disciplines, Etc.					

"Omerian Tales: Lands and People of Omeria" ***(A d20/OT supplement)***

Welcome to Omeria

This is the first background supplement for *Omerian Tales*, a d20-Fantasy RPG set in the "New World." Settlers from Alkaghi, the "Old World," are forging new paths to fame and adventure every day. This supplement is intended mainly for GM use. A set of the d20/OT rules are required to play this game (though it can also be adapted to any d20 fantasy setting in a pinch).

Flavor of the New World: Humans are quickly making inroads in the vast, unexplored tracts of Omeria. This is primarily due to their skill in magic. To draw a real-world analogy, magic is to Omeria what gunpowder was to the actual new world. The

intelligent denizens of the New World tend to greet humans with a mixture of fear, awe, respect and contempt. Naturally, there are opposing forces at work among the Old World Folk. There are those who see Omeria and its people as one, and seek to live among them as harmoniously as possible. Then there are those who see a land ripe for exploit, dark forces long kept silent in the old world, seeking a place to make their melevolevt voices heard once again.

The Land

Upper Omeria – land of Relics: Settlers from Alkaghi have a well-established foothold in the new world in the form of Balderville, a bustling, megalopolis on the shores of Omeria. The vicinity beyond Balderville is still being explored, but already tales of ruined keeps, and vast underground labyrinths filled with amazing structures are flooding the area, attracting both the brave and the foolhardy to these shores. Upper Omeria is a land of verdant plains, old, deep forests, imposing mountains, and -- as if to balance out its wonder -- menacing threats tucked away in the dark parts of the world. Decades of seclusion have brought about the development of extremely large versions of mundane creatures, like spiders, rats, bats, and snakes (some of the latter so big, they are called "dragons"). Thankfully, there are more than enough adventurers willing to try their hand at charting this land of opportunity, thus taming the land and making safe for all.



Major geographical features:

The Iznawt Expedition: Most of what is presently known about Omeria comes from the reports of adventures. There was, however, a great expedition of several years led by a Kzetan named Nethis Iznawt. His map of the area, first sketched over a decade ago, forms the basis of what is known about Omeria, since amended by the *Learned Uncles* at UMMAC (see below).

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BALDERVILLE: Balderville is a thriving megalopolis built around the original New World Settlement of *Omerton*, which is now little more than a historical district and administrative center at the heart of the city. It is a collection of several smaller cites,



surrounded by thick walls, guarded by an imposing garrison. Just outside the eastern wall of the city is the huge trading port of *Cawton Estuary*, which runs far inland. Pretty much anything and everything can be found in Balderville, depending on where you go, and it is said one may

spend a lifetime exploring the city streets (not to mention, its vast underground). The city's power and position are further solidified by the presence of *The Red Temple*, a large garrison housing *The Fangs of Semit* (elite warriors and their associated priests) and *The University of Metaphysics and Magic* (UMMAC), where *Learned Uncles* study many great and powerful relics, and find new means of exploiting Alkaghi magic.

ELDER CITY: A tremendous edifice, rising 20 stories and covering several miles, the city glows with a faint blue tint that can be seen for miles at night. This blue barrier has thus far thwarted all attempts to enter this perfectly preserved remnant of the long-lost civilization scholars call *The Ancients*. No one really knows what lies within its haunting spires, though everyone wants to find out.



THE GROVENWOLD: A deep, tangly, but inviting forest that is largely unexplored, if only because the few who have entered do not wish to return.



Travellers speak of a pervasive feeling of being watched by unseen eyes. There are tales among the Inwahe of an elusive, powerful spirit that resides somewhere in the heart of the Wold. The Gnoll call it *Fer Mel I'Kamen*, or "The Spirit of the Green Mist."

CASTLE BLACKROCK: A remnant of the long-dead Baldren Empire, a rugged, human-like race that evidently ruled the realm sometime after the Ancients. The keep is well preserved, and sits atop an apparently endless labyrinth of caves and caverns, both natural and man-made (which adventurers call "Blackdeep"). The peaks of Blackrock are incongruously chilly, leading some to believe there is a curse laid upon it due to

some transgression by its citizens. Adventurers traveling to and from the ruins report many dangers, including a living city deep in the earth, populated with powerful warriors clad in glimmering metal. The description of these folk, echoed by reports from other locations, has led scholars to term these them using a name from mythology. They call these strong, wide, bearded, powerful, axe-wielding warriors "dwarves." To date, there have been many reports of "dwarves," none of them depicting the people as anything other than zealot xenophobes who destroy anything and anyone who enters their realm.

The Broken Lands: This flat, arid plain consists of huge fissures and canyons, some of which plunge deep into the earth. To date, no one has bothered to venture very far down, though there are several stories of a race of cliff-dwelling humanoids, blue-skinned, who traverse the canyon lands on great birds. Scholars have discounted most of these stories, though they yet to explain away the return of a gleaming sword of incredible sharpness, reportedly taken from one of these folk.

Craggiset: The land of the Grig Gnoll. Craggiset is full of precious metals and ore, which the Grig craft into strong weapons and armor. Thankfully, they are so



busy at war with each other that they have taken little notice of the Omerians. Expeditions to the Craggiset always return with tales of ruined structures and Baldren statues – not to mention markedly fewer members than when they started. Most believe it the trip to Craggiset, a harsh, unforgiving environment, isn't worth the effort. In the far south of Craggiset are twin cites of Talis and Talmued, well-preserved Baldren keeps that are, at present, completely overrun with Gnoll.

Coyne's Pass: An armed garrison that serves as a way station for those traveling down The Longway Run. There is a large, friendly tribe of Inwahe (the *Open Hand* tribe) who inhabit the hills just west of who seem to be on peaceful terms with the Grig in the mountains nearby (a clan known as *The Whiteskull*). Omerians use the Inwahe as an

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intermediary to placate the Grig. Coyne's Pass is a popular launching point for expeditions across the water into Bothan, as it allows a party to avoid The Plains of Elendi, where the warlike Puningi roam.

Bothan: More inviting than the Grovenwold, Bothan features numerous ancient structures and ruins in which adventurers can find relics to return to UMMAC for great reward. The relative frequency of these ruins suggest to scholars that this area was once home to a powerful kingdom, most likely Baldren. The dangers of the forest are typical: large versions of pests (spiders, wasps, rats and the like), plus the occasional monstrosity located in the interior, when adventurers find old caves and dungeons dating from long ago. There have been reports of a swift, elusive group of creatures, who inhabit the area where the forest is most dense (the southern edge of Bothan, near the foothills of Ironhold). No one has ever seen



these creatures. What is usually found are the corpses of adventurers hanging from the trees, their gear untouched,

their bodies pockmarked with holes that appear to have come from arrows.

Ebronder: This is a collection of Inwahe tribes who have come together mainly as a means of security against the Omerians. Though on good terms with the Humans, the Gnoll are ever vigilant of deceit, citing "other dealings with your kind," the likes of which they refuse to expound upon. Some believe this antipathy is a remnant of a long ago age, just after the Baldren period, but well before the present day.

Lawton's Bend: Little more than a turn in the river itself, this area is home to yet another large, ruined keep, as yet unnamed (most simply call it "The Keep at Lawton's Bend"). The keep itself is avoided, mainly because the first five expeditions who visited it all vanished without a trace. Some travellers have reported strange, winged creatures emerging from

the ruins on moon-filled nights, but no one has bothered to go find out what they could actually be (scholars assume some form of giant bat).



Ironhold: No one travels far into Ironhold, if they travel in at all. Though there is evidence to suggest abundant metals, gems and minerals, the entire mountain range emits a strange radiation that thwarts magic. The further one travels into Ironhold, the harder magic is to use. To make matters worse, there are suggestions of a massive dwarven population who inhabit not just the underground, but the surface areas, as well. Scholars have taken to calling these people *The Chaar*, based on the discovery and decipherment of runes located in the lower foothills (all examples of which appear to be warnings that one should not trespass on pain of death).

The Dreadmyre: A huge swamp, filled with precious stones and not a few Baldren ruins. There are also reports of a sunken, haunted Ancient city at the Myre's center. Unfortunately, this area is most definitely the home to the largest versions of Omerian snakes, or "Dragons," some of which appear to possess a rudimentary intelligence in the form of extreme cunning. Two expeditions have successfully returned from The Dreadmyre, one of which came back with a cut emerald the size of a human head. The other expedition brought back the skin of a snake, which was crafted into a suit of armor as light as leather, but hard as mail. The lure of obtaining additional skins has led many to take on the mire, but few to return, most empty-handed, with tales to freeze the bones.

The Hole: At the base of Winder's Peak (at the tallest mountain in Omeria) is a tremendous chasm, whose sheer walls plummet deep, deep into the earth. No one has ever bothered to see what lies beneath. Only a few have bothered to climb the mountain, whose tallest spires extend into the clouds.



The Towers/Evinsfayte: this is an almost completely unexplored mountain range. "The Great Pillar of Iznowt" is a tall, narrow, needle-like spire that thrusts straight up out

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of the range. It is obviously named for Nethis Iznawt, who headed the first Omerian mapping expedition. The range of Evinsfayte is named for Iznawt's Altherian companion, Abelard Evins, who perished there from a fall.

Rabscuttle: A completely inhospitable place that is home to several warring Grig factions, among them: *The Bonebreakers*; *The Bloody Skull*; *The Eyebiter*, and *The Red Sun*. None of these tribes are friendly, though it was *Red Sun* guides who took Iznawt through the region when he mapped it.

The indigenous people

Upper Omeria is (was?) primarily populated by the Gnoll, a tribal race of dog-like humanoids. Though each tribe has its own identity, special customs and mores, all currently known species of Gnoll are classified into three camps:

The Inwahe: benevolent lodge-dwellers found primarily Ebronder, and in the forests on the outskirts of Balderville.

The Puningi: fierce horseman who roam the Plain of Elendi in search of great herds.

The Grig: “advanced,” metal-using, warlike tribes who rule the harsh lands of The Cragiset.

PCs can expect to meet with Inwahe fairly early in the campaign, as the Inwahe trade freely with the “Irdruzil,” or “the Strange Folk,” (or simply “Strangers”). Encounters with the Puningi should be avoided, as their reactions depend entirely on their mood at the moment. As already noted, very few adventurers have gone into the Cragiset and returned to tell of it. Though individual Grig tribes hate each other, they despise outsiders even more. Additional information on the Gnoll, plus the other unusual races of Omeria, is found, below.

New World Races

The new world is populated by the typical races found in most fantasy milieus. In *Omeria*, however, it is assumed that there has been very little contact between the people of the old world and the people of the new, as humans only recently settled the new world. For that reason, no encounter can be considered “standard.” Stance of neutrality, enmity and empathy are forged as the campaign progresses, and there is no way to know what reactions will occur until they are played out.

Racial archetypes: Some racial descriptions are broken down into “Archetypes” and “Ethnicities.” A racial archetype is a general description of the race overall. An ethnicity is a subset or variation of the archetype. Not all races have archetypes and sub-sets.

Omerian Player Characters: As the campaign develops, and players come into contact with more and more Omerian people, some players may want to play these new races. For that reason, information is available under each archetype or ethnicity.

DWARVES

(*Ethnicities: Hill, Mountain and Surface*)

Bonuses	+1 STR +1 BP, +2d6 STA
Negatives	-1 DEX, -1 CHA
Virtues	Determined
Vices	Zealous

Dwarves are short, stout creatures resembling small, stocky (often bearded) humans. They are typically strong and wide of shoulder, and short of leg. They are generally hardy fighters, and usually bitter realists. On the whole, most Dwarven cultures are introverted and somewhat xenophobic, their initial reactions typically range from neutral to openly hostile.

Dwarves are split into three related, but unique sub-species. These sub-species, while cultures unto themselves, nonetheless share many common traits and characteristics. There are two reasons for this. First, while it is uncommon for the different types of Dwarves to mix cultures or intermarry, it is not unheard of. All Dwarves tend to cling to and carry their cultural mores with them. More integral than intermarriage, however, is the generally agreed upon belief that all Dwarves sprang from the same stock and location, during which time they shared a common tongue and culture for hundreds of years. The reasons why the race inexplicably split off into their present three branches is a secret only the Dwarves know (and they ain't talkin').

All Dwarves are by reputation excellent craftsman, known for their expert building skills, fine jewelry and well-made armament. Their communities are found in three places, the surface (rare, but usually plains), the hills and the mountains. Being less than tolerant of other races (and sometimes not even very tolerant of each other) Dwarven communities (usually) trade freely amongst themselves. Where the different terrains merge (i.e., hills with mountains, plains with hills), you will often find the two types of Dwarves living relatively close by. On occasion, there will be isolated pockets of single Dwarven races (usually consisting of Mountain or Hill Dwarves). In these cases, the community

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consider themselves apart from even their Dwarven cousins. Such communities are invariably powerful and exert major influence on their habitats and neighboring kingdoms.

The prevalent Mountain Dwarf belief system revolves around the ability to "craft," be it in a skill like masonry, or a task such as war. Anyone who is excellent at his craft is seen as blessed by the gods. Their most revered god is, of course, Kranrik, "the great craftsman." Dwarven society is heavily patriarchal. Females are treated as property, for the most part, and almost all marriages are arranged (usually by cooperating clans as a means to maintain power and/or influence).

Dwarven names are usually descriptive, reflecting their backgrounds. Typical Dwarven last names include Steelhand, Ironhelm, and Goldhammer (these, of course, are translations from the Dwarven tongue). Dwarves live to be between 550-750 yrs. old.

Hill Dwarves: Hill Dwarves are seemingly a mixture of Mountain and Surface Dwarves, possessing a synthesis of traits that the others have individually. It is rumored among scholars, in fact, that the Hill Dwarfs most closely resemble the original Dwarven culture to which all Dwarves once belonged. Unlike their Mountain brethren, Hill Dwarves are comfortable living both above and below ground and their architecture and lifestyle reflect this. Some Hill Dwarf

communities build their abodes completely inside the earth, while others may build entirely outside, like humans. No matter how the community is built, it is always walled, heavily fortified, and trapped to the gills. Hill Dwarves are equally adept at farming as their surface brethren (see below) and as good as their mountain brothers at mining and stone cutting. If they were as aggressive as their mountain cousins, they might rule more and larger territories than they do.

While not as prejudiced and introverted as the Mountain Dwarves, Hill Dwarves are nonetheless a relatively closed society. They rarely interact with non-Dwarves unless it is to their benefit. When they do, they prefer that the Surface Dwarves act as a go between in their relations with others (non-dwarfs). They can be as quick to anger as their Mountain brothers and are fierce fighters when provoked. They are fiercely devoted to king, clan and family (usually in that order), and tend to treat their females as subservient beings. There is relatively little infighting and political posturing among Hill Dwarven populations, due to the fact that they see their leaders as part of an unbroken line descending directly from the gods.

Mountain Dwarves: The most fiercely introverted, mysterious and warlike of all the Dwarven "races" are the Mountain Dwarves. Mountain Dwarves live in seclusion, far away from almost all outside influences. They usually maintain somewhat cordial relations with other Dwarven enclaves (except with Surface Dwarves which they view with a certain degree of contempt). All other creatures are usually treated as hostile invaders. Typically, an initial encounter with a Mountain Dwarf will be, at best, tension-filled. To say they are distrustful of all other races is an understatement. No one knows the reason behind their warlike stance, but most assume it has its roots in simple arrogance. A select few sages point to some strange historical event that occurred many years ago, perhaps the same event that causes the legendary original clan to split into the present three races.

Since the Mountain Dwarves are so secluded from the rest of the world, they tend to be greedy when it comes to anything outside of the world they live in. Metals and stones are common to a Mountain Dwarf, but such things as paper or fine cloth are sought out and hoarded. It is this greed for the unusual, in fact, that accounts for the very few (often black market) trade routes that exist between Mountain Dwarves and non-dwarves. Such trade is often conducted through several layers of middlemen, and most often is instigated by rich and/or curious Dwarven nobles.

Mountain Dwarves exist in a clan-like culture whose politics exhibit their inherent violence and capriciousness. This makes the aforementioned trade



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agreements spotty and, sometimes, very dangerous to maintain. Like Hill Dwarves, they believe their leaders are anointed by the gods. Unlike other Dwarven ethnicities, they are much quicker to reconcile the replacement of inept leaders through combat or assassination as “the will of the gods,” particularly if the leader has acted in a weak or dishonorable manner,

Physically, Mountain Dwarves’ homes are built inside massive tunnels (either natural or carved). They are exceptional miners, stone cutters and stonemasons, with expertise beyond all other Dwarves. While they live deep inside and beneath mountains, they will still often build great fortresses inside their underground kingdom. Like all other Dwarves, the Mountain clans are skilled in any other crafts they acquire.

Through means as yet unknown, Mountain dwarves have acquired a degree of magic resistance. Some sages speculate it has something to do with the very earth in which they have created their homes. The stone deep within the Omerian mountains is said to be a strange, dark substance that, according to rumor, exudes some sort of natural anti-magic radiation. In game terms, all mountain dwarves have a +4 resistance to any sort of magical effect, including beneficial ones, like healing spells. The Mountain Dwarf cannot turn this resistance on and off as he pleases. There are some rumors, however, of Mountain Dwarves losing their resistance as they travel further away from their homelands.

Needless to say, there are no Mountain Dwarf magicians, nor or there traditional priests. Mountain Dwarf priests tend to be either seers or war priests. The seers do not cast spells or scry like the typical member of their profession, but rather utilize rune stones, or sacred objects. They are said to be remarkably accurate in their predictions. Mountain Dwarf war priests are usually just extremely devoted or proficient warriors endowed with some unusual attribute or ability (like *Battlerager* or *Improved Critical*). There are some reports, however, of war priests who have the ability to create very limited spell-like effects on themselves and their immediate followers. Such reports are largely unsubstantiated.

Surface Dwarves: The most open and (relatively) friendly of the Dwarves, relatively speaking, are the Surface Dwarves. The surface dwellers are also the tallest but least physically powerful. Sometimes called “the sundered” or “the cursed” by their Hill and Mountain brethren, Surface Dwarves seem to have originated from the same stock as Hill Dwarves. Some scholars speculate that the Surface dwarves were part of a clan that was banned (for reasons unknown) from the old Dwarven society. They now serve as a link between the outside peoples and the more secluded worlds of their Dwarven brothers. In fact, it is the ability to comfortably live in both worlds

that allows the Surface Dwarves to thrive where their cousins seem to be dwindling.

Surface Dwarves have less of a problem conducting amicable relations with other races, and seem to be accepted (or at least tolerated) in the usually secluded homes of their relatives in the Hills and Mountains. Most surface clans themselves still live in mountainous regions, but on occasion, “wilders” or “rovers” (as they are called by the other Dwarves) can be found elsewhere. There are even some tribes, like the Malaryians of Bothan, who have adopted the wholly non-traditional role of fishermen (though they still tend to be poor swimmers).

Surface Dwarves are usually excellent farmers, creating croplands where most others would never dare try. Their hill farms are built on terraces, giving their communities a unique look to them. This terracing is useful in many ways. For starters it gives them the ground they need to raise crops. The second and much more subtle use of terracing is homeland defense. With each terraces higher and generally offset from those below, it offers strategic advantage for the sureshot Surface Slingers. Swarf clans that farm traditional flatlands tend to produce large amounts of crop in small spaces. This is because Dwarven crop specimens are unusually large. No one is sure how this effect is achieved. Rumor has it the Surface Dwarves import some sort of strange powder from their Hill and Mountain relatives which spurs this remarkable growth.

Surface Dwarves live in extended families as part of tribes of various sizes. While Surface Dwarf tribes are each unique in their temperament and structure, it is not unusual at all to find several tribes occupying the same territory and sharing it with a minimum of dispute. Unlike in the Hill and Mountain culture, Surface Dwarven females live in complete equanimity with their male counterparts.

ELVES

(Ethnicities: Wood, Steel)

Bonuses	+1 DEX
Negatives	-1 STR
Virtues	Free-Spirited
Vices	Fearful

Green (Wood) Elves: Green elves inhabit the deepest, darkest forests -- areas seldom frequented by other races. They are hardy fighters, physically the strongest of elves, but are somewhat barbarous in their ways. Green Elves are normally over 6' tall, but are usually rather thin. Their skin color ranges in pigmentation, but there is always a hint of green. Hair color is usually black, though occasional, unexplainable variations have occurred. Their eyes are always a shade of green or blue.

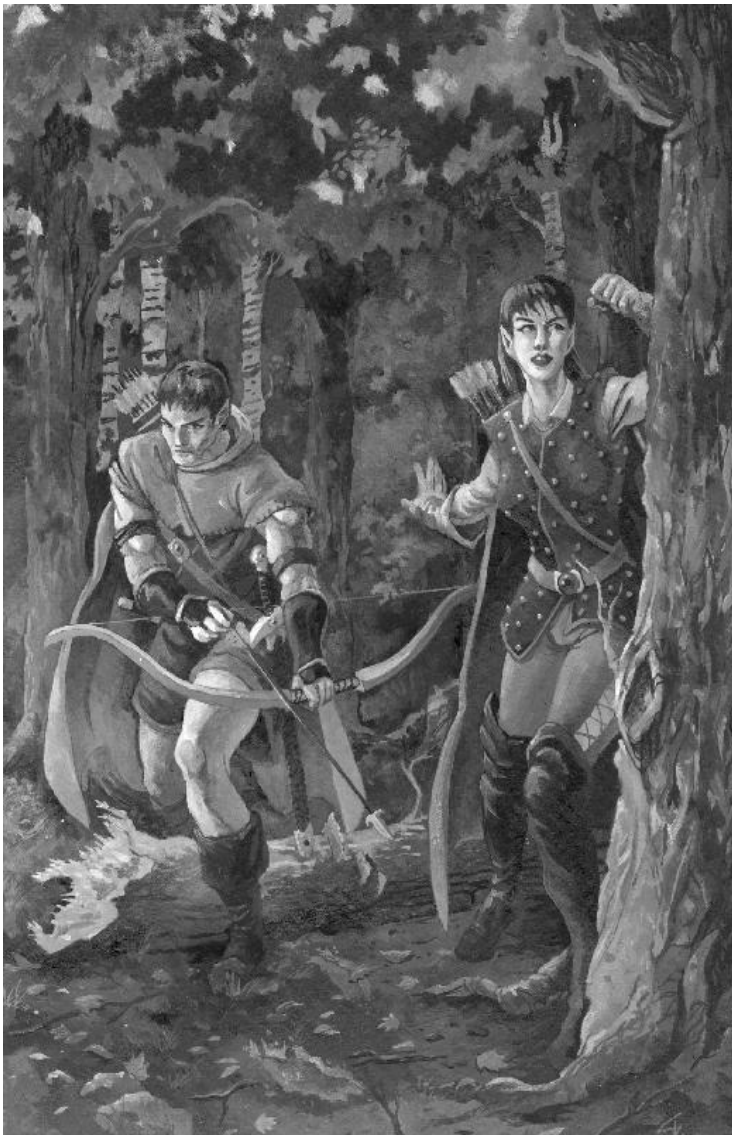
Wood Elves are inclined toward militancy, and

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most spend a good portion of their lives training in the use of weaponry. These 'barbarians' are extremely proficient in the use Bows and Daggers (Crit on a 19 or a 20 with these weapons). Note that most Wood Elves characters stone, wood, or bone versions of weapons, as metalworking is almost unheard of in Wood Elf society.

Green Elves live in tribes of various sizes, and almost every tribe has a dozen natural enemies (including other Elf tribes). When dealing with outsiders, they tend to "shoot first and ask question later" (though they will usually stalk potential enemies for some time before committing to action). This is not to say they are foolhardy. They will scout any threat as much as possible, using a "blending skill," which is basically a *Sneak* attack that allows them a +4 to their Subterfuge check in their natural



environment. This particularly deadly skill allows, a "blended" Green Elf to his blending and subterfuge

bonuses to any sneak attacks. This ability can only be used in the Wild Elf's natural terrain, however, the woods.

Green elves are very superstitious, and many will have obvious problems adapting to the outside world. Players playing Green Elves should be extremely detailed in their particular tribal norms, and must incorporate at least two strange habits into their character's daily routine. Green Elves tend to have certain strange phobias, which the player is encouraged to create and play.

Wood Elves live to be 120-150 years old, and always take names that reflect their life in the wilds. They wear clothing that blends with the wild, and always carry a hunting knife.

Blue (Steel) Elves: Blue elves inhabit remote areas, generally shunning the rest of society. They are stoic to a fault, but make strong allies. In appearance, they are tall and sinewy, which belies their great strength (for elves). Most are around or over 6' tall, and no fat steel elf has ever been seen. Their skin is a glistening, metallic blue. Their hair is always black, and their eyes are always some shade of blue.

The Blue Elves are excellent metal workers, and all are trained with the blade. In addition, Steel Elves are extremely adept at survival in their natural element (consider any Survival checks in natural terrain to be at DC 5).

Steel Elves wear as little, or as much clothing as they need. They are pragmatic creatures, with little use for ornamentation. Males and females alike always carry a sword of some type. Blue Elven names reflect their affinity for strong sturdy mountains and good, solid craft. Some humans have even gone so far to say that these names closely resemble those used by dwarves. There are legends of certain Blue Elf tribes living in huge dugouts in the walls of forbidding canyons. These Elves are said to ride great, fearsome birds.

GNOLL (*Ethnicities: Grig, Inwahe, Puningi, Maotauna*)

Bonuses	+2 STR +2 BP, +2d6 STA
Negatives	-2 CHA, -2 INT
Virtues	Industrious
Vices	Cowardly

Gnoll is the human term used to describe that vast collection of tribes inhabited by this dog-like race. The Gnoll are basically large humanoids with canine facial features. They are best described as tall (6' to 7') stocky beings with human bodies and dog heads.

All Gnoll come from primitive backgrounds, and are usually short-lived. Little is known about them outside of their society, and many other races

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avoid them. They roam the land in tribal units, and no two tribes are the same. There are some basic similarities between tribal types, however, which allow major classification of the various enclaves. Besides their dog-like features, every Gnoll sub-race maintains the canine sense of smell. Their enhanced sense of smell grants makes them very difficult to surprise. Gnoll PCs are usually Archers, Fighters, Rangers, or Rogues.

Grig (greeg): The most common of the Gnoll, the Grig are typically barbaric. They have a “might makes right” mentality, with their size and strength more often than not placing them in “the right.” They are hardy warriors, rather large and muscular. Their appearance can be menacing. Their fur is usually dark, and their coat is invariably dirty. They take pains to keep their canines glistening and menacing, however, and love to create and wear “perfumes” that smell of blood or offal. They prefer ornamentation that makes them look as menacing as possible (spikes, sharp edges, fearsome iconography emblazoned on shields, etc.).

Grigs tend to form large tribes, and because other races tend to push them out, they usually inhabit desolate places. They are adept at making steel weapons, if given the proper materials, and can fashion armor, as well. Many tribes, in fact, prize armor and weaponry above all else, and form relatively huge empires, ruling vast tracts of mountainous or rough terrain. Characters stumbling on such territory will almost immediately notice the despoiling of arable land (if any is present), as well as many examples of fearsome heraldic symbols, such as impaled cadavers or elaborate stone and bone markers. Grig are acquisitive and fearsome, and usually not prudent about choosing enemies, so such territory is frequented only by fools. Grig still maintain the pack mentality of their ancient ancestors, with the strong dominating the weak, and little care given to those who can’t take care of themselves. They do not discriminate among male and female, each gender fully capable of exerting control (through various means) over their brethren.

Should a player run a Grig character, the bad reputation of the Grig as a whole will follow that individual character everywhere he goes. In game terms, all interactions with non-Grig, or non-party members suffer a -2. Checks concerning Elves, their natural enemies, are penalized at -4.

Inwahe (een-WAH-hee): The benevolent Inwahe take up residence in great wooden lodges next to fertile tracts of land, such as streambeds or forests. They are forest tenders and farmers, a far cry from their brothers, the many typical, warlike species of Gnoll. Inwahe are the smallest of the Gnoll, approximately the size of Elves, with whom they sometimes share territory. Inwahe, in fact, tend to

make treaties with all of their neighbors, often at the expense of land or respect. As a predominately non-violent race, they tend to collect as powerful an “entourage” as possible to protect themselves. All Inwahe are capable farmers, and many can craft hunting arrows as well, given the proper materials.

Inwahe hold reverence for all living things, especially animals, with whom they feel a kindred spirit. Each Inwahe accordingly possesses a spirit guide (or totem), which they can communicate with using various rituals. The most common form of ritual involves meditation, focused on the use of a small bag filled with special personal objects. The bag, called a Niktaki (neek-TAHK-ee), or Medicine Bag, is worn around the neck and removed only in rituals involving the totem. The preliminary “calling ritual,” or “Izh B’em’he (Eezh beh-MEH), is performed at the age of 10, and involves the actual summoning of the totem spirit. By this time, the child has collected a number of personal objects, which he removes from his pack and places on a small sheet of sacred material, usually leather or buckskin. The Inwahe then wills himself into a trance, during which time he sees his spirit guide in his mind. From that point on, the child will forever recognize his guide, and will be able to communicate with it on the spiritual level. Players running Inwahe characters should simulate the above ritual by rolling the guide’s attributes on the table below (roll twice, once for type of creature, once for ecological niche).

	TYPE (d20)	ECOLOGICAL NICHE
Mammal	1-11	Carnivore 1-6
Avian	12-14	Herbivore 7-12
Sea creature	15-16	Omnivore 13-18
Insect	17-18	Scavenger 19-20
Reptile	19-20	

The player should bear in mind that the totem should reflect the characters strengths and weaknesses. Thus, a physically weak character with a Carnivorous Mammal as a totem would not likely have a Wolf as a spirit guide. Players who despair of their initial rolls, or who cannot come up with an appropriate guide should be allowed one additional roll on the above tables. After the second roll, however, the character is stuck with what he gets (as is the nature of the ritual -- the animal chooses the Inwahe, NOT the other way around). If the player simply cannot accept the hand dealt by fate (i.e., the above die rolls), assume that the character simply has no spirit guide. Perhaps he has attempted the ritual several times, and a guide has not yet shown. This could be a great role-playing hook for the character, who may be roaming the lands, searching for his guide, or attempting to accomplish some great feat to enamor him in the eyes of the spirits.

Whatever the case, Inwahe characters with spirit guides have certain advantages. First off, they

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may attempt *Communion* with the animal, which is quite similar to the above summoning ritual. In this case, however, the character merely clutches at the medicine bag, and attempts to contact the totem. If he is successful, the guide appears in a vision and imparts the requested knowledge to the character in symbolic, or cryptic form (it's up to the GM to decide how this is done). In game terms, Communion is accomplished by rolling WIS+Communication versus DC10. A successful roll indicates that the guide has appeared as above. Communion can only be attempted once per day, and takes no less than 10 minutes to accomplish. The character must have quiet and solitude to attempt the task.

A second advantage possessed by the character is *Manifestation*, which is the actual summoning of the guide in physical form. This is a more difficult feat to accomplish (DC20). If the character is successful, the guide appears within minutes, and remains to serve for a number of hours equal to the success ratio of the Check. Summoning can be attempted once per day.¹

The final ability granted through possession of a totem spirit is Transmutation, which allows the character to take on characteristics of his guide. Transmutation is difficult to achieve (DC20), and physically taxing on the character (cost=2d6 STA). If the character is successful, however, he immediately the abilities of his totem, in whatever combination he desires. A character with a shark for a guide, for example, might be able to swim underwater without need of air. He might, as well, develop a mouth full of razor-sharp teeth.

Transmutation may be attempted any number of times per day, provided the character has enough STA. There are risks, however. A character that attempts Transmutation and loses more STA than he presently has, will collapse into unconscious, and must make a WILL check at DC15 or permanently lose a BP. Further, a critical failure on the part of a character attempting Transmutation requires a STR+Physical DC20 check to resist the following effects (roll d6):

1-2: *Unconscious*: Character loses all STA, in coma for 3 days.

3-4: *Injured*: Character loses STA + 2 BPs (structural damage from aborted change)

5: *Cursed*: Spirit Guide deserts character for 2d6 days. All checks at -2 during this time.

6: *Death*: Character must make an additional roll check versus DC25 or die. If successful, character is reduced to 0 HP's, 1 BP, and bedridden for a month. Spirit Guide deserts character permanently, quest must be taken to acquire replacement. Character loses d4 KAR, permanently.

The fur of the Inwahe is varied. In all cases, however, coloration usually features a base brown shade of some type, ranging from a dull, dirty color to a gleaming metallic gold. Trace elements of white are sometimes found on the snout and jowl fur, and occasional patches of green might be seen. These green patches are highly prized by Inwahe, and represent blessings from the spirits. Characters have a 6 in 20 (30%) chance of possessing such a patch, and are granted a 2 additional KAR points if they have it.

Of all their species, only the Inwahe maintain regular trade with non-Gnoll races. In addition, they tend to settle closer to and get along better with other races. They tend to build simple wooden dwellings (“lodges”), to include the occasional walled enclosure (fort). Though they are not great warriors physically, they tend to be prudent and patient during conflict. They will create all sorts of barricades, maintain secret hideaways, and exercise hit-and-run tactics against their enemies. Unlike the Grig and Puningi, who seem to value individual strength and prowess above common sense, the Inwahe only care about winning the war. They are tenacious foes, and, if drawn into a conflict they cannot avoid, they will carry on harassing techniques indefinitely.²

Puningi (poo-NEEN-jie): In many ways, the Puningi are the most ferocious of Gnoll warriors, and are feared even by the steel-using Grig. They live in small, roving tribes that follow wild herd animals across the landscape, upon which they depend for sustenance. Some scholars believe that only their nomadic tribal lifestyle keeps the Puningi from dominating not only other Gnoll, but other lifeforms in their area.

The Puningi are exceptional horsemen and hunters. Some even call them the best mounted warriors in the world. Simply put, this incredible skill with horses equates a +5 bonus handling horses. In addition, a Puningi riding a horse he himself has broken and trained never has to make a Check to perform unusual or outstanding feats while on that horse. All Puningi warriors are also capable of the following racial Feats:

¹ Note that, if the guide has no way of logically reaching the character (for example, the character summons a wolf while he is out at sea, or a fish while he is in a dry cavern), the manifestation automatically fails. The GM should, in fact, inform players whether the manifestation is logistically possible before they make the attempt. It is assumed that the character will know the best conditions for manifestation.

² An apt template for this mindset and execution would be the Viet Cong during the Vietnam War.

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Mounted Bow shots: The Puningi can fire without penalty from odd angles while mounted, such as leaning to one side, or bracing himself with his legs and firing from under the horse's neck (thereby using the horse as partial cover [+2 AC]).

Leaping from horseback: Puningi can leap in attack from horseback to another target with no penalty, regardless of whether the other target is moving. The warrior must simply make a roll to hit, and gets an additional +2 if the target is dismounted. A successful attack requires the target to make a STR+Physical Check DC15 to remain upright. A Puningi who 'misses' his leap will land unharmed, provided he makes a successful DEX+Physical Check+riding bonus vs. DC20. An offshoot of this trait is the ability leap *on* to horseback with a successful check like the one above. The mount, if it has been trained by the Puningi, will automatically speed off in the desired direction.

Puningi coloration resembles German Shepherds (browns and blacks), and their countenance often reflects their demeanor. Though they roam after the herds, the location of the herds is seasonally static. That is, the herds have a tendency to wander the same lands during specific times of year. Puningi are quite possessive of their lands, and often attack trespassers first and ask questions later.

A feature of many of these lands are the Puningi graveyards, which feature tall platforms set high above the ground on stilt-like legs. The

deceased Puningi are placed on the platform with all their material possessions (which tend to be few, since the tribe roams). This always includes weaponry, and may include monetary possessions, if the tribe recognizes their worth (a few tribes maintain active trade with certain, trusted merchants). There is always a contingent of Puningi warriors serving as Di'ish b'te (deesh ba'TEH), or "guardians of the dead." The graveyards are usually situated on or near the tribal "wintering lands" (Gol Narshasak [GAWL narshaSACK]), where the Puningi settle during the cold months.

Puningi warriors go to great lengths to present a fearsome image, often painting their faces wildly, or wearing gruesome skull masks. Some tribes have unusual rituals revolving around combat, in which mind-altering herbs or plants are consumed before battles. Still others perform bizarre rituals on the bodies of their dead enemies, such as scalping them or removing the victim's heart and devouring it to capture the former foe's 'spirit.' A Puningi PC should have a number of these "strange habits" (suggest d6-1 habits).

Puningi tribes usually elect their leaders through rituals of strength or skill. These rituals may include direct (sometimes lethal) combat, a test of hunting skills, an endurance trial, a "vision quest," or any combination of the above. Tribal leaders are always male, and are revered and served until they die or abdicate (either of which can occur by challenge). Some tribes feature a council of elders

with a "chief" at its head, and still others create councils of functionaries (i.e., "war chief," "hunt leader," "home guard," etc.). Puningi are usually incredibly loyal to their rituals and their word, which sometimes leads them

into disadvantageous agreements with those who are not. They despise their Grig brothers, and tend to look down upon (and occasionally abuse) their Inwahe brothers.

Moatauna (MOW[as in HOW] -TAH-NAH):

The Maotana are a mystical, highly revered, and highly feared race amongst the Gnoll. They appear seemingly at random



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among any of the aforementioned races (and their birth usually causes great consternation among the tribe). They are natural spellcasters, often serving as shaman (Druids) for their people, performing rituals involving all sort of strange ceremony. Indeed, they are often the only Gnolls able to wield magic, and are thus treasured, as well as feared.

Though treated as a race unto itself, a Maotana can be born into any race. Similar to the case of the Minotaur (below), the birth of one of these creatures is said to be a sign from the gods. How the sign is interpreted is up to the individual tribe. A Puningi tribe, for instance, might see the birth as a sign of great power bestowed upon their warriors, and might immediately launch a hunt, or raid their enemies. The Inwahe might see the birth as a sign of a bitter harvest, or perhaps the opposite – a bounty. Grig almost always take great pains to protect, and later serve, the spellcaster. On the whole, though, the tribal reaction often depends upon many strange, unpredictable factors.

Maotana do not resemble their parents in any way. Their features are sleek and black, and their heads resemble Doberman Pinschers. They invariably carry with them an air of mystery. Their movements are fluid and surreal, almost ghostly. Other Gnoll (even boisterous Grig) tend to give way when they approach. They are almost always stoic and reserved, and usually utterly humorless. Most Maotana might as well be outcasts among their own people, as fear inevitably causes them to be shunned or, at best, kept at arm's length. This occurs even when they are serving in important and benevolent roles, such as that of healer, or tribal shaman, their usual occupation for much of their adult life.

At some point in their lives – no one can explain why – some inborn instinct draws the Maotana away from his home and tribe. A strange migration takes place during the winter of one of the character's younger years, leading the magical being to an undetermined location. No one is sure where the shaman goes, but legends say that all Maotana find their way to one central tribe, to live among their own kind and indulge in their mystical arts. Some Gnoll tribes tell stories about a mythical tribe of Maotana, which is gathering strength to descend from the mountains and destroy the lands during the Glim'wo Knitokshoaw (GLEE-mao nee-TOK-show [as in cow]), or 'The Final Time,' when all things return to the earth. Again, no one, other than the Maotana themselves, know where or why they depart. Some eventually return from their sojourn. Others are never seen by their people again.

In game terms, Maotana are always spellcasters, usually Elementalists. They are naturally resistant to magic (+2 on all resistance rolls). They may occasionally combine a Warrior or Archer profile with their spellcasting profession (this is more common among those born to Puningi tribes). In

fact, Maotana character's are allowed to possess all granted abilities of their parent tribe (Puningi *Riding*, Inwahe *Spirit Guide*).

It should be quite obvious that the Maotana character is *rare* and specific to their racial group. Players should only be allowed to run one of these characters if the campaign is heavily centered on or connected with the Gnoll culture. It is almost unheard of for one of these strange creatures to associate with non-Gnoll.³

Haflings

Bonuses	+3 DEX
Negatives	-2 STR
Virtues	Determined
Vices	Fearful

These small folk are a mongrel race of human-kin, most often seen as slaves of the more powerful races of the realm (primarily Grig Gnolls and Dwarves). Once a thriving people found in idyllic forest glens and rolling grasslands, the Halfling now exist in small, isolated pockets, burying themselves from the sight and sound of all creatures. They are inherently distrustful of all non-halflings, and take elaborate pains to protect their lands, using all sorts



of clever tricks, traps and misdirection to thwart their enemies. When Halflings do engage in combat, their small size and great dexterity give them a +4 to AC versus creatures larger than themselves. All Halflings have the ability to *Sneak* attack like a Wood Elf. Unlike Elves, these abilities extend outside

their home terrain or domain.

In appearance, the “Little People” are a small folk, and in appearance seem to be a cross between humans and elves. Some Halflings feature the

³ Though not entirely improbable, given the right circumstances.

After all, no one knows where the Maotana “migrate” to during their strange sojourn. Encounters with non-Gnoll will probably take place during such travels. It is also possible that the character is sick of being treated as an outcast, and is simply searching for a place to fit in (either before or after the strange “migration” takes place).

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traditional arched eyebrows of the elves, and a select few even have pointed ears. They tend to have bushy brown or red hair, and dark eyes. For reasons no one can explain, Halflings' names reflect a sensibility that is in direct opposition to their difficult place in the world (Examples: Handly Sunwarm, Glyssa Waterbright). Halflings have the same life expectancy as humans.

Humans

(see M20/OT Core Rules for PC creation)

Humans new to the realm, and fast gaining power. They run the gamut between good and evil, prosperity and poverty, and are found mainly in well-established settlements. At present, the number of those settlements is expanding (much to the consternation of the other races). As a general rule, humans get along very well with (or at least tolerate) other races. They are also an extremely versatile and

as devious as a Halfling, and as menacing as a Grig. Thanks in part to their unusual combination of unpredictability and resourcefulness, almost all non-human races consider them to be the most dangerous creatures in the world. They are admired, envied, pitied and feared. And, much to the chagrin of certain races, they are here to stay.

Humans range from 5' to 7' tall, with weight ranges from below 100 to approaching 400 lbs. Human names are as varied as snow, though many favor appellations or titles (like "Lord," or "the Cursed," etc.). Most humans live to be around 100 years old. As for Traits, any combination of positive or negative is possible, given the eclectic nature of Human society. Human PCs are hail from the Old World, Alkaghi. There are rumors of human settlements in the New World, but none have been substantiated.

KENKU

Bonuses +1 DEX, +1 WIS

Negatives -2 STR

Virtues Charismatic

Vices Capricious

These sinewy birdmen from the high mountains are travelers, traders, and merchants, fond of acquiring and dispersing fine gems and jewels. In appearance, they are bipedal, like humans, but their bodies are completely covered in feathers. The head resembles a bird of some type, usually a bird of prey. They have no wings, but instead have formed arms and hands, like their closely related humanoid brethren. However, their legs and feet closely resemble a bird's, so they are very careful to protect these fragile elements.

Kenku are natural craftsmen and experienced travelers. They hardly ever set down roots, preferring to roam the world in search of adventure and great riches. Accordingly, the two motivations are mutually exclusive, as riches tend to weigh the traveler down. That being the case, all Kenku prefer to convert their goods to something of a portable nature (i.e., gems, jewelry). They travel light, and dress comfortably. In addition, almost every Kenku will carry some sort of disguise with them on their sojourns, for traveling undetected through areas where they may not be welcome.

Kenku numbers are not numerous, and encounters with them are relatively rare. Most of these encounters take place in marketplaces, or perhaps place of business. As a result of their wanderings and their propensity to haggle, many reputation-destroying rumors are afloat that depict Kenku as con artists. The Kenku's ability to profit from their cleverness does little to refute these reports (though, in fairness to the Kenku, they are usually better business people than the established



adaptable people. They are also, as Dwarves put it, "dangerously fertile."

Humans tend toward organization and power, and can be as covetous as the greediest Mountain Dwarf. They can also be as enlightened as a Gold Elf,

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merchants themselves). Kenku are excellent appraisers of material goods (+2 to all checks). Though they admire sweet music, they are incapable of playing most instruments (specifically, any wind instrument, or instruments where lips are required). Many, though not all, still retain the ability to sing like a bird.

Socially speaking, Kenku are solitary creatures. They tend to come together with their own kind for mating and business purposes only. Mated pairs (Kenku never marry) live together (i.e., “nest”) only as long as is necessary, which is long enough to create and care for their children.⁴ Kenku are extremely protective of their infants, and will do all they can to protect and provide for them. Growth is rapid, and once the child reaches the age of 3, however, they are considered fully grown, and the parents abandon them (or “kick them out of the nest”). There is usually little trace of parent-child bonding, and in truth, many Kenku seem to forget their parents within a few years after setting off on their own.

The Kenku sense of detachment and wanderlust may have something to do with their short lifespans (Kenku only live to be 50 or so). Everything about them, in fact, seems to run in fast motion. Their speech patterns are fast and clipped, almost as if they must speak before they forget what they have to say. In addition, they have a high rate of metabolism, but are lucky enough to possess eclectic and tolerant palettes with which to satisfy their insatiable hunger. Kenku always seem to be pecking away at something. They can, in a pinch, almost eat any sort of grass, bark, or naturally occurring vegetation. They are especially fond of meat, mainly for its caloric content. They are not picky. They will even eat domestic and wild birds, since they do not consider them to be true relatives. They seem incapable of getting fat, and so are able to maintain and thrive on incredibly unhealthy diets of fatty foods. They *hate* being offered worms or birdseed, and consider such offerings to be the height of ignorance.

All Kenku are areligious, though they do pay obeisance to a neo-Goddess named Diksbkeu (DEEKs-ba-koo). Kenku legend holds that Diksbkeu was the mother of the first “evolved” birdman. That first egg holds great significance for the Kenku, and the more “devout” of their lot will sometimes carry a

miniature ivory replica as a sort of totem. Kenku “priests” are usually elementalists (Druids) dealing in the realms of earth and air (the domains of birds). Many Kenku are, in fact, outright thieves, are at least trained in some of the covert arts. Though there are exceptions, most Kenku are individualists who subscribe to the law only as long as it is convenient to them personally. No Kenku has webbed feet and, as a general rule, they hate the water.

Kenku travel through so many lands and encounter so many people that it is inevitable they will form many unusual liaisons. Players wishing to run a Kenku should be required to have a handful of Contacts, and possibly Enemies. The character might be a renegade, through some ‘misunderstanding,’ or perhaps they are treated as a hero in some quarters, due to some great deed they also inadvertently performed. The very fact that these creatures are well traveled should be an excellent hook for the player to create a very colorful character. Take advantage of it.

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⁴ Like their less evolved ancestors, Kenku still lay eggs. However, the eggs stay inside the female body throughout most of the incubation period (usually three months). The resulting eggs are then kept in a hatchery, in which the heating fires are tended daily by both male and female. It takes another month or so for the eggs to finally hatch. Kenku females normally produce only one large egg per mating, though there are scattered reports of bird-like “clutches” of up to four eggs.

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"OMERIAN TALES: THE ALKAGHI PANTHEON"
(A MICROLITE 20 RULES SUPPLEMENT AND FANTASY CAMPAIGN)

Campaign Background

Religion/Omerian Mythos

The Alkaghi are Pantheistic. Here are brief descriptions of the most common deities, as well as their most common aspects.

Raciatata (ROSH-ta)

(Healer, Goddess of the Winds, True-Seer)

Ractiatans (ROSH-tans) are by far the most prevalent and influential of priest orders. The goddess has an extensive following among the public, due to her wide and varied influence, and the generally honorable behavior of her priests. Most Ractiatans are Healers by trade, with Wind Priests and True-Seers making up about a fourth of the order's total number.

Healer Aspect (Healing, Protection; Knowledge):

In this outlook, Raciatata is looked upon as the benevolent mother, one that tends to wounds and brings forth the nurturing power of life. She is often depicted as wearing all white robes, with a hood pulled casually over her head. It is this aspect that is seen as the most benevolent. Followers of the Healer aspect wear all white robes and often embroider a dove somewhere prominent on their clothes.

Goddess of the Winds Aspect (Element, Wind; Protection; Knowledge): As the master of the winds Raciatata is looked upon as the harbinger of the seasons, letting man know when it is time to plant and when it is time to harvest. It is in this aspect that she is viewed to work closely with her mother Yulta and her brother Croatia. This is the most fickle of all her personas, and often times sailors will offer small sacrifices of burned herbs to ensure fair winds. Followers of the Wind aspect wear garments of all blue, usually light blue. And like the other priests they place a dove on their clothes for all to see.

True-Seer, Goddess of Truth Aspect (Knowledge; Order; Protection): This can be the most militant of all Raciatata's aspects. It is this aspect that works closely with Semit in dispensing justice. In this form she is seen as a much more stoic figure, accepting no excuses and permitting no falsehood. As the Goddess of Truth she is often seen in conflict with Gaskorathmichtx. Followers of the True-Seer, unlike the other orders, wear a white feather on their garments, symbolizing purity and truth. Their clothes are of mixed blue and white, and tend to feature clean, straight lines or strong, simple shapes.

Special Restrictions: One of the restrictions placed on this order is the self-imposed oath of truthfulness, which can be taken as the character's virtue, if the player is so inclined. If this oath is violated the priest loses all of his clerical abilities until he has atoned. Further, if the priest commits a crime, especially a moral crime all clerical abilities are lost forever. The character simply cannot atone.

Burial Rites: Followers of Raciatata are blessed and then cremated outdoors. The cremations are always done with fragrant spices or herbs as to please the winds.

Yulta (YULL-tah)

(Goddess of Nature and Renewal)

Yulta is seen as one of the more benevolent of the gods. She is probably the most active, except for Semit. She is viewed as a nurturing goddess, one that has helped man escape from the clutches of ignorance and despair. Because of this she has one of if not the largest followings among the human population. She is one of the few that has but one aspect. Yulta is often seen as the goddess of spring, summer and fall, all in one.



Goddess of Nature (Creation; Healing; Nature):

As the goddess of nature, the protector of man and the mother of the harvest, Yulta she is seen as a beautiful woman dressed in greens and browns in equal portions. She is the protector of all nature as well as its creator. She is pictured as a woman that carries a basket or a rake. Followers of this aspect dress in green garments with some brown elements and often sew a cloth leaf on their clothes. They are often seen planting flowers, shrubs and trees wherever they can. They protect nature from abusive treatment, not if it benefits humanity. Destruction simple for the sake of destruction often draws the wrath of these priests and of Yulta herself. They are "simple" people who try to live life in harmony with nature and they preach this harmony to others. Yultans often go out to help others however they can.

The "Brotherhood of the Oak" (Animals; Plants; Healing): There is a special sect of this aspect that is entirely composed of "Fighting Monks." This sect is known as "The Brotherhood of the Oak". This is a very small group and is under the direction of either special agents of Yulta or of Yulta herself. It is often this

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aspect that is seen working with Semit in dispensing justice to those who would despoil or destroy nature. Brothers of the Oak undergo a great deal of martial training. They prefer wooden weapons, or their bare fists.

Burial Rites: Loyal followers are wrapped in a blanket and buried with wild herbs, flowers and small pine tree branches (unless a member of the Druidic order where they are buried with an oak branch).

Restrictions:

*Devote at least a month out of the year helping farmers.

*Must donate at least 25% of any treasure gained to the order (Oaks=75%)

*MUST MAINTAIN A PERMANENT RESIDENCE IN OR NEAR A WILDERNESS AREA.

Enx (ehnks)

(Keeper of the Lost Souls, God of Death, Lord of the Underworld, God of Winter, God of the Moon and the Night, Lord of Dreams)

Enx is a god of few words but powerful and far-reaching actions. He is the only god that has both a good and evil nature, thus setting his importance in the pantheon. In all his incarnations he is a soft-spoken, if not altogether silent god. His appearance tends to depend on the manner in which he is viewed. In all guides, he is not a very attractive God, though his visage may not be altogether unwelcoming.

God of Death Aspect (Death; Element, Earth): As the benevolent god of death, Enx is viewed as but a cycle of life, the caretaker of those whom have served their purpose on this earth. While his visage may be fearsome, a white skinned man wearing a jet-black cloak with red highlights, it is not meant to be evil. Enx judges those souls and sends them on their way to the higher or lower planes. In some cases, Enx will judge a mortal's deeds on the records of life to see if he is worth of traveling to Evermore (The home of all heroes) or if they have the distinction of inhabiting Toornak (The hall of villains). He will then judge if the person's soul is worthy to travel to Nirvana or down to Hades for eternity. This aspect views life as precious and wonderful and anyone that ends a person's life unjustly is viewed unfavorable by Enx. Followers of this aspect wear robes that range medium gray (initiates) to black with red trim (high priest). All priests wear something on their person or clothes displaying a white or silver circle with a black stone. This is the "Circle of life" and the stone represents both the start and ending of life's journey.

As the malevolent god of death, Enx is viewed as the final arbiter, the cutter of life's sacred strand, the scythe of life. While his visage is fearsome, a rotting corpse or a skeleton wearing a ragged, jet-black cloak with red highlights. In this aspect Enx is said to look with an uncaring eye upon all humanity, and with a callus and fickle temperament, cuts short the life of man. Even in this aspect, however, Enx must judge a mortal's deeds on the records of life to see if he is worthy to traveling to Evermore (the home of all heroes) or if they have the distinction of inhabiting Toornak (The hall of villains). If the person is

unworthy of those two places than they travel to the nether pits of Hades to slave for the great evil that is Trantrure. Followers of this aspect wear robes that are all black with red trim. All priests wear something on their person or clothes displaying a white or silver skull and sickle.

God of Winter (Element, Cold; Moon): As Yulta is seen as the goddess of spring, summer and fall, dark Enx is seen as the god that controls the world's dormant and bleak season, winter. This is the aspect that puts the world at rest, allowing it to sleep so that it may recover from the toils that man and beast has put it through. In this aspect he is seen as a white skinned man wearing white/light blue robes. This aspect has few followers. Followers of the aspect of winter wear all white robes with light blue trim and carry a symbol of an icicle. Usually these priests, when they are found at all, help man cope through the winter, searching for food and water. There are, naturally, a few sects that see winter as a punishment for the iniquities of the living, a transgression which they are altogether too willing to administer punishment.

God of the Moon and Night (Moon, Knowledge) : As the god of night, Enx is seen as the god that makes all man and beast rest. He is also seen as the god of sleep, rest and dreams. Enx is pictured as an elderly man wearing a black cloak with thousands of points of light and a halo around his head that is to symbolize the light of the full moon. Followers of this aspect work closely with Reyetta in pursuit of peace and rest for man. Unlike Reyetta's followers, they do not bicker and fight with Semit's priests, but try to work along side both sides. They realize that with rest and sleep can come reason and peace. This is still a very small sect and not often seen unless the city or town is quite large. The alter-world of sleep in rest is a neutral place all must enter. Thus, these priests tend to walk the line between the abstract concepts of "good" and "evil." They see only "troubled" or "tranquil" souls.

Burial Rites: None of the aspects of Enx have any particular burial rituals. Dead is dead. Any means will suffice.

Semit (SEM-it)

(Fiery One, God of War, Hammer of the Heavens, Slayer, The Justifier)

Semit is the most militant of all the Good pantheon of Gods. Most of his aspects are warlike in nature. In older days Semit was seen as the enforcer of the gods will or the "Iron fist of the gods". He was often called upon to punish insolence and evil. With all the troubles in the world recently Semit's base of followers have grown.

God of War Aspect (War, Strength): The most militant of his personas, Semit is seen as the ultimate warrior, a master of tactics, strategy, and combat skill. He is fearless and resolute. But unlike his twin brother Temis, he does not wage war simple for the sake of carnage and sport. This aspect only wages war so that peace may be restored. He impresses upon his followers that war is only an option should all other options be exhausted. Followers will always wear red, no matter what. The followers of war disdain armor in

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combat, as Semit himself does. Lower order priests are allowed to wear medium armor, while the highest level priests might wear only a pair of leather pants (and some wear nothing at all). During combat, all priests of war will paint themselves red, so that the enemy will never know if they are wounded, and to prove their faith in their god. All higher-level followers will be seen with large two-handed weapons, usually a two-handed sword. All Semitians disdain shields and will never use them.

God of Justice Aspect (Order, Strength): As the enforcer of the god's laws, Semit is also seen as the god of laws and of order. He is tireless in rooting out evil and corruption. It is this aspect that works closely with Raciata in defeating evil and injustice. This aspect, like Raciata's True-Seer, is often in conflict with Gaskorathmichtx. Followers of the Justice aspect are not only warriors but also law enforcement officials, government personnel, and anyone who has been wronged. Priests of this order are often seen in many societies as the ultimate dispensers of justice, the executioners. This order wears all black with some traces of red. Like their war brethren they will not use shields and favor two-handed weapons in combat, primarily axes.

Burial Rites: Semitian priests and followers are wrapped in red or black cloaks and cremated with their most personal belongings, then the remains are buried.

Restrictions: Once the battle is enjoined, a Semitian can never engage in a full retreat. They CAN be convinced to "tactically withdraw," but will expect to launch a counterstrike at the first opportunity. Semitians who show cowardice in battle are rumored to be struck down dead by the God himself.



Mestamilsa (MEST-a-MILL-sah)

(Goddess of Pure Spirit, Thinker, Balancer, Goddess of Knowledge)

Mestamilsa is responsible for bringing the light of knowledge and wisdom to man. As a result, she is a popular god among man, but even that does not translate into a large religious following. She has suffered, much like her more passive brothers and sisters, with the troubles and strife in recent years. Her universal symbol is a torch, and four points of light radiating from the flame. Priests of this Goddess are called Mestans within and without the order.

Goddess of Knowledge Aspect (Intelligence, Knowledge, Wisdom): This is Mestamilsa's most common aspect. In this aspect. In iconography, she is seen as a woman in her mid to late thirties, and of modest appearance. She wears clothes in various shades of gray. In one hand is a book or scroll, and in the other she carries her torch of knowledge. Followers are all highly educated people (minimum INT=+2). They are often sought out for their knowledge in settling disputes, or sometimes just for tutoring. These followers will often set up schools so that ideas can be learned and expanded (costs vary from free to substantial). A city council will almost always have a Mestamilsan chair present. Priests of this aspect dress as their goddess does, in clothes of gray. Many of these priests run libraries and temples. In some cases a Mestan temple actually IS a library.

Goddess of Purity Aspect (Knowledge, Wisdom, Sun): In this form Mestamilsa is seen as the Goddess that taught the difference between good and evil, order and chaos, hope and despair. She teaches that evil only leads to needless death and that should that path be followed, everyone would wallow in the misery of ignorance and despair. This aspect works closely with Semit and Yulta in driving evil away and she is in direct conflict with the entire Evil Pantheon. Followers of this aspect wear all white, with touches of silver and gray. All preach the philosophy of truth, justice and the virtues of goodness. None of these followers will harbor nor abide evil in any form and they will seek to stamp it out by all acceptable and lawful means available to them.

Burial Rites : Followers are given a blessing, their foreheads are anointed in oil, wrapped in a white cloth and then cremated. The remains are given to either the family or the highest priest to dispose of as they see fit.

Foenseth (FO-wen-seth) aka "Reyetta" (ray-ET-tah)

(Water Bearer; Goddess of Rivers, Lakes and Oceans; The Virgin; Goddess of Beauty)

Foenseth (sometimes known as Reyetta) was the goddess that formed the world's streams, rivers, lakes and oceans with her tears and blood. Both of her aspects show her as an incredibly beautiful woman. It was this beauty that drove Trantrure mad with lust. He attempted to rape her, but she resisted and "killed" herself in order to prevent him from doing so. As a result, she formed all the water in the world with her tears, and in the same moment she rose again, whole,

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to become the goddess of water and of alluring, eternal beauty. Trantrure, tried to rape her again, but was thwarted the second time by Semit who cast him from the heavens to dwell forever in the darkness of the netherworld.

Goddess of Water (Charisma; Element, Water; Healing): This aspect is responsible for the world's lifeblood, its waters. In it, the goddess fills the oceans and rivers with the essence of life and she gives water the power to make things grow again. It is this aspect that works hand in hand with Yulta in making the world bloom and prosper. Followers of this order wear robes of blue and often adorn their hair with blue beads. They all live near a source of water, be it a stream, the city fountain or the ocean. They all try to work closely with the Yultans and often mimic the Yultans' concepts of work, helping others and spreading goodness and temperance with nature. All followers will wear a symbol representing water.

Goddess of Beauty (Charisma; Element, Water; Love): In her other aspect, Foenseth is the personification of beauty. Every picture, statue or carving of her is different, but all depict a beautiful, virginal woman. Most of its followers are pacifists, first and foremost. They all take vows of poverty, refusing to live a pampered and lavish lifestyle. They all preach that beauty is more than a wondrous appearance, but that true beauty resides in the heart and that true goodness brings beauty no matter what a person looks like. This can at times put them in direct conflict with Semitians, who when "push comes to shove" will smite their enemies without a second thought. They carry or sew upon their clothes, an eyeless actor's mask, which symbolizes that beauty is often hidden beyond the range of normal sight.

Burial Rites: The body is washed and placed in a casket (or blanket if one is not available). Flowers and a small bottle of water are placed with the body and then the remains are buried.

Barkhat (BAR-hot)

(God of Crafts, God of Fire, The Forge-maker)

Massively muscled, Barkhat is the god that shapes the raw world into form. He taught both man and gods how to make things. His symbol is that of a single flame, gold and red, standing alone. He has few squabbles with the other gods save when they destroy his good works for no reason. The only god that he directly opposes is Murdt, whom he blocks in all his aspects. He is seen as an even-tempered middle aged man, often bald, but always with facial hair.

God of the Sun and Fire: As the god of the sun Barkhat is charged with regulating the length of day and the cycle of work in a person's life. In this aspect he is seen as the opposite of his "brother" Enx and the direct and mortal enemy of Murdt. As the god of the sun and fire, Barkhat appears as a fit and muscular man with a good tan and gold eyes. He wears few clothes, usually depicted as wearing only a light shirt and sorts or even nude.

God of Crafts and Strength: In this aspect Barkhat is an extremely muscular man with no hair on his head but almost always with some facial hair. He is seen as

wearing only wool pants and a leather workman's apron. This is the aspect that taught man and gods the benefits of tools and how to make things to better their lives. As the lord of the forge Barkhat can make or break any weapon, no matter where or what its origin may be. Some have even gone to say that he is the one that formed the world at Yulta's request, but this is disputed by many of his own followers.

Alasharta (Ah-lah-SCHAR-tah)

(Goddess of Music and Dance, Goddess of Language, Wind-Song)

Alasharta is the god that gave man the ability to communicate and to convey his feeling and emotions through movement and voice. Like many of the goddesses she is seen as a beautiful woman, but sometimes she is seen as a young girl. Her symbol is a harp or a flute, both silver. She is not fond of the evil gods and will not associate with them at all. She is fond of Semit and sings his praises, sometimes causing a bit of confusion among her followers and those of Semit whom don't know how to take the praise.

The Goddess of Music and Dance: The waif-like beauty of Alasharta with the sweet voice and perfection of motion is the personification of dance and song. She tells the stories of gods and men through motion and by song. She taught the first bards how to sing and the first lover's how to dance. This aspect has few followers save bards, minstrels and dancers and most of them only pay her homage in addition to serving other gods. Those whom she favors she gives the gift of dance or voice and any skill rolls they require will be granted anywhere from a +2 to a +4 bonus.

The Goddess of Language: She gave man voice and with it the ability to pass on knowledge and experience through language. She is often depicted working with Mestamilsa as a god of education and learning. Her priests automatically have the Positrait "Language Aptitude". Lower order priests can select two free language skills, mid order priests can have two additional skills while the higher order has two more plus the linguistics skill.

Gaskorathmichtx (gask-or-RAH-mi-tix)

("Gask;" Trickster, God of the Palmstone)

Gaskorathmichtx, or Gask as is he is known to his followers, is the god of thieves, and rogues. He is the god of trickery and jest and he is known for his symbol, "the Palmstone" As the lord of tricks, pranks and merriment, Gask is viewed as somewhat self serving and fun loving. In the lighter aspect, Gask has no love for the foulness of the evil gods, nor much for the stuffiness of the good gods. Instead Gask makes light and fun of all things. As such, Gask is a favorite diety to Bards, jesters, and people of similar persuasion. As the lord thieves, cutthroats and rogues, Gask is viewed as a dangerous, devious, vengeful man.

God of Trickery & Humor: In this aspect, Gask is seen as a thin person, be it male or female. Gask usually wears bright happy colors and is a very

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extroverted person. He delights in making fun of the serious people and pokes fun at the establishment in general. Followers of this aspect gain one free skill having to do with music or entertainment.

God of Rogues Aspect: There are two sides to the rogue aspect. In the first, Gask is seen as a humble street urchin that steals from the rich to give to the poor. He doesn't steal out of malice or greed, but to spread the wealth to those that need it more. He is looked upon with an almost whimsical air about him. Temples dedicated to this aspect are hidden away, protected from the law enforcement elements of the local community. In the second, Gask is seen as a thug, a cutpurse or a common thief. He steals out of malice and greed, and is Trantrure's dark spy and principle assassin. Followers of this darker aspect have been known to place small palmstones in the mouths of their victims. There are rumors of particularly vehement followers of Gask the Rogue having notable abilities, such as the power to climb sheer walls, or to become invisible or inaudible at will.



God of Hate, Greed, and Jealousy: In this aspect, Gask is viewed as a thin, insatiably hateful and greedy man. He is never satisfied with what he has, always wanting more or better. He is the god that fosters hate among brothers and friends for material or philosophical reasons. He brings jealousy into the

hearts of lovers and greed into those that have and have not. It is not unusual for some people to pray to this aspect to cause injury, harm, or sorrow on others so that they might gain.

Croitia (kro-EE-sha)

(God of Storms, Finger of Fate, Fickle One)

Croitia is a god alone and unto himself. He is the brother of Foenseth, but he does not share her temperament. He lives in a cloud castle all to himself seeing only Yulta, Foenseth and Barkhat, the god of Craft. It is said that he has separated himself from the other gods because of what happened to his sister and that Trantrure was not given a more harsh punishment or slain by Semit outright. Because of this he has no love for the evil gods either and often wages his own silent war against them.

God of Storms: Croitia is a moody god, in this aspect given to fits of sullen silence to horrible rage. He has no followers, instead all people give offerings to him to appease his fickle temper and to placate his rage should it arise. There is no set sacrifice or offering, only what people see fit to give, and the hope that it will please him enough so that he won't destroy or damage anyone or anything.

God of Fate: As the god of fate, Croitia determines who has good fortune and who has bad fortune. It is this aspect that is neutral in his dealing with all men and gods. He has no followers and seldom if accepts offerings. He deals out fate to those that deserve it in his eyes.

Dorimor (DORE-i-more)

(God of Disease and Famine; Blighted One; Master of Rot; Pain Bringer)

Dorimor is the offspring of dark Enx and Witherithal, and as a result is the undisputed lord of plague, disease, and famine. Dorimor is most often depicted as a frail, diseased man wearing rotting clothes. He delights in bringing suffering and hardship on the followers of light and goodness. He often acts on his own, sometimes even thwarting the designs of his fellow evil gods.

God of Disease: Considered the "right-hand man" of Enx by his evil followers, Dorimor provides the lord of darkness with tortured souls. Dorimor is an asexual deity worshipped by many lesser species and tortured souls of the dark. A special sect of priests holds Dorimor as their high lord. Their temples are called "Pits" and the high priest is called a "Pit Master". It is rumored that one of the first abilities bestowed upon a Domorian is immunity to disease plus the ability to spread it. . . Some powerful followers can supposedly cause rot by a mere touch.

God of Pain: In this aspect he brings ultimate pain and suffering. It is said that he walks side by side with both Temis and Enx as they walk through the world of man. Sometimes he precedes their coming, sometimes he follows. There are few temples erected to this aspect, this does not have the following his other aspect possesses. But, some temples do exist. They try to work well with all the other dark gods, as

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they believe there can not be true evil without pain. Followers of this aspect often receive the *Pain Resistance* Positrait at an early level. But this some have speculated that this might be due to the fact that the priests inflict self torture as a means of showing devotion to their god. In any event this aspect rewards his loyal followers with pain causing or preventing abilities as they gain in rank and status. There are several different symbols carried by the followers of this aspect, the most common being a jesters "crying mask" broken in half or a dagger with three jagged blades (this can also be used as a weapon, but it is extremely difficult to use to do is awkward design).

Trantrure (TRANT-rur)

(God of Evil; The Overlord of the Dark; The Dark Prince, Dark Lord, etc.)

Trantrure is evil in the truest sense of the word. An extremely intelligent and powerful deity, he is surprisingly free of the impatience which foils the plans of other evil schemers. He is content to slowly gather his forces and attack when the time is ripe. It is rumored that the Kingdom of Adlbore, located north of the Sea of Reeds is a monotheistic culture devoted to Trantrure. In conography, he is seen as a powerful figure, with black hair and eyes like glowing, red embers. Both of his aspects carry the same unholy symbol, a black fist.

The Overlord of Evil: Trantrure is the evil mastermind and the lord and ruler of the dark lords. His temples are ornate and rich. His priests are powerful and fearsome. As the lord of evil he preaches patience and power to his followers. High priests are rewarded for their careful plans and schemes that come to fruition. He rewards success and punishes failure. His priests are rewarded with a plethora of powers, far to numerable to mention here.

God of Lust and Power: In this aspect Trantrure is the god of rape, lust and the desire for power. He is a god who will take what he wants or needs because he has the power to do so. Those that lust for flesh, money or power pay homage to this god and offer his sacrifices at personal altars. Because of the personal nature of this aspect (and due to the individualistic nature) there are no temples erected and no priests ordained. There are reports of powerfil individual's touched by this aspect, wielding great abilities and influence.

Witherithal (WITH-er-i-THAL)

(Goddess of Decay and Entropy; The Dark Lady; Lady Trant; Destroyer)

Witherithal is the consort of Trantrure, and dreaded enemy of Yulta. She has a much smaller devotional base than either Trantrure or Enx, but she reputedly imbues her followers with the ability to use both preiely and wizardly power. Some priesthoods of her order find it difficult to recruit followers because she is such as shadowy and quite figure. She is hauntingly beautiful and has the ability to change he appearance from awe inspiring to horrific.

Goddess of Decay and Entropy: As the goddess of entropy Witherithal has power over the decay of all

material things. She is in direct conflict with Barkhat and Yulta in this regard. She seeks to destroy all that is made. She is patient and cunning, like her main consort Trantrure. Followers of her order develop all sorts of arcane powers. Some priests have been known to possess the ability to cause objects to crumble to dust and some have even whispered to have the power to cause death with a touch.

Goddess of Dark Knowledge: In this aspect The Dark Lady is seen as the master of the mystical arts and the teacher or arcane secrets. This aspect works hand in hand with many of the other god of evil as it benefits her and her followers to know and do. This aspect is called upon by other dark gods for divination and wisdom on how to defeat the gods of light. Followers of this aspect build temples with many hidden rooms and or underground catacombs that they use to hold dark rituals or store objects of power and wealth. Priests of this aspect, just like the priests of her other aspect, gain arcane powers as they increase in rank and status in her order. He symbol is a gold crescent moon on a black book.

Temis (TEH-mis)

(God of Strife; The All-Killer; The Iron Hand)

Temis is the twin brother of Semit, representing the evil side of the same ethos. Temis is war for war's sake only. There is no inherent nobility in Temis-sponsored struggles--only carnage, the rise to power and control over others. Temis' followers are usually warlike peoples, including such heinous groups as the



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Silent Rippers and Spectral Hand. The nation of Malforia, far to the east, holds Temis as their chief god, replacing even Trantrure as the head of the dark ones. He openly wars against his twin brother Semit. His symbol, carried loyally by all his followers, is a red eye over a black sword (tip pointing upward).

God of War, Battle and Struggle: War, the struggle for total control over a peoples through the use of force and power, that is what Temis represents. He is the ultimate warrior, big, fast, strong, tough and fearsome. He wages war so that he may cull away the weak and the old. He wars solely for control and power. War is a contest and he and his followers don't like to lose. There are almost as many temples erected to Temis as there are erected to Trantrure. His loyal subjects receive some gifts, all in the realm that make them better warriors.

Murdt (MURT)

(God of Monsters, God of Terror, The Fearful one)

Murdt is the warped and twisted offspring of Trantrure and Witherithal. He is formless, a black inky cloud of evil. His followers include both human and non-human beings. His symbol is a black flag or cloth with two red eyes at the center. There are no known temples erected to this god but he does have followers among many evil or avaracious creatures.

God of Monsters: Murdt was believed to have "birthed" the first monster after a fierce battle with his principle opponent, Barkhat. His blood is said to have mingled with the earth and formed the first of the dark creatures to roam the world. Murdt is said to create and experiment with new creatures to torment and plague the inhabitants of the world. This aspect has no temples, or priests, but there are some that gain wisdom and guidance through him on how to construct new terrors.

God of Terror: In this aspect he is seen as all that is wrathful, hated, feared and loathed. It (since no one knows if it even has a gender) can assume any form and bring paralyzing fear to whatever sees it. He wages a private war with Barkhat to destroy hope and creativity, while Barkhat opposes him in his every move. Followers of this aspect can gain the ability to cause fear or to become immune to fear. The more powerful the followers, the more powers they possess and the greater the power becomes.



"OMERIAN TALES: THE ALKAGHI PANTHEON"
(A MICROLITE 20 RULES SUPPLEMENT AND FANTASY CAMPAIGN)

Ancient Languages

Here are ancient languages the characters might encounter in their travels:

Rahndoon: A language is found almost exclusively on scrolls and carvings dating back to antiquity. It is ascribed to a group of people called "The Lomarii," about which little is currently known.

Varda: An ancient tongue, dating back to what is now known as the Baldren Empire. Settlers report that some of the indigenous tribes of the New World speak a variant of this tongue.

"OMERIAN TALES: THE ALKAGHI PANTHEON"
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"OMERIAN TALES: THE ALKAGHI PANTHEON"
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Beacon

Illuminating Fantasy RPG



Customized light rules for d20 compatible role-playing by Todd Mitchell.

Based on the most excellent Microlite d20 System.

<http://beacond20.blogspot.com>

Draft version 6

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Introduction

Welcome to the Beacon fantasy role-playing system.

Beacon started out with my desire to build a fast and fun fantasy RPG that I could play with my kids *and* my friends. In the past I played my share of RPGs and had made my share of house rules, however on returning to the hobby I wanted to simplify things. Keep the game fast and fun like it was in the olden times. I latched onto Microlite d20 for its clean and simple rules, but also for its basic compatibility with the large amount of material published for d20 systems such as 3rd edition Dungeons and Dragons. Microlite was great... but I wanted a little more under the hood.

Why call it Beacon? Well, I knew that another "Swine-men & Scimitars" wasn't going to cut it. I considered a d20 system style name or adding an M20 to something; say "Micro Pillager" or "Caverns M20", but I didn't want it to appear to be a programming language. I also wanted to invoke the feel of something 'lite', but not *micro*-lite.

Lite... Light. Hmmm, maybe "Light Quest" or "Light Spell". Maybe "Torch Bearer" (yuck). Maybe Beacon? Yea... Beacon. A shining light in the dark. A warning of trouble. I liked that a lot.

As a bonus, when I looked up Beacon, seeking existing references, there was an awesome black and white illustration called *Vardetenning* by Karl Dahl which depicted northern style warriors lighting up a beacon, *AND* the image was in the public domain! Wow. That name and that image seemed to really sum up what I thought the feel of this system should be. I think was a sign that the RPG gods were smiling on me.

What's different?

Beacon has its origins in Microlite d20 and shares some features of that system, namely;

- Magic based on a hit point based system.
- Simple and fast combat system.
- Streamlined stats and character classes.

- A simple but effective skill system that allows the players and GM to base results on how a task is described.

In addition Beacon has its own spin on things such as:

- Simple but robust class advancement;
- Spells modified for point based casting;
- A simple phased combat system;
- A critical hit/fumble mechanic for magic and combat;
- Streamlined monster statistics.
- A silver based money standard; and
- Druids are magic users and not clerics!

About D20

Beacon is a D20 based system and that means it is based on a common dice mechanism for action resolution. In short when an action requires an outcome, the player or GM will roll a 20 sided die and compare that number against a Difficulty Class number or **DC**. If the roll is equal to or higher than the **DC** value then the action succeeds – otherwise it fails. It's customary for a natural 1 (5%) to always fail and a natural 20 (5%) to always succeed. There are a lot of rules and situations that will modify the **DC** higher or lower or add modifiers to change the Player's roll, but the basic principle is always Dice Roll \geq **DC** for a success.

DC TABLE

Task is:	DC Target
A simple/easy action	DC 5
Normal difficulty	DC 10
Difficult	DC 15
Hard	DC 20
Very hard	DC 25
Fantastic or Heroic	DC 30+
Modifiers	
A favorable condition	-2
An unfavorable condition	+2

Thus climbing 5' up a rope would be **DC 5**, while climbing 20' would be **DC 10** and in a wind storm would be **DC 12**, and if the rope was coated in grease would be **DC 20**...

Characters

To make a new character roll Stats, select a Race and a Class and assign your starting skills.

Stats

There are 4 statistics, or *stats*, that describe a character's inherent traits and which do not change except through exceptional means (e.g. magic):

Strength, (STR): a character's ability to lift heavy objects, to endure pain, and to resist fatigue or disease.

Dexterity, (DEX): representing quickness of action, precision, fine motor skills, and/or surefootedness.

Mind, (MIND): the mental acuity of a character and their natural ability withstand confusion and to learn or reason.

Charisma, (CHA): a measure of personality, drive, animal magnetism, social ability and/or leadership.

To determine each character stat, roll three six sided dice (3d6) and total the result. Then apply any racial bonuses. This is old-school.

If players wish to create more "heroic" characters, have them roll 4d6, drop the lowest dice and total the remainder for each stat. If players desire to obtain a specific class of character, have them instead roll 3d6 as normal to generate their stats and then swap one of the stat numbers with another to obtain more optimal results for that class. Let them know this is not old-school but it's still O.K.

Each character stat provides a bonus which is used in conjunction with a *Skill* or other action modifiers to determine character performance.

Stat bonus = (STAT-10)/2, round down.

Skills

Skills represent a character's interests, abilities and effort in six distinct spheres. Unlike stats, skills are not rolled but start at 0 unless otherwise stated, however they can be improved with experience.

Physical skill represents a character's trained stamina, practiced body skills such as acrobatics and other maneuvers, or a tolerance for poisons and pain.

Subterfuge represents the ability to deceive or perform sneaky tasks. It is called on to test when a character wishes to hide or move without being noticed or open locks without a key. It also stands in when performing or understanding scams and swindles.

Knowledge represents study and memory. It can represent knowledge of facts but also mental training and concentration techniques.

Communication represents the ability to understand meaning, body language, and empathy. It also represents a knack for noticing details.

Survival represents the ability to interact with the natural world as well as the self, utilizing intuition or instinct, it can also represent that elusive spark of life.

Fabrication represents the ability to create, to make items or convincing stories. It also represents mechanical aptitude for building things or disabling traps.

When characters perform actions in game where there is a reasonable chance of failure, those actions are described by the player and the GM will determine which combination of skill and stat bonuses should be added to a d20 roll to determine if the action succeeds. This is called a Skill check

Skill check = d20 + skill + stat bonus + any situation modifiers >= DC

For example, forcing a door might use *Physical* + **STR** bonus, but crossing a narrow log bridge

might be *Physical* + **DEX** bonus. Finding a trap through informed searching might utilize *Subterfuge* + **MIND** bonus but disabling it's mechanism with small delicate tools might require *Fabrication* + **DEX** bonus. Tracking prey could be *Survival* + **MIND** bonus, while convincing a wood sprite to assist the party might call for *Survival* + **CHA** bonus.

Note that there are no "saving throws" in Beacon, when a reactive 'save' needs to be done just use an appropriate skill check such as *physical* + **STR** for fortitude or *physical* + **DEX** bonus for reflex type saves. Other reactive skill checks might include resisting magic (*Knowledge* + **MIND** bonus) or illusions (*Subterfuge* + **MIND** bonus) or even fear (*Survival* + **CHA**) or surprise (*Communication* + **MIND** bonus).

Characters can also work together to make a skill check if the situation makes sense. An assisting character can add either their skill *or* their stat bonus to the roll as determined by the situation. For each character assisting subtract one point for inefficiency. As always GM discretion is advised.

Races

The races that you use should be designed to fit the setting and story you wish to tell. Remember not to make one race too wonderful or to marginalize a race unless it fits with the story or theme you want. Here are outlines for some common fantasy races:

Dwarves

Shorter and stouter than humans, dwarves have a high muscle density and thus cannot swim or float. They may have improved dark sight or direction finding. Dwarves use d8 for Hit Dice and start with 8 **HP** and get +2 **STR** and 1 point in *Fabrication* which represents their skill as craftsmen.

Elves

Usually uncommon, elves are long lived and often nocturnal. Elves have excellent night vision and are immune to charm or sleep effects. Elves use **d6** for Hit Dice and start with 6 **HP**, +1 **MIND**, +1

CHA, 1 point in *Survival* and 1 point in *Knowledge*.

Halflings

The little people in your campaign, be they hobbits, gnomes or even goblins. This race is small, nimble and quick and receives a natural +1 to their armour class (AC). They use a **d6** for Hit dice and get 6 **HP** to start as well as +2 **DEX** and 1 point in *Subterfuge* and 1 point in any other chosen skill.

Humans

Generally the most common race, humans come in many cultural and physical variations. They use **d8** for Hit Dice and start with 8 **HP**. Humans are very adaptable and so choose four skills in which they can start off with 1 point to represent this

Something else?

If your campaign world needs some other race then go for it. Assign the race a Hit Die (see examples listed in the monster section) and start them out with max **HP** based on that. Then give them the appropriate skills and/or stat adjustments and any special abilities. Be very careful not to make these characters too powerful or too weak unless you have a plan to deal with it.

Classes

In addition to a race, players must choose a class for their character. The class determines how characters will progress in Skill development as they gain levels and any special abilities they receive such a special attack or the types of spells they can use. Class should not affect how a character acts or chooses to use their skills – both a fighter and a rogue may try to pick a lock or open a door; their success will be determined by how they describe the attempt and resolved using their skills and stats.

The Cleric

Clerics are characters able to sense and channel the spiritual powers of higher beings. They cast *Divine* spells and start with 3 points in the *Communication skill*. They get +1 to *Communication* every 4 levels (4, 8, 12). Their **Attack Bonus** increases by +1 every second level.

The Druid

Druids are mages who specialize in the study of the forces of the natural world. They cast Druid spells (*Arcane*) and start with 1 point in *Knowledge* and 2 in the *Survival* skill. They get +1 to either *Knowledge* or *Survival* every 4 levels (4, 8, 12). They gain +1 to their **Attack Bonus** every third level.

The Enchanter

Enchanters are mages who specialize in mental disruption and trickery. They can cast Enchanter (*Arcane*) spells and start with 1 point in *Communication* and 2 points in *Subterfuge*. They get +1 to either *Communication* or *Subterfuge* every 4 levels (4, 8, 12). They gain +1 to their **Attack Bonus** every third level.

The Fighter

Fighters are characters who specialize in combat and physical prowess. They start with 3 points in the *Physical* skill and add +1 to all attack and damage rolls. Their **Attack Bonus** increases by +1 every level and they also get +1 on their **HP** roll when they gain a level. Fighters gain +1 to their *Physical* skill and a +1 damage bonus every three levels (so at 3, 6, 9, 12).

The Mage

Mages study magical forces and are specialists in research and history. They can cast *Arcane* spells, and start with 3 points in the *Knowledge* skill. They get +1 to *Knowledge* every 4 levels (4, 8, 12). Their **Attack Bonus** increases by +1 every third level.

The Rogue

Rogues specialize in stealth and cunning. They start with 3 points to allocate between the *Subterfuge* and *Survival* skills. They may allocate an additional point to one of these skills every 3 levels (3, 6, 9, 12). Their **Attack Bonus** increases by +1 every second level. Rogues can choose to use **DEX** instead of **STR** as the bonus attribute when using *light weapons* in melee combat.

In combat a Rogue may attempt to perform a 'surprise attack' by rolling two d20 for their initial attack. If one die roll is successful then they succeed in their attack as normal, but if the second

is also successful, they may either add their *Subterfuge* skill to the damage of their melee attack or perform an additional strike with a ranged weapon (provided they have an additional one available).

The Savant

Savants are characters who have chosen to pursue skills rather than magic or combat. They start with 4 points to allocate to *at least two* skills as they desire. They also allocate an additional skill point to a chosen skill every second level (2, 4, 6, 8...). Their **Attack Bonus** increases by +1 every second level. Because of this, a Savant can play many different adventuring roles such as professional scholars, expert trackers, travelling acrobats and/or scheming merchants.

Character Levels & XP

Starting out

Characters just starting out begin at Level 1 with 0 experience (**XP**) and 2d6 x 10 silver pennies. This is farmhand or apprentice level play. If you wish to have characters start out a little more robust you can start them out at level 3 (veterans) or higher (heroes) by giving them the level advancements below and add 1d6 gold for each level (they drank the rest or gave it to their mom).

Level Advancements

In addition to their special class advancements, each level a character gains adds:

- Roll an additional Hit Die and add to Hit Points;
- +1 to any chosen skill.

Gaining Levels

Add up the **XP** of every encounter you take part in. When a characters total **XP** = 1000 times your current level, you've advanced to the next level. Reset the total to 0 after advancing (yes, yes, if it's not exact carry over the remaining **XP**) so you are always counting up to the next level.

The amount of **XP** given for combat in a scenario should be roughly (10 x **HD** Type) x **HD** level of defeated monsters or 100 x the encounter level (**EL**) of traps or situations. **XP** should also be

granted for any role playing or character advancement at the discretion of the DM.

Example:

Two 1st level adventurers have just completed a dungeon adventure, and defeated 12 goblins (1 **d6** or 60xp ea.), 6 hobgoblins (2 **d6** or 120xp ea.), two **EL2** traps (200xp ea.) and a bugbear (3 **d8** or 240xp). That's a total of 2080xp or 1040xp each, so they will advance to level 2. They'll each need another 1960xp to reach Level 3.

The way you hand out **XP** will likely impact the way your game evolves. Focus on combat and the players will learn to seek it out. Hand out generous **XP** rewards for completing quests and personal goals and they will start seeking those. Some good ideas are to give **XP** points for players choosing actions that are detrimental but appropriate for their character, or having players tell stories about their character's past. Reward the kind of play you want to see.

However, try not to be arbitrary in rewarding **XP** as this may seem to the players that they are pawns in some twisted game. In order to avoid this realization, announce the sort of **XP** rewards you will give for these types of quests or character development moments early on, and stick to these numbers.

Treasure & XP

An additional method of gaining **XP** is giving **XP** for treasure spent. Consider allowing players to gain **XP** at a rate of 1sp for 1 **XP**. This rewards more approaches to acquiring treasure in novel ways than just combat and is a good way to remove excess wealth from the game. This money should be considered life experience or 'training costs' and an associated period of time in a town 'to train and do research'* is implied when it is spent. Tying this spending to a time period also avoids abusive situations such as characters leveling up in a dungeon treasure room or having a rogue breaking into a bank, handing the cash over to a hobo and walking out of town a level higher. The money must also be expended or properly tithed specifically for the purposes of **XP**; characters cannot simply buy items or throw the money into a ditch or set up an **XP** Ponzi scheme. Remember to have this money cause in game repercussions like local inflation, crime and political attention. The GM might also decide to place limits on the amount of **XP** rewarded this way. Gaining multiple levels at once should not be allowed. Naturally, the sp:xp ratio should be adjusted in a campaign depending on the setting and availability of treasure.

**or draw up a carousing table.*

SKILL PROGRESSION BY CLASS

Class - Skill	Starts with	+1 at Level
Cleric - Communication	3 Communication	4/8/12
Druid - Knowledge or Survival	1 Knowledge, 2 Survival	4/8/12
Enchanter - Knowledge or Subterfuge	1 Knowledge, 2 Subterfuge	4/8/12
Fighter - Physical	3 Physical	3/6/9/12
Mage - Knowledge	3 Knowledge	4/8/12
Rogue - Subterfuge or Survival	3 between Subterfuge and Survival	3/6/9/12
Savant - Any Skill	4 in any two skills	2/4/6/8/10/12

ATTACK BONUS PROGRESSION BY CLASS

	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	L11	L12
Cleric	0	+1	+1	+2	+2	+3	+3	+4	+4	+5*	+5	+6
Druid	0	0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4
Enchanter	0	0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4
Fighter	+1	+2	+3	+4	+5*	+6	+7	+8	+9	+10*	+11	+12
Mage	0	0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4
Rogue	0	+1	+1	+2	+2	+3	+3	+4	+4	+5*	+5	+6
Savant	0	+1	+1	+2	+2	+3	+3	+4	+4	+5*	+5	+6

*Indicates an additional attack gained

Combat

Hit Points

Hit Points (**HP**) are a measure of the character's life force, luck, energy and/or fatigue, and are used by players to avoid having their characters take actual damage. When a character is in a situation where they are going to take damage (from a weapon hit or any other non-specific damage) they can choose to instead spend **HP** to avoid taking some or all of that damage. **HP** can reduce the damage taken on a point for point basis. Some damage cannot be avoided this way - for example poisons or spells and effects that target specific stats directly cannot be soaked with **HP**. As **HP** are recovered much faster than damage, using **HP** to avoid damage is usually a good idea. However there are some considerations that might cause a player to not want to spend **HP**.

- Players with less **HP** than their current level are fatigued and have -1 to all reaction rolls and can only move half their normal speed.
- If a character's **HP** reaches 0, they are unconscious and unable to stay awake if roused.

Hit Points are restored fully after a solid rest, usually 6-8 hours of uninterrupted sleep and meditation in comfortable surroundings. **HP** recovery in other conditions should be determined by the circumstances. For example, a character trying to rest in a cold dank cave or while hiding in a forest with no shelter may gain back only half their expended **HP** while a character lodging in an expensive inn with a soft bed, a hot meal and a bath, would only require 5 hours rest for full recovery. If the GM desires, partial recovery for shorter 'rests' can be allowed, but should not exceed 2-3 **HP** per hour.

Damage

Damage is applied against a character's stat values, usually **STR** (which represents physical damage).

Characters with any stat that has fallen to 0 are in an unresponsive coma and if a character's **STR** reaches 0, they are dead.

Stat damage can be recovered at the rate of 1 per day per point below the character's natural score (unmodified by magic). A player recovering 1 **STR** point in damage could recover it in one day, while a player recovering 3 **STR** below their natural total would take 3+2+1 or 6 days to recover their full **STR** back. This rate can be sped or hindered by the quality of rest and care (say, if they were to be under care of a healing order or in a hospital healing could be twice as fast or more) at the GM's discretion.

Stat damage can be recovered in parallel; characters can regain points in **STR**, **DEX**, **MIND** and **CHA** at appropriate rates concurrently during the same convalescence period.

Also note that even after it has been fully recovered significant amounts of damage should leave the character with some scars, be they physical or mental.

The Combat Turn

Turns

A *turn* is the amount of time it takes for the players and their opponents to complete a basic round of actions in a tense or combat situation. This time is somewhere around 1 minute, however may be much quicker or a little longer depending on the situation.

Surprise

If a group is surprised they will not get to act during the first turn of combat, but their opponents will. Surprise can be determined by rolling 1 or 2 on a d6. That roll can be modified or even dispensed with outright if it makes sense in the situation. A party arguing with each other in a dark passage or one that forgets to post a night watch is a prime candidate to be surprised. Conversely, a careful and watchful group might only be surprised on a 1, or not at all.

Initiative

Initiative is a determination of who acts when in a combat situation. The GM decides how many distinct groups, or sides, are participating in the combat and then determines their initiative order at the start of each turn of combat. Initiative is rolled on a d6, and the order is highest to lowest.

Combat Phases

A combat turn is made up of two combat phases, *ranged phase* and *melee phase*. Each actor on each side can do *one of the following in each phase* in their initiative order:

Missile Phase:

- Declare preparing to cast a spell
- Missile attack(s)
- Move
- Ready a heavy weapon
- Reload, change out or recover a weapon
- Other action, e.g. grab item, close door, etc...

Melee Phase:

- Cast or Counter a spell
- Melee attacks(s)
- Move
- Ready a heavy weapon
- Reload, change out or recover a weapon
- Other action, e.g. grab item, close door, etc...

Example:

Two groups meet, each consisting of a mage, a rogue and a fighter. The GM determines there is no surprise and we will assume they had their weapons all out and were ready for combat.

Round 1: Group A wins initiative.

Ranged Phase:

1. Rogue A fires two arrows at Fighter B (misses, hits);
2. Mage A declares she's casting a spell;
3. Fighter A closes with Rogue B;
4. Mage B declares he's casting a spell;
5. Rogue B throws 2 daggers at Mage A (miss, miss); and
6. Fighter B closes with Fighter A.

Melee phase:

1. Fighter A attacks Rogue B (hit);
2. Mage A does counter spell but fails;
3. Fighter B attacks Fighter A (hit);
4. Mage B's declares he's casting Web and succeeds, tangling up Fighter A.
5. Rogue B switches to short sword.

And so on.

Movement

Humanoid creatures generally move at a rate up to 60 ft. per move action, or 120' per turn if taking two moves. Non-humanoid creatures adjust as required. When unencumbered and solely running, most creatures can move at triple this rate, or 60/120 *yards* per turn. Unencumbered, in this case, meaning no weighty armour (**minSTR** > 10) or heavy pack and dropping any large held items.

If using miniatures a good combat scale is 1" = 5 ft.

Attacking

To hit, add the character's attack bonus and the appropriate stat bonus to a d20 roll. If the result is higher than your opponent's Armour Class (AC) then it's a hit.

Melee attack = STR (or DEX bonus) + attack bonus >= Target AC

Missile attack = DEX bonus + attack bonus >= Target AC

The Attack Bonus & Additional Attacks

The Attack bonus is the number that represents a character's class based attacking skill and any intrinsic weapon or magical modifiers. If the characters total attack bonus is +5 or more a second attack can be made with a -5 penalty. If the total bonus is +10 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2. Stat bonuses and any situational or environmental bonuses to an attack are not considered part of the attack bonus.

Critical Hits

A natural 20 automatically hits, a natural 1 is automatically a fumble. Check the appropriate Critical hit/Fumble tables to resolve effects (or make up something appropriate).

Unarmed Combat

Punching/hitting is a Melee attack where the damage is 1 + **STR** bonus. Using hand weights such as a piece of iron or brass knuckles would do 2 + **STR** bonus as would most improvised weapons like chairs or branches. The **STR** bonus would not apply to improvised thrown items (things like torches or rocks).

Grappling/holding/throwing is a Melee attack where the **DC** is equal to either 10 or defender's **HP** – (attacker's **STR** + physical skill), whichever is greater. If the attacker is successful the defender is either held or thrown and damage is 1 + **STR** bonus. The same rules apply to break a hold on the defender's turn with the roles reversed. A held opponent that is still struggling is -6 **AC** if attacked.

Engagement

Once engaged, leaving combat or attempting to attack a different opponent without also attacking the current one will grant that opponent a free attack. A fleeing opponent is considered to be surprised (-2 **AC**) if attacked.

Defense

Attack rolls are rolled against a special form of **DC** called the target's Armour Class which is an abstraction of how hard it is to get past the target's defenses.

AC = 10 + DEX bonus + armour bonus.

If a character/creature is targeted by multiple assailants in one round, their **AC** is -1/attack for each assailant beyond the 1st.

Armour

Armour also has a Minimum Strength (**minSTR**) requirement representing how bulky and heavy it is to wear. The **minSTR** value for armor can affect the character's effective **DEX**, depending

on their strength. The formula is: **DEX** = (**STR** - **minSTR**) or **DEX**, whichever is lower.

Example: A character has **STR** of 12, and is using full plate which has a **minSTR** requirement of 15; their **DEX** is reduced by 3. That means they may be easier to hit than they should be for that armour type since their **DEX** bonus may go down and they may also have a harder time shooting a bow, jumping a stream or climbing walls. Fortunately however, they now receive an **AC** bonus of +8 against all physical attacks.

Armour also makes arcane casters incur additional fatigue when casting spells. Wearing armour will add the armour **AC** bonus to the **HP** cost per spell. For example a mage wearing leather armour (+2 **AC**) every spell they cast would cost 2 additional **HP**. Ouch.

Shields

Shields grant an **AC** bonus based on their size. Because shields constrain an arm, it is impossible to cast arcane spells with a shield equipped. Another important aspect of shields is that they can be splintered or sundered. A character may choose to take the damage of an attack on the shield and have the shield destroyed instead of taking the damage themselves.

Blocking

Instead of attacking in a turn, a character may try to block an attack. When blocking, apply a character's **STR** bonus + Shield bonus to their **AC**. A *block* can only happen if you have a shield or a suitable melee weapon equipped (primary or an offhand weapon) and you are actively blocking.

Weapons

Damage

All *Light Weapons* do base 1d6 damage and all *Heavy Weapons* do base 1d8 damage. Two handed melee weapons do an additional +1 damage when used with both hands. Strength also figures heavily on melee weapon damage. Add half **STR** bonus (round down) to melee damage and full **STR** bonus for 2 handed weapons wielded with 2 hands.

Minimum Strength

Light Weapons have a minimum strength (**minSTR**) requirement of 6 and *Heavy Weapons* have one of 12.

For each point of **STR** below the weapon's minimum strength requirement there is a -1 penalty for attacks made with it.

Wielding a 2 handed weapon with one hand adds +3 to its **minSTR** requirement and you only receive half the **STR** damage bonus since you are not using two hands. When wielding two weapons the character must average together the strength requirement of *both* weapons and add 6 (**minSTR**+**minSTR**/2)+6 to calculate a melee penalty.

For example Gummer the dwarf has a **STR** of 16 and wants to duel wield a battle ax and a heavy pick. The **minSTR** for these two weapons is (24/2)+6, or 18 so Gummer would have a -2 penalty. However if he wanted to dual wield two dwarven axes (with a +3 requirement for one handed use) the formula would be ((15+15)/2)+6 or **minSTR** 21 and he would have a melee penalty of -5 (and he'd lose half the **STR** based damage bonus).

Pole arms

Pole arm weapons allow attacks on non-adjacent targets (5 - 10 feet away). However, with the exception of the short spear, pole arm weapons suffer a -4 penalty when used at point blank range. All pole arm type weapons (glaive-gisarme, halberd, lance, spear and pike) get a free attack in any phase when readied against an onrushing attacker.

Readying Weapons

Light weapons do not need time to be prepared or made ready before use. Heavy weapons do need to be readied and this takes one combat phase.

Dual Weapons

Characters can simultaneously wield two one-handed weapons and gain an additional attack in a round *if they take a -2 penalty on all attack rolls that round*. The offhand weapon can also be used for blocking and defending, giving +1 AC bonus. Characters can decide *each round* if they will defend or attack with the offhand weapon,

however using an offhand weapon to defend will still incur the -2 penalty to hit with the main weapon. If the character has additional attacks beyond this initial extra attack, they can choose which weapon to deploy for each additional attack.

Arcane magic users who duel wield cannot cast arcane spells without at least one hand free.

Range & Terrain

Range and terrain both have an effect on combat. Weapons that do combat at range come in two types, projectiles and projectile throwers. Projectiles are things like daggers, rocks and throwing hammers. Projectile throwers are things that use other things as a projectile like bows, and slings. The weapon stats will include a range increment and for each range increment there is a -2 penalty on the attack roll. Projectiles can be used at up to five range increments distance while projectile throwers can be used on targets up to ten range increments away. For example a dagger, with range of 10 ft. can be thrown at a target 30 feet away with a -4 penalty.

COMBAT MODIFIERS

Situation	Modifier
Attack Modifiers (to hit)	
Blinded	-6
High Ground	+1
Fatigued, dazzled, distracted	-1
Encumbered, poor footing	-1
Mounted (melee)*	-1
Mounted (ranged)	-2
Ranged attack	-2/increment
Defense Modifiers (AC)	
Held (struggling)	-6
Full Cover	+4
Partial Cover	+2
Fatigued, dazzled, distracted	-1
Poor footing, encumbered	-1
Surprised	-2
# of attackers > 1	-x
Blocking	+STR bonus

*High ground may apply against non-mounted targets

Magic

There are two types of Magic available for spell casting; Arcane magic and Divine magic.

Arcane magic comes from using natural forces and deep study and requires the use of gestures and incantations. Arcane magic must be learned on a per spell basis and can be made into scrolls readable by its practitioners. To learn new spells the caster must write the spell into their “spell book”, aka their collection of spells so they can refresh their knowledge of it – they must frequently study their spell books in order to reacquire the spells in them. A caster can only cast spells he has studied in the last few weeks so the loss of spell books is a large concern.

Arcane magic requires the caster be audible and mobile, and have at least one arm free for gesturing, and so is greatly affected by the use of armour and shields.

Divine magic is based on channeling the power of spirits and gods through concentration and rituals. All the spells available to casters of divine magic are known to the caster and divine spells cannot be written to scrolls. Divine magic requires concentration but no physical or audible requirements unless specifically stated, so divine casters can usually cast spells even while bound or silenced. Divine magic is not affected by the casters use of armour and shields.

Both types of magic require the expenditure of physical energy and this energy cannot be replenished through normal healing. Spells, items and potions which replenish hit points generally *do not* replenish hit points used by spell casting unless it's specifically stated that they do.

Spell listings for the Beacon style of play are provided at the end of this document and are listed by type and level. Naturally GMs have the option of using any spell lists they like, the standard Microlite d20 lists or any D20 spells from supplements or the SRD should also work well.

Casting

Spell casters can cast any spell with a spell level to equal or below $\frac{1}{2}$ their class level, rounded up.

Arcane casters at level 1 start out knowing 5 0-level spells and 3 1st level spells. More spells can be gleaned from scrolls, spell books or teachers.

Spell Level	HP Cost	Cast at level
0	1	-
1	3	1
2	5	3
3	7	5
4	9	7
5	11	9
6	13	11

Casting spells costs energy in the form of Hit Points. The cost is 1 + double the level of the spell being cast. This loss cannot be healed normally but is recovered fully after 8 hours of comfortable rest. See rules for regaining **HP**.

There is no need to memorize spells in advance; casters can cast any spell that they have learned and have enough **HP** to cast.

Casting a spell is not an automatic success; spell casting requires a roll against a Difficulty Class (**DC**) of $10 + 1 \text{ per spell level}$. In addition spells can use the rules for critical hits.

Magic Attack = MIND bonus + caster level >= DC + spell level

For spells that require a physical hit on an opponent, roll instead the Magic attack bonus vs. the targets **AC** (shields may or may not apply).

For spells that allow a save the target must match the Difficulty Class (**DC**) of $15 + \text{Caster Level}$.

Disrupting spells

Interference

Spells take time to prepare and cast, and a lot can happen in that time. If a caster has prepared a spell, but is distracted or attacked before they get a chance to cast it the **DC** is increased for the casting roll. Being distracted sets base to difficult

(**DC** 15) while being attacked would set it to hard (**DC** 20) or possibly even higher if for example, a caster was knocked down some stairs or tossed out a window.

Counter Spell

Arcane spell casters have the ability to disrupt other arcane casters by attempting to counter their spells. Arcane casters can attempt to counter any type of arcane spell, however get a -1 penalty when countering spells from other schools. For resource purposes, Counter Spell is considered a cantrip or level 0 spell.

In order to succeed, the countering caster must roll a magic attack at a **DC** 20 + (the initial caster's level). Before rolling they may choose to use their magical energy (in the form of **HP**) to improve their chances of success: for each **HP** invested by doing so, this save roll gains +1 bonus. This loss of **HP** is only healed by resting, as per normal magic rules.

Example: a 3rd level mage and a 1st level mage face each other on a magic duel. The 3rd level mage casts a Magic Missile. The 1st level mage needs a **DC** 23 to counter it. Before the roll, the target decides to invest 3 **HP**, receiving a +3 bonus on his roll. If he's successful, the magic is countered and fizzles.

Potions

Divine Magic spells can be made into potions. The potion must be of a spell known to the caster and it must be created in a well stocked alchemist laboratory. It takes a day per spell level to prepare the ingredients. Once the potion is finished it requires an **HP** expenditure of 5x the spell cost to infuse the potion with the magic. Potions are applied topically or ingested as appropriate. Suggested ingredients for potions are rare and expensive monster parts, precious stones or herbs. Costs should average 100gp/spell level.

Spell books & Scrolls

Arcane magic, being the magic of symbols, can be transcribed into spell books or made into scrolls.

Scrolls can be cast through use of a Read Magic spell. Scrolls disintegrate once they are cast, but can be transcribed without activating their spell. Generally the type of spell (and other errata) is indicated on the scroll allowing it to be determined prior to casting- but this does not always have to be the case. Arcane casters can only create scrolls of known spells from their own school of magic, but they can with difficulty activate scrolls for spells they do not know or even from other magic schools. Casting an unknown spell or spell of a higher level than the caster is familiar with will add +1/level to cast, and to properly cast a scroll from a different school of magic adds a base **DC** modifier of +5.

Costs and time for transcribing spells AND for writing scrolls should be comparable with the costs of potions (100gp/day and 1day per spell level). The transcriber must have a high enough level to cast the spell in order to create a scroll or copy it to their spell book. In addition to the writing requirements, to make a scroll capable of being cast as a magic spell (as opposed to being written into a spell book) requires the caster to invest magical energy into it at a cost of 5x the **HP** of the original spell.

Magic items

Permanent magical items in Beacon should be fairly rare or unusual objects and not the sort of thing found for sale in 'magic shops' or by NPCs except for very rare cases (or by accident!). If you are running adventures written for other systems you may find you need to drastically reduce the amount or the power of magic items described in the adventure to fit with the balance of Beacon.

Examples of magic items might be:

- An iron tipped spear that always points to the nearest elf when spun in a circle
- A black tallow candle that makes the holder invisible as long as it is lit.
- A hand axe that returns to the owners hand when thrown, but will always miss when used as a melee weapon.

Other Hazards

Falling Damage

A falling character takes 1d6 damage per 10 feet fallen. If the character makes a successful *phys*+**DEX** roll, he takes only half damage. The **DC** for the *phys*+**DEX** roll is equal to the depth fallen in feet.

In the event that the fall ends in an area laden with spikes or jagged rocks, add +1 damage to falling damage per 10' fallen (with a maximum of +10).

Extreme Heat & Cold

If not wearing suitable protection, *Phys*+**STR** save once every 10 turns (**DC** 15, +1 per previous check), taking 1d6 damage on each failed save.

Disease

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized in the Diseases Table.

The entries for diseases include the following information: Name, Type, **DC**, incubation, damage. Type lists the disease's method of delivery (contact, inhaled, or injury). **DC** lists the *phys*+**STR** check **DC** needed to prevent infection. Two successful **DC** checks in a row will indicate the disease has been cured and stat damage will heal normally (see rules for HP recovery) unless otherwise indicated. Incubation lists the time before damage begins. Damage lists the ability damage the character takes after incubation and each day afterward. Diseases that prevent or hinder rest will impact normal full **HP** recovery through rest and in extreme cases prevent all **HP** recovery.

Poison

Characters can possibly take damage from a weapon that has been poisoned (injury), be attacked by a creature whose natural attacks feature poison (injury/contact), consume poison hidden in food or drink (ingested), or be poisoned in some other way (inhale).

The **DC** of a poison attack equals 10 + the HD level of the monster unless otherwise indicated.

The save roll to avoid the effects of poison is *phys*+**STR** with success seeing the poison having no effect on the character.

A roll of a natural 1 on the initial save **DOUBLES** the effects of the poison.

The exact effect of failure depends on **HOW MUCH** the save roll is failed by. This figure determines:

- How much general damage is taken in addition to the listed *specific effect* the poison inflicts each round. An additional save is allowed per round to avoid this.
- How many rounds the poison will be in effect for.

EXAMPLE - Jones is a 2nd level **FIGHTER** (+4 *physical*) with **STR** 16 (+3). A level 5 monster bites him and injects poison (**DC** 15). He rolls a 3 on his save for a total of 10. This is 5 short of what is required so Jones takes 5 points of damage straight away and if he fails a save roll at the start of each of the next 4 rounds, will take 5 points of damage each time. The specific effect is the initial effect or damage, taken immediately upon failing the *phys*+**STR** check against the poison. Damage targeting stats specifically cannot be absorbed by **HP**.

Price lists will have the *estimated* cost for one dose of the poison. It can usually only be obtained through less-than-reputable sources, as the possession of poisons are commonly illegal or at least a cause of great concern to the local population.

Travel

While not exactly a hazard in itself, going from point A to point B can be dangerous. Travel can be narrated, or it can be played out for random encounters. The further from civilization, the more rowdy and weird the encounters should get.

A handy travel table is included below for timekeeping some common travel situations. Characters with the Survival skill or active imaginations may find ways to adjust these numbers.

POISONS TABLE

Name	DC	Specific Effect	Est. Cost
Arsenic: Ingested	13	-1 STR/MIND/DEX	~12 gp
Blue Whinnis: Injury	14	-1 STR/sleep	~12 gp
Burnt Othur Fumes: Inhaled	18	-1 STR†	~210 gp
Deathblade: Injury	20	-1d6 STR†	~180 gp
Dataura: Ingested	13	-1 MIND	~5 gp
Insanity Mist: Inhaled	15	-1d4 MIND	-
Lethe vapours: Inhaled	15	sleep	~75 sp
Malys Root Paste: Contact	16	-1 DEX	~50 gp
Monstrous Scorpion Venom(tiny): Injury	12	-1 STR	~5 gp
Monst. Scorpion Venom(small): Injury	12	-1d2 STR	~10 gp
Monst. Scorpion Venom (large): Injury	14	-1d4 STR	~20 gp
Monst. Scorpion Venom (huge): Injury	18	-1d6 STR	~40 gp
Monst. Spider Venom (tiny): Injury	10	-1d2 STR	~8-9 gp
Monst. Spider Venom (small): Injury	10	-1d3 STR	~12 gp
Monst. Spider Venom (large): Injury	13	-1d6 STR	~25 gp
Monst. Spider Venom (huge): Injury	16	-1d8 STR	~50 gp
Pixie tears: Ingested	15	-1d2 MIND	-
Pog water: Contact	13	-1d4 CHA	~65 gp
Sassone Leaf Residue: Contact	16	-2d12 damage	~30 gp
Sleep Poison: Injury	13	sleep	~25 sp
Snake Venom (viper): Injury	11	-1d6 damage	~12 gp
Snake Venom (large viper): Injury	11	-1d6 damage	~12 gp
Snake Venom (huge viper): Injury	14	-1d6 damage	~25 gp
Wyvern Venom: Injury	17	-2d6 STR/DEX	~300 gp

Ability damage can be recovered over time unless marked with a dagger (†), in which case the loss is permanent.

Sleep effects lasts 1d3 hours.

DISEASE TABLE

Name	Type	DC	Incubation	Damage	Vector
Blinding Sickness	Contact	16	1d3 days	1d4 STR + save vs. blind.	Tainted water
Cackle Fever	Inhaled	16	1 day	1d6 MIND	Unknown
Cold	Contact	10	1-2 days	1 DEX	NPCs
Filth Fever	Injury	12	1d3 days	1d3 DEX and 1d3 STR	Vermin
Flu	Contact	10	1d3 days	1 STR and 1 MIND	NPCs
Flux	Ingested	12	1 day	Cannot recover HP	Tainted water
Mindfire	Inhaled	12	1 day	1d4 MIND	Unknown
Mummy Rot	Contact	20	1 day	1d6 STR *	Mummies
Plague	Contact	12**	1-3 days	1 STR and 1 CHA	NPCs
Red Ache	Injury	15	1d3 days	1d6 STR	Unknown
Shakes	Contact	13	1 day	1d8 DEX	Unknown
Slimy Doom	Contact	14	1 day	1d4 STR *	Slimy Doom

*can only be healed by magic

Add **DC 1 each day

CRITICAL HIT TABLE

Roll 2d10	Combat Critical*	Magic Critical	Combat Fumble	Magic Fumble
2-3	Heroic strike! Triple max weapon damage. Target AC -3	Astounding! Triple spell effect, target is -5 on save	Shatter! Attacker's weapon breaks	Explosion! Spell does max damage/effect to 10ft radius/level
4-5	Skillful blow! Double max weapon damage. Target AC -2	Amazing! Double spell effect, target is -3 on save	Attacker's weapon damaged, now does half damage	Mana Burn! Caster drops to 1 hp
6-7	Nimble attack! Attacker gets +1 attack bonus 1d6 rounds.	Harmful! Max spell effect and Target loses 1 CHA	Pulled a muscle! Attacker is -2 AC and to hit for rest of fight	Psychic Burn! Caster loses 1 CHA
8-9	Powerful hit! Max weapon damage. Target AC -1	Effective! Max spell effect, target is -2 on save.	Clumsy! Attacker drops weapon	Backfire! Caster stunned 1d4 turns
10-13	Target Stunned 1 turn		Attacker stunned 1 turn.	Caster stunned 1 turn
14-15	Disarm! Opponent loses weapon or similar effect.	Caster gets +1 magic rolls and saves for d6 rounds.	Attacker takes half the damage.	Silenced! Caster is mute for 1d4 rounds
16-17	Scarred! Target disarmed and -1 CHA.	Easy! Spell uses half HP.	Attacker takes the full damage.	Miscast! Cannot cast this spell for d4 hours
18-19	Blow to the head! Target stunned and -1 MIND.	Effortless! Spell uses no HP.	Wipeout! Attacker falls and drops to 0hp - unconscious	Backfire! Spell targets the wrong thing, GM choice.
20	Mighty blow! Disable opponent's limb. -1d4 DEX.	Sublime! Caster can cast spell as +1 Level (permanent).	Disabled! Arm or Hand. -1d6 DEX.	Brain Burn! Caster loses 1d6 MIND.

Critical Hits always do the maximum damage for the weapon type used in addition to other effects unless otherwise stated. Treat all stat loss as you would STR damage (see section on HP) for purposes of recovery.

For critical hits that do AC damage treat this as permanent damage to the targets armour or some temporary incapacitation to the target if they have no armour. Armour damaged this way can be repaired by the appropriate tradesmen for fractional value of the original cost – generally 10-20% per point of AC.

OVERLAND TRAVEL TABLE

Base daily travel speed:		20 miles	
Terrain Type or Activity	Modifier	Terrain Type or Activity	Modifier
Bad weather (storms)	-10	Mounted	+10
Dark	-15	Off-road dense forest	-10
Encumbered	-5	Off-road rough (hills/desert/scrub)	-5
Foraging/Hunting	-10	Off-road light forest	-5
Fresh mounts*	+5	Off-road swamp	-15
Good road (hard surface, smooth)	+5	Poor weather (rain/wind/snow)	-5
Hiding/sneaking	-10	Trained/Organized	+5
Hurrying/forced travel	+5	Very encumbered	-10
Mountains	-10	Wagon**	-5

*adds +5 each time fresh mounts are used, up to 3 times per day – think pony express

**a wagon moves slow but will reduce encumbrance. Not suitable for hiding or travelling off -road.

Equipment

Weapons

Here is the format for weapon entries (given as column headings on the table below).

Cost: This value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.

Range (Increments): Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of 5 range increments. A projectile weapon can shoot out to 10 range increments.

MinSTR: Light Weapons have **MinSTR** of 6 while, Heavy Weapons have a **MinSTR** of 12 to use the weapon *without penalty* (see Combat).

Armour & Shields

Here is the format for armour entries (given as column headings on the table below).

Cost: This value is the price for purchasing the armour.

AC: The column gives the Armour Class bonus provided by the armour.

DEX Mod: The amount that the shield modifies your **DEX** stat (and associated bonus).

MinSTR: The minimum **STR** required to use the armour *without penalty* (see Combat).

Coinage

Since economics is very integral to the campaign setting, coinage and item prices can vary widely between different locations and any prices listed should be flexible based on circumstances and supply. The exchange rates* for the most common coins is as follows:

- 10 copper pieces (cp) = 1 silver piece (sp)
- 10 silver pieces = 1 gold piece (gp)
- 10 gold pieces = 1 platinum piece (pp)

The standard weight of a coin is 1/3 of an ounce so 50 coins will weigh 1 pound.

*Remember money exchange is a service and not a right; be sure to have merchants charge a small percentage when players convert coins in bulk.

LIGHT WEAPONS

Weapon (1d6 dam)	Cost	Range
Cestus	25 sp	
Chain	3 sp	10 ft.
Club	—	
Dagger	3 sp	10 ft.
Dart	1 sp	20 ft.
Hammer, light	2 sp	20 ft.
Hand axe	6 sp	10 ft.
Javelin	1 sp	30 ft.
Mace, light	5 sp	
Pick, light	4 sp	
Quarterstaff†	2 sp	
Rapier	50 sp	
Sap	1 sp	
Scimitar	15 sp	
Scythe†	2 sp	
Short Spear†‡	2 sp	20 ft.
Short Sword	20 sp	
Whip	2 sp	
<i>Projectile Weapons:</i>		
Sling	5 cp	50 ft.
Short bow†	15 sp	60 ft.

† Used two-handed

‡ Pole Arm

HEAVY WEAPONS

Weapon (1d8 dam)	Cost	Range
Battle axe	25 sp	
Falchion	75 sp	
Flail	8 sp	
Glaive-gisarme†‡	18 sp	
Halberd†‡	10 sp	
Mace, heavy	12 sp	
Maul†	6 sp	
Morningstar	8 sp	
Pick, heavy†	8 sp	
Spear/Pike†‡	2 sp	
Sword, bastard	55 sp	
Sword, long	35 sp	
Sword, two-handed†	80 sp	
Trident	15 sp	10 ft.
War axe, dwarven axe†	45 sp	
War hammer	12 sp	
<i>Projectile Weapons:</i>		
Crossbow*†	35 sp	120 ft.
Longbow†	25 sp	100 ft.

* Max two shots per turn

† Used two-handed

‡ Pole Arm

ARMOUR

<i>Armour</i>	<i>Cost</i>	<i>MinSTR</i>	<i>AC bonus</i>
Light			
Padded	5 sp	-	+1
Leather	20 sp	6	+2
Studded Leather	40 sp	8	+3
Medium			
Scale mail	200 sp	10	+4
Splint mail	800 sp	10	+5
Chain mail	350 sp	12	+5
Heavy			
Banded mail	1200 sp	14	+6
Half plate	1800 sp	14	+7
Full plate	3000 sp	15	+8

SHIELDS

<i>Armour</i>	<i>Cost</i>	<i>MinSTR</i>	<i>AC bonus</i>
Buckler	15 sp	-	-
Shield, small steel	12 sp	6	+1
Shield, small wooden	2 sp	8	+1
Shield, large	25 sp	12	+2
Shield, tower	35 sp	14	+2*

*can be used as cover instead of as shield

TRADE GOODS

<i>Cost</i>	<i>Item</i>
1-2 cp	1lb flour/1 beer
5 cp	1lb iron /1 chicken
1-2 sp	1lb spice /1 goat
3-4 sp	1 yard linen/ 1 pig or sheep
5 sp	1lb tobacco/1lb copper
1 gp	1lb salt /1 cow, 1 cask of beer
5 gp	1 yard silk /1lb silver
1 pp	1 good light riding horse
5 pp	1lb gold

HIRELINGS

<i>Est. Daily Cost*</i>	<i>Specialist</i>
3 cp	Porter, Torch Bearer
5 cp	Guide, Cook, Minstrel
7 cp	Driver, Animal Handler
1 sp	Unskilled Man-at Arms
3 sp	Scout, Translator
5 sp	Sage, Researcher
1 gp/level	Trained Man at Arms

*Employers must also provide food and transport

MOUNTS & TRANSPORT

Barding, medium creature	armour price x2	Barding, large creature	armour price x4
Bit and Bridle	2 sp	Dog, guard	25 sp
Dog, war	75 sp	Donkey or Mule	8 sp
Feed (per day)	5 cp	Horse, heavy	20 gp
Horse, light	10 gp	Pony	3 gp
Saddle, military	2 gp	Saddle, pack	5 sp
Saddle, riding	1 gp	Saddlebags	4 sp
Stabling (per day)	5 cp	Warhorse, heavy*	140 gp
Warhorse, light*	75 gp	War pony*	90 gp
Cart	15 sp	Wagon	15 gp
Carriage	50 gp	Rowboat	5 gp
Keelboat	300 gp	Longboat	600 gp
Scow	1000 gp	Galley	3000 gp

*war animals add 2 HD

CLOTHING

Artisan's Outfit	1 sp	Cleric's Vestments	5 sp
Cold Weather Outfit (coats)	8 sp	Courtier's Outfit	3 gp
Entertainer Outfit	3 sp	Explorer's Outfit	1 gp
Monk's Outfit	5 sp	Noble's Outfit	75 sp
Peasant's Outfit	2 cp	Royal Outfit	20 gp
Scholar's Outfit	5 sp	Traveler's Outfit	1 sp
Various hats	2-12 cp	Custom work	+50%
Hidden pockets/sheathes			+2 gp ea

GENERAL EQUIPMENT

Acid (flask)	15 sp	Fishing net (25 sq. ft.)	4 sp	Manacles	5 sp	Sewing Needle	1 cp
Alchemist tools	50 gp	Firewood (per day)	2 cp	Mirror, small steel	10 sp	Signal Whistle	8 cp
Antitoxin (vial)	5 gp*	Flint and Steel	15 cp	Musical Instrument	5 gp	Signet Ring	5 gp
Artisan's Tools	5 gp	Grappling Hook	1 sp	Oil, lamp	1 sp	Silver Dagger	9 gp
Bedroll	2 cp	Holy Symbol, wooden	1 sp	Oil, leather	4 cp	Sledge	1 sp
Bell	2 sp	Holy Symbol, silver	7 gp	Paper (sheet)	1 sp	Soap (per lb.)	5 cp
Blanket, winter	5 cp	Hourglass	5 gp	Parchment (sheet)	3 cp	Spyglass	50 gp
Block and Tackle	15 cp	Ink (1 oz. Vial)	8 sp	Pick, miner's	3 sp	Spade or Shovel	6 cp
Caltrops (5)	1 sp	Ink pen	1 cp	Piton	1 cp	Spell book (blank)	15 gp
Candle	1 cp	Ladder, 10 ft.	5 sp	Pole, 10 ft.	2 cp	Spike	2 cp
Canvas (sq. yd.)	1 cp	Lamp, common	1 sp	Pot, iron	5 cp	Tarp	6 cp
Chain (10 ft.)	7 cp	Lantern, bull's-eye	12 sp	Ram, portable	5 cp	Tarp, oiled	1 sp
Chalk, 1 piece	1 cp	Lantern, hooded	7 sp	Rope, hempen (50 ft.)	1 cp	Tent, small	1 gp
Craftsman's Tools	5 gp	Lock, simple	2 gp	Rope, silk (50 ft.)	9 sp	Tent, large	3 gp
Crowbar	2 cp	Lock, average	4 gp	Saw	9 cp	Thieves' Tools	3 gp
Disguise Kit	5 gp	Lock, good	8 gp	Scale	2 sp	Torch	1 cp
Fishhooks (5)	1 cp	Magnifying Glass	9 gp	Sealing Wax	2 cp	Whetstone	1 cp
Ammo							
Arrows (20)	1 sp	Bolts (10)	1 sp	Steel shot (10)	1 cp	Darts (5)	5 sp
Silver Arrows (20)	2 gp	Silver Bolts (10)	1 gp	Silver shot (10)	7 sp	Silver darts (5)	2 gp
Containers							
Amphora	3 cp	Bottle, glass	8 cp	Flask, glass	8 cp	Quiver (leather)	1sp
Backpack	8 sp	Bucket	5 cp	Flask, steel	3 sp	Sack (2)	1 cp
Barrel	1 sp	Case, scroll	5 sp	Jug/pitcher, clay	3 cp	Satchel	1 sp
Basket	1 cp	Chest, wood	2 gp	Mug, clay	1 cp	Vial, silver	1 gp
Cask	8 sp	Chest, metal	5 sp	Purse	2 cp	Waist Pouch	2 sp
Bottle, clay	1 cp	Flask, clay	3 cp	Quiver** (reed)	2 cp	Water skin	1 sp
Food and Drink							
Beer, mug	1 cp	Whisky, glass	1 cp	Tavern meal (sops/stew)	2 cp	Bread	2 cp
Beer, cask	1 gp	Whisky, bottle	3 sp	Porridge	1 cp	Produce	3 cp
Wine, glass	2 cp	Whisky, cask	3 gp	Decent meal	2 sp	Rations, bulk (per day)	2 cp
Wine, cask	2 gp	Cheese	1 cp	Fine Meal	6 sp	Rations, trail (per day)	5 cp

*prices are for common toxin antidotes, e.g. monstrous spider or common snake venom.

** quivers hold 20 arrows or bolts

Mage Spells

Mages specialize in spells that draw upon the raw magics of the universe. Aside from a few initial spells they must seek out new magic spells and copy them into their spell books.

Mage Cantrips:

Alarm:

Range: Touch.

Duration: 2 hours /level.

Description: Alert caster of intrusion (10ft area/level) or of an item such as a door or chest.

Arcane Mark:

Range: Touch.

Duration: Permanent.

Description: Inscribes a personal rune (visible or hidden).

Create Fire:

Range: 1 ft.

Duration: Instant.

Description: Ignite flammable object.

Detect Magic:

Range: 60 ft.

Duration: Concentration, up to 1 turn /level.

Description: Detect spells and magic items along line of sight.

Ghost Sounds:

Range: 30 ft.

Duration: 1 turn /level or concentration.

Description: Project minor or distracting sounds.

Light:

Range: Touch.

Duration: 10 min. /level.

Description: Object shines like a torch.

Mage Hand:

Range: 10 ft.

Duration: Concentration.

Description: Slow telekinesis up to 5-pounds.

Prestidigitation:

Range: 10 ft.

Duration: Concentration.

Description: Performs minor magical tricks with smoke and fog. Caster can make shapes suggest themselves, change the colour or direction of smoke and fogs.

Read Magic:

Range: Personal.

Duration: 10 min. /level.

Description: Read magic writing, scrolls and spell books.

1st Level Mage Spells:

Feather Fall:

Range: 25 ft. + 5 ft. /level.

Duration: 1 turn/level

Description: Objects or creatures fall slowly for 1 turn /level.

Floating Disk:

Range: 25 ft. + 5 ft. /level.

Duration: 1 hour/level.

Description: Creates 3-ft.-diameter horizontal disk that holds 100 lb. /level.

Grease:

Range: 25 ft. + 5 ft. /level.

Duration: 1 turn / level.

Description: Makes 10ft area or item slippery. Creatures in area make DEX check -5 to remain standing.

Hold Portal:

Range: 10 ft. /level.

Duration: Concentration.

Description: Holds door shut as if locked. Adds **DC** +1/caster level to all attempts to force open.

Identify:

Range: Touch.

Duration: Instant.

Description: Determines properties of magic items. **DC** = 11+ (target item level - caster level).

Mage Armor:

Range: Touch.

Duration: 10 min. /level.

Description: Gives subject +4 **AC** bonus.

Magic Missile:

Range: Sight.

Duration: Instant.

Description: Caster launches missile that follows target and does 4+1d4 damage.

Ray of Frost:

Range: 25 ft. + 5 ft. /level.

Duration: Instant.

Description: Cold radiates from casters hand which can freeze small objects such as a bucket of water or small puddles. Ray deals 1d6 cold damage to living creatures.

Shocking Grasp:

Range: Touch.

Duration: Instant.

Description: Touch delivers 2d6 electricity damage.

2nd Level Mage Spells:

Arcane Lock:

Range: Touch.

Duration: Permanent.

Description: Magically locks door or chest to any but caster.

Chill Wind:

Range: 10 ft. /level

Duration: 1 turn /level.

Description: Icy wind emanates from caster and knocks down smaller creatures and/or disrupts light missiles, does 1d6 cold damage per turn.

Decipher:

Range: Sight.

Duration: 10 min. /level.

Description: You can understand any natural (non-magical, un-encoded) written language. Coded messages *might* be understood with a DC added to the casting roll.

Knock:

Range: Sight.

Duration: Instant.

Description: Opens locked or magically sealed chests or doors.

Levitate:

Range: Touch.

Duration: 1 turn /level.

Description: Subject moves up and down at your direction.

Mage Sight:

Range: Personal.

Duration: 10 min. /level.

Description: Caster is able to see in the dark for up to 60'. Can also see invisible or ethereal objects. Does not enable caster to see through illusions or see normally hidden objects.

Protection from Missiles:

Range: Personal.

Duration: 10 min. /level or until all damage is absorbed.

Description: Creates an invisible shield which has damage resistance of 10 +1 point / caster level against ranged weapons.

Spider Climb:

Range: Touch.

Duration: 10 min. /level.

Description: Grants ability to walk on walls and ceilings.

Web:

Range: 5 ft. /level.

Duration: 1 turn /level.

Description: Creates sticky net 20ft sq. to entangle creatures.

3rd Level Mage Spells:

Arcane Sight:

Range: Sight.

Duration: 1 turn /level.

Description: Magical auras and effects become visible to caster.

Dispel Magic:

Range: 100 ft. + 10 ft. / level.

Duration: Instant or 10 min / level.

Description: Cancels magical spells and effects. Works against non permanent spells **DC** = 11+ (target spell - caster level). **DC** + 2 when used against spells from different magic schools. Can also be used to suppress the effects of permanent magic spells for the duration of the spell.

Fireball:

Range: Up to 300 ft. +20 ft. /level.

Duration: Instant.

Description: Ball of fire materializes at desired range and deals 3d6 +1/level damage to everything in a 20-ft. radius. Will ignite flammable items.

Fly:

Range: Touch.

Duration: 1 turn /level.

Description: Subject can fly up to 60 ft/turn

Gaseous Form:

Range: Touch.

Duration: 1 turn /level.

Description: Subject becomes insubstantial and can float slowly.

Haste:

Range: 10 ft. /level.

Duration: 1 turn /level.

Description: Target moves faster (2 action turns every turn).

Lightning Bolt:

Range: 150 ft.

Duration: N/A.

Description: Electricity arcs from caster and deals 3d6 +1/level damage to target.

Slow:

Range: 10 ft. /level.

Duration: 1 turn /level.

Description: Target moves slower (1 action turns per 2 turns).

Vampiric Touch:

Range: Touch.

Duration: Instant.

Description: Touch deals 1d8 +1/level damage; caster can use this damage to restore their physical **HP** but not magic fatigue.**4th Level Mage Spells:****Animate Dead:**

Range: Touch.

Duration: Permanent.

Description: Creates 2 **HD**/ level of undead skeletons or zombies. Can control up to 4 **HD** of undead created per level.**Arcane Eye:**

Range: N/A.

Duration: 1 turn /level.

Description: Small floating eye moves 30 ft. /turn
Can be used to cast spells.**Black Tentacles:**

Range: 60 ft. +10 ft. /level.

Duration: 1 turn /level.

Description: 10 ft. long rubbery tentacles grapple all within 20 ft. **DC** 8 + caster level to escape/avoid being held. While held, creatures take 1d6+4 points damage.**Dimension Door:**

Range: 400 ft. + 50 ft. /level.

Duration: 1 turn /level.

Description: Opens a magic portal which teleports users a short distance visualized or in a chosen direction. If there is no open space in the target location then the portal targets a nearby location. If there are no nearby locations (e.g. inside a rock) then the spell fails and caster takes 1d6 damage.

Geas, Lesser:

Range: Sight and hearing.

Duration: 1 day/level or until task completed.

Description: Places a magical command on target subject of 7 **HD** or less. Geas cannot be used to command creatures to kill themselves or place themselves in known peril of death.**Polymorph, lesser:**

Range: Touch.

Duration: 1 turn /level.

Description: Gives one willing subject a new form, subject gains all non-spell like abilities of form (e.g. flying, water breathing). Damage taken in the new form reverts to a proportional damage when target resumes its original form.

Shout:

Range: 30 ft cone.

Duration: Instant.

Description: Deafens all within cone for 2d6 turns and deals 5d6 sonic damage. Crystalline/glass items in range take 1d6 points of damage per caster level.

Wall of Fire:

Range: 100 ft. +10 ft. /level.

Duration: Concentration +1 turn /level.

Description: Opaque curtain of fire length and height of 20ft. per level. Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through the wall deals 2d6 damage +1/level.

Wall of Ice:

Range: 100 ft. +10 ft. /level.

Duration: Until it melts.

Description: Creates ice wall or hemisphere up to 10 x 10 ft. per caster level and 1 inch per level thick. Wall takes 15 +1 **HP**/level, creatures trapped inside take 1d6 cold damage.**5th Level Mage Spells:****Cloudkill:**

Range: 100 ft. +10 ft. /level.

Duration: 1 turn /level.

Description: Kills creatures of 3 **HD** or less; creatures of 4-6 **HD** must save vs. **STR** or die, creatures with 6+ **HD** take 1d4 **STR** damage.**Cone of Cold:**

Range: 60 ft. cone.

Duration: Instant.

Description: Ice blast does 1d6/level cold damage (max 15d6).

Grow/Shrink Creature:

Range: 30 ft. + 5 ft. /level.

Duration: 1 turn /level.

Description: Target creature doubles or halves in size. Targets doubled in size have double **STR** and half **DEX** and take half damage from attacks; creatures half sized have double **DEX** and half **STR** and take double damage from attacks.

Hold:

Range: 100 ft. +10 ft. /level.

Duration: 1 turn / level.

Description: Immobilizes creatures equal to 1 **HD**/level while concentrating. Creatures get a chance to break the hold. **DC** 10+ caster's level each round.

Missile Shield:

Range: Dome 5 ft. + 5ft. / level.

Duration: 10 min. /level.

Description: A clear dome that deflects non-magical missiles and minor falling objects (e.g. rocks, branches, arrows and other items smaller than 2ft across).

Magic Resistance, lesser:

Range: Touch.

Duration: 10 min. /level.

Description: Confers +5 spell resistances (damage and saves) to target.

Telekinesis:

Range: 400 ft. + 40 ft. /level.

Duration: 1 turn /level with concentration.

Description: Caster can move objects with their mind up to 25 pounds /level up to 20 ft. /turn.

Teleport:

Range: 100 miles / level.

Duration: Instant.

Description: Instantly transports you as far as 100 miles/level.

Wall of Stone:

Range: 100 ft. + 10 ft. /level

Duration: Permanent.

Description: Creates a stone wall of desired shape and with a volume of 5ft sq/ level.

Antimagic Field:

Range: 10ft radius.

Duration: 10 min. /level.

Description: Suppresses the effects of magic brought into or cast in the field. Spell effects may resume when field is dispelled.

Chain Lightning:

Range: 400 ft. + 40 ft. /level.

Duration: Instant.

Description: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Contingency:

Range: N/A

Duration: 1day / level or discharged.

Description: Sets trigger condition for another spell.

Destroy Undead:

Range: A radius of 5 ft. /level.

Duration: Instant.

Description: The spell destroys 1d4 HD per caster level worth of undead creatures in area (maximum 20d4).

Disintegrate:

Range: 100 ft. + 10 ft. /level

Duration: Instant.

Description: Destroys one creature or object.

Flight:

Range: Personal.

Duration: 1 hour /level

Description: Fly up to 704 ft per turn or 8 mph.

Geas:

Range: Sight and hearing.

Duration: Until discharged or removed.

Description: Commands any creature, binding it to a specific task. Subject takes 3d6 points of damage each day it does not attempt to follow the geas. A geas cannot be used to command creatures to kill themselves or place themselves in known peril of death.

Protection Sphere:

Range: 10ft radius.

Duration: 10 min. /level.

Description: Confers a 20 +1/level resistance to any physical, mental or magical damage. The damage is absorbed by the sphere or negated. Only one sphere per caster can be in effect on a target at any time.

6th Level Mage Spells:

Analyze Dweomer:

Range: Sight.

Duration: Concentration.

Description: Reveals magical aspects of subject.

Enchanter Spells

Enchanters specialize in spells that misdirect or confuse the mind.

Enchanter Cantrips:

Arcane Mark:

Range: Touch.

Duration: Permanent.

Description: Inscribes a personal rune (visible or hidden).

Confusion:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn.

Description: In their next combat action, target has +5% chance of a critical fumble per every 2 caster levels, up to a maximum of 50%.

Dancing Lights:

Range: 100 ft. + 10 ft. /level

Duration: 1 turn.

Description: Creates floating lights (up to one per level) which may resemble torches or coloured lights.

Daze:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn.

Description: Clouds mind of the target. Intelligent creature (4 **HD** or less) loses next action if not resisted.

Decorate:

Range: 10 ft.

Duration: 1 hour

Description: Performs minor visual tricks such as colour changes to smoke, clothing, eyes and hair, sparkling effects or other very minor illusions.

Detect Magic:

Range: 60 ft.

Duration: Concentration, up to 1 min. /level.

Description: Detect magical auras from spells and magic items.

Ghost Sound:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: Create fragments of sounds such as indistinct talking, squeaks or creaking.

Message:

Range: 100 ft. + 10 ft. /level

Duration: 1 turn /level.

Description: Whisper to a target at a distance.

Read Magic:

Range: Personal.

Duration: 10 min. /level.

Description: Read magic writing, scrolls and spell books.

1st Level Enchanter Spells:

Charm Person:

Range: 25 ft. + 5 ft. /2 levels

Duration: 1 hour/level

Description: Makes one humanoid your friend. Hostile targets receive +5 to resist.

Color Spray:

Range: 15 ft.

Duration: Instant.

Description: Vivid burst of colored light as a 15' cone. Sighted creatures who fail to resist are blinded and stunned for 2d4 minutes.

Detect Illusion:

Range: 60 ft.

Duration: Concentration, up to 1 turn /level.

Description: Caster can detect visual illusions along line of sight or discern audible illusions.

Disguise Self:

Range: Personal.

Duration: 10 min. /level.

Description: Changes your appearance within limits of basic body type. Can appear to be shorter, taller, stouter or otherwise clothed or armoured. Caster can assume the appearance of a person of the same race if familiar. Does not change mannerisms or voice.

Fright:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1d4 turns.

Description: One creature (5 **HD** or less) flees in terror.

Mesmerize:

Range: 25 ft. + 5 ft. /2 levels + Sight and hearing.

Duration: 2d4 turns.

Description: Fascinates 2d4 **HD** of creatures causing them to stop and stare. Hostile targets gain +2 resist.

Silent Image:

Range: 400ft. + 40ft. /level.

Duration: Concentration.

Description: Creates a visual only illusion of your design up to 5 cubic feet/level in size.

Sleep:

Range: 50 ft. + 10 ft. /level.

Duration: 1 turn /level.

Description: Puts 4 **HD** of creatures into magical slumber. Creatures can be woken with difficulty.

Ventriloquism:

Range: 25 ft. + 5 ft. /2 levels

Duration: 1 turn /level.

Description: Throws voice for 1 turn per level.

2nd Level Enchanter Spells:**Blindness/Deafness:**

Range: 100 ft. + 10 ft. /level.

Duration: Permanent.

Description: Makes subject blinded or deafened **DC** 8+ caster level to save.

Blur:

Range: Touch.

Duration: 1 turn /level.

Description: Target appears to shift and blur and gains +4 to **AC**, cannot be Sneak Attacked.

Darkness:

Range: Touch.

Duration: 10 min. /level.

Description: Touched object radiates 20-ft. sphere of supernatural shadow.

Hideous Laughter:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: Subject undergoes fits of laughter, loses actions.

Hypnotic Pattern:

Range: 100 ft. + 10 ft. /level.

Duration: Concentration + 2 turns.

Description: Fascinates up to 2d4+level **HD** of creatures.

Invisibility:

Range: Touch.

Duration: 1 turn /level.

Description: Subject is invisible for until it attacks. Does not mask sounds or scent.

Magic Mouth:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Permanent until discharged.

Description: Magical image of mouth speaks short phrase once when triggered.

Minor Image:

Range: 400ft. + 40ft. /level.

Duration: Concentration +2 turns.

Description: Creates a visual and audible illusion of your design up to 5 cubic feet/level in size.

Mirror Image:

Range: Personal.

Duration: 1 turn /level.

Description: Creates 1d4+1 decoys all within 5 feet of each other which shift around. Chance that attacker hits image is determined by random roll (except for area effects).

3rd Level Enchanter Spells:**Clairaudience/Clairvoyance:**

Range: 400 ft. + 40 ft. /level.

Duration: 1 turn /level

Description: Hear or see at a distance (cannot use for ranged casting.)

Daylight:

Range: Touch

Duration: 10 min. /level.

Description: Target emits 60' radius sphere of light as strong as full daylight.

Lesser Seeming:

Range: Touch.

Duration: 1 hour.

Description: Visual and audible illusion changes appearance of 1 creature to another creature of at least 50% similar size and shape. Does not provide any tactile, mobile or ability effects to recipient.

Illusory Script:

Range: Touch (writing).

Duration: One day/level.

Description: Embed hidden message in writing or write a secret message. Only the intended reader can decipher.

Invisibility Sphere:

Range: Touch.

Duration: 1 turn /level.

Description: Makes everyone within 10' of object invisible.

Major Image:

Range: 400ft. + 40ft. /level.

Duration: Concentration +2 turns.

Description: As *minor image*, creates an illusion of your design up to 5 cubic feet/level in size plus sound, smell, and thermal effects.

Nondetection:

Range: Touch

Duration: 1 hour/level.

Description: Hides subject from magical detection devices or spells such as divination or scrying.

Stinking Cloud:

Range: 100 ft. + 10 ft. /level.

Duration: 1 turn /level.

Description: Creates a cloud of nauseating vapors.

Nauseated creatures must save (**DC** 10 + caster level) or take no actions except movement.

Nausea lasts 1d4+1 turns after cloud dissipates.

Suggestion:

Range: 25 ft. + 5 ft. /2 levels (requires hearing).

Duration: 1 hour/level or until completed.

Description: Compels subject to follow stated course of action. Suggestion can also be triggered by an event. Suggestion is broken if it involves obvious harm to subject.

4th Level Enchanter Spells:

Animate Shadow:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Concentration + 1 turn /level.

Description: Turns *an existing shadow* of any type into a shadow of a creature or creatures with total HD equal to the casters level. Shadow creatures are mostly insubstantial and do 1d6 damage and have an AC of 15.

Charm Monster:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 day/level.

Description: Make one living creature believe it is your ally.

Crushing Despair:

Range: 30 ft cone.

Duration: 1 turn /level.

Description: Subjects in area take -2 on attack rolls, damage rolls, saves, and checks.

Fear:

Range: 30 ft cone.

Duration: 1 turn /level.

Description: Subjects within cone save or flee in terror.

Hallucinatory Terrain:

Range: 30ft. /level.

Duration: 2 hours /level.

Description: Makes one type of terrain appear like another (field into forest, or the like).

Illusory Wall:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Permanent.

Description: Permanent wall, floor, or ceiling looks real, but anything can pass through.

Invisibility, Greater:

Range: Touch.

Duration: 1 turn /level.

Description: As invisibility, but subject can attack and stay invisible. Cannot be detected by mage sight.

Phantasmal:

Range: 100 ft. + 10 ft. /level.

Duration: Instant.

Description: Fearsome illusion deals 1d6 damage/level + insanity check **DC** 5.

Rainbow Pattern:

Range: 100 ft. + 10 ft. /level

Duration: Concentration + 1 turn /level.

Description: 20 ft. sphere of rainbow lights fascinate up to 24 **HD** of (sighted) creatures within it.

5th Level Enchanter Spells:

Break Enchantment:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Instant.

Description: Frees subjects (Up to one creature per level, all within 30 ft. of each other) from enchantments, alterations, curses, and petrification.

Dream/Nightmare:

Range: Unlimited.

Duration: N/A.

Description: Sends a dream message to anyone sleeping or a nightmare that ends with dealing 1d10 **HP** and preventing their rest. Must be able to see the target or have an item of theirs.

Dominate Person:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 day/level.

Description: Subject will follow orders of the caster and can be directly controlled telepathically. Caster will be generally aware of the subjects actions even when they are not nearby and can concentrate fully to access the subjects sensory input. Any commands given that are contrary to the subject's nature or interests allow them to make a save with +2 bonus.

Feebleminded:

Range: Sight

Duration: Permanent.

Description: Subject's **MIND** score drops to 1.

Persistent Image:

Range: 400ft. + 40ft. /level.

Duration: 1 turn /level.

Description: As *major image*, creates an illusion up to 5 cubic feet/level in size plus sound, smell, and thermal effects. Image can follow a script so no concentration is required to maintain it.

Seeming:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 12 hours.

Description: As Lesser Seeming but changes the appearance of up to 1 creature per 2 levels of caster.

Symbol of Pain:

Range: Touch.

Duration: Until triggered.

Description: Glowing rune wracks creatures with pain (triggered by proximity or sight). -4 to actions for 10 min/casters level.

Symbol of Sleep:

Range: Touch.

Duration: Until triggered.

Description: Glowing rune causes creatures to fall into a catatonic sleep (triggered by proximity or sight). Cannot be woken for 10 min/casters level.

Visions of Insanity:

Range: Sight.

Duration: 1day/level.

Description: Caster creates images in the target's mind that are so horrible that they become insane. Save is **DC** 5+ 1/caster level.

6th Level Enchanter Spells:**Mislead:**

Range: 25 ft. + 5 ft. /2 levels

Duration: 1 turn/level and concentration + 3 turns

Description: Turns you invisible (as Greater invisibility) for the specified time and creates an illusory double which can be controlled by concentration and which will last 3 turns afterwards.

Phantasmal Killer:

Range: 100 ft. + 10 ft. /level.

Duration: Instant.

Description: Fearsome illusion deals 2d6 damage/level + insanity check **DC** 10.

Permanent Image:

Range: 400ft. + 40ft. /level.

Duration: Permanent.

Description: Caster creates a permanent illusion with sight, sound, and smell.

Programmed Image:

Range: 400ft. + 40ft. /level.

Duration: Permanent until triggered, then 1 turn/level

Description: As persistent image but triggered by specific event.

Shadow Walk:

Range: Touch.

Duration: 1 hour /level.

Description: Step into a shadow and travel rapidly; 50mph for duration. Caster can take creatures along as long as all remain touching. Creatures who wander off or lose touch while journeying have a 50% chance of becoming lost in the shadow realm, otherwise will appear somewhere in the world emerging from a shadow.

Suggestion, Mass:

Range: 100 ft. + 10 ft. /level.

Duration: 1 hour/level or until completed

Description: As *suggestion*, plus one subject per level.

Symbol of Fear:

Range: Sight.

Duration: 10 turns /level once triggered.

Description: Triggered rune panics (drop items and flee) nearby creatures for 1 turn per level.

Symbol of Persuasion:

Range: Sight.

Duration: 10 turns /level once triggered.

Description: Triggered rune charms nearby creatures for 1 hour/level.

True Seeing:

Range: Sight.

Duration: 1 turn /level.

Description: Lets you see through all darkness, enchantments and illusions (including shape-changed or ethereal objects) and all things as they really are.

Druid Spells

Druids specialize in the study of spells that influence the natural world and it's creatures.

Druid Cantrips:

Calm Animals:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: Soothes and quiets up to 2d4 + caster level HD of ordinary animals. Intelligent or magical creatures are not affected (and may even become more hostile if they suspect they are being manipulated).

Clean Water:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Instant.

Description: Makes up to 2 gallons/level of water drinkable and parasite free.

Detect Magic:

Range: 60 ft.

Duration: 1 turn /level or concentration.

Description: Detect spells and magic items.

Detect Poison:

Range: 25 ft. + 5 ft. /2 levels

Duration: Instant.

Description: Detects poison in one creature or object. Can determine the Poison type with KNOW check at DC 20.

Know Direction:

Range: Personal.

Duration: Instant.

Description: Discern the compass directions.

Mending:

Range: Touch.

Duration: Instant.

Description: Repairs small breaks, cracks or tears in objects.

Pass without Trace:

Range: Touch.

Duration: 1 hour/level.

Description: One subject leaves no tracks or scent as they travel.

Read Magic:

Range: Personal.

Duration: 10 min. /level.

Description: Read magic writing, scrolls and spell books.

Resist Glamour:

Range: Touch.

Duration: 1 hour/level.

Description: +1/level to resist charm and sleep effects of woodland creatures.

1st Level Druid Spells:

Entangle:

Range: 400 ft. + 40 ft. /level

Duration: 1 turn/level.

Description: Plants in area entangle everyone in a 40' radius.

Faerie Fire:

Range: 400 ft. + 40 ft. /level

Duration: 1 turn /level.

Description: Outlines all subjects within a 5 ft. radius of target in a light equal to a candle, cancels *blur*, *invisibility*, etc.

Goodberry:

Range: Touch.

Duration: 1 day.

Description: When cast on a handful of berries they become wholesome and, if immediately eaten can restore up to 2d4 **HP** (max 8 **HP** per person in a 24 hour period). Eating additional berries, or berries which are stored provide sustenance but no healing. Any original effects of the berries are replaced (e.g. poison, intoxication).

Hide from Animals:

Range: Touch.

Duration: 10 min. /level

Description: Animals cannot see, hear, or smell the target. If a subject touches or attacks an animal the spell ends.

Obscuring Mist:

Range: Personal.

Duration: 1 turn /level.

Description: Fog surrounds you in a 5 ft radius, providing concealment and obscuring all vision beyond 5 ft. Can be dissipated by strong winds.

Produce Flame:

Range: Touch.

Duration: 1 turn /level.

Description: Torch-like flames appear from casters hand. Can be used to light objects, burn opponents or can be thrown. Fire does 1d6 damage +1/level to others.

Restful Glade:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 8 hours.

Description: Enchants an area, providing a comfortable rest in the wilderness (see **HP** recovery).

Speak with Animals:

Range: Personal.

Duration: 1 turn /level.

Description: You can communicate with animals.

Watcher:

Range: Touch.

Duration: 1 day/level.

Description: Plant can be spelled to raise alarm to the caster if (simple) trigger condition is observed.

2nd Level Druid Spells:

Barkskin:

Range: Touch.

Duration: 10 min. /level.

Description: Target's skin becomes tough like bark but remains flexible. Grants a +2 **AC** bonus.

This bonus does not stack with other natural armour bonuses that affect skin or hides.

Bull's Strength:

Range: Touch.

Duration: 1 turn /level.

Description: Subject gains +4 to **STR**.

Cat's Grace:

Range: Touch.

Duration: 1 turn /level.

Description: Subject gains +4 to **DEX**.

Fog Cloud:

Range: 100 ft. + 10 ft. level

Duration: 10 min/level.

Description: Fog billows out from target in a 20 ft. radius and spreading 1 ft per turn in all directions and obscuring vision beyond 5ft. Fog dissipates in sunlight after an hour. A moderate wind will disperse it in 4 turns, a strong wind in 1 turn.

Gust of Wind:

Range: 60 ft one direction.

Duration: 1 turn.

Description: Strong wind rushes out from caster, blows out torches, knocks down missiles or smaller objects and creatures.

Heat/Chill Metal:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: Makes metal so hot or cold that it damages those who touch it for 1d4 **HP** /turn.

Summon Swarm:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Concentration + 2 turns.

Description: Summons swarm of bats, rats, spiders (or other small creatures) which will attack all creatures in an area or defend an area for the length of the spell. The caster has no control over the swarm once summoned.

Tree Shape:

Range: Personal.

Duration: 1 hour/level.

Description: You can assume the form of a tree or shrub.

Wood Shape:

Range: Touch.

Duration: Instant.

Description: Bends and rearranges wood (10 cu. ft. + 1ft. / level) into any shape. Fine detail is not possible.

3rd Level Druid Spells:

Call Lightning:

Range: 100 ft. + 10 ft. /level.

Duration: 1 turn /level

Description: Calls down a 3d6-damage lightning bolt from the sky once per turn.

Dominate Animal:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 10 min/level.

Description: Non-intelligent/non magical animal will follow simple orders of the caster and can be directly controlled telepathically. Caster will be generally aware of the subjects actions even when they are not nearby and can concentrate fully to access the subjects sensory input. Any commands given that are contrary to the subject's nature or safety allow them to make a save with +2 bonus.

Influence Plant Growth:

Range: Up to 400 feet + 40 feet per level.

Duration: 1 turn

Description: Causes all plants within the area of effect to increase in size (and yield if applicable) or to be stunted as desired. The effect on terrain is to slow travel by half or clear an overgrown area to allow normal travel. The effect on yields is to double or half the normal yield. When cast on a single plant can cause it to increase or decrease up to 4 times its original size.

Poison/Neutralize Poison:

Range: Touch.

Duration: Instant.

Description: Touch deals damage equal to a poison of **DC** 8+caster's level (caster's choice) or neutralizes an existing poison. It does not reverse damage effects of poisons already incurred.

Protection from Energy:

Range: Touch.

Duration: 10 min/level or exhausted.

Description: Target can resist 5 points/level of damage from specified kind of energy (cold, fire, electricity...).

Speak with Plants:

Range: Personal.

Duration: 1 turn /level.

Description: You can talk to normal plants and plant creatures.

Spike Growth:

Range: 100 ft. + 10 ft. /level.

Duration: 1 hour/level.

Description: Causes all ground cover and vegetation in an area up to 20 ft. /level to become thorny and sharp. Creatures in the area take d4 damage per 5' movement, and may be slowed.

Stone Shape:

Range: Touch.

Duration: Instant.

Description: Sculpts stone (10 cu. ft. + 1ft. / level) into any shape. Fine detail is not possible.

Water Breathing:

Range: Touch.

Duration: 10 min. /level.

Description: Subject can breathe water for 10 min. /level.

4th Level Druid Spells:

Animal Form:

Range: Personal.

Duration: 1 hour /level.

Description: Caster is able to assume any natural animal form. They assume the statistics of the form and can use any natural abilities of the animal (e.g. dig, fly, smell) however they retain their original **HP** and the ability to speak and cast spells.

Dispel Magic:

Range: 100 ft. + 10 ft. /level.

Duration: Instant or 10 min. /level.

Description: Cancels magical spells and effects.

Works against non permanent spells **DC** = 11+ (target spell - caster level). **DC** + 2 when used against spells from different magic schools. Can also be used to suppress the effects of permanent magic spells for the duration of the spell.

Hidden Glade:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 2 hours /level.

Description: Creates a hidden (**DC** 15 +caster level to detect) and restful area out of any natural space providing minimal cover. No activity (sound, smells smoke... in the area will be detectable from the outside).

Ice Storm:

Range: 400 ft. + 40 ft. /level.

Duration: 5 turns.

Description: Summons up strong roaring winds and hail which does 1d6 damage per turn to all creatures in its path (a cylinder 20 ft. radius and 40 ft. high). In the storms area of effect concentration requires a **MIND** check each round and all movement is at half speed.

Locate Creature:

Range: N/a.

Duration: 10 min. /level.

Description: Locate a specific creature known to the caster or the closest type of a creature. The spell will indicate the direction, the targets rough distance, speed and direction of travel.

Rusting Grasp:

Range: Touch.

Duration: Instant.

Description: Your touch corrodes iron and alloys, causes wood and paper to burst into flame or water to evaporate. Rusting can effect up to a 3 ft. x 3 ft. area.

Static Charge:

Range: Touch.

Duration: Instant.

Description: Adds 4d6 +1 /level of lightning damage to an object which is discharged when next touched.

Stone Skin:

Range: Touch.

Duration: 10 min. /level.

Description: Target's skin becomes tough like bark but remains flexible. It is also resistant to normal scratches and abrasion or minor damage up to 1hp. Grants a +4 AC bonus. This bonus does not stack with other natural armour bonuses that affect skin or hides.

Summon Nature's Ally:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: Summons non-intelligent, non-magical animal(s) totaling 6 HD who fight or otherwise act on behalf of the caster for example a 6 HD lion, or three 2 HD wolves or a dozen rats or ravens with ½ HD each. The creatures immediately vanish when killed or when the spell ends.

5th Level Druid Spells:

Animal Growth:

Range: 100 ft. + 10 ft. /level.

Duration: 1 turn /level.

Description: Non-intelligent and non magical animals are made to grow to twice their normal size. Targets doubled in size have double STR and half DEX and take half damage from attacks.

Animal Shrink:

Range: 100 ft. + 10 ft. /level.

Duration: 1 turn /level.

Description: Non-intelligent and non magical animals are made to shrink to half size. Animals half sized have double DEX and half STR and take double damage from attacks.

Animate Plants:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: 1 large plant for every 3 caster levels becomes animate and fights for the caster.

Call Lightning Storm:

Range: 400 ft. + 40 ft. /level

Duration: 1 turn /level.

Description: Summons up strong roaring winds and caster can call down one bolt of lightning per round which does 5d6 damage (a cylinder 20 ft. radius and 40 ft. high). In the storms area of effect concentration requires a MIND check each round and all movement is at half speed.

Summon Elemental:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 10 min. /level.

Description: Summons a large elemental which will obey the caster. The appropriate element must be present e.g. a fire is burning in range to summon a fire elemental.

Move Earth:

Range: 400 ft. + 40 ft. /level.

Duration: 1 turn.

Description: Digs trenches and builds hills, in an area up to 750' square and 10' deep.

Transmute Rock to Mud/Mud to Rock:

Range: 100 ft. + 10 ft. /level.

Duration: Permanent.

Description: Transforms up to 2 10 ft. cubes per level from rock to mud or mud to rock.

Tree Stride:

Range: Personal.

Duration: 1 hour/level or until expended.

Description: The caster can walk through trees, stepping from one tree to another up to 1000 ft. away.

Wall of Thorns:

Range: 100 ft. + 10 ft. /level.

Duration: 10 min. /level.

Description: 10 cu. ft. /level of thorns damage (25 - AC) anyone who tries to pass.

6th Level Druid Spells:

Baleful Polymorph:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Permanent.

Description: Transforms subject into harmless animal of no more than 1HD.

Bull's Strength, Mass:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn / level

Description: As bull's strength, targets gain +4 to STR, Affects one subject/level.

Cat's Grace, Mass:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: As cat's grace, Targets gain +4 to DEX. Affects one subject/level.

Circle of Life/Unlife:

Range: 10ft. +1 ft. /level radius from caster.

Duration: 10 min. /level.

Description: Kills 1d4 /level **HD** of either living *or* undead creatures within area of effect. The type of effect is determined when the spell is cast and cannot change.

Find the Path:

Range: Touch.

Duration: 10 min. /level.

Description: Recipient of the spell can sense the shortest and best path to a specified destination.

Obstacles and traps are avoided or made known.

Fire Seeds:

Range: Touch.

Duration: 10 min. /level or until used.

Description: Creates Acorn Grenades (1d6 fire damage/level divided among up to 4 seeds) that explode in a 10' radius and ignite combustibles.

Ironwood:

Range: Touch.

Duration: 1 day /level.

Description: Converts up to 5lb/level of wood to magic wood that is strong as steel.

Transport via Plants:

Range: Touch.

Duration: 10 turns.

Description: Move instantly from one plant to another of its type anywhere up to 100 miles/level.

Wall of Stone:

Range: 100 ft. + 10 ft. /level.

Duration: Instant.

Description: Creates a shaped wall of stone up to 5 ft. /level area.

Cleric Spells

Clerics automatically know spells appropriate to their level; they gain them through spiritual growth and guidance – not through research. In addition to spells, each divine spell level also has a ritual which generally takes longer to cast or requires special preparation than a spell. Feel free to create new spells and/or rituals for clerics of specific faiths.

Some divine spell effects, those marked with an asterisk (*), are either positive or negative based on caster's religious orientation; they generally cannot choose to use either effect but must use the effect most aligned with their beliefs. Clerics must be very careful not to misuse such spells or face repercussions from both gods and their fellow believers.

Cleric Orisons:

***Ease/Turmoil:**

Range: Touch.

Duration: 1 turn /level.

Description: Laying hands to remove/cause pain and anxiety.

Endure Elements:

Range: N/A.

Duration: 24 hours.

Description: Exist comfortably in inhospitable environments (hot/cold/damp/dry climates).

Favor:

Range: Personal.

Duration: 1 turn.

Description: You gain +1 on attack and damage rolls for 1 turn.

Guidance:

Range: Touch.

Duration: 1 turn or until discharged.

Description: Target gets +1 on one attack roll, saving throw, or skill check.

***Purify/putrefy Food and Drink:**

Range: Touch.

Duration: Instant.

Description: Purifies or spoils 1 cu. ft. /level of food or water.

Detect Poison:

Range: 25 ft. + 5 ft. /2 levels

Duration: Instant.

Description: Detects poison in one creature or object.

Detect Undead:

Range: 60 ft.

Duration: Concentration, up to 1 turn / level.

Description: Reveals the presence of undead to the caster and their approximate strength.

1st Level Cleric Spells:

***Bless/Bane:**

Range: 50 ft. radius.

Duration: 1 turn /level.

Description: Bless causes allies in range to gain +1 on attack rolls and checks against fear. Bane causes all enemies within range to be -1 on attack and fear rolls.

***Bless/Curse Water or oil:**

Range: Touch.

Duration: Instant.

Description: Makes holy or unholy waters and oils which are used in religious rituals. Holy waters and oils can cause damage (generally 1d6) to creatures of opposing natures or faiths.

Comprehend Languages:

Range: Personal.

Duration: 10 min. /level.

Description: You understand all spoken and written languages.

***Cure/Cause Light Wounds:**

Range: Touch.

Duration: Instant.

Description: Cures/causes 4+1d4 damage.

***Turn Undead/Cause Fear:**

Range: 25 ft. + 5 ft. /level.

Duration: 1 turn /level.

Description: For the spell duration, 2 **HD** of undead per caster level are sent fleeing (or are subdued and cannot approach the caster if unable to flee). Cause Fear acts in a similar manner against the living.

Shield of Faith:

Range: Touch.

Duration: 1 turn /level.

Description: Shimmering aura grants +2 **AC** bonus to target. This bonus does not stack.

***Light/Dark:**

Range: Touch.

Duration: 10 min. /level.

Description: Object touched shines like a torch or absorbs all light for in a 20ft radius.

Ritual - Liturgy:

Range: Sight and hearing.

Duration: 1 day.

Description: The Liturgy is a religious service performed by an initiated cleric in which blessing and instructions are conferred upon the faithful. For every 30 minutes spent preaching (max 3 hours) people present at a liturgy will respond favorably to the caster as if he had +1 charisma. It may also confer the effects of a Bless spell for its duration and an equal length of time afterwards.

2nd Level Cleric Spells:

Bless/Curse Weapon:

Range: Touch.

Duration: 10 min/level.

Description: Caster gives weapon an enhancement bonus of +1 to hit and damage. The obverse of the spell will curse a weapon with -1 to hit and damage. In either case, the weapon is considered magical.

Delay Poison:

Range: Touch.

Duration: 1 hour/level.

Description: Stops poison from harming subject but does not cure the poison or damage already incurred.

Detect Spirits:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Concentration.

Description: Reveals to the caster the presence of unseen spirits or ghosts and an impression of their nature/intent. This spell can be used to determine if a creature or object is possessed. It cannot be used to detect the presence of normal creatures that are hidden or invisible.

***Gentle/Hideous Repose:**

Range: Touch.

Duration: 1 day / level (or instant).

Description: Preserves one corpse (fouls one corpse preventing resurrection).

Hold Person:

Range: 100 ft. + 10 ft. /level

Duration: 1 turn /level.

Description: Sentient target creature of **HD** up to caster level is immobilized, unable to move or act. Target may attempt to resist each round it is held.

Paralyzing Touch/Remove Paralysis:

Range: Touch.

Duration: 1d6+2 min. (or instant).

Description: Causes creature touched to be paralyzed or frees one or more creatures from paralysis or slow effects.

Zone of Truth:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: Subjects in 20 ft. radius cannot lie.

Ritual – Anoint:

Range: Touch.

Duration: Permanent.

Description: Anoint is a 30 minute ritual that allows a divine caster to mark a person as a follower of the faith. This ritual is used to invest new clerics to the religion as well as protect (or maybe harvest) the souls of the dying. Anointing will grant an additional save at +2 against the death effects caused by certain undead or the effects of lycanthropy (or an additional chance for the subject to be effected). Anointing requires a suitable substance such as holy/unholy water or oil to perform.

3rd Level Cleric Spells:

Create Food and Water:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 8 hours.

Description: Feeds three humans (or one horse)/ 3 levels. The food and water if not consumed vanishes within 8 hours.

***Cure/Cause Blindness/Deafness:**

Range: Touch.

Duration: Permanent.

Description: Cures or causes blindness or deafness.

***Cure/Cause Serious Wounds:**

Range: Touch.

Duration: Instant.

Description: Cures/causes 8+2d8 damage.

***Remove/Cause Disease:**

Range: Touch.

Duration: Instant.

Description: Cures all diseases affecting subject (or inflicts a disease **DC** 8 + level severity).

***Restoration/Drain, Lesser:**

Range: Touch.

Duration: Instant.

Description: Dispels magical penalties to abilities or cures (causes) 1d4 ability damage.

***Searing Light/Freezing Dark:**

Range: 100 ft. + 10 ft. /level.

Duration: Instant.

Description: Ray of light (or dark) deals 1d8 damage for every 2 levels (up to 5d8). Searing Light does double damage against the undead.

Speak with Dead:

Range: 10 ft.

Duration: 1 turn /level.

Description: Corpse answers one question per two levels of caster. Does not work on undead.

Ritual - Consecration:

Range: Touch and/or area 100 ft. + 10 ft. /level.

Duration: Permanent.

Description: The Consecration ritual allows a caster to dedicate a building or altar fit to be used in rituals of the faith. Consecrated areas act as Cause Fear to beings of opposing faiths and also make it difficult (**DC** +5) for them to cast spells, or resist spells of the consecrated faith. Consecrated areas are also immune to some arcane effects such as scrying and area effect spells such as Restful Glade or Hallucinatory Terrain. A consecration ceremony takes at least a full week of uninterrupted prayer and fasting. An area already consecrated by a rival faith must first be cleansed both physically (by removing offending materials) and spiritually before it can be consecrated in the casters faith - a process that can be time consuming and expensive.

4th Level Cleric Spells:

Circle of Protection:

Range: Up to 20ft. radius.

Duration: 1 turn /level.

Description: Caster draws a circle and proclaims a type of energy (heat, cold, electricity, sound...)

and those within the circle are protected against 3d6 +2/level damage from that type of energy.

Control Vermin:

Range: 400 ft. + 40 ft./level.

Duration: 1 turn / level.

Description: Caster can summon and direct the emotions or reactions of swarms of small creatures such as ants, locusts, rats, spiders, etc. These creatures can be made to attack a target, occupy an area or flee in terror, but cannot be made to perform complex actions such as opening doors or fetching unseen items.

Ethereal Ward:

Range: Radius 25 ft. + 5 ft. /2 levels.

Duration: 10 min/level.

Description: Area is impassable to ethereal creatures and effects (including spells such as invisibility and Mage Sight, but not greater invisibility). When the spell is cast, ethereal creatures already in the area are ejected and Ethereal based spells stop working.

Hold Creatures:

Range: 100 ft. + 10 ft. /level

Duration: 10 min/level.

Description: Works as Hold Person but longer and on multiple subjects within a 30ft area (total combined targets **HD** up to 2x caster level) immobilized.

Manifest:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Concentration + 1 round.

Description: Causes spirits, or other incorporeal beings of **HD** lower than the casters level to be made corporeal. Entities possessing objects or creatures will be forced out of them and stunned for 1 round.

***Neutralize Poison/Poison:**

Range: Touch.

Duration: Instant.

Description: Immunizes subject against poison for 10 min. /level, detoxifies venom in or on subject.

***Restoration/Drain:**

Range: Touch

Duration: Instant.

Description: Restores level and ability score drains (or drains 1 level and 1d4 ability from target touched).

Ritual – Remove Curse:

Range: Touch

Duration: Special.

Description: The remove curse ritual takes one hour. This ritual will remove or block the effects of curses (and blessings or other like enchantments) on the subject. It will allow minor cursed objects to be cleansed or destroyed and major cursed objects to be safely removed or interred. Materials required for this spell should be in the 500-1000 sp. range. Exceptional enchanted items may require additional materials or conditions to be met (or repeated castings of the ritual).

5th Level Cleric Spells:

***Cure/Cause Light Wounds, Mass:**

Range: 25 ft. + 5 ft. /2 levels.

Duration: Instant.

Description: Cures/causes 4 +1d4 damage for one creature/ level.

Divine Strike:

Range: 100 ft. + 10 ft. /level.

Duration: Instant.

Description: Smite foes with divine energy 10-ft. radius, 40 ft. high for 5d6 +1/level damage).

Plane Shift:

Range: Touch.

Duration: Instant.

Description: Caster and up to 8 other creatures and their worn equipment are projected to another plane of existence. Their material bodies will remain in a suspended state until their souls can (return or are destroyed).

***Raise Dead/Create Undead:**

Range: Touch.

Duration: Instant.

Description: Brings creature back from the dead. Creature cannot have been dead for longer than 1 day /level and the body must have been preserved from rot or spoilage. The raised creature has HP equal to their level or **HD**. All their stats are at half value. This can also be used to create undead such as zombies, mummies, ghouls or wights of a total HD equal to the casters level divided among the number spoiled bodies or where the soul(s) have been destroyed.

Righteous Might:

Range: Personal.

Duration: 1 turn /level.

Description: Causes caster and equipment to grow up to double in size, double in STR, and take half damage from attacks while enlarged. Unlike a growth spell, the casters DEX and AC remains the same.

Spell Resistance:

Range: Touch.

Duration: 1 turn /level.

Description: Subject gains +10 to resist spell effects and/or damage resistance of 10 + level to spell effects.

True Seeing:

Range: Touch.

Duration: 1 turn /level.

Description: Lets you see all things as they really are for up to 120 feet. Subject can see invisible objects, discern illusions, even the true form of altered objects - but not hidden or concealed creatures or objects.

Ritual - Communion:

Range: Personal.

Duration: N/A.

Description: When attempting the Commune ritual, the caster enters a trance like dream state for a number of hours and consults with their deity or agents of their deity on a question or state of affairs they wish guidance on, the greater the question, the greater the length of the meditation. The more powerful the caster the more clear and informative the consultation will be, although the communion will never be direct, but symbolic in nature. At lower levels the communion will give general impressions and feelings about the issues in question, but at higher levels the caster will have receive more definite images and impressions or even verbal answers and prophecy.

6th Level Cleric Spells:

Animate Objects:

Range: 100 ft. + 10 ft. /level.

Duration: 1 turn /level.

Description: Any non-living non-magical object becomes animated and can be set to attack or interact as caster designates.

Banishment:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Instant.

Description: Banishes 2 **HD**/level of extra-planar creatures from casters Plane.

***Heal/Harm:**

Range: Touch.

Duration: Instant.

Description: Cures/causes 10 points/level of damage, Can also restore or cause stat loss at 1 point/level or cure/cause diseases and mental conditions.

Minor Summoning:

Range: 25 ft. + 5 ft. /2 levels

Duration: 10 min. /level or until task is completed.

Description: Summons extra-planar creature of up to 6 **HD** to assist in one task.

Quest:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 day /level or discharged.

Description: Commands any creature, binding it to a specific task as spoken by the caster. Target cannot be forced to harm self.

Voice of God:

Range: Hearing.

Duration: Instant.

Description: The caster speaks the true language of their god(s) which causes all who hear it to take 2d6 damage and be deaf for 2d6 rounds. In addition, creatures and entities opposed to the casters religion (e.g. undead, spirits, minor devils, lawful clerics...) suffer the effects of Turn Undead/Cause Fear. Opposed creatures of less than 2 **HD** must make a save or be destroyed and opposed creatures of higher **HD** but still less than the caster's level must save or take 4d6 +1/ caster's level damage.

Word of Recall:

Range: Unlimited.

Duration: Instant.

Description: Upon speaking this word, the caster + 25lb/level of weight are returned to a location previously prepared.

***Ritual - Resurrection:**

Range: Touch.

Duration: Permanent.

Description: This ritual requires at least 3 clerics of the same faith to perform and takes one day

to perform for every 10 years since the subject's death. The subject returns to life fully restored and with full stats and HP, which are supplied from among the casters. Some piece of the body must be used to restore it and the target creature must have a soul that is not trapped or otherwise destroyed (or may have a soul provided for them...). The material cost of this ceremony is very great (> 100,000 sp.) and usually not payable in cash due to the toll it takes on the casters - only the most worthy (or heinous) applicants would be considered.

Monsters

Monsters are out there; ready to provide challenges, loot and death for unwary adventurers. As a game master, it is your duty to make these creatures interesting and memorable opponents. Monsters should be dangerous and not simply a source of experience and loot – the adventure will be more satisfying if it is hard won.

It is also probably best to have your monsters behave appropriate to their nature and not burst into coins and XP on their demise. A scheming vampire may not only be carrying a valuable magic item, it will use it in battle. A dumb beast is not likely to drop gold and treasures when killed, but their body may be valuable in it itself. Orcs do not generally roam around with pockets full of coins, however their leader may be carrying their loot, or know where it is hidden.

It is also important to maintain a tone of fear and wonder of dealing with monsters, and a good way to do this is by keeping them unknown and the situations unpredictable. Try not to name the monsters when describing them to your players, instead let the players determine what foes they face based on your descriptions. Have them track the beasts or nervously hear the sounds of their passage rather than calmly remarking “you see three orcs standing under the tree.” Even a lowly hobgoblin can be mysterious if it is presented as the snapping of a branch or the soft footfall around the corner.

As Beacon is mostly compatible with other d20 games you should be able to use monsters from them with little adjustment. However a bestiary of creatures is here provided using the following conventions to simplify monster statistics:

Monster stat blocks

Hit Dice: The prime attribute of monsters is their Hit Dice (**HD**), this is important to note for both the die type and number of dice.

HP/damage: The Hit Dice (**HD**) type determines dice to use to determine the number of **HP** a creature has and the damage a creature will do when it hits (**HD** type + number). For example

creature with **HD 2 d6** will have between 2-12 hp and roll 1d6+2 damage. Rule of thumb for HD type is **d1–d4** for small creatures, **d6** for small humanoids and medium sized animals, **d8** for large humanoids, **d10–d12** for huge creatures or undead, and **d20** for gigantic creatures like Dragons. **HP** values are given here for median and maximum based on the number of HD and the type. For quick encounters use the median and roll and additional couple **HD** to generate hp.

Attacks and special abilities: Since monster damage is determined by HD, most attacks are flavour, e.g. slam, bite, pointy stick. Multiple attacks or optional attacks will be noted. Special attacks like poison or stat drains will have a **DC** listed to resist them if applicable. Non attack special abilities like flying or invisibility are listed at the end of the block.

Skills: All creatures have a bonus to all skills (*Phys, Subt, Know, Comm, Survival, Fab*) equal to their number of **HD**. If the creature is intelligent, add +3 to one or more skills. Add stat bonuses to suit and as logic dictates. This is intentionally kept vague – if you need a sneaky bugbear, assign the +3 bonus to *Subterfuge*; if a warrior, give +3 to *Physical*.

Monster Advancement: To make a more dangerous monster, add more Hit Dice; each additional **HD** adds one to their skill and combat bonuses. If a creature is simply larger or tougher than normal increase the **HD** type. Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Armour Class: For creatures who commonly use armour, **AC** is based on the *usual* armour type they would be wearing – adjust to suit. **AC** indicated with an * means that the creature resists *all damage* except for special cases e.g. silver, magic, angel feathers or fire.

Create your own: Assign **HD** type based desired on size/toughness and damage. Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter add +3 bonus to one skill. Add stat bonuses, armour or special effects to suit.

Animals

Ape: HD 4 d10 (22-40 hp), AC 14, slam + bite

Bat, Dire: HD 4 d6 (14-24 hp), AC 20, bite; blind sight.

Bear:

Black: HD 3 d10 (17-30 hp), AC 13, claw + bite.

Brown/Polar: HD 6 d12 (39-72 hp), AC 15, claw or grapple + bite.

Dire: HD 12 d12 (78-144 hp), AC 17, claw (x2) or grapple + bite.

Beetle, Giant: HD 1 d6 (4-6 hp), AC 16, bite.

Boar: HD 3 d6 (11-18 hp), AC 16, gore + kick

Cat: HD 1 d1 (1 hp), AC 14, claw + bite.

Centipede: HD 1 d1 (1 hp), AC 14, bite; poison (DC 11, 1 DEX)

Centipede, giant: HD 3 d4 (8-12 hp), AC 14, bite; poison (DC 16, 1d4 DEX).

Crocodile: HD 3 d10 (17-30 hp), AC 16, bite or tail slap.

Crocodile, giant: HD 6 d12 (39-72 hp), AC 16, bite or tail slap.

Dog: HD 2 d4 (5-8 hp), AC 15, bite.

Eagle: HD 1 d4 (3-4 hp), AC 14, claw + bite; flying.

Horse (light): HD 2 d10 (11-20 hp), AC 13, kick or bite.

Horse (heavy): HD 2 d12 (13-24 hp), AC 12, kick or bite.

Lion: HD 6 d12 (39-72 hp), AC 15, claw (x2) + bite.

Mule or Pony: HD 2 d8 (9-16 hp), AC 13, kick or bite.

Rat: HD 1 (1 hp), AC 14, bite.

Rat, Dire: HD 1 d8 (5-8 hp), AC 15, bite; disease.

Scorpion:

Tiny: HD 1 (1 hp), AC 14, sting; poison (DC 12, 1 STR).

Small: HD 1 d4 (3-4 hp), AC 14, claw + sting; poison (DC 12, 1 STR).

Large: HD 5 d8 (23-40 hp), AC 17, claw + sting; poison (DC 13, 1d6 STR).

Huge: HD 7 d12 (45-84 hp), AC 20, claw + sting; poison (DC 16, 1d8 STR).

Snake

Constrictor: HD 3 d8 (14-24 hp), AC 15, bite, constrict.

Giant constrictor: HD 8 d12 (52-96 hp), AC 15, bite, constrict.

Small viper: HD 2 d1 (2 hp), AC 17, bite; poison (DC 11, 1 STR).

Large viper: HD 3 d4 (8-12 hp), AC 15, bite; poison (DC 11, 1d6 STR)

Huge viper: HD 6 d8 (27-48 HP), AC 15, bite; poison (DC 14, 1d6 STR)

Spider:

Tiny: HD 1 d1 (1 hp), AC 14, bite; poison (DC 10, 1d2 STR).

Small: HD 1 d4 (3-4 hp), AC 14, bite; poison (DC 10, 1d3 STR).

Large: HD 4 d6 (14-24 hp), AC 14, bite; poison (DC 13, 1d6 STR).

Huge: HD 8 d8 (36-64 hp), AC 16, bite; poison (DC 16, 1d8 STR).

Wolf: HD 2 d6 (7-12 hp), AC 14, claw + bite

Wolf, Dire: HD 6 d8 (27-48 hp), AC 14, claw + bite

Creatures

Animated Object (sword, hat-rack, etc):

Small: HD 2 d4 (5-8 hp), AC 14, slam.

Medium: HD 3 d6 (11-18 hp), AC 14, slam.

Large: HD 4 d8 (18-32 hp), AC 14, slam.

Assassin Vine: HD 4 d8 (18-32 hp), AC 15, slam or constrict.

Behemoth: HD 7 d12 (46-84 hp), AC 20, tusks + slam; poison (DC 14, 1d6 STR).

Bugbear: HD 3 d8 (14-24 hp), AC 17 (chain), mace, club or javelin.

Carrion Crawler: HD 3 d8 (14-24 hp), AC 17, tentacles (x8), bite; paralysis (DC13); scent

Choker: HD 4 d6 (14-24 hp), AC 17, tentacle choke, or slam (x2); climbing.

Cockatrice: HD 6 d6 (21-36 hp), AC 14, bite + stare; petrification (DC 12); flying

Dryad: HD 2 d6 (7-12 hp), AC 12; spells as 5th level Enchanter

Elemental (large)

Air: HD 8 d8 (36-64 hp), AC 20, whirlwind (x2); flying.

Earth: HD 8 d12 (52-96 hp), AC 18, Slam (x2).

Fire: HD 8 d8 (36-64 hp), AC 18, Burn (x2).

Water: HD 8 d8 (36-64 hp), AC 20, Slam (x2).

Elemental (small)

Air: HD 4 d6 (14-24 hp), AC 17, whirlwind; flying.

Earth: HD 4 d8 (18-32 hp), AC 17, slam.

Fire: HD 4 d6 (14-24 hp), AC 15, burn.

Water: HD 4 d6 (14-24 hp), AC 17, slam.

Ettin: HD 7 d10 (39-70 hp) AC 18, great clubs (x2).

Gargoyle: HD 4 d10 (22-40 hp), AC 16, Claw (x2); flying.

Gelatinous Cube: HD 5 d10 (23-50 hp), AC 4, slam, engulf; paralysis (DC 20); acid.

Grey Ooze: HD 3 d10 (17-30 hp), AC 5, slam, constrict; acid.

Giant

Hill: HD 12 d12 (78-144 hp), AC 20, great-club or rock.

Stone: HD 8 d20 (84-160 hp), AC 25, tree or boulder.

Storm: HD 12 d20 (126-240 hp), AC 27, huge swords and bows; spells control weather, call lightning.

Golem:

Flesh: HD 7 d10 (37-70 hp), AC 18, slam.

Iron: HD 12 d12 (78-144 hp), AC 30, slam.

Stick: HD 4 d6 (14-24 hp), AC 14, slam.

Stone: HD 14 d12 (46-84 hp), AC 26, slam.

Great Worm: HD 16 d20 (168-320 HP) AC 19, slam, bite; (poison DC 24), digest.

Griffon: HD 7 d12 (46-84 hp), AC 17, bite, claw (x2); flying.

Hellhound: HD 4 d8 (18-32 hp), AC 16, bite + burning touch.

Hydra: HD 3 d10 +1 d10/head (17-30+x hp), AC 15, 1 bite/head or spit acid.

Magma Man: HD 4 d10 (22-40 hp), AC 14, slam, burn.

Manticore: HD 6 d10 (33-60), AC 17, bite, claw (x2), shooting spines (x6); flying.

Mud Man: HD 3 d10 (17-30 hp), AC 14, slam, suffocate.

Shadow: HD 5 d6 (18-30 hp), AC 13* (silver or magic), incorporeal touch.

Shambling Mound: HD 8 d8 (36-64 hp), AC 20, slam (x2), constrict.

Stirge: HD 1 d4 (3-4 hp), AC 16, bite (attach DC 15 to remove); flying.

Treant: HD 7 d12 (46-84 hp), AC 20, slam (x2).

Werewolf: HD 4 d8 (18-32 hp), AC 17* (silver, wolfsbane); wolf control; Human form: long sword or dagger; wolf form: claw + bite; Hybrid form: claw (x2) + bite; (lycanthropy DC 15).

Wyvern: HD 7 d12 (45-84 hp), AC 18, sting or talons and bite; sting poison (DC 17 1d6 STR); flying.

Demons & Devils

Demon:

Least: HD 2 d8 (9-16 hp) AC 15, claws (x2); darkness, curse, cause light wounds as 4th level cleric.

Minor: HD 4 d8 (18-32 hp) AC 19, claws (x2); darkness, curse, cause light/moderate wounds, paralysis as 8th level cleric.

Demon: HD 7 d8 (32-56 hp) AC 22* (magic/blessed), claws (x2) + tail; darkness, curse wounds, paralysis ...etc as 12th level cleric.

Greater: HD 12 d8 (54-96 hp) AC 26* (magic/blessed), claws (x4) + tail; darkness, curse, cause wounds, paralysis ...etc as 16th level cleric.

Lord: HD 20 d8 (90-160 hp) AC 35* (magic/blessed), claws (x6) +tail; darkness, curse, cause wounds, paralysis ...etc as 24th level cleric.

Devil:

Imp: HD 3 d8 (13-24 hp), AC 18, claw +tail sting; poison (DC 13 1d4/2d4 DEX)

Minor Devil: HD 6 d8 (27-48 hp), AC 20, claw (x2) + tail sting; poison (DC 14 1d4/1d4 STR), spell effects as 6th level mage.

Barbed: HD 13 d12 (84-156 HP), AC 30, claws (x2) + tail sting; poison (DC 21 1d4/2d4 STR + disease), spell effects as 13th level mage.

Pit Fiend: HD 20 d12 (130-240 hp), AC 30, claws (x2), tail sting; poison (DC 27 1d4/2d4 STR + disease), spell effects as 20th level mage.

Dragons

Young: HD 10 d20 (105-200 hp), AC 20, bite + claw + tail + breath (DC 15 to dodge for half); flying; arcane spells

Young Adult: HD 15 d20 (157-300 hp), AC 25, bite + claw + tail + breath (DC 20 to dodge for half); flying; arcane spells

Adult: HD 20 d20 (210-400 hp), AC 30, bite + claw + tail + breath (DC 25 to dodge for half); flying; arcane spells

Very Old: HD 30 d20 (315-600 hp), AC 35, bite + claw + tail + breath (DC 35 to dodge for half); flying; arcane spells

Humanoids

Dwarf: HD 2 d8 (9-16 hp), AC 16 (chain), war axe or light crossbow.

Elf common: HD 1 d6 (4-6 hp), AC 12 (leather), short sword or longbow.

Elf wild: HD 3 d6 (11-18 hp), AC 15 (scale), long sword or longbow.

Gnoll: HD 2 d8 (9-16 hp), AC 15 (chain), battle-axe or longbow and bite.

Goblin: HD 1 d6 (4-6 hp), AC 14 (leather), club or pointed stick.

Goblin chief: HD 3 d6 (11-18 hp), AC 14 (Leather), mace, sword or short spear.

Halfling: HD 1 d6 (4-6 hp), AC 16 (leather), short sword or short bow.

Hobgoblin: HD 2 d6 (7-12 hp), AC 15 (chain), sword, axe or javelin.

Hobgoblin, shaman: HD 3 d6 (11-18 hp), AC 12 (rags), staff; spells as 2nd level cleric.

Human, commoner: HD 1 d8 (5-8 hp), AC 10, Dagger or sling.

Human, ruffian: HD 2 d8 (9-16 hp), AC 12 (leather), Dagger, short sword or sling.

Kobold: HD 1 d4 (3-4 hp), AC 15 (padded), javelin or bite or sling.

Kobold skirmisher: HD 2 d4 (5-8 hp), AC 15 (leather), axe, short spear, sling or bite.

Lizard folk: HD 2 d8 (9-16 hp), AC 15, claw, club or trident.

Minotaur: HD 6 d8 (27-48 hp), AC 14 (leather), great axe (x2), or gore.

Ogre: HD 4 d10 (22-40 hp), AC 16 (splint), great club or spear.

Ogre Mage: HD 6 d10 (33-60 hp), AC 18 (Splint), great club (x2); spells as level 3 mage.

Orc: HD 2 d8 (9-16 hp), AC 13 (chain), falchion or spear.

Orc captain: HD 3 d8 (14-24 hp), AC 13 (chain), falchion or spear.

Ratling: HD 1 d4 (3-4 hp), AC 17, pointy stick, knife or bite.

Troll, rock: HD 8 d12 (39-72 hp), AC 21, branch, rock, claw (x2).

Troll, swamp: HD 6 d10 (33-60 hp), AC 18, claw (x2); regenerate 2 per turn.

The Undead

Banshee: HD 7 d12 (46-84 HP), AC 19, claws (x2), scream (DC 15 vs. *phys*+CHA or fear for 1d6+4 turns)

Ghoul: HD 2 d12 (13-24 HP), AC 14, bite or claws; paralysis (DC 15).

Mummy: HD 5 d12 (33-60 hp), AC 17, fists; rot (DC 20 *Phys*+STR, 1d4 STR/day); Cause fear as 5th level cleric.

Skeleton:

medium: HD 1 d12 (7-12 hp), AC 13, Scimitar or claw(s).

large: HD 2 d12 (13-24 hp), AC 13, club or claw(s).

Skeleton Mage: HD 6 d8 (27-48 hp), AC 14, fireball, lightning bolt, web as level 5 mage.

Vampire:

Young: HD 4 d12 (26-48 hp), AC 15* (silver, magic, light), Slam; plus energy drain -1 level, (DC 14 *survival*+CHA to negate) or bite; blood drain (-1d4 STR); regenerate 2 per turn; speed; level 1 Enchanter spells

Elder: HD 8 d12 (52-96 hp), AC 25* (silver, magic, light), Slam; energy drain -1 level, (DC 24 *survival*+CHA) or bite; blood drain (-1d4 STR), regenerate 4 per turn; speed; level 5 Enchanter spells.

Wight: HD 4 d12 (26-48 hp), AC 15, slam; energy drain (-1 level DC 14 *survival*+CHA).

Wraith: HD 5 d12 (33-60 hp), AC 15* (silver, magic, light), slam; incorporeal touch (-1d6 CHA, DC 14 *phys*+CHA to negate).

Wraith, dread: HD 16 d12 (104-192 hp), AC 25* (silver, magic, light), slam; incorporeal touch (-1d6 CHA&STR, DC 25 *phys*+CHA to negate).

Zombie,

medium: HD 2 d12 (13-24 hp), AC 11, slam, bite.

large: HD 4 d12 (26-48 hp), AC 11, slam, bite.

Play Testers

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WarEngine RPG-SRDish

The Dice Mechanic only d6s are needed- the notation xky(+z) refers the number of dice rolled & the number of dice kept, e.g.: 5k4, roll 5d6 keep the highest 4. If a (+z) is shown then add the "z" amount to the kept die total. **Maximum kept dice are 5.**

There are 3 Attributes These also function as raw Df in various situations as mentioned below.

Fortitude= FRT Strength, Health, Stamina, etc.
- FRT is also basic Physical damage resistance.
When defending vs. a physical attack FRT is your Df.
- FRT kept die= Physical Soak & can be enhanced.
- Fort kept die also stacks with CC Av

Reflex= REF Reaction speed, Agility, etc.
- If you do not attack you may add REF to FRT Df.
- The kept die of this rating stacks with R Av.
- Movement in inches is equal the combined rating of Reflex, e.g.: 2k2= 4" of movement.
- REF may be used as Df vs. AET attacks. Success reduces the damage by 1/2.

Will= WIL Mental discipline, Awareness, etc.
- WIL is also basic Mental resistance. When defending against Mental attacks WIL is your Df.
- WIL kept die= Mental Soak & can be enhanced.
- WIL kept die stacks with Av for Mental attacks.

***Soak=** This is a static amount that buffers damage to your character. After Df is rolled Soak is subtracted before applying the result to the Wound Track. Note there is Physical and Mental Soak values, both of which can be enhanced through Tweaks.

There are 3 Aptitudes

Physical(PHY), Knowledge(KNW), Subterfuge(SUB)
These are applied as a fixed stacking bonus to an Attribute roll for appropriate tasks. Example, reading an ancient tome would be WIL + KNW. Scaling a wall would be REF + PHY. Picking a lock would be REF + SUB. See the Tweak Skill Focus for additional options.

The Game Turn

- 1.) **Initiative:** Reflex test, winner goes first
- 2.) **Attack/Move/Charge:** Attack, Move or Charge
- 3.) **Reserve Attacks:** an unused attack may be reserved – this attack can react to Aerial Moves, etc.
- 4.) **Follow-up:** ongoing effects continue

CHARACTER BUILDER Determine Attributes, Aptitudes & Tweaks. Point costs marked with an (*) may be purchased multiple times and the benefits stack.

ATTRIBUTES(Att)

~FRT, REF, WIL

Value	Pts
1k1	0
2k1	4

2k2	8
3k2	12
3k3	16
4k3	20
4k4	24
5k4	28
5k5	32
6k5	36

APTITUDES(Apt)

~PHY, SUB, KNW

Value	Pts
+1	4
+2	8

+3	12
+4	16
+5	20
+6	24
+7	28
+8	32
+9	36
+10	40

Personal Tweaks - Overview

Personal Flaws

Coup Counter (-4pts) after CC victory may not move or attack until after the next Follow Up.

Glory Hound (-2pts) must attack target with best Df

Hard Luck (-8pts) Once per game, must re-roll at the request of opponent

Limited Maneuverability (-4pts) can only make 45 degree turns

Obvious (-6pts) Lt Cover = no bonus & Hvy Cover only = +1k1 Df

Ponderous (-12pts) only be activates every other turn

Rage (-5pts) must charge. *may not take R weapons*

Small (-8pts) Df 6s = 5

Stupid (-2pts) must pass a WIL test or lose actions

Summoned (-10pts) brought into play by Summoning

Combat Terminology & Clarifications

Move only whole moves, i.e.: move 5 1/4" = 6"

Aerial Moves (Discussed later in Powers)

Charging +1/2 Mv if charging into CC, Av is +1k1.

Line of Sight(LOS) ability to see a target

Base to Base contact(B2B) characters are in CC **Cover**

Light= bushes, trees, fences & so on, or heavy cover that obscures less than 1/2 a fig **Df+1k1**

Heavy= solid objects, stone wall, rubble, etc **Df+2k2**

Entrenching= heavy cover that is a prepared defensive position, like a trench **Df+2k2**

****Prone**= Going prone you present a smaller target, stacks with Entrenching Cover **Df+1k1**

*****Cover bonuses may violate the xk5 rule!**

Combat Process

Attack Value(Av) vs. relevant Defense Value(Df). After applying Soak record overflow on the Wound Track. Remember that Soak can be modified by Tweaks, Cover, etc. Note the penalties for the various wound states. These are subtracted from the kept die total.

WOUND TRACK:

1-5	FW: no effect				
6-15	LW: -1				
16-20	MW: -2				
21-25	CW: -4				
26+	INC				

Healing

Natural- Erase all FW boxes after an encounter.

Recover FRT kept die in LW boxes per day of rest.

Magical- The Healer must roll better than the minimum number in the range to heal the wound, i.e.: a 26 or better to heal INC, a 21 to heal a CW, etc. Overflow on a Healing test heals additional boxes.

Area Effect Weapons(AE)

Attackers select targets according to AE (2x, 3x, or 4x) & the AE Type (CC, EX, BU or LI). Attacker rolls Av & each defender rolls Df vs. the single Av roll.

Close Combat Area Effect(CC) target(s) in B2B contact (i.e. a 3x Attack can attack 3 times in B2B).
Explosive Area Effect(Ex) Ex AE have a 3" radius. Both CC & R weapons can take the Ex AE. For CC, the effect is centered on the attacker. Ex AE may not affect less than the maximum number of targets. .
Burst Fire Area Effect You must declare wide or narrow when purchasing this AE. **Wide Burst(Bu-W)** is only available to R weapons & affects a 3" radius. Bu-W AE may not affect less than the maximum number of targets, so friendlies will be affected too. All targets must be in LOS. **Narrow Burst(Bu-N)** Bu-N affects single targets. The target must roll Df vs. all attacks in the burst.

Linear Area Effect(Li) Li Attacks fire in a straight line, destroying all targets in the way until depleting their energy in multiple targets or reaching the limits of their R. Intervening terrain that would normally block LOS to additional targets halts the shot.

Suppression Effect Ex & Bu AEs cause suppression. Those in a suppressed area must perform a WIL test vs. the amount of damage. Those failing the WIL test must subtract the difference from all task attempts their next turn while in the area of the Suppression Effect. **Bonuses for Hard Armour, Toughness, etc. will stack with this WIL test.**

Aiming Attacks You may give up all actions to aim gaining a +1k1Av vs. your target next turn

Leaving Close Combat when you leave CC enemies in B2B gain an extra attack on you

Reserve Attack You may reserve any unused weapon. To use a reserved attack, you interrupt your enemy & attack. If your opponent is attacking you, your attacks are simultaneous

Advancement

Total the characters Build Total and multiply it by 10. When the character has defeated/overcome challenges equal to that amount it gains 6k5 additional Build Points. These points may be spent to enhance/advance the character's profile. They may also be used to permanently acquire found gear.

Iron Will (+4pts*) +1 to WIL Soak

Jump (+2pts) can jump across the battlefield - ignores Cover while jumping that would not provide cover from a raised position (such as low walls) note: only reserve attacks may target flyers/jumpers

Large (+8pts) FRT Df 1s = 2s

Lightning Reflexes (+6pts*) +2 REF Df & Initiative

Flight (+4pts) can fly - ignores cover that would not protect from a raised position (such as low walls) - max height is 18" - R is measured by height off the gaming surface & distance to target. note: only reserve attacks may target flyers/jumpers

Lucky (+14pts) may reroll once per turn

Lurker (+8pts) +1k1 Df in cover

Protective Field (+3pts) +3 Df kept total

Pulsating Force Shield (+6pts) -1 from every die of enemy attack.

Reflective Armor (+3pts*) +1k0 vs. Energy

Regeneration (+12pts) + FRT kept die in LW per turn

Sharpshooter (+4pts*) +1k0 Av R

Skill Focus (+2pts*) for each 2 build points invested you gain an additional +1 to a particular Aptitude-based task, e.g.: Lock Picking, Carousing, etc.

Slippery (+1pt) exit CC without being attacked

Stealthy (+8pts) WIL test to detect Stealthy figs in MV radius. If the stealthy character did not move or is in Hvy or Entrenching Cover, the test is -1k1. WIL tests must be made for every attack, even if the Stealthy character was previously detected.

Toughness (+4pts*) +1 to FRT

Weapon Master (+4pts*) +1k1 with any CC weapon

ATTACK BUILDER Both Powers & Attacks use these options. Defense vs. Powers uses WIL unless the target is willing. Use your imagination when designing Attacks. They may be described simply as in “**Sword**” or “**Arcane Blast**”. But, descriptive and colorful names such as “**Pugilistic Onslaught**” or “**Infernal Vortex**” would be more appropriate at higher levels of power. The system is abstract, so for purposes of RPGing, creative “fluff” is very useful. Assume durations when necessary equal the kept die of the Attack/Power in turns.

The first step in building an Attack/Power is to determine its range, then Attack Value and finally, Area Effect (if any).

RANGE (R)		ATTACK VALUE (Av)		AREA EFFECT (AET)	
R	Pts	AV	Pts	AE	Pts
6"	6	1k1	4	2x	1.5
12"	10	2k1	6	3x	2
18"	14	3k2	10	4x	3
24"	18	3k3	12		
30"	22	4k3	14		
36"	26	4k4	16		
42"	30	5k4	18		
48"	34	5k5	20		
Los	42	6k5	22		

AE is calculated differently than other characteristics since it is a multiplier. Select the number of targets the attack may affect. An AE of 2x means two figures, etc. Multiply the total spent on R & Av by the amount shown. The result is the new total cost for the attack, except for tweaks you may add later. Notice that the Area Effect multiplier is applied before you add tweaks.

AREA EFFECT TYPES (AET)

AET	Name	Notes
CC	Close Combat	CC only, allows the fig to attack multiple targets in CC with a single blow
Ex	Explosive	Any weapon, explodes on the target affecting additional targets closest to the primary target
Bu	Burst Fire	R only, sprays a large number of projectiles, potentially hitting a cluster of targets
Li	Linear	R only, hits a series of targets in a line from the shooter regardless of distance between them

Attack Tweaks - Overview

Attack Flaws

Heavy Recoil (-1pt) When fired, move the figure firing it 1" away from target – does not count for purposes of the Move or Fire flaw.

Move or Fire (-6pts) attack is unwieldy - may not be fired if you moved on the previous turn

One Shot (-12pts) may only be used once per game

Slow Attack (-2pts) may never be placed on reserve

Slow Reload (-6pts) may only fire every other turn

Time Delay (-2pts) attack resolved during Follow Up

Under Powered Weapon (-2pts) all 6s = 5

Attack Edges

Accurate Attack (+2pts) +1k0 Av

Anti-Air (+5pts) R attack aerial targets without reserve, +1k1 Av vs. flying or jumping

Armor-Piercing (+12pts) R +1k 1+4 kept total Av vs. targets with a Df Armor Bonus only - allows violation of the xk5 dice rule.

Ballistic Attack (+0pts) Attack is a Ballistic Projectile

Charging Weapon (+6pts) CC if charging 1s & 2s= 3

Defense Only (+2pts) CC this trait forces an attack to be used only for defense - bonus stacks with Df Max Stats 2k2 (e.g.: a Shield)

Energy Attack (+0pts) Attack is a burst of Energy

Entangling (+4pts) CC Entangles the target, preventing it from escaping and hampering its movements. The target may not leave CC, even if it has Slippery. It also rolls Df against further CC at -1k1. These effects last until the target is destroyed, the user makes another attack with the Entangling weapon, the user is no longer in CC with the target, or the user chooses to let the target go.

Entangling Ranged (+5pts) R Entangles the target, preventing it from acting on its turn and hampering its movements. It also rolls Df against further CC with a -1k1 penalty. These effects last until the end of the targets next action.

Extra Bite (+2pts) Av 1s become 2s

Expanded Area (Ex) (+4pts) 5" Ex AET

Highly Accurate (+4pts) +2k0 Av

Ignores Basic Cover (+8pts) ignores Lt Cover - targets may take the prone bonus

Ignores Advanced Cover (+12pts) ignores Lt & Heavy Cover - targets may go Prone - Entrenching Cover provides a +1k1

Immolation (+12pts) some other persistent damaging noxious effect like acid, toxic gas, disease, or the like eats away at the target. During the Follow Up step, any target attacked must defend again. The Av used is the weapon's basic Av -1k1. The Df used is the target's basic Df with no adjustments.

Indirect Attack (+4pts) R Attacks with this weapon are created by firing in an indirect manner. It may fire over interceding terrain removing the cover bonus of a viewed target. (Such as behind a stone wall) This weapon may fire at unseen targets by targeting an area on the board (Example a hut with possible figures hiding inside). Weapons of this type may not make a direct fire attack. When making an indirect fire attack the figure needs to roll a WIL-2 check for the accuracy of the shot. (A static roll of 10) If passed the shot is on target, if failed the shot must roll for deviation. The weapon using this trait must have area-effect. Deviation is achieved by rolling d6, each face representing 60 degrees.

Long (+6pts) CC may CC within 2"

Mental Attack (+12pts) must defend with WIL

Missile Weapon (+0pts) R Attack is a missile

Multi-profile (+5pts) The attack has more than one profile - in a particular turn, the attack may only use one of the profiles. The weapon's cost is that of the highest profile plus the points for Multi-profile. Each profile may include weapon tweaks. This tweak can be used to represent a weapon that has different kinds of attacks available, like a huge club, which can either sweep attack several enemies or smash a single one with a more powerful blow. Alternatively, it can represent two or more weapons that are exclusive of one another in a particular turn.

Overpowered Weapon (+4pts) a superior design - all 1s = 3s for Av. Cannot be combined with Extra Bite.

Parry Weapon (+2pts) CC +1k0 FRT Df

Piercing Attack (+6pts) +4 Av

Pulse Attack (+12pts) R re-roll a 2nd attack, +1k1+2

Superior Parry Weapon (+4pts) CC +2k0 FRT Df

Very Long (+9pts) CC may CC within 3"

Vs. Weapon (+2pts) +1k1 vs. a particular type of opponent, such as Undead, Dwarves, Ethereal, etc.

List of Powers

Animate Dead (+10pts) Animate AE dead figures - undead must remain in range of the animator or control will be lost and the dead figure will attack nearest figure. Undead use basic 2k1 for all stats.

Astral Projection (+5pts) sends forth a shadowy remotely controlled other self - Powers may come from the user or the projection - it is destroyed by WIL attack vs. user - also removed if outside of R - Powers or non-mental weapons do not effect it - may only have one projection active at a time.

Banish Spirit (+18pts) forces the spirit of the target (animate or otherwise) to exit its physical form - if successful the target is destroyed

Battering Waves (+8pts) a crushing wave of force smashes a 6"x2" area - reduces cover value 1 step

Bless Weapon (+5pts) CC weapon = Charging Weapon Edge

PsyShriek (+10pts) a mental shriek stabs the target's brain - loses next activation & any reserve

Control Figure (+15 pts) controls the target

Drain Power (+10pts) target loses a Power/Edge of user's choice

Earth Sense (+8pts) negates Stealthy bonus

Guide Attack (+10pts) next attack is +1k1 Av & R +12". (this power violates the #k5 die rule.)

Illuminate Enemy (+8pts) target is outlined by a glow - attacks vs. = +1k0 Av

Illusinary Swarm (+8pts) target believes it is being attacked by hordes of vermin - next activation, it must attack the closest figure (friendly or otherwise)

Invigorate (+10pts) + 1K0 REF, FRT or WIL temporary buff

Invisibility (+15pts) may not be targeted without Eagle Eye or equivalent

Wrack Construct (+8pts) Constructs lose all reserve & may not activate for the turn

Healer (+8pts) can only be done if injured is in B2B – (see Wound Track on opposite)

Null Field (+5pts) immune to Powers

Pounding Rage (+5pts) +1k0 in CC

Protection (+8pts) immune to Powers /+1k0 Df

Psychic Shield (+10pts) +4 WIL Df

Remove Earthen Barrier (+10pts) terrain or cover no greater than 6"x2" is destroyed

Restore (+14pts) stops any continuous effect - also functions as Healer (may be R)

See the Future (+12pts) glimpse the stream of possible futures (wins the next Initiative)

Shield of God (+5pts) protected by a blinding dazzle of light (Lt Cover)

Shove (+10pts) targets within 3" are flung R - taking a 2k2 hit - if they hit another target both take 2k2

Skulk in Shadows (+5pts) gains Stealthy Edge

Static Charge (+10pts) auto 2k2Av CC electrical zap when in B2B

Stone Skin (+5pts) +1k1 Df

Summoning (+10pts) able to Summon figures

Telepathy (+8pts) probe minds= +1k0 all actions

Teleport (+15pts) target is instantly transported to any location in R, may not be used to insta-kill

Terror (+5pts) -2k0 Av

Wall of Force (+8pts) a wall of force 12" long & 1" deep, deflects Attacks and Mv but not Powers

Wall of Fire (+8pts) a wall of flame 12" long & 1" deep, any moving through it take an Av 5k4 hit - blocks LOS

Wall of Spewing Filth (+10pts) a 6"x2" wall of filth, any moving through it must spend the next turn cleaning their eyes, nostrils & weapons - blocks LOS

War Chant (+5pts) 1s = 2s until the end of the turn

Wave (+5pts) a wave of force, any hit by the wave are moved 3"

Wrath (+15pts) enemies are knocked prone

YAMATO M20



ROLE-PLAYING IN LEGENDARY JAPAN



DAVID HUDSON

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YAMATO M20

Introduction

Yamato m20 is a Role-Playing Game set in legendary Japan where players take the roles of samurai, ninja, monks and mystics. Heroic conflict and political intrigue await the characters who must depend on their weapons, their honor and their connection with the spiritual world to defeat their adversaries.

Yamato m20 uses the Microlite20 (m20) system. M20 is a rules-lite version of the 3.x Fantasy System Reference Document (SRD). Game Masters (GM) and players can use SRD and SRD-compatible resources with minimal or no conversion. The SRD and a copy of Oriental Adventures or Rokugan Campaign Setting are recommended.

Stats

Each character has 3 stats: Strength (STR), Dexterity (DEX) and Mind (MIND). To generate stats for a character, roll 4d6 and drop lowest die. Total the remaining 3 dice and allocate the result to one of the stats. Repeat for remaining stats.

Each stat has a corresponding stat bonus:

Stat bonus = (STAT-10)/2, rounded down

Races

All player characters are human and get +1 to all skill rolls.

Skills

Each character has 4 skills: Physical (PHYS), Subterfuge (SUB), Knowledge (KNOW) and Communication (COMM). Roll

higher than the GM-determined Difficulty Class (DC) to succeed at a skill roll.

Skill rank = any bonus due to your class, race or clan/caste.

Skill roll = d20 + skill rank + class level + appropriate stat bonus is most applicable to the use + situation modifiers.

For example, Climbing would use PHYS + STR bonus.

Dodging a falling rock is PHYS + DEX bonus. Finding a trap is SUB + MIND bonus. Disabling a trap is SUB + DEX bonus.

Note that there are no "saving throws" in this game. Use PHYS + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your class level.

Contest of Skills: Some situations call for a resolution other than rolling against a DC. When two opponents vying directly

against each other (arm-wrestling, grabbing a sacred idol, playing Go), have them each do a skill roll. Many contests of skills will be PHYS+DEX, but a game of Go would be KNOW+MIND. The highest skill roll wins.

Aspects and Unmei Points

Aspects are a collection of traits that help describe the character's background, motivation or appearance. An epithet, quote, relationship, possession, or anything else can be an Aspect. Characters start with seven Aspects at 1st Level and can gain more with Level advancement. For each Aspect, a player gets an Unmei Point (perhaps measured with a poker chip or other counter) at the beginning of each session. At the beginning of each session, or if enough in-game time has passed determined by the GM, a player's Unmei Points are reset.

The best aspects are the ones that can both help and hinder a character. Interesting aspects provide the most opportunity for a player to use and gain Unmei Points. The GM should grant more leeway for aspects that make the gaming session more interesting and enjoyable.

Invoking an Aspect

At any time during the session, the player may invoke an Aspect after any die roll by describing how it comes into play and spending an Unmei Point. If the Unmei point is used for something simple (the PC needs just one more flask of oil) and has the aspect "Gear: Encumbered because I travel with everything", the GM simply declares that the PC succeeds. If the Unmei point is used for something requiring a roll, the PC will get a re-roll. The PC can take the highest roll. If the rolls were equal, then the PC gets the result of the roll +1.

The GM may also invoke that character's Aspect(s). Non-player characters, monsters and Kami (spirits) may invoke appropriate aspects. If the player refuses, then she must spend an Unmei Point; if she accepts the consequences, then she gains an Unmei Point. This provides dramatic interest in the PC's flaws and well as allows the players to gain more Unmei points during play.

Tagging an Aspect

Players can spend an Unmei point to invoke an aspect, which is not on their own character sheet, if they know what the aspect is. This is referred to as tagging an aspect. Situations, other characters, locations, and other things of dramatic importance can have aspects. Sometimes they're obvious, and sometimes they're less so. Kami are a great way to use tagged aspects since they inhabit every part of nature (a river, a mountain, animals).

As a rule of thumb, tagging someone or something else's aspects requires a little more justification than invoking one of your own aspects. It should be some way to really bring in the visual or theme that the aspect suggests. For aspects on opponents, the player needs to know about the aspect in the first place, and then play to it.

Starting Aspects

All characters start with Aspects for Gear, Wealth, Religion and Clan/Caste. Many will have Honor/Bushido or Taint (corrupted by evil Kami). A character will have seven aspects at 1st level.

Clans and Castes

Clans and Castes are Aspects that also give a bonus to one skill. The default time period for Yamato m20 is the Heian Period (8th to 12th Century AD). The clan and caste names can be changed to fit other periods of Japanese history. If a character changes his or her clan or caste, the skill bonus will not change.

Yamato Clans and Castes

Fujiwara Clan (+1 KNOW, Keepers of the culture and power of the Empire)

Taira Clan (+1 PHYS, Clan of warriors)

Minamoto Clan (+1 COMM, Diplomats between clans)

Tachibana Clan (+1 SUB, influence in regions outside the Imperial Court)

Ronin (+1 SUB, Bad Reputation, Masterless)

Buraku (+2 SUB, Very Bad Reputation, "Untouchable").

Buraku will also have the Aspect: Wealth – Poor.

Commoner (+1 to skill of their choice). Commoners will also have the Aspect: Wealth – Poor

Religious Order (+1 to skill of their choice).

Classes

There are seven classes. Players choose a class for their character. Characters begin at Class Level 1.

Bushi

Bushi (warrior) can wear armor of any kind. They have a +3 bonus to PHYS and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on. It is a crime to wear Samurai armor (see Armor section).

Nusutto

Nusutto (rogue) can wear light armor. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually SUB+DEX, but depends on situation) up on a foe they can add their SUB skill rank to the damage of their first attack.

Common Aspects: Bad Reputation, Taint.

Ninja

Ninja wear no armor. They have a +3 bonus to Subterfuge and can fight unarmed (kicks, punches, etc) doing d4 damage (STR bonus to damage still applies). Their unarmed damage increases every four levels starting at the fourth level as shown in the following table:

Level	1	4	8	12	16	20
Damage	1d4	1d6	1d8	1d10	2d6	2d8

Their attacks count as magical after 5th level.

They gain an AC bonus equal to their level divided by 3 (rounded down) provided they are wearing no more than loose fitting clothes.

If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack. This increases by +1 at 5th level and every five levels on.

Required Aspects: Gear: travels light, loyalty to my master

Common Aspects: Bad Reputation, Taint.

Samurai

Samurai can wear armor of any kind. They have a +3 bonus to PHYS and add +1 to all attack and damage rolls. This increases by +1 at 4th level and every four levels on. Samurai add +1 to attack and +2 to damage rolls when using a katana. Samurai add +1 to attack and +1 to damage rolls when using a bow.

Required Aspects: Bushido (Honor, Loyalty, Frugality, Honesty)

Common Aspects: Gear - Travels Heavy, Religion - Buddhist.

Shugenja

Shugenja (priest) wear no armor. They cast Shugenja spells and gain +3 bonus to Communication. They can cast any Shugenja spell with a spell level equal or below ½ their class level, rounded up. A Shugenja must pick one favored element. He or she must then also choose a prohibited element. Spells from this element are easier to cast, costing 1 less HP to use. A Shugenja cannot cast spells from the prohibited element.

A Shugenja can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Aspects: Travel light. Religion – Shugendo. Often has Honor. Evil Shugenja will have Taint. Clan – Religious Order.

Sohei

Sohei (warrior-priest) can wear armor of any kind including Samurai armor. They have a +3 bonus to PHYS and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on. Sohei add +1 to attack and +2 to damage rolls when using a naginata Beginning at 4th level. Sohei can cast any Shugenja spell with a spell level equal or below ¼ their class level, rounded down. They cannot cast spells of 5th level and higher. They can cast spells only from the Water element.

A Sohei can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead + 2. If the DC is

exceeded by 10 it is destroyed. This can be used (Level) times per day.

Required Aspects: Bushido (Honor, Loyalty, Frugality, Honesty), Religion – Buddhist (zealot). Clan – Religious Order

Yamabushi

Yamabushi (monk) wear no armor. They have a +3 bonus to PHYS and can fight unarmed (kicks, punches, etc) doing d6 damage (STR bonus to damage still applies). Their unarmed damage increases every four levels starting at the fourth level as shown in the following table:

Level	1	4	8	12	16	20
Damage	1d6	1d8	1d10	2d6	2d8	2d10

Their attacks count as magical after 3rd level.

They gain an AC bonus equal to half their level (rounded up) provided they are wearing no more than loose fitting clothes.

Yamabushi can use DEX bonus + level instead of STR bonus + level as melee attack bonus if unarmed.

Yamabushi make multiple attacks per round by taking -2 on the first attack, -4 on the second attack, and so on, as long as their melee attack bonus is positive.

A Yamabushi can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level) times per day.

Required Aspects: Honor, Gear - Travels light, Wealth: Relies on the help of others, Religion – Shugendo, Clan – Religious Order

Religion

All characters must choose a religion as an Aspect. The religious choices are Buddhist, Shinto or Shugenja. Most characters typically will practice elements from both Buddhism and Shinto. The Shugenja religion takes elements from both Buddhism and Shinto and is typically practiced only by Shugenja and Yamabushi. Fervor in one's chosen religion can vary widely.

Look in the References section for resources describing these religions.

Kami

Kami are Shinto spirits that reside in everything, particularly in nature. Natural phenomena (thunder, wind), natural objects (mountains, trees, the sun, animals), spirits of one's ancestors are all kami. Some kami are deities or represent human qualities such as wisdom, fertility and war. Most kami are not corporeal and remain unseen. However, some kami may decide to take a physical form, often in the form of an animal, to communicate directly to the characters. In game terms Kami provide many opportunities for characters to use their Unmei points. Using one's knowledge of the surroundings and situation, a character may be able to use Unmei points to invoke a kami who is willing to help. Also, a GM may use evil or mischievous kami to hinder the characters. While Kami are a central part of the Shinto religion, characters of other religions can still Invoke a Kami since most characters will be familiar with this element of Shinto.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 akki = EL1. 2 akkis = EL2. 4 akkis = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

+1d6 to Hit Points

+1 to all attack rolls

+1 to all skill rolls

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND. The character also gains one more aspect.

Check each class for other level advancement features.

Example

The 1st level adventurers have just completed an adventure, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

Weapons and Armor

Shields are not used. Instead, the Tessen can be used as a shield conferring AC +1 if not used for attacking.

If wielding a weapon designed for disarming or tripping, do a contest of skills using PHYS+DEX against that of your opponent.

Light Weapons

Samurai, Bushi, Sohei, Ninja and Nusutto can use light weapons with their DEX bonus instead of their STR bonus. All five classes can use two light weapons at the same time and make two attacks per round (taking -2 on their attack rolls), or attack with both ends.

Name	Damage
Neko-te (spiked gauntlets, "tiger claws", used in pairs)	1d4
Jitte (unsharpened dagger with a special hand guard for disarming)	1d4
Kama (sickle, used in pairs)	1d6
Kunai (multipurpose knife, throwing knife, trowel, grappling hook, used by ninja)	1d3
Kusarigama (sickle + morning star, two-handed, also used to trip)	1d6
Manrikigusari (two weights on a long chain, two-handed, also used to trip & disarm)	1d4
Nunchaku (two sticks connected with a short chain, two-handed, can be used for two attacks when taking -2 on your roll)	1d4
Ono (handaxe)	1d6
Sai (unsharpened dagger with two special hand guards for disarming)	1d4

Tambo (club, often used in pairs)	1d4
Tanto (knife)	1d4
Tessen (war fan, AC +1 if not attacking)	1d4
Tonfa (short stick with handle, used in pairs)	1d6
Wakizashi (1'-2' short sword)	1d6
Wakizashi as part of a Daisho (masterwork +1)	1d6+1

Other Melee Weapons

Some of these weapons are polearms that grant users a +2 bonus to initiative. These are all two-handed weapons.

Name	Damage
Bo (6' staff, polearm)	1d6
Jo (4' staff)	1d6
Katana (sword) can be used one handed -1/-1	1d10
Katana as part of a Daisho (masterwork +1)	1d10+1
Masakari (battle axe)	1d8
Naginata (polearm)	1d10
Nodachi (rare, oversized sword)	2d6
Sasumata (man catcher used for tripping, polearm)	1d4
Takujo (6' staff with metal rings and wards on one end)	1d6
Tetsubo (huge mace)	1d8
Yari (spear)	1d8

Ranged Weapons

Name	Damage
Fukiya (blowgun, 20 needles)	1
Fukimi-bari (mouth darts)	1
Shuriken	1d3
Sling (10 Bullets)	1d4
Daikyu (longbow, composite, 20 Arrows)	1d8
Hankyu (shortbow, composite, 20 Arrows)	1d6

Armor

		Armor	Maximum	Armor	Notes
Armor	Cost	Bonus	Dex Bonus	Check Penalty	
Light armor					
Padded	Low	+1	+8	0	
Tatami Do	Medium	+3	+5	-1	
Medium armor					
Do Maru	High	+4	+4	-3	
Tanko	Very High	+5	+3	-4	Samurai armor
Heavy armor					
O-Yoroi	Extremely High	+7	+2	-5	Samurai armor

Adventuring Gear and Starting Items

All characters will start with basic tools of the trade for their respective classes. In addition, characters will have the following items based on their class:

Bushi will have a yari and tatami do

Ninja will have a wakizashi, shuriken, a kunai, thieves tools and caltrops.

Nusutto will have a wakizashi, tatami do, thieves tools and caltrops.

Sohei, Shugenja and Yamabushi will have Buddhist, Shinto and/or Shugendo holy symbols and texts as appropriate.

Sohei will have a do maru, a daikyu and a naginata

Samurais will have a do Maru, daikyu and a katana.

Yamabushi will have a bo.

Gear Aspect: "Travels Light", "Have Everything I need", "Travels Heavy" or variations thereof. Use these aspects to

resolve questions such as whether or not a character has extra rope, or if they can easily make it over rocky terrain. This is much easier than keeping a huge list of items.

Wealth

Since Yamato m20 is more about attaining honor and performing feats of heroism rather than money, instead of keeping track of every yen that a character has to their name, simply use an Aspect - Poor, Has Enough to Get By, Frugal, Comfortable, Wealthy, Very Wealthy, Yen poor but land rich, Lives off the kindness of others, etc.

The GM will need to approve the choice and fit it into the campaign. Note that having more money will draw much attention to the character, something that some such as Ninjas will want to avoid.

Sample Characters

Yoshikage, Samurai Level 1

STR 17 (+3), DEX 14 (+2), MIND 10 (+0)

PHYS +5, SUB +1, KNOW +1, COMM +1

HP 21, AC 16 (Do Maru),

Katana +2/+3, d10

Hankyu +2/+2

All other weapons +1/+1

Aspects: Taira Clan, Bushido, Gear - Travel Heavy, Religion - Buddhist, Wealth - Frugal, Grew up in a Buddhist monastery, Loves old maps and books.

Hokke, Bushi Level 1

STR 16 (+3), DEX 13 (+1), MIND 11 (+0)

PHYS +4, SUB +2, KNOW +1, COMM +1

HP 19, AC 12 (Padded Armor)

Aspects: Commoner (+1 to SUB), Wealth - Poor, Gear -

Reasonable amount. Religion - Shinto, Protector of village he

grew up in. Raised many animals on his parents' farm. Hates Oni because they ransacked his village.

Yari +1/+1 1d8

All other weapons +1/+1

Padded armor

Murasaki, Ninja Level 1

STR 11 (+0), DEX 15 (+2), MIND 14 (+2)

PHYS +1, SUB +5, KNOW +1, COMM +1

HP 16, AC 12 (No Armor)

Bare Hands 1d4

Wakizashi 1d6

Shuriken 1d3

Kunai 1d3

Aspects: Loyalty to My Master, Wealth - Poor, Religion - Shinto,

Gear - Travels light, Clan - Tachibana, Very secretive about her

ninja abilities, Writing a novel about life in the imperial Court.

Hideie, Shugenja Level 1

STR 12 (+1), DEX 14 (+2), MIND 15 (+2)

PHYS +1, SUB +1, KNOW +2, COMM +4

HP 14, AC 12 (Robes)

Jo d6

Spells: All 0 and 1st level Shugenja spells.

Element: Fire. Prohibited Element: Water

Can turn undead 5 times/day

Aspects: Wealth - Poor, Gear - Travels Light, Clan - Religious

Order, Religion - Shugenja, Extensive knowledge of plants,

Thinks it is fun to set things on fire, Wishes he were in the

Tachibana clan.

Setsu, Yamabushi Level 1

STR 14 (+2), DEX 17 (+3), MIND 10 (+0)

HP 17, AC 14,

PHYS +5, SUB +1, KNOW +1, COMM +1

Fists: 1d6

Can turn undead 3 times/day

Aspects: Wealth - Lives of the generosity of others, Religion:

Shugenja, Honor, Gear - Travels light, Clan - Religious Order,

Musician (hochiku and shamisen), Really wants to be left alone to

meditate.

Combat

Armor Class (AC) = 10 + DEX bonus + Armor bonus.

Hit Points = STR Stat + 1d6/Level.

If HP reaches 0, unconscious and near death. Further damage

directly reduces STR. If STR reaches 0, death results.

Roll d20 + DEX bonus for initiative order. Everyone can do one

thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Add attack bonus to d20 roll. If higher than your

opponent's Armor Class (AC), it's a hit. Natural 20 is

automatically a critical doing maximum damage.

Bushi, Samurai, Sohei, Ninja and Nusutto can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Bushi, Samurai, Sohei, Ninja and Nusutto can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Magic

Casting a spell of any kind costs Hit Points. The cost to cast a spell is (2 x level of the spell + 1):

Spell Level	0	1	2	3	4	5	6	7	8	9
HP Cost	1	3	5	7	9	11	13	15	17	19

This loss cannot be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one favored element. Spells from this element are easier to cast, costing 1 less HP to use. If Air is the favored element, Earth is the prohibited element and vice-versa. If Fire is the element then Water is the prohibited element and vice-versa. Shugenja can cast spells from the Void element starting at 5th level. A Shugenja must

be without Taint to cast Void spells. Spells from the prohibited elements cannot be cast.

Since magic involves channeling Kami, a shugenja or sohei can to use an Unmei point to affect their spell roll. The spell must be from their favored element and the element must be present nearby in a substantial non-trivial manner: a strong wind for Air, rubble for Earth, torches for Fire, a stream for Water.

The Difficulty Class (DC) for all spells is

10 + Caster Level + Caster's MIND bonus

Shugenja's Spell List

Spell lists for Shugenja and Sohei are listed in the SRD, Oriental Adventures (OA), Rokugan Campaign Setting (RoK) and Magic of Rokugan (MoR).

0-Level Spells

Air

Know Direction

Flash of Insight (MoR)

Flight of Doves (MoR)

Gathering Swirl (MoR)

Guidance

Daze

Ghost Sound

Ray of Frost

Earth

Be the Mountain (MoR) [This spell grants DR 2/magic while in effect]

Call Earth (Rok)

Mending

Jurojin's Balm (MoR)

Mage Hand

Resistance

Pebble Charm (MoR)

Virtue

Fire

Agasha's Touch (Rok)

Call Fire (Rok)

Dancing Lights

Flickering Flame (MoR)

Flaring Speed (MoR)

Flare

Disrupt Undead

Light

Whispers of the Kami (MoR)

Void

Drawing Out the Void (MoR)

Void Touch (MoR)

Water

Detect Magic

Cleanse (MoR)

Detect Poison

Purify Food and Drink

Cure Minor Wounds

Purity (MoR)

Suitengu's Surge (MoR)

Create Water

All

Commune With Elements (Rok)

Summon (Rok)

Read Magic

1st-Level Spells

Air

The Arrow's Flight (MoR)

Blessed Winds (MoR)

Feather Fall

Jump

Detect Snares and Pits

Chill Touch

Disguise Self

Silent Image

Ventriloquism

Quiescence of Air (Rok)

Speed of Breath (MoR)

Expeditious Retreat

Sleep

Earth

Magic Stone

Magic Weapon

Earth's Mercy (MoR)

Earth's Stagnation (Rok)

Hands of Clay (Rok)

Shield of Faith

Mage Armor

Mask of the Mountains (MoR)

Protection From Taint (OA)

Sanctuary

Pass Without Trace

Whispers of the Land (MoR)

Wholeness of the World (MoR)

Fire

Faerie Fire

Hypnotism

Burning Hands

Evil Ward (MoR)

Eye of the Sun (Rok)

Cause Fear

Endure Elements

Never Alone (MoR)

Produce Flame

Color Spray

Ruined Earth (MoR)

Shocking Grasp

Void

Look Into the Void (MoR)

Touch of All (MoR)

Water

Remove Fear

Castle of Water (Rok)

Detect Taint (OA)

Ebbing Strength (MoR)

Bless

Magic Fang

Charm Animal

Cure Light Wounds

Speed of the Waterfall (MoR)

Spirit of Water (MoR)

Obscuring Mist

True Strike

Bane

All

Importune Kami I (MoR)

Sense Spirit (MoR)

2nd-Level Spells

Air

Eagle's Splendor

Levitate

Distracting Spirits (MoR)

Eyes Shall Not See (MoR)

Silence

Gust of Wind

Detect Thoughts

Know the Shadows (OA)

Lessons of the Lion (MoR)

Minor Image

Reflecting Mirror (MoR)

Knock

Yari of Air (OA)

Earth

Barkskin

Courage of the Seven Thunders (Rok)

Earthen Barrier (MoR)

Make Whole

Hold Person

Mask of Jade (MoR)

Mercy Soften Earth and Stone

Murmur of Earth (MoR)

False Life

Tetsubo of Earth (OA)

Shield Other

Tree Shape

Bear's Endurance

Fire

Burning Kiss of Steel (MoR)

Pyrotechnics

Burning the Ashes (MoR)

The Fires that Cleanse (Rok)

Flaming Sphere

Cat's Cunning

Touch of Idiocy

Hurried Steps (New)

Heat Metal

Flame Blade

Oath of the Two Heavens (MoR)

Cat's Grace

Void

Boundless Sight (MoR)

Drawing the Void (Rok)

Unraveling (MoR)

Water

Protection From Arrows

Bo of Water (OA)

Clarity of Purpose (MoR) [This spell grants a +4 bonus to initiative checks for a number of hours equal to your caster level]

Fortune's Turn (MoR)

Remove Paralysis

Iuchi's Sling (MoR)

Bull's Strength

Lesser Restoration

Delay Poison

Cure Moderate Wounds

Locate Object

Owl's Wisdom

Wisdom and Clarity (Rok)

All

Awaken Weapon (New)

Importune Kami II (MoR)

Resist Energy

3rd-Level Spells

Air

Wind Wall

Cloak of Night (MoR)

Stinking Cloud

Dispel Slumber (MoR)

Invisibility

False Tongue (MoR)

Haste

Fly

Major Image

Nondetection

Clairaudience/Clairvoyance

Deep Slumber

Winds of Aggression (MoR)

Earth

Agasha's Kiss (MoR)

Prayer

Magic Vestment

Greater Magic Weapon

Blood Curse (MoR)

Kaiu's Jade (MoR)

Stone Shape

Magic Circle Against Taint (OA)

Plant Growth

Slow

Spike Growth

Tremor (Rok)

Meld into Stone

Fire

Scorching Ray

Flame Arrow

Burn the Soul (Rok)

Disrupt the Aura (MoR)

Fire Wings (OA)

Call Lightning

Gaijin Flames (MoR)

Keen Edge

Osano-Wo's Blessing (MoR)

Fireball

Searing Light

Daylight

Void

Contemplate the Void (Rok)

Touch of Nothing (New)

Voice of the Void (MoR)

Unraveling II (MoR)

Water

Water Breathing

Create Food and Water

The Inner Ocean (MoR)

Heroism

Rage

Cure Serious Wounds

Remove Blindness/Deafness

Remove Curse

Remove Disease

Ride Through the Night (MoR)

Surging Soul (MoR)

Water Walk

Wonderful Origami Fushiki (Rok)

All

Protection from Energy

Dispel Magic

Importune Kami III (MoR)

Spirit Sight (MoR)

Summon Nature's Ally III*

Glyph of Warding

4th-Level Spells

Air

Blessings of Isora (MoR) [You gain DR 20/magic against melee attacks and DR 20/earth against ranged attacks with this spell]

Bridge to Yomi (MoR)

Shout

Hallucinatory Terrain

Detect Scrying

Air Walk

Illusory Wall

Discern Lies

Whispers of Twilight (MoR)

Wisdom of the Kami (Rok)

Earth

Death Ward

Dismissal

Immortal Steel (Rok)

Jade Strike (OA)

Lesser Globe of Invulnerability

Lessons of the Crab (MoR)

Spike Stones

Slash of the Lion (MoR)

Spell Immunity

Star-Filled Steel (MoR)

Fire

Lightning Bolt

Quench

The Fires From Within (New)

Fist of Osano-Wo (MoR)

Explosive Runes

Fire Shield

Tamori's Curse (MoR)

Wall of Fire

Warning Flame (MoR)

Void

Endless Depth (MoR)

Kharmic Intent (Rok)

Whispered Blade (MoR)

Water

Neutralize Poison

Ice Storm

Near to Ice (Rok)

Control Water

Cure Critical Wounds

Restoration

Stand Against the Waves (MoR)

Locate Creature

Torrential Rain (MoR)

Yuki's Touch (MoR)

All

Importune Kami IV (MoR)

5th-Level Spells

Air

Bad Karma (Rok)

Mirage Arcana ,Dance of the Kami (MoR)

Piercing the Soul (MoR)

Improved Invisibility

Dimension Door

Symbol of Sleep

Control Winds

Persistent Image

Earth

Dispel Taint (OA)

Embrace of Kenro-ji-jin (MoR)

Force of Will (Rok)

Jurojin's Curse (MoR)

Disrupting Weapon

Spell Resistance

Passwall

Soul Sword (MoR)

Wall of Stone

Fire

Breath of the Fire Dragon (Fire Breath
OA)

Burning Steps (MoR)

Confusion

Osano-Wo's Embrace (Rok)

Scatter the Soul's Flame (MoR)

Feeblemind

Call Lightning Storm

Flame Strike

Void

Essence of the Void (Rok)

Void Strike (MoR)

Unraveling III (MoR)

Water

Mass Cure Light Wounds

Srying

Energy Transference (MoR)

Atonement

Path of the Scorpion (Rok)

The Path Not Taken (MoR)

Righteous Might [Righteous Might grants shugenja DR 5/ magic
10/ magic or 15/ magic

since they do not channel positive or negative energy]

Strike of Flowing Waters (MoR)

Wall of Ice

All

Commune with Nature

Importune Kami V (MoR)

Summon Nature's Ally V*

6th-Level Spells

Air

Blessings of the Four Winds (MoR)

Wind Walk

Dominate the Mind (Rok)

Permanent Image

Facing Your Devils (MoR)

The Kami Watch Over Me (MoR)

Veil

Teleport

Cloudkill

Wisdom of the Air Dragon (MoR)

Legend Lore

Earth

Stoneskin

Banishment

Antimagic Field

Globe of Invulnerability

Harvest of Jade (MoR)

Undeath to Death

Move Earth

Power of the Earth Dragon (MoR)

Prison of Earth (Rok)

Wall of Iron

Wooden Prison (MoR)

Fire

T.'s Transformation

Mark of Justice

Final Rest (Rok)

Fire Seeds

Fires of Purity (OA)

Greater Heroism

Plain of Desperate Evil (MoR)

Rage of the Fire Dragon (MoR)

Symbol of Fire (New)

Yakamo's Anger (OA)

Void

Balance the Elements (MoR)

Spiritual Presence (Rok)

Unraveling IV (MoR)

Water

Acid Fog

Ebb and Flow of Battle (MoR)

The Emperor's Road (MoR)

Heart of the Water Dragon (MoR)

Master of the Rolling River (OA)

Heal

True Seeing

Contingency

Symbol of Fear

Heroes' Feast

Within the Waves (Rok)

All

Greater Dispel Magic

Importune Kami VI (MoR)

Kharma (Rok)

Summon Nature's Ally VI*

7th-Level Spells

Air

Borne by the Wind (MoR)

Instant Summons

Mislead

Guardian of Air (MoR)

Project Image

Programmed Image

Poison of the Windspider (Rok)

Ryoshun's First Gift (MoR)

Teleport Object

Mass Invisibility

Earth

Blade Barrier

Disintegrate

Essence of Earth (Rok) [The DR granted by this spell is 25/magic]

Guardian of Earth (MoR)

Spell Turning

Laughter of the Risen Earth (MoR)

Statue

Mass Hold Person

Symbol of Stunning

Tomb of Jade (OA)

Fire

Chain Lightning

Death of Flame (Rok)

Grandfather's Word (MoR)

Guardian of Fire (MoR)

Kuro's Fire (MoR)

Insanity

Sunbeam

Fire Storm

Prismatic Spray

Void

Essence of All (MoR)

Winds of Change (Rok)

Unbound (MoR)

Water

Control Weather
Endless Deluge (MoR)
The Flow of Time (Rok)
Greater Scrying
Guardian of Water (MoR)
Osaku's Lifeblood (MoR)
The Penetrating Drop (Rok)
Greater Restoration
Greater Arcane Sight
Words of the Kami (OA)

All

Importune Kami VII (MoR)
Summon Nature's Ally VII*

8th-Level Spells

Air

Alter Mind (MoR)
Screen
Greater Spell Immunity
Call the Spirit (MoR)
Phase Door
Slayer's Knives (Rok)
Greater Shout
Greater Teleport
Whirlwind

Earth

Binding
Devastation of Stone (MoR)
Earthquake
Iron Body
Protection From Spells
Kami's Strength (MoR)

Oni Warding (MoR)
Time's Deadly Hand (Rok)
Power Word Stun

Fire

Boiling Fire (MoR)
Sunburst
Curse of the Burning Hand (MoR)
The Element's Fury (MoR)
Everburning Rage (Rok)
Power Word Blind
Incendiary Cloud
Delayed Blast Fireball

Void

End of Illusions (MoR)
Unraveling V (MoR)
Visage of the Void (Rok)

Water

Gather the Clouds (MoR)
Hands of the Tides (MoR)
Kingdom Beneath the Sea (MoR)
Regenerate
Word of Recall
Tides of Battle (MoR)
Discern Location
Moment of Prescience
The Waves Are Ever Changing (Rok)

All

Importune Kami VIII (MoR)
Summon Nature's Ally VIII*

9th-Level Spells

Air

Doji's Curse (MoR)
Look Into the Soul (MoR)
The Mirror's Smile (Rok)
Time Stop
Ring of Air (MoR)
Seeing Ages Past (MoR)
Teleportation Circle
Walking the Way (Rok)

Earth

Castle of Earth (MoR)
Essence of Earth II (Rok) [The DR granted by this spell is 50/magic]
Maw of the Earth (MoR)
Purity of the Seven Thunders (Rok)
Quest For the Pearl (MoR)
Ring of Earth (MoR) [The DR granted by this spell is 20/air]
Slumber (MoR)
Antipathy

Fire

Call of Fire (Rok)
Choke the Soul (MoR)
Final Ruin (MoR)
Follow the Flame (Rok)
Ring of Fire (MoR) [Subjects of this spell may take 20 on initiative checks
but this has no effect if cast during an encounter]
Meteor Swarm
Turmoil (MoR)

Void

Banished to the Outer Darkness (MoR)

Divine the Future (Rok)
Draw Back the Veil (MoR)
Master the Void (MoR)
Ring of Void (MoR)

Water

Kharmic Vengeance (MoR)
Kumo's Black Embrace (MoR)
Mass Heal
Peace of the Kami (MoR)
Ring of Water (MoR)
Suitengu's Embrace (Rok)
Tsunami (Rok)
Wheel of Fortune (Rok)

All

Elemental Swarm
Importune Kami IX (MoR)
Summon Nature's Ally IX*

- Shugenja may only cast Summon Nature's Ally spells to summon elementals of a size appropriate to the spell level.

Monsters

Monsters are described in the SRD, Creatures of Rokugan and Oriental Adventures (3rd edition). A few are listed here.

Skills: All creatures have a bonus to all skills equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open – if you need a sneaky oni, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of shugenja (see below).

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and

combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (ie, d4->d6, d6->d8, etc).

Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Bushi, Nusutto, Shugenja as required.

Name	Hit Dice	Armor Class	Attack
Animal (small) eBadger	HD 1d8+2 (6 hp)	AC 15	Claw +4 (1d2-1)
Aranea	HD 3d8+6 (19 hp)	AC 13	Bite +4 (1d6 &p); poison (DC13, 1d6/2d6 Str)
Demon, Bebilith	HD 12d8+48 (102 hp)	AC 25	Bite +19 (2d6+9 &p), 2 claws +14 (2d4+4 & armor damage); poison (DC20, 1d6/2d6 Con), web; DR 30/+3, protective aura, plane shift, scent, telepathy
Dire Rat	HD 1d8+1 (5 hp)	AC 15	Bite +4 (1d4 plus disease)
Dragon (young Azure)	HD 13d12+39 (123 hp)	AC 21	Bite +20 (2d6+7), can fly
Akki (Goblin)	HD 1d8+1 (5 hp)	AC 15	Morningstar +2 (1d6) or javelin +3 (1d4)
Inugami (vengeful dog spirit)	HD 4d8+4 (22 hp)	AC 16	Bite +5 (1d10+2)
Human Commoner	HD 1d8+1 (5 hp)	AC 12	Dagger +1 (1d6+1) or sling +1 (1d4)
Ghoul	HD 2d12 (13 hp)	AC 14	Bite +3 (1d6+1 &par), 2 claws +0 (1d3 &par); paralysis (DC14), create spawn; undead, +2 turn resistance
Insect (small) eg Spider	HD 1d8 (4 hp)	AC 14	Bite +4 (1d4-2 plus poison)
Merfolk	HD 1d8+1 (5 hp)	AC 13	Trident +1 (1d8), heavy crossbow +2 (1d10); low-light vision.
Octopus, Giant	HD 8d8+8 (44 hp)	AC 18	8 tentacles +10 (1d4+5), bite +5 (1d8+2);
Ogre	HD 4d8+11 (29 hp)	AC 16	Great club +8 (2d8+7) or javelin +1 (1d8+5)
Ogre Mage	HD 5d8+15 (37 hp)	AC 18	Huge greatsword +7 (2d8+7), or huge longbow +2 (2d6)
Shadow	HD 3d12 (19 hp)	AC 13	Incorporeal touch +3 (1d6 Str)
Skeleton Warrior	HD 1d12 (6 hp)	AC 15	Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)
Troll	HD 6d8+36 (63 hp)	AC 16	Claw +9 (1d6+6)
Wolf	HD 2d8+4 (13 hp)	AC 14	Bite +3 (1d6+1)
Zombie	HD 2d12+3 (16 hp)	AC 11	Slam +2 (1d6+1) or club +2 (1d6+1)

DISEASE

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized below. The entries for diseases include the following information:

Name of the disease: Type, DC, incubation, damage.

Type lists the disease's method of delivery (contact, inhaled, or injury). DC lists the phys+STR check DC needed to prevent infection. Incubation lists the time before damage begins. Damage lists the ability damage the character takes after incubation and each day afterward.

Cackling Fever: Inhaled, DC 16, 1day, -1d6 MIND.

Filth Fever: Injury, DC 12, 1d3 days, -1d3 DEX and 1d3 STR.

Mindfire: Inhaled, DC 12, 1day, -1d4 MIND.

Red Ache: Injury, DC 15, 1d3 days, -1d6 STR.

Shakes: Contact, DC 13, 1day, -1d8 DEX.

EXTREME HEAT & COLD

If not wearing suitable protection, a character must make a Phys+STR check once every 10 minutes (DC 15, +1per previous check), taking 1d6 damage on each failed save.

FALLING DAMAGE

A falling character takes 1d6 hp of damage per 10 feet fallen. If the character makes a successful Phys+DEX roll, he takes only half damage. The DC for the phys+DEX roll is equal to the depth fallen in feet. In the event that the fall ends in an area laden with spikes or jagged rocks, add +1hp of damage to falling damage per 10' fallen (with a maximum of +10 hp).

POISON

Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in

food or drink, or be poisoned in some other way. Any character that uses poison will gain and/or increase their Taint. Several typical poisons are summarized below. The entries for poisons include the following information:

Name of the poison: Type, DC, damage, price.

Type lists the poison's method of delivery (contact, ingested, inhaled, or injury). DC lists the phys+STR check DC needed to avoid the poison's damage. Damage is expressed as "xdx/xdx." The first number is the initial damage, taken immediately upon failing the phys+STR check against the poison.

The second number is the secondary damage, taken one minute after exposure to the poison if a second phys+STR check is failed. Ability damage is temporary unless marked with an asterisk(*), in which case the loss is permanent. Unconsciousness lasts 1d3 hours. Price lists the cost for one dose of the poison. It can usually only be obtained through less- than-reputable sources, as the possession of poisons are commonly illegal.

Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.

Burnt Pieris Fumes: Inhaled, DC 18, -1 STR*/-3d6 STR, extremely expensive

Deathblade: Injury, DC 20, -1d6 STR/-2d6 STR, extremely expensive

Insanity Mist: Inhaled, DC 15, -1d4 MIND/-2d6 MIND, extremely expensive

Oil of Fugu: Ingested, DC 15, O/unconsciousness

Urushi Paste: Contact, DC 16, -1 DEX/-2d4 DEX, Very Expensive

Monstrous Scorpion (tiny): Injury, DC 12, -1 STR/-1 STR, inexpensive

Monstrous Scorpion (small): Injury, DC 12, -1d2 STR/-1d2 STR.

Monstrous Spider (tiny): Injury, DC 10, -1d2 STR/-1d2 STR.

Monstrous Spider (small): Injury, DC 10, -1d3 STR/-1d3 STR.

Sassone Leaf Residue: Contact, DC 16, -2d12 hp/- 1d8 STR.

Sleep Poison: Injury, DC 13, unconsciousness/
unconsciousness for 2d4 hours, inexpensive.

Snake (medium viper): Injury, DC 11, -1d6 STR/- 1d6
STR.

Snake (large viper): Injury, DC 11, -1d6 STR/-1d6 STR.

Snake (huge viper): Injury, DC 14, -1d6 STR/-1d6 STR.

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Challenges & Champions

Revised Rules Guide

Alexander Falone

10/7/2011

The Revised Rules Guide to the Challenges & Champions Role Playing Game, a middle ground in terms of “rules heavy-ness” between Microlite20 and Primary Fantasy SRD rules.

Introduction

What is Challenges & Champions?

Challenges & Champions is a semi-rules-light role-playing game based on the Microlite20 system and the D20 Primary Fantasy System Reference Document, and attempts to find a middle ground between the two systems.

What is this document?

This is the Challenges & Champions Rules Guide. It contains all the rules necessary to create and play a character in Challenges & Champions.

A note about fractions...

Unless otherwise noted, all fractions should be rounded down even if they are greater than one half. Hit points and damage are the exceptions to this; rolls for such are always at least one.

A note about pronouns...

The masculine forms of third person pronouns are used exclusively throughout this text. This is done solely for ease of use. It is not meant to imply that women cannot play Challenges & Champions or that men are somehow better than women.

Chapter 1: Attributes

Attributes

There are four attributes in Challenges & Champions: Might, Agility, Intellect, and Spirit.

Might: Might is the measure of a character's physical power and heartiness.

Agility: Agility is the measure of a character's physical grace and fine motor skills.

Intellect: Intellect is the measure of a character's mental capacity and critical thinking skills.

Spirit: Spirit is the measure of a character's attentiveness and force of personality.

You have 4 points to divide among your character's attributes, which all start at 0. Each point put into an attribute raises it by 1. You cannot put more than 4 points into a single attribute, even with bonus points (though attributes can go higher than +4 through other factors). If you choose to have a negative value in an attribute, you gain bonus points to assign to your other attributes. For example, if you give your character a Might of -1, you have 1 more point to assign to another attribute (such as Intellect). If your character has a Might of -2, you have 2 bonus points. Heroes cannot lower any attribute below -2 in this way.

At every level that divides evenly by three (3rd, 6th, 9th, 12th, etc.) a character permanently gains +1 to the attribute of his choice. However, no attribute may be raised in this way so that it is more than 7 points higher than another. So if your character has a +5 Might, and a -2 Spirit, you may not raise his Might until his Spirit is raised to at least -1.

Chapter 1: Races

There are eight player character races in Challenges & Champions: Human, Drow, Dwarf, Elf, Gnome, Half-Elf, Half-Orc, and Halfling. Note that any modifiers to attributes are applied AFTER base attribute scores are generated.

Humans

Humans are a very adaptable race that can be found just about anywhere.

- Humans gain +1 to all skill checks.
- Humans speak Common and 1 other language of their choice (in addition to any bonus languages for a high Intellect).

Drow

Physically, drow are very similar to elves, but have dark purple to black skin with white or silvery hair, and they are often found in cities hidden underground. Their society emphasizes physical and mental grace, but at the cost of physical power.

- Drow lose -1 from their Might.
- Drow gain +1 to their Agility.
- Drow gain +1 to their Intellect.
- Drow speak Drowish and Common.

Dwarves

Dwarves are a thick, stout race who make their homes mostly in mountainous regions and have developed a noticeable hardiness because of it.

- Dwarves gain +1 to their Might.
- Dwarves speak Dwarven and Common.

Elves

Elves are widely hailed as the fairest race, and are most commonly found in forests and other wooded areas. Because of their extensive experience navigating through thick foliage, elves are notably more graceful than other races.

- Elves gain +1 to their Agility
- Elves speak Elven and Common.

Gnomes

Gnomes are a short, portly race who can be found in hilly areas. Gnomes tend to be very

curious and investigative, which allows them to think about problems laterally with relative ease.

- Gnomes gain +1 to their Intellect.
- Gnomes cannot use large weapons and must use medium weapons with two hands
- Gnomes speak Gnomish and Common.

Half-Elves

Half-elves are the offspring of human and elven parents, and can have characteristics of both.

- Half-Elves gain EITHER +1 to their Agility OR +1 to all checks made involving any two skills of their choice (chosen at 1st level)
- Half-Elves speak Elven and Common.

Half-Orcs

Half-Orcs are the unfortunate result of a human mating with an orc. They gain the strength of their orcish blood, but also some of its negative aspects.

- Half-Orcs gain +2 to their Might.
- Half-Orcs lose -1 from their Intellect.
- Half-Orcs lose -1 from their Spirit.
- Half-Orcs speak Orcish and Common.

Halflings

Halflings are the smallest race, standing roughly half the height of humans with similar proportions. Halflings tend to be very light-hearted and jovial, and are very hard to demoralize.

- Halflings gain +1 to their Spirit.
- Halflings cannot use large weapons and must use medium weapons with two hands.
- Halflings speak Common.

Languages

Each character can speak and read one or more languages. A character knows his racial language as well as the Common tongue (Common is the racial language of humans and halflings). A character also knows a number of bonus languages equal to his Intellect; though a negative Intellect does not reduce the number of languages he knows (Common and his racial language do NOT count toward this total).

Chapter 2: Classes & Levels

There are 7 classes in Challenges & Champions: Bard, Cleric, Fighter, Paladin, Ranger, Rogue, and Wizard. All classes are proficient with all weapons.

Bard

Bards are story tellers and Jacks-of-All-Trades.

- Skill Bonus: +1 Communication, Knowledge, and Subterfuge
- Primary Skill: Communication
- Wear light armor and use bucklers
- **Bardic Knowledge:** A bard adds his class level to skill checks involving the Knowledge skill.
- **Counter Song:** At 1st level, a bard can counter sound-based effects within 30'. To do this he either sings, chants, or plays a musical instrument. He can maintain the counter song so long as he does nothing but sing/chant/play. This ability cannot be used to disrupt the casting of a spell.
- **Bardic Music:** At 1st level, a bard may inspire himself and allies within earshot, or hinder enemies within 30'. He sings a song that grants a bonus or penalty equal to his Sprit (if positive) to attack and damage rolls, skill checks, or saving throws. He may use this ability a number of times per day equal to 2 + Class Level + Sprit (if positive). He may maintain the song while performing other actions (such as attacking) so long as they do not prevent him from singing. The effect lasts until he stops singing.
- **Linguistics:** At 4th level, a bard has become proficient in Linguistics. He may make a Com + Intellect check (vs DC 20) to speak and understand simple words and phrases in any language he does not already know.
- **Bard Spells:** At 6st level, a bard is able to cast spells. See **Chapter 7: Magic & Spells**.
- **Sublime Performance:** At 20th level, a bard may put on a Sublime Performance. By sacrificing a use of his Bardic Music ability, a bard plays a song that either creates an effect equivalent to a Mass Cure Critical Wounds spell or kills one enemy within 30' (DC = 10 + Class Level + Sprit, Fort negates).

Cleric

Clerics are priests who strive to carry out the tenants of their faith and to do the work of whichever deity they worship.

- Skill Bonus: +3 Communication
- Primary Skill: Communication
- Wear light or medium armor and use most shields (not tower shields)
- **Divine Spells:** At 1st level, a cleric casts divine spells. See **Chapter 7: Magic & Spells**.
- **Turn Undead:** At 1st level, a cleric can Turn Undead. The cleric makes a Magic Attack vs. DC = the current Hit Points (HP) of the Undead. For multiple undead, the cleric makes only one attack roll and compares it to each undead's HP. If the check is successful (roll \geq DC), the undead flees the cleric as fast as possible (or cowers if unable to flee, losing any positive Agility modifier to AC) for ten rounds. If the roll \geq DC + 10, the undead is destroyed. This can be used a number of times per day equal to 2 + Class Level + Sprit (if positive).
- **Divine Savant:** At 20th Level, a cleric has become a Divine Savant. By sacrificing a use of his Turn Undead ability, a cleric emits a burst of light that heals him, and all allies within 20', for 300 points of damage.
- **Code of Conduct:** A cleric who behaves in a manner contradicting his deity's ethos too strongly or too often (GM's fiat) loses all his class special abilities and may not gain new levels as a cleric until he repents and atones for his misdeeds.

Fighter

Fighters are true warriors, masters of weapons and (if they are clever) strategy and tactics.

- Skill Bonus: +3 Physical
- Primary Skill: Physical
- Wear any armor and use all shields (including tower shields)
- **Weapon Training:** At 1st level, a fighter has Weapon Training. He adds +1 to attack and damage rolls with all weapons. This bonus increases by +1 at 5th level and every five

levels thereafter (+1 at 1st level, +2 at 5th, +3 at 10th, +4 at 15th, +5 at 20th).

- **Power Attack:** At 1st level, a fighter can Power Attack. Before making attack rolls for a round, a fighter may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the fighter's Class Level. The penalty on attacks and bonus on damage apply until his next turn.
- **Cleave:** At 4th level, a fighter can Cleave. Once per round, if he slays a foe with a melee attack, the fighter may immediately make one extra melee attack against an adjacent foe at the same attack bonus.
- **Combat Reflexes:** At 8th level, a fighter has developed Combat Reflexes, which grant him a +2 bonus to all Reflex saving throws.
- **Iron Will:** At 12th level, a fighter has developed an Iron Will, which grants him a +2 bonus to all Will saving throws.
- **Focused Strike:** At 16th level, a fighter can make a Focused Strike. Twice per day, when he attacks, the fighter may ignore his target's armor and shield bonuses to AC for one attack. The fighter must declare he is using this ability before the attack roll is made.
- **Weapon Mastery:** At level 20, a fighter has attained Weapon Mastery. All incoming weapon damage dealt to him is reduced by 5; and whenever he scores a critical hit, the damage is multiplied by x3 instead of x2.

The Paladins' Code

Protect the weak and defenseless
Live by honor and for glory
Tithe to the church of thy deity
Fight for the welfare of all
Obey those placed in authority
Guard the honor of fellow knights
Keep faith
At all times speak the truth
Persevere to the end in any enterprise begun
Respect the honor of women
Never refuse a challenge from an equal
Never turn thy back to a foe

Paladin

Paladins are holy crusaders who strive to help those in need and to rid the world of evil.

- Skill Bonus: +2 Communication, +1 Physical
- Primary Skill: Communication
- Wear any armor and use most shields (not tower shields)
- **Holy Bulwark:** At 1st level, a paladin has a Holy Bulwark. He adds +1 to all saving throws. This bonus increases by +1 at 5th level and every five levels thereafter (+1 at 1st level, +2 at 5th, +3 at 10th, +4 at 15th, +5 at 20th).
- **Lay on Hands:** At 1st level, a Paladin can Lay on Hands, allowing him to heal himself or another for an amount equal to his Class Level x Sprit (if positive). This amount can be divided among multiple targets and need not be used all at once.
- **Paladin Immunities:** At 4th level, a paladin becomes immune to fear effects and all diseases. Certain afflictions, like Mummy Rot, Lycanthropy, and Vampirism are not diseases, but are curses.
- **Smite:** At 8th level a paladin can Smite his enemies. Once per day, a paladin may add his Class Level to one attack roll and its corresponding damage roll. The Smite must be declared before the attack roll. If the attack misses, the Smite is wasted.
- **Righteous Aura:** At 12th level, a paladin may emit a Righteous Aura, granting him and all allies within 10' a bonus to all saving throws equal to the paladin's Sprit (if positive). This ability can be used once per day and lasts a number of rounds equal to the paladin's class level.
- **Extra Smite:** At 16th level, a paladin can use his Smite ability twice per day instead of just once.
- **Holy Vessel:** At 20th level, a paladin has become a Holy Vessel. All weapons used by the paladin, in addition to any other effects they possess, are treated as Holy Burst (+2d6 Holy damage, and an additional +1d10 Holy damage on critical hits).

- **Code of Conduct:** Paladins must follow the Paladins' Code. A paladin who strays from the code too far or too often (GM's fiat) loses all his class special abilities and may not gain new levels as a paladin until he repents and atones for his misdeeds.

Rangers

Rangers are woodsmen and trackers who live by their sword, bow, and wits.

- Skill Bonus: +3 Survival
- Primary Skill: Survival
- Wear light or medium armor and use most shields (not tower shields)
- **Ranged Weapon Training:** At 1st level, a ranger has Ranged Weapon Training. He adds +1 to hit and damage with ranged weapons. This bonus increases by +1 at 5th level and every five levels thereafter (+1 at 1st level, +2 at 5th, +3 at 10th, +4 at 15th, +5 at 20th).
- **Ambidexterity:** At 1st level, a ranger is Ambidextrous. When using the Akimbo Fighting Style, a ranger's penalties to attack rolls are reduced by 1.
- **Rapid Shot:** At 4th level, a ranger can make a Rapid Shot. When making a Full Attack with a ranged weapon, he may make one extra ranged attack at his highest ranged attack bonus if he takes a -2 penalty on all ranged attacks that round.
- **Improved Akimbo Fighting:** At 8th level, a ranger has developed Improved Akimbo Fighting skills. While using the Akimbo Fighting Style, he may make a second extra attack (with the second weapon). This attack is made immediately after the first attack with the second weapon and suffers a -5 penalty in addition to any other penalties suffered by using two weapons.
- **Evasion:** At 12th level, a ranger has become proficient in Evasion. If he would take half damage for succeeding a Reflex save, he instead takes no damage.
- **Greater Akimbo Fighting:** At 16th level, a ranger has developed Greater Akimbo Fighting skills. When using the Akimbo Fighting Style, his penalties to attack rolls are

reduced by 1. This ability stacks with his Ambidexterity ability.

- **Ranged Weapon Mastery:** At 20th level, a ranger has attained Ranged Weapon Mastery. All incoming ranged weapon damage dealt to him is reduced by 5; he adds his Might (if positive) to damage rolls made with any ranged weapon; when using his Rapid Shot ability, he may make a second extra attack (which is at an additional -5 penalty); and whenever he scores a critical hit with a ranged weapon, the damage is multiplied by x3 instead of x2.

Rogue

Rogues are masters of stealth and espionage, and can be anything from common pick-pockets to deadly assassins.

- Skill Bonus: +3 Subterfuge
- Primary Skill: Subterfuge
- Wear light armor and use bucklers
- Rogues are the only class that can pick locks and find/disarm traps.
- **Sneak Attack:** At 1st level, a rogue can perform a Sneak Attack with a melee weapon. A rogue may only perform a Sneak Attack if he successfully sneaks up on a foe (usually Sub + Agility vs. Sub + Spirit) or if the target is already engaged in melee. A successful Sneak Attack does +2d6 points of damage at 1st level. This increases by +2d6 at 5th level and every five levels thereafter (+2d6 at 1st level, +4d6 at 5th, +6d6 at 10th, +8d6 at 15th, +10d6 at 20th).
- **Evasion:** At 1st level, a rogue is proficient in Evasion. If he would take half damage for succeeding a Reflex save, he instead takes no damage.
- **Lightning Reflexes:** At 4th level, a rogue has developed Lightning Reflexes, which grant him a +2 bonus to all Reflex saving throws.
- **1st Skill Focus:** At 8th level, a rogue has developed a 1st Skill Focus, which grants him a permanent +2 bonus in a skill of his choice.
- **Improved Evasion:** At 12th level, a rogue has become proficient in Improved Evasion. If he

would take damage for failing a Reflex save, he instead takes half damage.

- **2nd Skill Focus:** At 16th level, a Rogue has developed a 2nd Skill Focus, which grants him a permanent +2 bonus in another skill of his choice. This cannot be the skill he chose for his First Skill Focus.
- **Masterful Strike:** At 20th level, a rogue can make a Masterful Strike. After a successful sneak attack, a rogue may choose one of the following three effects to inflict upon his target. The target makes a Fortitude save vs. Rogue Level + Intellect (if positive) to avoid this effect.
 - Sleep for 1d4 hours
 - Paralyzed for 2d6 rounds
 - Death

Wizard

Wizards are masters of the arcane, who manipulate the very fabric of reality.

- Skill Bonus: +3 Knowledge
- Primary Skill: Knowledge
- Wear no armor and use no shields
- **Arcane Spells:** At 1st level, a wizard casts Arcane spells. **See Chapter 7: Magic & Spells.**
- **Mana Reserve:** At 1st level, a wizard can tap into a Mana Reserve. Once per day, a wizard may regain lost Mana Points (MP) equal to 2 + Class Level + Intellect (if positive).
- **Arcane Savant:** At 20th level, a wizard has become an Arcane Savant. He casts all of his 1st through 9th level arcane spells as if they were signature spells.

Level Advancement

In Challenges & Champions, characters advance to higher levels by gaining Encounter Levels (EL's). Encounter Levels (EL's) are awarded to characters that defeat monsters and perform certain skill checks (such as disarming a trap) successfully.

Generally, a defeated monster is worth as many EL's as it has Hit Dice. The EL value for a trap is determined by the GM.

When your character has accrued 10 x your current level in Encounter Levels, you have advanced to the next level. Once you have advanced to the next level, reset your EL total back to 0. When you gain a new level you gain:

- Increased Maximum Hit Points
- Increased Skill Ranks
- Increased Attack Bonuses
- Possible increased Save Bonuses
- Possible special abilities based on your class
- If your new character level divides evenly by 3 (3rd, 6th, 9th, etc.), add +1 to the attribute of your choice.

Chapter 4: Skills

There are five skills in Notsolite20: Communication (Com), Knowledge (Know), Physical (Phys), Subterfuge (Sub), and Survival (Surv).

Communication (Com): Communication is used for interacting with the Game Master's characters or monsters when you are trying to be diplomatic, convincing or proving a point.

Knowledge (Know): Knowledge is broad, covering everything from geography and history to obscure arcane rituals and can be used to identify monsters, recognize religious symbols or heal someone.

Physical (Phys): Physical covers any activity where the body plays a part in deciding the outcome such as jumping, bashing, swimming, etc.

Subterfuge (Sub): Subterfuge is used for anything requiring stealth, deception, or thievery such as hiding, moving silently or picking a lock.

Survival (Surv): Survival is used for tracking, foraging (in the woods or a city), hunting, determining direction or anything that helps a character to survive in their surroundings.

Training

How adept a character is in a given skill is determined by his race, class, and how he's chosen to train.

Class Skill Bonus

Every class has a Skill Bonus listed in its class description. This bonus is only applied if the class was a character's first class.

Ranks

Every level (including 1st) a character gets 1 rank in the primary skill for his class. He then gets 2 ranks to spend however he likes, including on his primary skill. No skill can receive more than 2 ranks per level. Any skill with 10 or more total ranks can only be raised by 1 per level. This reflects the greater difficulty in training.

Skill Checks

Make a skill check whenever you try to accomplish something that has a chance of failure. For example, a character would not (usually) have trouble jumping up and down in place (no check needed), but he might not be able to jump across a pit in a dungeon (a Phys + Might check would be appropriate). Roll \geq DC to succeed the skill check.

Skill Check = 1d20 + Total Ranks + Class and/or Racial Modifiers + Relevant Attribute + Situational Modifiers

Some examples of situations where skill checks would be needed would be: climbing a wall, spotting a hidden enemy, or disabling a trap.

Difficulty Class

Most checks are made against a Difficulty Class (DC). The DC is a number that you must equal or exceed with your skill check in order to succeed.

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

D20 Fantasy SRD Skills and Their *Challenges & Champions* Equivalents

D20 Fantasy SRD Skill	Challenges & Champions	D20 Fantasy SRD Skill	Challenges & Champions
Appraise	Com + Intellect	Knowledge	Know + Intellect
Balance	Phys + Agility	Listen	Sub + Spirit
Bluff	Sub + Spirit	Move Silently	Sub + Agility
Climb	Phys + Might/Agility	Open Lock	Sub + Agility
Concentration	N/A; GM's fiat	Perform	Com + Agility/Spirit
Craft	Know + Agility	Profession	Com + Intellect
Decipher Script	Com/Know + Intellect	Ride	Com + Agility
Diplomacy	Com + Spirit	Search	Sub + Intellect
Disable Device	Sub + Intellect	Sense Motive	Com + Spirit
Disguise	Sub + Intellect/Spirit	Sleight of Hand	Sub + Agility
Escape Artist	Sub + Agility	Speak Language	N/A
Forgery	Sub + Agility/Intellect	Spellcraft	Intellect only
Gather Information	Com + Intellect/Spirit	Spot	Sub + Spirit
Handle Animal	Com/Surv + Might/Intellect	Survival	Surv + Intellect
Heal	Know/Surv + Intellect	Swim	Phys + Might
Hide	Sub + Agility	Tumble	Phys + Agility
Intimidate	Com/Phys + Spirit	Use Magic Device	N/A; GM's fiat
Jump	Phys + Might	Use Rope	Phys + Agility

Chapter 5: Equipment & Wealth

The most common coin is the gold piece (gp). Each gold piece is worth 10 silver pieces (sp), and each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold pieces, there are also platinum pieces (pp), which are worth 10gp each. Every character begins play with a certain amount of accumulated wealth, determined by his character class. The character uses this accumulated wealth to purchase his initial weapons, armor, and adventuring equipment using the prices shown on the tables below.

Exchange	CP	SP	GP	PP
CP	1	1/10	1/100	1/1000
SP	10/1	1	1/10	1/100
GP	100/1	10/1	1	1/10
PP	1000/1	100/1	10/1	1

Starting Wealth

Class	Starting Wealth
Bard or Rogue	125
Cleric	120
Fighter or Paladin	150
Wizard	75

Fast Packs

Fast packs are pre-compiled and pre-calculated equipment packages, designed to help new players get started quickly. These packs provide a way for a player to quickly equip his PC or for a GM to equip an NPC or hireling on the fly. Additionally, these optional kits can be used to give a starting point from which to customize

new characters. Simply choose a pack or roll 1d6 to select one randomly. Each costs 50gp.

Weapons

Weapon: This is the name of the weapon.

Cost: This value is the price for purchasing the weapon, including miscellaneous gear that goes with the weapon.

Dmg: This column gives the damage dealt by the weapon on a successful hit.

Range: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon (indicated by superscript "TH") has a maximum range of five range increments. A projectile weapon (indicated by superscript "PROJ") can shoot out to ten range increments.

Armor & Shields

Armor: This is the name of the armor or shield.

Cost: This value is the price for purchasing the armor.

AC: Indicates the Armor Class (AC) bonus provided by the armor.

Adventuring Equipment

Name: This is the name of the piece of equipment.

Cost: This value is the price for purchasing the piece of equipment.

Fast Pack A (1 or 2 on d6)

Backpack, Belt Pouch, Bedroll, Lantern (hooded), 10 Oil Flasks, Flint & Steel, Shovel, 2 sets of Caltrops, Signal Whistle, Waterskin, Rations (4 days)

Fast Pack B (3 or 4 on d6)

Backpack, Belt Pouch, Bedroll, 10 Torches, 4 Oil Flasks, Flint & Steel, 10 pieces of chalk, 10' Pole, Mirror, Crowbar, Waterskin, Rations (4 days)

Fast Pack C (5 or 6 on d6)

Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, 50' Rope, Grappling Hook, 10' Pole, Waterskin, Rations (4 days)

Small Weapons

Weapon	Cost	Dmg	Range	Weapon	Cost	Dmg	Range
Crossbow, Hand	100gp	1d4	30ft.	Pick, Light	4gp	1d4	—
Dagger TH	2gp	1d4	10ft.	Sap	1gp	1d6	—
Dart TH	5sp	1d4	20ft.	Sickle	6gp	1d6	—
Hammer, Light TH	1gp	1d6	20ft.	Sling ^{PROJ}	—	1d4	50ft.
Handaxe TH	6gp	1d6	10ft.	Sword, Short	10gp	1d6	—
Mace, Light	5gp	1d6	—	Unarmed Strike	—	1d3	—

Medium Weapons

Weapon	Cost	Dmg	Range	Weapon	Cost	Dmg	Range
Battleaxe	10gp	1d8	—	Rapier	20gp	1d6	—
Club TH	—	1d6	10ft.	Scimitar	15gp	1d6	—
Crossbow, Light ^{PROJ}	35gp	1d8	80ft.	Shortbow ^{PROJ}	30gp	1d6	60ft.
Flail	8gp	1d8	—	Shortspear TH	1gp	1d6	20ft.
Javelin TH	1gp	1d6	30ft.	Sword, Bastard	35gp	1d10	—
Longsword	15gp	1d8	—	Trident	15gp	1d8	—
Mace, Heavy	12gp	1d8	—	Waraxe, Dwarven	30gp	1d10	—
Morningstar	8gp	1d8	—	Warhammer	12gp	1d8	—
Net TH	—	—	10ft.	Whip	1gp	1d3	—
Pick, Heavy	8gp	1d6	—				

Large Weapons

Weapon	Cost	Dmg	Range	Weapon	Cost	Dmg	Range
Chain, spiked	25gp	2d4	—	Halberd	10gp	1d10	—
Crossbow, Heavy ^{PROJ}	50gp	1d10	120ft.	Lance	10gp	1d8	—
Falchion	75gp	2d4	—	Longbow ^{PROJ}	75gp	1d8	100ft.
Flail, heavy	15gp	1d8	—	Longspear	5gp	1d8	—
Glaive	8gp	1d8	—	Maul	10gp	1d10	—
Greataxe	45gp	1d12	—	Quarterstaff	—	1d6	—
Greatclub	5gp	1d8	—	Scythe	18gp	2d4	—
Greatsword	50gp	2d6	—	Spear TH	2gp	1d8	20ft.
Guisarme	9gp	2d4	—				

Light Armor			Medium Armor			Heavy Armor			Shields		
Armor	Cost	AC	Armor	Cost	AC	Armor	Cost	AC	Armor	Cost	AC
Padded	2gp	+1	Hide	15gp	+3	Splint Mail	200gp	+6	Buckler	15gp	+1
Leather	10gp	+2	Scale Mail	50gp	+4	Banded Mail	250gp	+6	Small Shield	6gp	+1
Studded Leather	25gp	+3	Chainmail	150gp	+5	Half-Plate	600gp	+7	Large Shield	15gp	+2
Chain Shirt	100gp	+4	Breastplate	200gp	+5	Full Plate	1,500gp	+8	Tower Shield	30gp	+4

Adventuring Equipment (Gear)

Name	Cost	Name	Cost	Name	Cost
Acid (flask)	10gp	Flint & Steel	1gp	Parchment (sheet)	2sp
Antitoxin (vial)	50gp	Grappling Hook	1gp	Pick, miner's	3gp
Artisan's Tools	5gp	Hammer	5sp	Pitcher, clay	2cp
Backpack	2gp	Healer's Kit	50gp	Piton	1sp
Barrel	2gp	Holy Symbol, wooden	1gp	Pole, 10 ft.	2sp
Basket	4sp	Holy Symbol, silver	25gp	Pot, iron	5sp
Bedroll	1sp	Holy Water (flask)	25gp	Pouch, belt	1gp
Bell	1gp	Hourglass	25gp	Ram, portable	10gp
Blanket, winter	5sp	Ink (1 oz. Vial)	8gp	Rations (per day)	5sp
Block and Tackle	5gp	Inkpen	1sp	Rope (50 ft.)	1gp
Bottle, glass	2gp	Jug, clay	3cp	Sack	1sp
Bucket	5sp	Ladder, 10 ft.	5cp	Sealing Wax	1gp
Caltrops	1gp	Lamp, common	1sp	Sewing Needle	5sp
Candle	1cp	Lantern, bullseye	12gp	Signal Whistle	8sp
Canvas (sq. yd.)	1sp	Lantern, hooded	7gp	Signet Ring	5gp
Case, map or scroll	1gp	Lock, simple	20gp	Sledge	1gp
Chalk, 1 piece	1cp	Lock, average	40gp	Soap (per lb.)	5sp
Chest	2gp	Lock, good	80gp	Spade/Shovel	2gp
Craftsman's Tools	5gp	Magnifying Glass	100gp	Spyglass	100pp
Crowbar	2gp	Manacles	15gp	Tent	10gp
Disguise Kit	50gp	Mirror, small steel	10gp	Thieves' Tools	30gp
Firewood (per day)	1cp	Mug/Tankard	2cp	Torch	1cp
Fishhook	1sp	Musical Instrument	5gp	Vial, glass	1gp
Fishing net (25 ft.)	4gp	Oil, pint flask	1sp	Waterskin	1gp
Flask	3cp	Paper (sheet)	4sp	Whetstone	2cp

Adventuring Equipment (Clothing)

Name	Cost	Name	Cost	Name	Cost
Artisan's Outfit	1gp	Explorer's Outfit	10gp	Royal Outfit	200gp
Cleric's Vestments	5gp	Monk's Outfit	5gp	Scholar's Outfit	5gp
Courtier's Outfit	30gp	Noble's Outfit	75gp	Traveler's Outfit	1gp
Entertainer's Outfit	3gp	Peasant's Outfit	1gp	Winter Outfit	8gp

Adventuring Equipment (Mounts & Related Gear)

Name	Cost	Name	Cost
Barding, Medium Creature	X2 Armor Cost	Pony	30gp
Barding, Large Creature	X4 Armor Cost	Saddle, military	20gp
Bit and Bridle	2gp	Saddle, pack	5gp
Dog, guard	25gp	Saddle, riding	10gp
Dog, war	75gp	Saddlebags	4gp
Donkey or Mule	8gp	Stabling (per day)	5sp
Feed (per day)	5cp	Warhorse, heavy	400gp
Horse, heavy	200gp	Warhorse, light	150gp
Horse, light	75gp	Warpony	100gp

Chapter 6: Combat

Initiative

At the start of a battle, each combatant rolls for initiative. To determine initiative, each character rolls a d20 and applies his Agility to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his initiative changing, such as waiting for another character to act). One round is 6 seconds.

If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Determining Awareness

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware. Determining awareness may call for Sub + Intellect checks or other checks.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative and act in order (highest to lowest). However, creatures who are able to act in the surprise round may only perform one standard action, and no full actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in

the surprise round. After the surprise round, unaware combatants roll for initiative and all combatants act in initiative order (highest to lowest).

On Your Turn

During a combat round, when it is your turn, you can perform either two **Standard Actions**, or one **Full Action**.

Possible standard actions include: moving, making a partial attack, casting a spell, using a skill, drinking a potion, retrieving an item stored in a backpack, and activating a magic item.

Even though casting a spell is classified as a standard action, you may only cast one spell per round (the exception to this is Feather Fall, you may cast this spell once in a round, and still cast another spell).

Making a partial attack means attacking once. Even though making a partial attack is classified as a standard action, you may not make two partial attacks in one round.

All characters have a base speed of 30'. This means that if a character uses one of his standard actions to move across the battle field, he can move up to 30' as part of the action. You may use both of your standard actions to move, allowing you to move up to 60'.

Possible full actions include: running all out, making a full attack, and casting a spell using a Meta-Magic.

When a character uses a full action to run all out, he can move up to 4x his base speed, but he loses and positive Spirit modifier to his AC until his next turn.

If you want to do something that is not listed above, your GM decides whether it counts as a standard or full action (or even not an action).

Attacking & Defending

There are three types of attacks in Challenges & Champions: melee, ranged, and magic.

Melee Attacks

When you attack with a melee weapon, you roll a d20 and add your Melee Attack Bonus and compare this number to your target's Armor Class (AC). If your modified roll is equal to or higher than your target's AC, you hit and deal damage. If your modified roll is lower than your target's AC, you miss and deal no damage. A natural 1 (the d20 comes up a 1) is always a miss, and a natural 20 (the d20 comes up a 20) is always a hit.

Melee Attack Bonus = Character Level + Might + Relevant Miscellaneous Modifiers

Ranged Attacks

When you attack with a ranged weapon, you roll a d20 and add your Ranged Attack Bonus and compare this number to your target's Armor Class (AC). If your modified roll is equal to or higher than your target's AC, you hit and deal damage. If your modified roll is lower than your target's AC, you miss and deal no damage. A natural 1 (the d20 comes up a 1) is always a miss, and a natural 20 (the d20 comes up a 20) is always a hit.

Ranged Attack Bonus = Character Level + Agility + Relevant Miscellaneous Modifiers

Magic Attacks

Certain spells and abilities require you to make a Magic Attack roll. To make a Magic Attack roll, roll a d20 and add your Magic Attack Bonus. The number that this roll is compared to varies depending on what you are trying to do. When comparing a Magic Attack roll to a target's Armor Class, do not count that target's armor, shield, or natural armor bonuses to AC. When making a Magic attack vs. a target's AC, a natural 1 (the d20 comes up a 1) is always a miss, and a natural 20 (the d20 comes up a 20) is always a hit.

Magic Attack Bonus = Caster Level + Casting Attribute + Relevant Miscellaneous Modifiers

Full Attacks

You may use a full action to make a full attack if your total attack bonus is high enough. If your

total Melee or Ranged Attack bonus is +6 or higher, you may make a second attack at a -5 penalty. If your total Melee or Ranged Attack bonus is +11 or higher, you may make a third attack at a -10 penalty. If your total Melee or Ranged Attack bonus is +16 or higher, you may make a fourth attack at a -15 penalty. This pattern continues indefinitely. If a character is wielding a weapon in each hand, and gets multiple attacks in a round, he may use the weapons interchangeably at no penalty.

Damage

When you attack a target and hit, roll the appropriate damage die/dice and add any relevant modifiers. Your target's hit points are reduced by this amount. The modifiers for your damage roll depend on the type of attack you are making.

Melee Damage Roll = Weapon Damage + Might* + Relevant Miscellaneous Modifiers

*When using a melee weapon with two hands, (if your Might is positive) add your Might x2.

Ranged Damage Roll = Weapon Damage + Might** + Relevant Miscellaneous Modifiers

** Only include your Might in your ranged damage roll if you are using a thrown weapon or a sling.

Critical Hits

When making a melee or ranged attack, if you roll a natural 20 (the d20 comes up a 20), you score a critical hit. Critical hits deal x2 damage (roll for damage once and multiply the total by 2). Certain creatures may be immune to critical hits.

Hit Points

Hit Points (HP) are an abstract representation of how much physical punishment a character can take and keep going. Every level, a character gains 1d8 + Might Maximum Hit Points. When a character's HP total reaches 0, he falls to the ground, unconscious. When his HP total reaches -10, he dies.

Armor Class

Armor Class (AC) is a measure of how hard it is for a creature to be hit and dealt damage. The formula for determining a character's AC is shown below. Note that characters wearing heavy armor do not add a positive Agility to AC, but do add a negative Agility.

$$AC = 10 + Agility + Armor Bonus + Shield Bonus + Relevant Miscellaneous Modifiers$$

Saving Throws

Generally, when you are subject to an unusual or magical attack, you usually get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your level and an attribute. There are three types of Saving Throws: Fortitude, Reflex, and Will.

Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality and health.

$$Fortitude Save Bonus = \frac{1}{2} Character Level + Might$$

Reflex: These saves test your ability to dodge area attacks.

$$Reflex Save Bonus = \frac{1}{2} Character Level + Agility$$

Will: These saves reflect your resistance to mental influence as well as many magical effects.

$$Will Save Bonus = \frac{1}{2} Character Level + Spirit$$

Special Rules for Small Weapons

Fighters, rangers, and rogues may use their Agility instead of their Might when attacking with a small melee weapon.

The Akimbo Fighting Style

Fighters, rangers, and rogues may use a special melee combat style called the Akimbo Fighting Style. While wielding a small melee weapon in each hand, a fighter, ranger, or rogue may choose to gain one extra attack (made with the second weapon) if they take a -2 penalty to all

attack rolls that round. This attack is in addition to any attacks gained from a high attack bonus.

Special Combat Maneuvers

During combat, you can attempt to perform a number of maneuvers that can hinder or even cripple your foe. They are: bull rush, disarm, grapple, overrun, sunder, and trip. Although these maneuvers have vastly different results, they all use a similar mechanic to determine success.

Combat Maneuver Bonus: Each character and creature has a Combat Maneuver Bonus (or **CMB**) that represents its skill at performing combat maneuvers. A creature's **CMB** is determined using the following formula:

$$CMB = Character Level + Might$$

When you attempt to perform a combat maneuver, make an attack roll and add your CMB in place of your normal attack bonus. Add any bonuses you currently have on attack rolls due to spells, feats, and other effects. These bonuses must be applicable to the weapon or attack used to perform the maneuver. The DC of this maneuver is your target's Combat Maneuver Defense. Combat maneuvers are attack rolls, so you must roll for concealment and take any other penalties that would normally apply to an attack roll.

Combat Maneuver Defense: Each character and creature has a Combat Maneuver Defense (or **CMD**) that represents its ability to resist combat maneuvers. A creature's **CMD** is determined using the following formula:

$$CMD = 10 + CMB + Agility$$

Determine Success: If your attack roll equals or exceeds the CMD of the target, your maneuver is a success and has the listed effect. Some maneuvers, such as bull rush, have varying levels of success depending on how much your attack roll exceeds the target's CMD. Rolling a natural 20 while attempting a combat maneuver is always a success (except when attempting to

escape from bonds), while rolling a natural 1 is always a failure.

Bull Rush: A bull rush is a standard action that can be performed while a character is using another standard action to move. It attempts to push an opponent straight back without doing any harm. You can only bull rush an opponent who is no more than twice your size.

When making the attack roll, count bonuses as if you were using an unarmed strike. If your attack is successful, your target is pushed back 5'. For every 5 by which your attack exceeds your opponent's CMD you can push the target back an additional 5 feet. You can move with the target if you wish but you must have the available movement to do so. If your attack fails, your movement ends in front of the target.

Disarm: You can attempt to disarm your opponent in place of any melee attack. Attempting to disarm a foe while unarmed imposes a -4 penalty on the attack.

If your attack is successful, your target drops one item it is carrying of your choice (even if the item is wielded with two hands). If your attack exceeds the CMD of the target by 10 or more, the target drops the items it is carrying in both hands (maximum two items if the target has more than two hands). If your attack fails by 10 or more, you drop the weapon that you were using to attempt the disarm. If you successfully disarm your opponent with an unarmed strike, you may automatically pick up the item dropped.

Grapple: As a standard action, you can attempt to grapple a foe, hindering his combat options. Humanoid creatures without two free hands attempting to grapple a foe take a -4 penalty on the combat maneuver roll.

When making the attack roll, count bonuses as if you were using an unarmed strike. If successful, both you and the target are grappled. If you successfully grapple a creature that is not adjacent to you, move that creature to an adjacent open space (if no space is available, your grapple fails). Although both creatures are

grappled, you can, as the creature that initiated the grapple, release the grapple as a free action, freeing both you and the target. If you do not release the grapple, you must continue to make a check each round, as a standard action, to maintain the hold. If your target does not break the grapple, you get a +5 circumstance bonus on grapple checks made against the same target in subsequent rounds. Once you are grappling an opponent, a successful check allows you to continue grappling the foe, and also allows you to perform one of the following actions (as part of the standard action spent to maintain the grapple).

Move: You can move both yourself and your target up to half your speed. At the end of your movement, you can place your target in any square adjacent to you. If you attempt to place your foe in a hazardous location, such as in a *wall of fire* or over a pit, the target receives a free attempt to break your grapple with a +4 bonus.

Damage: You can inflict damage to your target equal to your unarmed strike, a natural attack, or an attack made with armor spikes or a small or medium weapon (so long as you can wield it in one hand).

Pin: You can pin your opponent to try to tie him up. A pinned creature loses any positive Agility to AC and takes an additional -4 penalty to AC. Despite pinning your opponent, you still only be grappled, but you lose any positive Agility to AC.

Tie Up: If you have your target pinned, otherwise restrained, or unconscious, you can use rope to tie him up. This works like a pin effect, but the DC to escape the bonds is equal to 20 + your Combat Maneuver Bonus (instead of your CMD). The ropes do not need to make a check every round to maintain the pin. If the DC to escape from these bindings is higher than 20 + the target's CMB, the target cannot escape from the bonds, even with a natural 20 on the check. If you are grappling the target (but not pinning him), you can attempt to tie him up in ropes, but doing so requires a combat maneuver check at a -10 penalty.

When You Are Grappled: If you are grappled, you can attempt to break the grapple as a standard action by making a combat maneuver check (DC equal to your opponent's CMD) or Phys + Agility check (with a DC equal to your opponent's CMD). If you succeed, you break the grapple and can act normally. Alternatively, if you succeed, you can become the grappler, grappling the other creature (meaning that the other creature cannot freely release the grapple without making a combat maneuver check, while you can). Instead of attempting to break or reverse the grapple, you can take any action that requires only one hand to perform, such as cast a spell or make an attack with a small or medium weapon against any creature within your reach, including the creature that is grappling you.

Trip: You can attempt to trip your opponent in place of a melee attack. You can only trip an opponent who is no more than twice your size. When making the attack roll, count bonuses as if you were using an unarmed strike. If your attack exceeds the target's CMD, the target is knocked prone. If your attack fails by 10 or more, you are knocked prone instead. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has. Some creatures—such as oozes, creatures without legs, and flying creatures—cannot be tripped.

Other Hazards

Falling: 1d6 damage per full 10', half damage with successful Reflex save (DC = depth fallen in feet).

Spikes: +1 point to falling damage per full 10' fallen, max +10

Poison: Fortitude save to avoid or for half, depending on poison. Effect varies with poison type.

Extreme Heat & Cold: If not wearing suitable protection, Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed check.

Example of Combat

The PCs, Atolycus, Kivon, and Jord, are moving through a dungeon. As they round a corner, the heroes see a pair of Orcs a short ways down the corridor. The Orcs, upon seeing the intruding heroes, draw their weapons.

The DM rules that neither side has surprise, so everyone makes an initiative check by rolling a d20 and adding his Agility. Atolycus rolls 9+4 for an initiative score of 13; Kivon rolls a 10+1 for a score of 11; Jord rolls an 18+1 for a score of 19; and the Orcs roll 2+0 for a score of 2. The initiative order is as follows: Jord first, Atolycus second, Kivon third, and the Orcs last.

Jord, a 1st level Wizard, spend 3 MP to cast a Sleep spell on the Orcs. Since the Orcs are 1 HD creatures, Jord can affect both. Each Orc attempts a Will Save vs. DC 15 (10 + CL 1 + 4 Intellect) to try to resist the spell. The first gets a 17 (18 – 1 Spirit), a success, but the second only get a 9, a failure. The first remains awake, while the other falls asleep.

Atolycus, a 1st level Rogue, throws a dagger at the Orc who's still awake. He makes a Ranged Attack roll and gets 12 (8 + 3 Agility + 1 Level Bonus). Since the Orc's AC is 13, Atolycus misses.

Kivon, a 1st level Fighter, declares that he want to use his Power Attack ability and charges at the Orc that's still awake. He makes a Melee Attack roll and gets 15 (11 + 3 Might + 1 Level Bonus + 1 for being a 1st level Fighter – 1 for Power Attack). Since his roll is higher than the Orc's AC, Kivon scores a hit. He rolls 1d10+6 (Bastard Sword + 3 Might +1 Fighter bonus +1 Power Attack) for damage and gets 12, enough to slay the Orc.

The remaining Orc is asleep, and therefore cannot act. Since all of the PCs' enemies are either slain or incapacitated, combat ends. The PCs decide to tie up the sleeping Orc and interrogate him when it wakes.

Conditions Summary Table

Below is a list of Conditions which a character may be subjected to while out adventuring.

Condition	Effect
Attribute Damaged	Temporarily loss of 1 or more attribute points.
Attribute Drained	Permanently loss of 1 or more attribute points.
Blinded	-2 AC, no positive Agility to AC, Move ½, -4 to Skill checks involving Might or Agility. All checks and activities that rely on vision automatically fail. Blinded characters miss all opponents 50% of the time.
Blown Away	Prone, blown 1d4x10' round, and takes 1d4/10' damage.
Confused	Roll 1d20: 1-2, attack caster; 3-4, act normally; 5-10, babble incoherently; 11-14, flee; 16-20, attack nearest creature.
Cowering	No move, -2 AC, no positive Agility to AC.
Dazed	No Move.
Dazzled	-1 attack, search/spot checks.
Dead	The character's hit points are reduced to -10.
Deafened	-4 Initiative, automatically fail skill checks where hearing is involved.
Disabled	0 HP. Action beyond a ½ move results in Stable condition.
Dying	Losing 1 HP/round until healed or dead.
Energy Drained	Character loses 1 or more levels, along with the HP's, attack bonus, etc. gained with the level.
Entangled	½ move, -2 attack rolls, casting requires DC15 + spells level check or spell lost.
Exhausted	½ move, -3 Might and Agility.
Fascinated	No actions, condition broken if attacked.
Fatigued	No run or charge, -1 Might and Agility.
Frightened	Flees, -2 all rolls.
Grappling	No positive Agility to AC vs. non-grappled attackers.
Helpless	Unable to move, at opponent's mercy, death blows possible.
Incorporeal	Harmed only by other incorporeal creatures, +1 or better magic weapons, spells, or spell-like effects.
Invisible	+2 attack rolls and no positive Agility to AC for target.
Knocked Down	Prone.
Nauseated	Move action only.
Panicked	Drop items in hand, flee, -2 all rolls.
Paralyzed/Petrified	Helpless.
Pinned	Held immobile (but not helpless) in a grapple suffering a -4 penalty to AC.
Prone	-4 attack rolls, +4 AC vs. ranged, -4 AC vs. melee.
Shaken	-2 all rolls.
Sickened	-2 all rolls.
Stable	Unconscious, no longer losing HP.
Stunned	Drops items in hand, -2 AC, no positive Agility to AC.
Turned	Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.
Unconscious	Helpless.

Chapter 7: Magic & Spells

Magic

Bards cast bard spells. A bard's caster level is his class level – 5. The maximum spell level he can cast is ½ his caster level (rounded up) up to 6th-level spells. Bards do not have their own spell list, but instead choose spells from both the Arcane and Divine spell lists. A bard chooses a total of 4 spells per spell level that he is able to cast. These decisions are not final; whenever he gains a new maximum spell level, he may “switch out” one spell for another of equal spell level. Bards cast all their spells at will, and therefore need not prepare them ahead of time. Casting a spell requires a bard to audibly speak an incantation and make specific gestures with his hands. Bucklers and light armor do not affect a bard's ability to cast spells (even if a spell is from the Arcane spell list), however, a bard is unable to cast spells if he is wearing medium or heavy armor or using a shield (other than a buckler). A bard's casting attribute is Spirit.

Clerics cast divine spells. A cleric's caster level is equal to his class level. The maximum spell level a Cleric can cast is ½ his caster level, rounded up (up to 9th-level spells). A Cleric knows all the spells of any spell level he can cast, however the GM may rule that a Cleric cannot cast any spell that is against his deity's ethos. This should be discussed ahead of time, as to avoid any sudden conflict between player and GM. Clerics cast all their spells at will, but must spend one hour each day praying in order to cast them. Casting a spell requires a cleric to audibly speak an incantation and present his holy symbol. Wearing armor or a shield does not affect a Cleric's ability to cast spells. A cleric's casting attribute is Spirit.

Wizards cast arcane spells. A wizard's caster level is equal to his class level. The maximum spell level a wizard can cast is ½ his caster level, rounded up (up to 9th-level spells). A Wizard knows all the spells of any spell level he can cast. Wizards cast all their spells at will, and therefore need not prepare them ahead of time. Casting a

spell requires a wizard to audibly speak an incantation and make specific gestures with his hands. A Wizard is unable to cast spells if he is wearing armor or a shield. A wizard's casting attribute is Intellect.

The Difficulty Class (DC) to resist a spell is 10 + Caster Level + Caster's casting attribute.

Casting any kind of spell costs Mana Points (MP). A caster's total MP = (1d8 + casting attribute) per caster level. The MP cost of casting a spell is 1 + (spell level x 2).

Spell Level	0	1	2	3	4	5	6	7	8	9
MP Cost	1	3	5	7	9	11	13	15	17	19

For each spell level, 1st through 9th, a cleric or wizard chooses one spell to be his signature spell. Signature spells cost 1 MP fewer than normal. A signature spell is chosen as soon as the caster is able to cast that level of spell and the choice is permanent. Bards cast all of their 1st through 6th level spells as signature spells.

Meta-Magics

Using Meta-Magics is a way for spell casters to add a little more variety to their repertoire. Each modifies a spell in a given way, and each doubles the casting time of the spell so modified (most spells become full round actions instead of standard actions, for example).

Also, each requires an additional expenditure of mana points, added to the standard cost of the spell at the time it is cast.

Extending a spell makes it last twice as long as it normally would. An **Extended** spell costs an additional 2MP.

Empowering a spell makes it do 50% more damage than it normally would. An **Empowered** spell costs an additional 4MP.

Widening a spell makes its area of effect twice as big as it would normally be. A **Widened** spell costs an additional 6MP.

Spells

The spells in Challenges & Champions are divided into two lists, arcane and divine and further divided by spell levels. Arcane spells are used by the Wizard Class and divine spells are used by the Cleric Class. Bards choose spells from both lists. Below are explanations of the headings for the spell lists.

Note that the spells listed below are what a wizard or cleric knows automatically upon reaching an appropriate level. This does not mean these are the only spells he may ever know. It is quite possible that he may find a scroll or tomb containing a spell not found on these lists.

Name

The first line of every spell description gives the name by which the spell is generally known.

Reversible Spells

If a spell's name is *italicized*, the spell is reversible. If a spell would normally target yourself and/or allies, heal, grant a bonus, or grant some other positive effect; the reverse instead targets an enemy/enemies, deals damage, grants a penalty, or grants a detrimental effect and vice versa.

Effect and Descriptive Text

This portion of the spell description details what the spell does and how it works. If one of the entries in the description included "see text," this is where the explanation is found. Unless otherwise stated, the term "level" in this section refers to the appropriate class level of the caster.

Range

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area would extend beyond this range, that area is wasted. Standard ranges include the following:

Personal: This spell affects only you.

Touch: You must touch a creature or object to affect it. To touch an unwilling target, make a Magic Attack roll against the target's AC. Remember that the target does not include armor, shields, or natural armor when calculating AC vs a Magic Attack. A spell requiring a Magic Attack roll that deals damage can score a critical hit just as a weapon can. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell.

Close: The spell reaches as far as 25' + 5' per 2 full caster levels.

Medium: The spell reaches as far as 100' + 10' per caster level.

Long: The spell reaches as far as 400' + 40' per caster level.

Unlimited: The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

Duration

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable the duration is rolled secretly (the caster doesn't know how long the spell will last).

Instantaneous (instant): The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to dispel magic.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action. You can't cast a spell while concentrating on another one. If you take damage while concentrating on a spell, make a Magic Attack roll vs DC = total damage taken. If you fail, you stop concentrating on the spell. Sometimes a spell lasts for a short time after you cease concentrating.

Saving Throw

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken.

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the effect.

A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

A natural 1 (the d20 comes up 1) on a saving throw is always a failure and a natural 20 (the d20 comes up 20) is always a success.

Spell Resistance

Spell Resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a Magic Attack roll (1d20 + caster level + casting attribute) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level to this caster level check.

SR: The spell resistance entry tells you whether spell resistance protects creatures from the spell.

Arcane Spells

0-Level Spells

Name	Effect	Range	Duration	Save	SR
Arcane Mark	Inscribes a personal rune (visible or invisible)	0'	Permanent	None	No
Detect Magic	Detects spells and magic items within 60' radius	Personal	Concentration (up to 1 minute/level)	None	No
Light	Object emits light in a 20' radius	Touch	10 minutes /level	None	No
Mage Hand	5-pound telekinesis	Close	Concentration	None	No
Prestidigitation	Performs minor tricks	10'	1 hour	None	No
Read Magic	Read scrolls and spell books	Personal	10 minutes /level	--	--

1st Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Burning Hands	Deals 1d4/level (max 5d4) fire damage in a 10' radius ½ circle in front of caster	10' radius ½ circle in front of caster	Instantaneous	Reflex half	Yes
Feather Fall	1 Object or creature/level within a 10' radius falls at 60'/round	Close	1 round/level	None	Yes
Mage Armor	Gives subject +4 armor bonus to AC; counts against Magic Attacks	Touch	1 hour/level	Will negates	Yes
Magic Missile	A missile deals 1d4+1 damage; +1 missile/two levels above 1st (max 5 missiles)	Medium	Instantaneous	None	Yes
Ray of Enfeeblement	Magic Attack reduces Might by 1d3 points +1 point/4 levels	Close	1 minute/level	Fortitude negates	Yes
Sleep	Puts 4 HD of creatures within a 10' radius into a comatose slumber	Medium	1 minute/level	Will negates	Yes

2nd Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Acid Arrow	Magic Attack deals 2d4 damage each round	Long	1 round +1/three levels	None	Yes
Heroic Ability	Subject gains +2 to one attribute	Touch	1 hour/level	Will negates	Yes
Hideous Laughter	Subject begins laughing and can do nothing else	Close	1d3 rounds	Will negates	Yes
Invisibility	Subject is invisible for duration or until it attacks	Touch	10 minutes /level	Will negates	Yes
Knock	Opens one locked or magically sealed door, box, or chest within a 10'/level radius	Medium	Instantaneous	None	No
Levitate	Willing subject moves up and down at your direction at 20'/round	Close or personal	10 minutes /level	None	No

3rd Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Dispel Magic	Cancels magical spells and effects (Magic Attack vs DC of each spell or effect)	Medium	Instantaneous	None	No
Fireball	Deals 1d6/level (max 10d6) fire damage in a 20' radius	Long	Instantaneous	Reflex half	Yes
Fly	Subject flies at speed of 90'	Touch	10 minutes /level	None	Yes
Haste	1 creature/level, no two of which can be more than 30' apart, gains 1 extra action and +1 on attack rolls, AC, and Reflex saves	Close	1 round/level	Fortitude negates	Yes
Lightning Bolt	Deals 1d6/level (max 10d6) electrical damage to creatures in a line	120' line from caster	Instantaneous	Reflex half	Yes
Vampiric Touch	Deals 1d6 damage/2 levels; caster gains damage as temporary HP	Touch	Instantaneous; 1 hour	None	Yes

4th Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Animate Dead	Creates 2 HD/level of undead skeletons or zombies from touched corpses	Touch	Instantaneous	None	No
Arcane Eye	Invisible floating eye moves 30'/round	Unlimited	1 minute/level	None	No
Black Tentacles	Tentacles (Might +10) grapple all within 20' radius, dealing 1d6+4 each round	Medium	1 round/level	None	No
Dimension Door	Teleports you and up to 1 touched creature/3 levels	Long and touch	Instantaneous	Will negates	Yes
Polymorph	Gives one willing subject a new form	Touch	1 minute/level	None	No
Stoneskin	Stops 10 damage/physical attack; discharged after 100 damage is stopped	Touch	10 minutes /level or until discharged	Will negates	Yes

5th Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Baleful Polymorph	Transforms subject into harmless animal	Close	Permanent	Fortitude negates	Yes
Cloudkill	20' radius cloud Kills 3 HD or less; 4-6 HD save or die; 6+ HD take 1d2 Might damage/round	Medium	1 minute/level	Fortitude - see text	Yes
Contact Other Plane	Ask 1 question/2 levels of an extra planar entity and get one-word answers	Personal	Concentration	--	--
Feeblemind	Subject's Intellect and Spirit scores drop to -5	Medium	Instantaneous	Will negates	Yes
Passwall	Breaches walls 1' thick/level	Close	1 hour/level	None	No
Teleport	Instantly transports you and up to 1 touched creature/3 levels anywhere	Touch and unlimited	Instantaneous	Will negates	Yes

6th Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Antimagic Field	Suppresses magic within a 10' radius of you	Personal	10 minutes /level	None	Yes
Chain Lightning	Deals 1d6/level damage to primary target, ½ damage to one secondary target/level (each of which must be within 30' of the primary target)	Long	Instantaneous	Reflex half	Yes
Contingency	Sets a trigger condition for another spell	Personal	1 day/level or until discharged	--	--
Disintegrate	Magic Attack deals 2d6 damage/level; if target is brought to 0 HP, it is disintegrated	Medium	Instantaneous	None	Yes
Geas	Commands any creature, binding it to a specific task	Close	1 day/level or until discharged	None	Yes
True Seeing	You see all things as they really are	Touch	1 minute/level	Will negates	Yes

7th Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Delayed Blast Fireball	Deals 1d6/level in 20' radius; can delay up to 1 round	Long	Instantaneous	Reflex half	Yes
Ethereal Jaunt	You become ethereal	Personal	1 round/level	--	--
Finger of Death	Kills one subject; successful save deals 3d6 damage + 1/level	Close	Instantaneous	Fortitude partial	Yes
Plane Shift	Up to eight linked subjects travel to another plane	Touch	Instantaneous	Will negates	Yes
Power Word Blind	Blinds a creature with 200 HP or less	Close	1d4+1 minutes	None	Yes
Spell Turning	Reflect 1d4+6 spell levels back at caster	Personal	10 minutes /level or until discharged	--	--

8th Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Clone	Duplicate awakens when original dies	0'	Instantaneous	None	No
Horrid Wilting	Deals 1d6/level damage within 30' radius	Long	Instantaneous	Fortitude half	Yes
Incendiary Cloud	20' radius cloud deals 4d6 fire damage/round	Medium	1 round/level	Reflex half	No
Irresistible Dance	Forces subject to dance	Touch	1d4+1 rounds	None	Yes
Power Word Stun	Stuns a creature with 150 HP or less	Close	2d4 rounds	None	Yes
Trap the Soul	Imprisons subject within gem	Close	Permanent or until gem is destroyed	Will negates	Yes

9th Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Etherealness	As Ethereal Jaunt plus 1 touched creature/3 levels	Touch	1 minute/level	None	Yes
Gate	Connects two planes for travel, or to summon several creatures with total HD up to your level or 1 creature with HD up to twice your level	Medium	Concentration (travel; up to 1 round /level) or Instantaneous (summoning)	None	No
Meteor Swarm	Four 2' radius spheres each explode in a 40' radius; each deals 8d6 fire damage	Long	Instantaneous	Reflex half	Yes
Power Word Kill	Kills a creature with 100 HP or less	Close	Instantaneous	None	Yes
Soul Bind	Traps newly dead soul to prevent resurrection	Close	Permanent	Will negates	No
Wail of the Banshee	Kills one creature/level within a 40' radius	Close	Instantaneous	Fortitude negates	Yes

Divine Spells

0-Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Create Water	Creates 2 gallons/level of pure water	Close	Instantaneous	None	No
Detect Poison	Detects poison in one creature or object	Close	Instantaneous	None	No
Guidance	+1 on one attack roll, saving throw, or skill check	Touch	1 minute or until discharged	Will Negates	Yes
Light	Object emits light in a 20' radius	Touch	10 minutes /level	None	No
Purify Food & Drink	Purifies 1 cu. ft./level of food or water	10'	Instantaneous	None	No
Resistance	Subject gains +1 on saving throws	Touch	1 minute	Will negates	Yes
Virtue	Subject gains 1 temporary HP	Touch	1 minute	Fortitude negates	Yes

1st Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Bless	You, and allies within range, gain +1 on attack rolls and saves against fear	50'	1 minute/level	None	Yes
Bless Water	Makes holy water	Touch	Instantaneous	None	No
Command	One subject obeys a single, one-word command	Close	1 round	Will negates	Yes
Cure Light Wounds	Cures 1d8 damage +1/level (max +5), damages undead	Touch	Instantaneous	Will half	Yes
Divine Favor	You gain +1 per 3 levels on attack and damage rolls	Personal	1 minute	--	--
Shield of Faith	Subject gains a +2 deflection bonus to AC, +1 per 6 levels	Touch	1 minute/level	Will negates	Yes

2nd Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Aid	+1 on attack rolls and saves against fear, 1d8 temporary HP +1/level (max +10)	Touch	1 minute/level	None	Yes
Cure Moderate Wounds	Cures 2d8 damage +1/level (max +10), damages undead	Touch	Instantaneous	Will half	Yes
Delay Poison	Stops poison from harming subject	Touch	1 hour/level	Fortitude negate	Yes
Gentle Repose	Preserves one corpse	Touch	1 day/level	None	No
Lesser Restoration	Dispels magical attribute penalty or repairs 1d4 attribute damage	Touch	Instantaneous	Will negates	Yes
Remove Paralysis	Frees one or more creatures from paralysis or slow effect	Close	Instantaneous	Will Negates	Yes

3rd Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Create Food & Water	Feeds three humans (or one horse)/level	Close	1 day (Food); Permanent (Water)	None	No
Cure Serious Wounds	Cures 3d8 damage +1/level (max +15), damages undead	Touch	Instantaneous	Will half	Yes
Prayer	You, and allies within 40', gain +1 bonus to attacks, weapon damage, saves, and skills, enemies gain a -1 penalty to such rolls	40'	1 round/level	None	Yes
Remove Disease	Cures all diseases affecting subject	Touch	Instantaneous	Fortitude negates	Yes
Searing Light	Magic Attack deals 1d8/two levels damage (max 5d8), or 1d6/level (max 10d6) vs undead	Medium	Instantaneous	None	Yes
Speak with Dead	Corpse answers one question/two levels	10'	1 minute/level	Will negates	No

4th Level Divine Spells

Name	Effect	Range	Duration	Save	SR
<i>Cure Critical Wounds</i>	Cures 4d8 damage +1/level (max +20), damages undead	Touch	Instantaneous	Will half	Yes
Discern Lies	Reveals deliberate falsehoods from 1 creature/level/round, no two of which can be more than 30' apart	Close	Concentration (max 1 round/level)	Will negates	No
Freedom of Movement	Subject moves normally despite impediments	Touch	10 minutes /level	Will negates	Yes
Neutralize Poison	Immunizes subject against poison, detoxifies venom in or on subject	Touch	10 minutes /level	Will negates	Yes
Restoration	As Lesser Restoration , except that it also dispels negative levels and restores one experience level to a creature who has had a level drained	Touch	Instantaneous	Will negates	Yes
Tongues	Subject can speak and understand any spoken language	Touch	10 minutes /level	Will negates	No

5th Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Atonement	Removes burden of misdeeds from subject	Touch	Instantaneous	None	Yes
Commune	Your deity answers one yes-or-no question/level at a rate of 1/round	Personal	1 round/level	--	--
Flame Strike	Divine fire deals 1d6/level damage within 10' radius, 40' high cylinder	Medium	Instantaneous	Reflex half	Yes
<i>Mass Cure Light Wounds</i>	One creature/level, no two of which can be more than 30' apart, is cured 1d8 damage +1/level (max +25), damages undead	Close	Instantaneous	Will half	Yes
Raise Dead	Restores life to willing subject, most of whose remains are present, who died up to 1 day/level ago	Touch	Instantaneous	None	Yes
True Seeing	You see all things as they really are	Touch	1 minute/level	Will negates	Yes

6th Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Banishment	Banishes one or more extraplanar creature with total 2 HD/level creatures, no two of which can be more than 30' apart	Close	Instantaneous	Will negates	Yes
Blade Barrier	Creates a wall of blades up to 20' long/ level, or a ringed wall of blades with up to 5' radius/2 levels; either form is 20' high	Medium	1 minute/level	Reflex half (or negates if cast on)	Yes
Heal	Cures 10 points/level of damage (max 150), all diseases and mental conditions, or deals damage to undead	Close	Instantaneous	Will half	Yes
Heroes' Feast	1 hour long feast for 1 creature/level cures diseases, sickness, and nausea, and grants poison and fear immunity, 1d8 temporary HP +1/two levels (maximum +10), and +1 to attack rolls and Will saves	Close	1 hour plus 12 hours; see text	None	No
Mass Cure Moderate Wounds	One creature/level, no two of which can be more than 30' apart is cured 2d8 damage +1/level (max +30), damages undead	Close	Instantaneous	Will half	Yes
Quest	Commands any creature, binding it to a specific task	Close	1 day/level or until discharged	None	Yes

7th Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Ethereal Jaunt	You become ethereal	Personal	1 round/level	--	--
Greater Restoration	As Restoration , plus restores all levels and attributes	Touch	Instantaneous	Will negates	Yes
Mass Cure Moderate Wounds	One creature/level, no two of which can be more than 30' apart is cured 3d8 damage +1/level (max +35), damages undead	Close	Instantaneous	Will half	Yes
Regenerate	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35), doesn't affect nonliving objects or creatures	Touch	Instantaneous	Fortitude negates	Yes
Repulsion	An invisible, mobile field (up to 10' radius/level) surrounds you and prevents creatures from approaching you	Personal	1 round/level	Will negates	Yes
Resurrection	As Raise Dead but requires very little remains and the subject may have been dead for up to 10 years/level	Touch	Instantaneous	None	Yes

8th Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Antimagic Field	Suppresses magic within a 10' radius of you	Personal	10 minutes /level	None	Yes
Dimensional Lock	20' radius emanation, centered on a point in space, blocks teleportation and interplanar travel	Medium	1 day/level	None	Yes
Discern Location	Reveals exact location of a creature or object; to find a creature with the spell, you must have seen the creature or have some item that once belonged to it; to find an object, you must have touched it at least once	Unlimited	Instantaneous	None	No
Fire Storm	Two 10' cubes/level are shot through with flames that deal 1d6/level (max 20d6) of fire damage	Medium	Instantaneous	Reflex half	Yes
Holy Aura	1 creature/level in a 20' radius burst centered on you gains +4 to AC, +4 to saves, immunity to possession and mental influence, and SR 25	20'	1 round/level	None	Yes
Mass Cure Moderate Wounds	One creature/level, no two of which can be more than 30' apart is cured 4d8 damage +1/level (max +40), damages undead	Close	Instantaneous	Will half	Yes

9th Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Etherealness	As Ethereal Jaunt plus 1 touched creature/3 levels	Touch	1 minute/level	None	Yes
Gate	Connects two planes for travel, or to summon several creatures with total HD up to your level or 1 creature with HD up to twice your level	Medium	Concentration (travel; up to 1 round /level) or Instantaneous (summoning)	None	No
Implosion	Kills one corporeal creature/round; cannot target the same creature twice/casting	Close	Concentration (max 4 rounds)	Fortitude negates	Yes
Mass Heal	As Heal but affects 1 or more creatures in ranges, no two of which can be more than 30' apart	Close	Instantaneous	Will half	Yes
Miracle	Requests a deity's intercession, though it may cost EL's	--	--	--	Yes
Soul Bind	Traps newly dead soul to prevent resurrection	Close	Permanent	Will negates	No

Chapter 8: GM's Section

Disease

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized below. The entries for diseases include the following information:

Name of the disease: Type, DC, incubation, damage.

Type: The disease's method of delivery (contact, inhaled, or injury).

DC: The Fortitude save DC needed to prevent infection. Make a Fortitude save after the initial infection; success means you have not been infected, failure means you have been infected and will take attribute damage after the incubation period and every day afterward until you are cured.

Incubation: The time before damage begins.

Damage: The attribute damage the character takes after incubation and each day afterward.

Cackle Fever: Inhaled, DC 16, 1 day, -1d3 Intellect.

Filth Fever: Injury, DC 12, 1d3 days, -1d2 Agility and -1d2 Agility.

Mindfire: Inhaled, DC 12, 1 day, -1d2 Intellect.

Red Ache: Injury, DC 15, 1d3 days, -1d3 Might

Shakes: Contact, DC 13, 1 day, -1d4 Agility.

Extreme Heat & Cold

If not wearing suitable protection, a character must make a Fortitude saving throw once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Falling

A falling character takes 1d6 points of damage per 10' fallen.

If the character makes a successful Reflex save vs DC = the depth fallen in feet.

In the event that the fall ends in an area laden with spikes or jagged rocks, add +1 point of

damage to falling damage per 10' fallen (max of +10).

Poison

Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way.

Several typical poisons are summarized below. The entries for poisons include the following information:

Name of the poison: Type, DC, damage, price.

Type: The poison's method of delivery (contact, ingested, inhaled, or injury).

DC: The Fortitude save DC needed to avoid the poison's damage.

Damage: Expressed as "xdx/xdx." The first number is the initial damage, taken immediately upon failing the Fortitude save against the poison. The second number is the secondary damage, taken one minute after exposure to the poison if a second Fortitude save is failed. Attribute damage is temporary unless marked with an asterisk(*), in which case the loss is permanent. Unconsciousness lasts 1d3 hours.

Price: The cost for one dose of the poison. It can usually only be obtained through less-than-reputable sources, as the possession of poisons are commonly illegal.

Arsenic: Ingested, DC 13, -1 Might/-1d4 Might, 120gp

Blue Whinnis: Injury, DC 14, -1 Might / unconsciousness, 120gp

Burnt Othur Fumes: Inhaled, DC 18, -1 Might*/-3d3 Might, 2,100gp

Deathblade: Injury, DC 20, -1d3 Might/-2d3 Might, 1,800gp

Insanity Mist: Inhaled, DC 15, -1d2 Intellect/-2d3 Intellect, 1,500gp

Nitharit: Contact, DC 13, 0/-3d3 Might, 650gp

Oil of Taggit: Ingested, DC 15, 0/ unconsciousness, 90gp

Malys Root Paste: Contact, DC 16, -1 Agility/- 2d2 Agility, 500gp

Monstrous Scorpion (tiny): Injury, DC 12, -(1d2-1) Might /-(1d2-1) Might, 50gp

Monstrous Scorpion (small): Injury, DC 12, -1 Might/-1 Might, 100gp

Monstrous Scorpion (large): Injury, DC 14, -1d2 Might/-1d2 Might, 200gp

Monstrous Scorpion (huge): Injury, DC 18, -1d3 Might/-1d3 Might, 400gp

Monstrous Spider (tiny): Injury, DC 10, -1 Might/-1 Might, 85gp

Monstrous Spider (small): Injury, DC 10, -1d2 Might/-1d2 Might, 125gp

Monstrous Spider (large): Injury, DC 13, -1d3 Might/-1d3 Might, 250gp

Monstrous Spider (huge): Injury, DC 16, -1d4 Might/-1d4 Might, 500gp

Sassone Leaf Residue: Contact, DC 16, -2d12HP/-1d4 Might, 300gp

Sleep Poison: Injury, DC 13, unconsciousness/ unconsciousness for 2d4 hours, 75gp

Snake (medium viper): Injury, DC 11, -1d3 Might/-1d3 Might, 120gp

Snake (large viper): Injury, DC 11, -1d3 Might / -1d3 Might, 120gp

Snake (huge viper): Injury, DC 14, -1d3 Might/ -1d3 Might, 250gp

Wyvern: Injury, DC 17, -2d3 Might/-2d3 Might, 3,000gp

Traps

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures.

Several typical traps of varying *Encounter Levels* are summarized below.

The entries for traps include the following information:

Type of trap: Attack (damage), Save DC, Search DC, Disable DC.

Type lists the trap used and the effect it has.

Attack shows the traps attack bonus or type of effect.

Damage shows the amount and type of damage the trap deals.

Save DC lists the Reflex save DC needed to either avoid the trap entirely, or to take only ½ the listed damage (if this is possible).

Search DC lists the DC for the Sub + Intellect check necessary to find the trap without triggering it.

Disable DC lists the DC for the Sub + Agility check necessary to disarm the trap safely. Failing this check by 10 or more triggers the trap.

EL1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search DC 20, Disable DC 20

Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20

Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18

EL2 Traps

Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for ½ damage; Search DC 26, Disable DC 26

Large Net Trap: Atk +5 (—); Save DC 14 to avoid; Search DC 20, Disable DC 25

Pit Trap: 40' deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20

EL3 Traps

Fire Trap: spell effect (1d4+3, fire); Save DC 13 for ½ damage; Search DC 27, Disable DC 27

Pit Trap: 60' deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20

Poisoned Arrow Trap: Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.

EL4 Traps

Lightning Bolt Trap: spell effect (5d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28

Spiked Pit Trap: 60' deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20

Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.

EL5 Traps

Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17

Fireball Trap: spell effect (1d4+7, fire); Save DC 16 for ½ damage; Search DC 29, Disable DC 29

Poisoned Wall Spikes: Atk +16 (1d8+4 plus poison, spikes); Search DC 17, Disable DC 21

EL6 Traps

Compacting Room Trap: walls move together (12d6, crush); Search DC 20, Disable DC 22

Lightning Bolt Trap: spell effect (10d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28

Spiked Pit Trap: 100' deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20

EL7 Traps

Black Tentacles Trap: spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29

Chain Lightning Trap: spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for ½ damage; Search DC 31, Disable DC 31

Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18

EL8 Traps

Destruction Trap: spell effect (death); Save DC 20 (Fortitude negates) for 10d6 damage; Search DC 32, Disable DC 32

Power Word Stun Trap: spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32

Well-camouflaged Pit Trap: 100' deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18

EL9 Traps

Dropping Ceiling: ceiling moves down (12d6, crush); Search DC 20, Disable DC 16

Incendiary Cloud Trap: spell effect (4d6/round for 15 rounds, fire); Save DC 22 for ½ damage; Search DC 33, Disable DC 33

Wide-mouthed Spiked Pit with Poisoned Spikes: 70' deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20

EL10 Traps

Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20

Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25

Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34

Awarding EL's

When a player character or group of player characters defeat a creature or group of creatures, they should each be awarded a number of EL's equal to the total HD of all the creatures. So if three PC's defeat three 1 HD orcs, each PC gets 3 EL's.

When a PC or group of PC's successfully disable or consciously bypass a trap, they should each be awarded the trap's assigned number of EL's. So if five PC's disable and bypass a 4EL Lightning Bolt trap, they each receive 4 EL's.

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MICROLITE 20 ELF LORDS

by Dr Bull

I have observed that there are very few role playing games for children and young adults, so I decided to make M20 Elf Lords. It's a world that captures the flavors of Harry Potter, Narnia, Brothers Grimm and The Hobbit. Please feel free to alter to your taste...

CHARACTER STATS

Strength (STR), Dexterity (DEX), and Mind (MIND). Split 5 stat bonuses between the three stats.

RACES

Dwarves have +1 STR, Elves have +1 MIND, Gnomes have +1 to DEX, Half-Elves have +1 to MIND, Halflings have +1 DEX, Humans have +1 to each skill, Pixies have -1 STR, but have wings.

SKILLS

There are 4 skills : Move, Sneak, Know and Talk. At first level, characters start with 1 rank in each skill, plus 4 ranks to distribute as they please. Skill ranks can also be spent on Words of Power (see below). Skill roll = d20 + Skill Rank + most applicable ability stat.

Fortitude Saves are STR + Level. Reflex Saves are DEX + Level. Will Saves are MIND + Level.

Hit Points = (STR x 2) + 10 + 1d6/Level. If HP reach 0, the individual is dying.

Healing = 2 + STR in Hit Points per day.

Armor Class (AC) = 10 + DEX bonus + Armor bonus.

COMBAT

Roll d20 + DEX bonus for initiative. Everyone can do one thing each turn; move, attack, cast, etc. Melee attack bonus = STR bonus + Level. Missile attack bonus = DEX bonus + Level. Magic attack bonus = MIND + Level. Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), it's a hit. Natural 20 is a critical hit, doing maximum damage. Add STR bonus to Melee damage.

MAGIC

Magic is created by speaking of two (or more) Words of Power in the Divine Tongue. Characters can spend 2 skill rank points to learn a single word of power. Spells are cast by combining an Action with a Realm and successfully making a Magical Attack. The DC for the check is dependent on the target DC of the spell. Each spell cast that day increases the DC by +2. Spells that affect inanimate objects are generally permanent. Transformations end over time. Healed damage stays healed. Every 5 (or part) points of success is equal to 1d8 effect. This can take the form of damage, healing or transformation. The effect's damage must overcome the target's hit points in order to force a transformation.

TARGET DC

Self = 10, Willing = 15, Organic Object = 20, Unwilling = 25, Inorganic Object = 30.

ACTIONS:

Augeo = Enhance, Strengthen, Heal, Enlarge, Repair, Sharpen, etc.

Infirmitas = Diminish, Weaken, Damage, Injure, Reduce, Break, Dull, etc.

Defero = Communicate with, Sense, Read, Seek, Inform, Determine, etc.

Tempero = Control, Shape, Hold, Command, Form, Direct, Dictate, etc.

REALMS:

Corpus = body - living body of sentient beings, animals, plants.

Mentis = mind - that which normally inhabits and animates a body.

Animus = spirit - the essence or soul. Animus is difficult and must be learned last.

Navitas = energy - fire, water, air, magic, electricity, etc.

Materia = matter - solid material with no mind - stone, metal, wood, leather, etc.

HAZARDS

Falling: 1d6 damage per 10', half damage on Phys + DEX save. Poison: Phys + STR save to avoid or for half, depending on poison. Extreme Heat & Cold: If not wearing suitable protection, Phys + STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

LEVEL ADVANCEMENT

After 10 encounters (facing a monster, overcoming a difficulty, solving a puzzle, etc.) the character gains a level. Each level adds: +1d6 to Hit Points, +1 to all attack rolls, +1 to all skills (2 of the 4 new skill points can be spent on a magic word, if desired). If the level divides by six (i.e. level 6, 12, 18, etc.) add 1 point to STR, DEX or MIND.

ANIMALS

Bear 8d8+32 (68 HP) AC 15, Claw +13 (1d8+8), Bite +8 (2d8+4)

Crocodile 7d8+28 (59 HP) AC 16, Bite +11 (2d8+12), Tail Slap +11 (1d12+12)

Hawk 1d8 (4 HP) AC 17, Claw +5 (1d4-2)

Horse 3d8+6 (19 HP) AC 13, Hoof +2 (1d4+1)

Octopus 8d8+8 (44 HP) AC 18, Tentacle +10 (1d4+5), Bite +5 (1d8+2)

Rat, Dire 1d8+1 (5 HP) AC 15, Bite +4 (1d4+ disease FORT DC 12)

Shark 3d8+3 (16 HP) AC 15, Bite +4 (1d6+1)

Snake, Boa 11d8+14 (63 hp), AC 15, Bite +13 (1d8+10), Constrict (1d8+10)

Snake, Viper 3d8+6 (19 hp), AC 15, Bite +4 (1d4 plus poison)

Spider, Giant 4d8+4 (22 HP) AC 14, Bite +4 (1d8+3 plus Poison)

Tiger 6d8+18 (45 HP) AC 14, Claw +9 (1d8+6), Bite +4 (2d6+3)

Wolf 2d8+4 (13 HP) AC 14, Bite +3 (1d6+1)

CREATURES

Basilisk 6d10+12 (45 HP) AC 16, Bite +8 (1d8+3) or Petrifying Gaze (Reflex DC 18)

Dragon 12d12+40 (120 HP) AC 21, Bite + 20 (2d6+7) or Breath (10d10, Reflex DC 24)

Elemental 4d8+12 (26 HP) AC 18, Slam +9 (1d6+1), Energy Resistance

Gargoyle 4d8+19 (37 HP) AC 16, DR 5, Claw +6 (1d6+2), Flight

Ghoul 2d12 (13 HP) AC 14, Bite +2 (1d6+1 plus ghoul fever)

Giant 12d8+48 (102 HP) AC 20, Club +16 (2d6+10) or Thrown Rock +8 (2d6+7)

Goblin 1d8+1 (5 HP) AC 15, Weapon +1

Hag 8d8+8 (44 HP) AC 20, Bite +12 (2d6+6) + 5 Magic Words of Power (MA = +11)

Hell Hound 4d8+4 (22 HP) AC 16, Bite +5 (1d8+1 plus 1d6 fire)

Hobgoblin 1d8+2 (7 HP) AC 16, Weapon +2

Nymph 6d6+6 (27 HP) AC 17, Weapon +6 or Stunning Glance (FORT DC 18)

Ogre 4d8+11 (30 HP) AC 16, Club +8 (2d8+7)
Satyr 5d8+5 (27 HP) AC 15, Gore +2 (1d6+1) or Weapon +3
Skeleton 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)
Vampire 4d12+3 (30 hp), AC 15, Bite +5 (1d6+4 plus 1d6 STR drain, DC 15 v. FORT to resist)
Were-Wolf 3d8+7 (20 HP) AC 17, DR 10/silver, Bite +5 (1d6+3)
Wraith 5d12 (32 HP) AC 15, Incorporeal Touch +5 (-1d6 STR, DC 20 v. FORT to resist)
Treant 7d8+35 (66HP) AC 20, Slam +12 (2d6+9), Animate Trees
Troll 6d8+36 (63 HP) AC 17, Claw +9 (1d6+6), Regenerate 3 HP per round
Unicorn 4d8+20 (42 HP) AC 18, Horn +11 (1d8+8), Protected from Evil

+ fantasy + horror + madness + DARK HERITAGE



DARK•HERITAGE **Microlite20 v 1.1.7**

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Author's Note and Preface

So... I claim to not be very drawn to rules and systems. But, I've tinkered with a ton of them to represent the DARK•HERITAGE setting over the last few years, including heavily house-ruled d20 D&D, *d20 Modern*, Pathfinder, DARK•HERITAGE HACK (based on Old School Hack), and my so-called Anti-d20 system that was a kind of hybrid of Savage Worlds lite plus The Window. All of this, of course, makes my claim about system indifference seem kind of phony.

But I will point out that mostly I like using d20 style games, because they're so easy, familiar, and there's so much material in print for them that it makes it easy to grab whatever I need and have it available without having to go very far into house-ruling.

That said, there are some things about d20 that I never really have liked, and other things that are not a problem necessarily for me personally, but which I see commonly brought up as complaints. They are only not a problem because I happen to have gamers who accommodate my eccentricities. This is part of the reason that I'm still tempted frequently by the siren song of another system which I hope will match my tastes better than d20 which, let's face it, is really much more complicated than it ever needs to be. I'm not really a fan of the OSR style games either, because they tend to cater to an old-school taste vibe (unsurprisingly.) I could modify an OSR type game into being one that better matched both my tastes and my setting, but... I'm honestly not familiar enough with the OSR games to know which one I should bother starting with. Nor am I curious enough to find out.

But, and this is a big but (I like those, I cannot lie), that doesn't mean that I'm out of alternatives. I've kind of recently (and belatedly) discovered Microlite20, or m20, a system that dramatically streamlines the d20 rule set, *while maintaining near full compatibility with all products released for it!*

Sound too good to be true? Quite frankly, yes, it does. But I'm extremely intrigued nonetheless. And clearly it's working for someone, because there's a lot of variants of it out there, made by folks who want their m20 applied like a template to d20 type games. Quite honestly, it sounds right up my alley. This document is my first attempt at creating a fully complete and operational game using the m20 system, but optimized for play in the DARK•HERITAGE setting. And *then*, I'll want to try it out to see how well it works.

This document would be impossible without the work of the writers of the d20 game, as presented in the System Reference Document (SRD) and the brave businessmen who agreed to apply the Open Source concept to the rules of a roleplaying game. It also is indebted to various other fans and designers who have modified those rules over time, also in the open source space, especially those who have played within the m20 subset of open game rules. While no one has created a game that really fits my needs exactly (hence my writing of this document) there is very little here that is truly scratch-built by me; rather, I've "kit-bashed" existing elements from numerous other games or versions of games, cherry-picking the options that work for my setting, and putting them all together in a new combination.

Introduction

m20 DARK•HERITAGE is a fully complete roleplaying game, ready for you (and a few of your friends or family members) to sit down and play, that is fully compatible with the DARK•HERITAGE fantasy setting, a development of yours truly.

Wait, what? You may ask. What does all that mean? First off, a roleplaying game is a game that is designed to allow you to assume the role of a fictional character, and then, along with an "ensemble cast" of some other characters, undertake adventures and other excitement under the direction of a director, or Game Master. The Game Master, like a director in a movie or play, is in charge of the entire production, and will provide both the environments in which you adventure, as well as many other supporting characters with whom you may interact. It's his responsibility to make sure that there is, in fact, a game to play, and interesting things to do, and to make sure the game is fun and consistent. To do this, he will use the rules presented here and ensure that they are followed (more or less) correctly. He can, of course, modify them if he feels it is necessary to achieve the feel or result that he wants, but this should never be arbitrary, and you as a player probably shouldn't ever be surprised by the fact that he's done so. While I don't favor necessarily a play style that is strict and by the book, I do favor consensus and understanding by everyone involved of what's being done and why at a basic system level. Otherwise, the chance of the game being less than ideal for the players rises dramatically.

However, that's not your responsibility unless you are the Game Master (GM) yourself. More likely, you are a player, and your responsibility is about your character, a so-called Player Character (PC). You determine what this PC does, and how he reacts to things that the GM presents you with, as well as what

other PCs in your gaming group may do. It is also your responsibility to understand the rules sufficiently that you can play your PC without being told how to, ideally—although of course, any self-respecting GM and player group is more than happy to lend a newbie a hand while he figures the game out. This shouldn't be difficult, as the rules for m20 DARK•HERITAGE are relatively brief and simple, by design.

So that's what a roleplaying game is. A fusion of collaborative storytelling, impromptu "acting" via dialogue and in-character choices that you make in behalf of your PC, using a set of rules that use funny-shaped dice and a few other tools to generate a bit of randomness to inject the game with a bit of tension, since there's always a chance that things you attempt to do will fail. Hopefully you recognize that bad things happening to *your character* are not equivalent to bad things happening to *you personally* and come to enjoy the often entertaining antics of PCs who fail dramatically and spectacularly from time to time, but who also achieve interesting and challenging goals. Roleplaying games are one of my favorite hobbies, and one on which I spend a fair bit of resources and intellectual capital.

Many players approach the game with different goals, and different aspects of the game that they enjoy the most. While it's primarily the GM's responsibility to deliver a game that is fun for all players (which means he needs to pay attention to what's working for whom and tailor the experience to fit the needs and expectations of his players) it is also incumbent on all of the players to enable a collaborative and fun experience for all. Don't hog the spotlight, don't insist things be done your way, help the GM out (he's definitely got the most difficult job of the group) and work together. Note that this doesn't mean that your PCs must always work together; sometimes conflict amongst the members of an ensemble cast makes for the most interesting episodes of a movie, TV show or novel, and the same can be true for your game. But be respectful and thoughtful of the other players, and be mature, and things will tend to go well for you and your game.

You may have heard of roleplaying games before. Most likely, if you've discovered this file, it's because you already play them and are looking for a new alternative. If not, there's a really famous fantasy roleplaying game that you've almost certainly heard of. Although I don't believe it to be a violation of the fair use doctrine of trademark law to mention it by name, it's traditional in the industry to side-step around it and avoid doing so, so I will do so as well. This game, and its rules, is heavily based on that famous game, the third (and "third and a half") edition of which was released into the open source domain via the Open Game License (or OGL), included at the end of this document. This system is sometimes called d20 because of the importance of the twenty-sided dice in playing the game. This specific document, however, is more specifically based on a variant to d20 called m20, or Microlite20, which was specifically designed to work basically like d20, but significantly less complicated in scope. This lessened complexity enables the play style that I best enjoy; a bit fast and loose, and focused on more "authorial" concerns rather than focus on rules or tactics.

You are less likely to have heard of DARK•HERITAGE, a fantasy setting of my own devising, however. DARK•HERITAGE's Hollywood pitch goes something like this: "*The Black Company* and *The Godfather* meet spaghetti westerns and *Pirates of the Caribbean*." If the initial pitch sounds intriguing enough, and the Hollywood agent says, "let's do lunch and you can tell me more about this project," then I can start getting a bit more into the details.

DARK•HERITAGE is firmly rooted in the fantasy genre, and has some of the typical fantasy conventions you'd expect, especially if you're a fan of either old school Sword & Sorcery or this newer type of dark fantasy featuring criminals and anti-heroes as protagonists. But it also has a strong vibe of supernatural horror and Yog-Sothothery—magic exists, of course, but it's never a good thing, and kindly or wise wizards are replaced with terrifying and post-human (or human, but who aspire to transcend that state) sorcerers which are thankfully quite rare. Rather than save the world quests to stop the machinations of dark lords, or restore glorious kingdoms, DARK•HERITAGE is often about the skulduggery and intrigue of amoral movers and shakers--corrupt rulers, powerful sorcerers who pull the strings from behind the scenes, organized crime, and nihilistic cultists. Or, more accurately, it's about how Joe Blow fantasy characters (player characters) get caught up in that skulduggery and intrigue, and find their lives buffeted by forces beyond their control, and their attempts to take the reins and successfully navigate through them with their lives and sanity intact. Their motives are rarely altruistic or heroic and their personalities are often cynical, pragmatic or even world-weary. They're like *noir* characters who find themselves in a dark fantasy-horror hybrid setting.

The setting is fairly wild—part Arabian Nights, part Spanish Main, part Crown of Aragon, part Old West, part Lovecraft, part *Clan of the Cave Bear*. But most DARK•HERITAGE adventures will take place in one of three places: out in the wild, that's like Cowboys & Indians type settings except with much more dangerous wildlife all over the place, or the high seas, with Barbary and Spanish Main type pirates, or deep in Spanish or Italian style picaresque cities with thieves guilds, assassins, spies and cultists roaming the streets after dark.

The elements from the previously mentioned famous fantasy game are fairly muted; magic is more Lovecraftian in nature, characters don't become powerful, god-like superheroes, or adventure for experience and profit, and the palette of character options (especially races) is a more sword & sorcery like human and mostly human yet exotic "touched by dark magic of some kind or another" variants. There are no lordly elves, dour dwarves or cozy hobbits here. Villains are like more dangerous versions of the main characters—there are no conveniently cartoon-like always evil races; no orcs, goblins or whatever. No dark lords in the traditional sense.

The setting will not really be enumerated in this document. That said, this system will work well for any setting that features swashbuckling action sprinkled with supernatural in a fantasy setting. And the setting can be further explored in my blog and on my campaign wiki, links listed at the end of this document.

What You Need to Play

You need this book, and its rules. You should have read it all the way through, especially if you're running the game. If there are changes, or "house rules", you should know them and have them with you as well, hopefully spelled out and written down (although if there aren't many and they are simple, you can probably get away without that.) You need a set of funny-shaped dice. These can usually be picked up at most game stores, or online. These dice include a twenty-sided dice, numbered 1 through 20 (and nicknamed a d20), a twelve-sided dice numbered 1 through 12 (a d12), and a d10, a d8, a d6 and a d4. If you buy a complete set, you may also have a d10 that counts by tens. Rolling the two d10s together will give you an effective d100, with a result of 00 and 0 being 100.

You'll also need a character sheet on which to write down the details of your character. One is provided at the end of this book, or you can do just fine writing them down on a piece of notebook paper, a 3x5 index card, as a text file on your smartphone, or numerous other methods. The details aren't extensive, but they are important. If you use "old-fashioned" paper, you'll probably also need a pencil or pen. You may want this anyway to take notes as the game progresses, so you can remember clues that your characters discover, and remember the names of important characters or locations that you've crossed over the course of your adventures.

And finally, you'll need some kind of tokens. Almost anything will do—poker chips, pennies, garbanzo beans, etc. Personally, I prefer plastic pirate gold coins that I picked up at a party favor store. You'll need a good stash—at the beginning of the game, only a couple per player character is sufficient, but as the game advances, you may need more than a dozen per player characters.

Other than that, at the risk of sounding hokey, you just need your imagination, and a willingness to work together and respect the rulings of the GM.

m20 DARK•HERITAGE Characters

Creating a character for an m20 game is a simple step-by-step process. Most of these steps apply to any character, although steps involving magic only involve characters who are capable of using magic, naturally. You might want to refer to the character sheet at the end of this document as you read this so you can follow along with the various elements of an m20 character as I describe them.

1. Header

First off, spell out some of the very basic details of your character at the top of the sheet. What's his name? What does he look like? How old is he? At this early stage of character creation, you probably also want to think about the concept of who your character is, much as an author coming up with a quick and dirty profile of a character he will use in a novel or screenplay. You don't have to come up with a long or detailed backstory (I certainly don't necessarily encourage it, although if you like to do that kind of thing, you certainly can) but these kinds of early thoughts should also lead you towards what the race and class choices you will make are likely to be, as well as getting you to think about how you will assign your stats.

2. Generate Stats.

"Stats" is a short-hand term for three scores that your character will have. These basic scores give a quick, simple and abstract number that quantifies some of your innate traits and capabilities. The three stats are Strength (abbreviated STR), Dexterity (DEX) and Mind (MND.) Your STR score describes how tough and strong you are physically, while your DEX score describes your reflexes, hand-eye coordination,

agility and speed. Your MND score speaks to your intelligence, wisdom, personal magnetism, and other traits that have less to do with your physical body and more to do with your presence or wits.

Stats are, by design, quite generic and abstract, and describe innate traits. Skills, on the other hand, while also fairly generic and abstract, will describe abilities that you have learned, practiced and developed. If the GM decides that there is some inherent risk in a task you have elected to do, he will have you make a "check" to see if you are successful. Most of the time, these checks will consist of rolling a d20, taking the result of that roll, adding to it your Stat bonus and your Skill bonus, and comparing the result to a target number, which by tradition is called a Difficulty Class (DC.) There will be a few exceptions, but that is basically the significance of stats in the game as you play it.

Generating the score of a stat is a little bit convoluted, but the process (and range of numbers) is traditional, and I have elected not to buck tradition here. Roll a d6 four times (4d6) or better yet, roll four of them at once if you have them. Ignore the lowest roll on the four dice. Take the remaining three scores and add them together. This will give you a number from 3 to 18. Write this number down on a piece of scrap paper. Do this again two more times. You will have three scores between 3 and 18, and the average score should be around 10-11. If your average is quite a bit lower than that (lower than about 7 or so), talk to your GM. If you're not whiney about it, he may elect to allow you to reroll them and try for a better score. Some GMs, on the other hand, feel that playing with the hand the dice deal you is part of the fun.

For these scores, higher is better. Assign the scores to your stats as you see fit, to best fit the concept of your character (for example, if you envision your character as a scholarly or quick-witted fellow, put your highest score in MND—if you picture instead a big, athletic bruiser, you probably want to put your highest score in STR.) Next to the box where you put the score is a box for your modifier, or mod. The mod associated with each score is determined by taking your score minus 10, and then dividing the result by 2 and dropping the half (if any.) This means that you should be able to convert your scores, which range from 3 to 18, to mods which range from -4 to +4. The mod is the number that you actually use to make a check, as described above, not the score. The score itself is *mostly* superfluous, but as I said, it's traditional.

In some cases, your stats can take damage from certain attacks or conditions (such as poison, disease, or certain attacks.) If this happens, your stat *score* is reduced by the amount of the attack, and your stat *modifier* is updated to reflect the new score. Stat damage will heal and return to normal at a rate of 2 points of damage removed for every overnight rest taken. If, for example, a character takes 3 points of STR damage after being slipped a poison, one night of overnight rest will restore 2 points to his score, and his modifier will be updated as such. He will have to operate the entirety of the next day with a lingering -1 penalty to his score, but a second night of rest will restore the last point of damage and his STR score will be back to normal on the second day.

If your STR score ever falls to 0, your character dies. If your DEX score ever falls to 0, your character is completely immobile and cannot move at all. If your MND score ever falls to 0, then your character also dies.

3. Pick Race.

Your race refers to a fantasy "species" to which your character belongs. You may be familiar with concepts like orcs, dwarves, elves or hobbits (in addition, of course, to human) that are somewhat common in the fantasy genre. DARK•HERITAGE does not use any of those (except human.) Every race (including human) is at once both a roleplaying hook as well as a mechanical one, since each race will modify some of the other scores on your character sheet, or give you a special ability or two that you can use in game. The following races belong in the DARK•HERITAGE setting:

Humans are the baseline. Everyone knows what a human is, right? They also are the most common race to be found in the DARK•HERITAGE setting. Humans come in a lot of variety but from a game rules perspective, this is all transparent and cosmetic. In the DARK•HERITAGE setting, the following ethnic groups are common, and can be applied to a human character:

- *Terrasans*. Terrasans are Mediterranean types. Give these guys Spanish or Italian like names, olive skin and dark hair and you're good to go.
- *Northlanders*. Northlanders are taller, broader and fairer than the Terrasans. These guys can have Viking or Slavic names.
- *Tarushans*. These mysterious "Gypsies" hail from Tarush Noptii, the kingdom of vampires. Those who leave are often mistrusted by other folks. Hungarian names.
- *Qazmiros*. Qazmiros are from the nation of al-Qazmir, these guys are subjects of the conquering jann, but they often wear their yokes pretty lightly. Arabic or Persian names, *Arabian Nights* like culture.

- *Drylanders*. Either tribesmen or city-dwellers, these are the humans who live in the remnants of the Baal Hamazi Empire. Ascendant after centuries of domination by the hamazin, they are often fierce and proud. Give them ancient Egyptian, Babylonian or Sumerian names, or "Barsoom"-like names.

- *Kurushi*. From the very southwest area of the setting map, these militant, expansionist peoples have a khaganate that would be poised to take over the world... if it weren't a bit out of the way, that is. Tall, rangy, with dark hair, tanned skin, and modest epicanthic folds framing shockingly pale eyes, the Kurushi have names that sound a little bit Japanese, a little bit American Indian.

Humans all gain a +1 to all skill points as a racial ability.

Kemlings, (including hamazin) are human-like, but have, deep in their in their ancestry, some kind of fiendish progenitor. Others are exposed to infernal magic and can become kemlings as such, as well as their descendants. Kemlings come in a variety of forms, most of them are subtly daemonic humanoids. The hamazin are a specific variety of kemling who ruled the Empire of Baal Hamazi. The empire is in decline (some say it has ended) as the various city-states that formerly made it up are all wrangling for influence and control. Is it the end of the Empire, or just a period of inter-dynastic chaos? Who can say? One of the effects of the chaos is that the drylander humans, who made up an oppressed underclass, are ascendant, while the hamazin are wary. Many, in fact, are now expatriates, having fled their homeland for more secure environments elsewhere.

Hamazin have skin color ranging from obsidian black to sooty gray, with dark hair and golden yellow eyes. Small horns adorn their heads—the classic pattern being 4-inch horns making a circle like a crown, but other patterns are common as well. Think of a combination (visually, at least) of Darth Maul and Nightcrawler, and you're on the right track.

Kemlings, including hamazin, gain a +1 to DEX and Night Vision as racial abilities. Night Vision allows the character to see as well in darkness as in regular light, except in absolute darkness as in a cave or the radius of a spell of absolute darkness. There isn't a range increment beyond which it works, but in reality, you can't make out details far away as easily with night vision as you can with normal vision. Think of it as the same kind of green night vision technology used by the military; except they can do it naturally and biologically at any time.

The *jann* are like kemlings in many ways, but their antecedents are not fiendish but rather are ifrit from the fabled City of Brass (or at least, so they claim. There actually is a movement among some academics that sees them as just another variety of kemling.) The jann themselves came from far across the ocean, blown off course many generations ago. Nobody has repeated the feat of crossing the ocean (in either direction) since, but now their vigorous state, the al-Qazmir caliphate, isn't interested in re-assimilating into the big empire from which they came anyway. The jann rule with a loose yoke over native humans, who are now fairly well acculturated to the jann way of life and language. They also have expanded throughout the Mezzovian Sea region, and live in many places in significant numbers, including Porto Liure, Terrasa, and especially Sarabasca. Their numbers compared to the human population of their caliphate are low, but their profile is high.

Jann, like kemlings, gain a +1 to DEX. However, instead of night vision, they gain the Fire Strike ability, a relic of their ifrit heritage, they claim. For all of your damage rolls in *one* battle only per day, jann do an additional 1d6 fire damage, as heat from their otherworldly heritage burns their foes.

Neanderthals are, as you'd probably expect, tough, outdoorsy, shaggy humanoids with a primitive culture who live in a few isolated parts of the setting. A little bit shorter (on average) than humans, but much more robustly built and stronger, Neanderthals interact rarely with the other races, but some do serve as scouts, mercenaries and hirelings for those who need to travel overland, and they also engage in territorial conflict with Kurushi praetorians from time to time. Others live in forests nearer to Terrasa, and some even live in ghettos in Terrasan cities. These urban Neanderthals are viewed as savage and uncouth by their neighbors, but this is nothing compared to their wild brethren, who are effectively obligate carnivores, and who think nothing of hunting and eating regular humans if they come across them. Because of this, many of the forests where they still hold forth are places of very ill-repute, and it is considered dangerous to the point of suicidal to travel therein. Although Neanderthals are, of course, the same as Neanderthals from our world, the label Neanderthal is based on the geography of our world; their first remains having been discovered in the Neander Thal, or Neander river valley. Most commonly, these creatures are referred to as woses (or wood-woses), sasquatches, man-apes, wildmen or wildlings.

Neanderthals gain a +4 to their STR stat and -2 to their MND stat. They also gain as well as a +1 to their Survival skill, and -1 to their Communication skill.

Nephilim are the last race to be discussed here. The word nephilim is both plural and singular. Nephilim have no homeland of their own, since they are so rare. They are the descendants of humans, mixed in with the DNA of fallen angels. They tend to be physically very beautiful—well-formed and even

majestic, with bronzed skin, silver-white hair, and silver-chrome eyes. Their undeniable charisma, presence, and often their eloquent wit and sharp minds mean that nephilim characters gain a +2 to their MND stat.

4. Pick Class.

There are four classes in the DARK•HERITAGE campaign setting. Classes represent a character's profession, if you will. They are adventuring archetypes that are iconic, yet flexible enough to enable a wide variety of interpretations. In some games, you can "multi-class"—that is, take abilities from more than one class per character. In m20, on the other hand, the class benefits are not so great that that is necessary, and any character can be competent across multiple activities, making the need for multiclassing obsolete. Class benefits are relatively modest, and apply immediately at character creation, but do not lock your character into an archetypical strait-jacket from which they cannot evolve or develop as the game unfolds. The four classes are Fighter, Rogue, Outdoorsman and Sorcerer.

- **Fighter:** Can wear any type of armor, and can use any weapon or shield, by training. Fighters add +3 to their Athletics skill, and +1 to all Attack and Damage rolls. This increases to +2 at 5th level, +3 at 10th level.
- **Rogue:** Can wear light armor and use light, medium, or ranged weapons. Rogues add +3 to their Subterfuge skill, and can (usually) make a Sneak Attack by making a successful Subterfuge + DEX roll to add their Subterfuge bonus to their attack and damage at the beginning of a combat. This can only be done when the opponent is unaware of the location of the rogue, and the DC is usually the result of an Awareness + MND check by the opponent. If the rogue is clearly seen before a combat starts, this will obviously be problematic, and the rogue will have to attempt to hide or something and then re-sneak up on the combat to use this ability.
- **Outdoorsman:** Many folks in the DARK•HERITAGE setting make their living in the wilderness. Outdoorsmen can wear light or medium armor and use light, medium, or ranged weapons. An outdoorsman gains +3 to his Survival skill, and gains a +1 to hit with ranged weapons. They can also gain an animal companion of HD 1 or less. At 4th level, they can upgrade this to an animal companion of HD 2 or less, at 8th level to HD 3. (For an explanation of HD, see below in the **Monsters** section of this document.) This animal is not just an extension of the character, and although you can usually tell it to do what you want, occasionally the GM will intercede if you're attempting to have the animal do something unreasonable. Note that this doesn't mean that animals can't display loyalty, including risking their lives for their master.
- **Expert:** Can wear light armor and use light, medium, or ranged weapons. Experts get one Affinity and +3 to their Knowledge skill. An affinity is a broad area of expertise, and any task (subject to GM approval) that falls under the heading of this affinity can be re-rolled if it fails the first time. A number of sample Affinities is listed here: Healing, Craftsmanship, Ride, Investigation, Nobility, Deception, Stealth, Sorcery, Wilderness Survival, Acrobatics. Others could be devised too, but this list already runs the risk of being a bit too specialized—I wouldn't recommend it. At 3rd level, Experts gain another Affinity, and then again at 6th and 9th. Normally, an Expert would take a new Affinity, but if for some reason a player wants to take the same Affinity again (thus giving himself a *second* chance to reroll it) then there's no reason not to let him. He's sacrificing the ability to be more flexible to increase his chance of being successful on something that's obviously very important to him. You will notice that there is no Combat Affinity. You can never use an Affinity to reroll an attack or damage roll. This is true even for spell attack and damage rolls and the Sorcery Affinity. It can be used to reroll the checks to save against Sanity loss (MND damage), or any number of other rolls, but not magical attack or damage rolls. Affinities also can only be used to reroll rolls that the Expert character with the Affinity makes. They cannot be used to force rerolls that another character or the GM makes that affect the character with the affinity.

Note that there is no requirement that all characters be from different classes, or that the group of characters overall form a "balanced party" with at least one of each type of character. It is the GM's responsibility to provide a game that is appropriate for the characters he gets, not one that passively-aggressively penalizes the players for using their inviolable right to control their own characters, or define them (within the constraints of the setting and theme of the game) as they wish.

5. Calculate hit points.

Your maximum hit point score for all characters, regardless of class, is generated by using the STR score (not modifier) plus 1d6 for every level (including first.) The d6 may be rolled twice, and the best result used, discarding the poorer result (nobody likes being stuck with a crooked roll, but if you get a crooked roll twice, the dice have clearly spoken their will.) Hit points indicate how much damage a character can take before being too injured to continue. Your maximum hit points, when uninjured, can never be surpassed, except possibly under the influence of a magical effect (which will usually be temporary.) However, when injured, you will lose hit points. If, for example, your character is hit by a duelist against whom he is fighting and takes 7 points of damage, your current hit points will be reduced to 7 below maximum.

Characters who, for whatever reason, reach 0 hit points or lower, collapse into unconsciousness and shock, and are at risk of dying. Every round his hit point total drops by one. On reaching -10, the character must succeed on a check of his STR + character level, DC 20 *every round* or die. Naturally, it behooves the rest of the group to "stabilize" the character before he is at risk of dying, while he is still unconscious and in shock. Another character can attempt to administer quick and dirty first aid by taking a round, while adjacent to wounded character, and making a MND + Knowledge check, DC 15. This represents very minimal bandaging or other first aid, and will halt the countdown of rounds until a check vs. death is required, the character will be stabilized, and will no longer be at risk of near-term death (unless, of course, he takes *more* damage while unconscious and starts the process over again) but the character will not at this point regain any lost hit points, and he remains unconscious.

When not in combat or other stressful environment, a character can attempt more deliberate medical treatment, or surgical treatment. The character attempting to heal another one makes a MND + Knowledge check (DC 15) and if successful, heals 1d6 + 5 hit points instantly. *NOTE:* This can only be done *once*. You can't perform back to back surgeries and expect to be restored to full hit points instantly. It can be done again if the character takes *new* damage, but otherwise, any remaining missing hit points must be recovered naturally. Natural healing is accomplished by bed rest. While undergoing a full night's rest, characters recover hit points at a rate of their level x 2 every night. If they cannot take the time to completely heal naturally, they can still regain hit points every night, but must operate at less than full hit points during the day until they are able to recover all of their hit points via multiple nights' rest.

In reality, nobody likes to sit around recovering from an injury in what is supposed to be an action-packed and exciting game (my biggest pet peeve with the novel and movie of *Ivanhoe* is that he's lying around hurt for at least half the book, maybe more), so borrowing a convention from action movies everywhere, characters heal much more quickly and thoroughly than in real life, so as to avoid excessive down time.

6. Skills.

Skills are trained or learned specialties, less broad than stats, but still fairly generic. As stated earlier, most tasks that a character will undertake are done by combining the stat bonus that is most applicable and the skill bonus that is most applicable, adding that total to the result of a d20 roll, and comparing it to a target difficulty class (DC). If you match or beat the DC, you are successful, if you do not, you fail the check and the results are determined by the GM. A standard difficulty task has a target of 15, while a more difficult task can be 20, 25 or even higher. There is no "system" for determining DCs, the GM makes one up that he feels is appropriate for the task at hand, accounting for any conditions or factors that might make it easier or more difficult (for example, poor visibility, poor footing, etc.)

In some situations, rather than applying a skill, a level check might be made. In this case, the bonus that you apply is simply the character level. This is done in somewhat unusual situations in which none of the five skills really apply, but generic experience should provide some kind of bonus (a good example is resisting the effects of a magic spell, which is usually a MND + level check.)

Which skill applies in all given situations is impossible to determine in a brief rulebook, so GM interpretation will feature heavily. The five skills are as follows:

- *Athletics* – the ability of the character to perform physical feats, such as running, throwing something, maintaining balance, etc. Most often combined with either STR or DEX in task resolution, depending on which is more applicable.
- *Communication* – the ability of the character to interact with other non-player characters (NPCs) successfully. This could involve giving a rousing speech or debate, the use of diplomacy to

convince someone to give you what you want, or the ability to write a revolutionary pamphlet that will inflame the passion of the populace. Usually combined with MND in task resolution.

- **Knowledge** – the ability of a character to demonstrate esoteric knowledge. This isn't necessarily conferred via formal education, but it does represent how well the character has accumulated facts, techniques and details about the world around him, and how well the character is able to *retain* this information and access it when needed. Usually combined with MND to accomplish a variety of non-physical tasks.
- **Subterfuge** – the ability of the character to operate without another NPC or monster being aware of them and their intentions. While this includes sneaking around quietly (Subterfuge + DEX) it can also include a variety of Subterfuge + MND checks to do things like create a forgery or disguise. A Subterfuge + MND check can also indicate how aware a character is, and if they are able to spot hidden details, or someone else trying to sneak up on them!
- **Survival** – the ability of the character to fend for himself in the environment. This is especially applicable in the wild, where a character may want to do things like track the spoor of something he is hunting, forage for berries and nuts (or other edible plants), build shelter and fires, cover the tracks of his own group so that they're not easily followed, or even interact successfully with potentially dangerous wildlife (i.e., intimidate a lion into not attacking, etc.) This wide variety of tasks means that Survival can be paired with any of the three stats, depending on the situation. Many of these outdoorsy tasks can also be adapted to life in urban environments, of course, as needed, in which case this same skill would still be used.

The character's skill bonus for every skill is equal to his character level + any skill bonus granted by class or race. For example, a 4th level Human fighter would have an Athletics skill of 4 (because he's 4th level) + 1 to all skills as a human racial trait, and +3 as a Fighter class trait, for a +8 total.

7. Sanity.

Sanity is a special application of the MND stat that comes into play because the DARK•HERITAGE setting is as much a horror setting as an adventuring fantasy setting. Sanity checks come into play when your characters are faced by intrusions into your mind or particularly horrible sights or revelations. Sanity also comes into effect when casting spells, since doing so is a perversion of natural law, and the human mind is ill-equipped to use magic.

If your GM requests a Sanity check, roll 1d20. If the result is greater than or equal to your current MND score, you take 1d4 points of damage to your MND score, and roll a d4 plus the amount of MND damage you took, and consult the following table:

Roll	Result
1	Going to be okay, but noticeably shaken up. No mechanical effect.
2	Affected by a -2 to all d20 rolls for 1d6 rounds.
3	Affected as if by a <i>Seeping of Kadath on the Mind</i> spell for 1d6 rounds.
4	Afflicted with hysterical laughter and/or crying. Unable to attack or cast spells for 2d4 rounds.
5	Faints out of shock for 2d6 rounds.
6+	Catatonic with despair. Cannot attack, speak, or cast spells, and must be led around by allies for 1d4 hours.

The main reason that a character would make a Sanity check involves the use of magic, although some extremely unearthly monsters or other unusual circumstances can spark a Sanity check as well.

8. Equipment.

Adventurers live and die by their equipment. Equipment comes in three categories: weapons, armor and other. Weapons and armor have specific qualities that impact the character's performance in combat. Other equipment can be used mostly in ways that are self-explanatory. Weapons and armor can only be used by members of a class that grants training in their use, i.e., a sorcerer will not be able to use heavy armor.

All equipment has a cost. For simplicity, all of the various coins of the various realms in DARK•HERITAGE are simplified to gold pieces (or gp.) Some of the equipment on the **Other** section is really cheap; in those cases you can use silver pieces (sp) or even copper pieces (cp). Each gold piece is worth

ten silver pieces, and each silver piece is worth 10 copper pieces. In terms of current US currency, that makes copper pieces equivalent to pennies, silver pieces equivalent to dimes, and gold pieces equivalent to dollars.

Weapons also have a damage type, which indicates which dice you would roll when determining damage if you hit an opponent with that weapon. Armor has a bonus to Armor Class that it confers. Other equipment has only a cost and occasionally any specific comments on its use that may be necessary to clarify how it works.

Both weapons and armor are simplified into categories, and all armor of a given category behaves identically in terms of game rules. This may be more streamlined than you are used to in other games, but I don't see the value of bogging down what is meant to be a brief document with simple rules with long equipment lists. Some examples of typical varieties of armor or weapons in each category is given, but by and large, you can use any type of weapon you can imagine, and with the buy-in of your GM, you can categorize it as you see fit. All of the game information related to it (cost, damage, etc.) will be unchanged. Some few weapons (such as daggers) can be light weapons or thrown weapons, but the cost and damage should be the same. Any thrown weapons can no longer be used in any given combat unless the character has a chance to retrieve it.

Ranged weapons also have a range listed in their description. Any distance beyond this range is considered long range, and any To Hit rolls will be assessed with a penalty of at least -2 by your GM, depending on how far away it is. Some targets are simply too far away for there to be *any* chance at hitting them, in which case, all attempts to attack automatically fail.

Although characters may find equipment, or be given equipment by patrons or friends, throughout the course of the game, mostly they have to buy what they want. Most of the items listed here are reasonably common and can be assumed that any type of town or city larger than a small farming or fishing hamlet will accommodate the entire list of equipment in some shop or specialist vendor's stall somewhere. As always, the GM may rule that in certain environments this is not the case.

In addition to whatever money a character finds throughout his career as an adventurer, all characters start with 120 + (3d6 x 5) gp with which to equip the character before the game begins. Take a moment as part of creating your character to equip him with whatever gear you feel you need to start.

Some games also feature weight and encumbrance rules. I've elected to ignore that, and assume that you are able to utilize some common sense in terms of what you are able to carry on your person at any given time. There are also no wealth per level guidelines, or anything else like that. It is not a feature of any DARK•HERITAGE game that the acquisition of vast amounts of wealth is likely to be a major goal or activity anyway.

Weapon Type

- *Unarmed* - cost is free, damage is 1d3
- *Light* (daggers, rapiers, etc.) - cost is 5 gp, damage is 1d6
- *Medium* (swords, axes, etc.) - cost is 15 gp, damage is 1d8
- *Heavy* (two-handed swords, two-handed ax, etc.) - cost is 20 gp, damage is 1d10. Cannot use shields with this size weapon, as they typically take both hands to use properly.
- *Thrown* (daggers, tomahawks, etc.) - cost is 5 gp, damage is 1d6. Range is 50 feet (no increments; it's either in range or not.)
- *Ranged* (Bow and arrows, crossbow, etc.) - cost is 40 gp, damage is 1d8. Range is 500 ft. Assume unlimited ammunition (as per most action movies!)
- *Pistol* - cost is 150 gp. Damage is 2d6, range is 100 ft. Must take an entire turn to reload after firing.
- *Rifle* - cost is 200 gp. Damage is 2d8, range is 300 ft. Must take an entire turn to reload after firing.

Armor Type

- *Light* (padded cloth, leather, etc.) - cost is 10 gp, Armor bonus to AC is +2.
- *Medium* (chainmail or breastplate) - cost is 50 gp, Armor bonus to AC is +4
- *Heavy* (full suit of plate armor) - cost is 250 gp, Armor bonus to AC is +6
- *Light shield* (buckler or wooden shield) - cost is 10 gp, Armor bonus to AC is +1
- *Heavy shield* (kite shield or fully metal shield) - cost is 15 gp, Armor bonus to AC is +2

Other

- Backpack—2 gp
- Basket—4 sp
- Barrel—2 gp
- Bedroll—1 sp
- Bell—1 gp
- Winter blanket—5 sp

- Block and tackle—5 gp
- Glass bottle—2 gp
- Bucket—5 gp
- Caltrops—1 gp
- Candle—1 cp
- Canvas (per square yard)—1 sp
- Chain (10 ft.)—30 gp
- Chalk—1 cp
- Chest—2 gp
- Clothing, artisans—1 gp
- Clothing, priest's vestments—5 gp
- Clothing, cold weather outfit—8 gp
- Clothing, courtier's outfit—30 gp
- Clothing, entertainer's outfit—3 gp
- Clothing, explorer's outfit—10 gp
- Clothing, noble's outfit—75 gp
- Clothing, peasant's outfit—1 sp
- Clothing, royal outfit—200 gp
- Clothing, scholar's outfit—5 gp
- Clothing, traveler's outfit—1 gp
- Crowboar—2 gp
- Fishhook—1 sp
- Fishing net, 25 square feet—4 gp
- Flask—3 cp
- Flint and steel—1 gp
- Grappling hook—1 gp
- Hammer—5 sp
- Ink (1 ounce vial)—8 gp
- Inkpen—1 sp
- Ladder, 10 foot—5 cp
- Lamp—1 sp
- Hooded lantern—12 gp
- Lock—40 gp
- Manacles—15 gp
- Mirror, steel hand-held—10 gp
- Parchment (sheet)—2 sp
- Miner's pick—3 gp
- Pole, 10-foot—2 sp
- Iron pot—5 sp
- Rope, 50-foot—10 gp
- Sealing wax—1 gp
- Signet ring—5 gp
- Spade or shovel—2 gp
- Spyglass—100 gp
- Tent—5 gp
- Torch—1 cp
- Waterskin—1 gp

Characters may also buy other goods and services, such as mounts, animals, hirelings, meals, stays at inns, etc. In general, these costs are either relatively ephemeral transactions (drinks, meals, stays at inns) in which case they should be fairly cheap—very rarely even as much as a single gp—or they are unusual and unique (a horse to ride, legal services, a porter to carry your stuff, etc.) in which case they should be “quoted” to you uniquely by the GM rather than spelled out here.

9. Heroism Points.

Heroism points represent a character's determination and their importance to the plans of the gods or the forces of fate (i.e., the game and the GM.) A character gets three heroism points per session to start with. Heroism points can be used to add a +10 to any d20 roll that the character makes. It can also be used as a “healing surge;” to instantly heal 2d6+2 hit points as needed.

When your Heroism points are completely spent, they are gone for the rest of game session. A character's Heroism points are restored to their starting amount at the beginning of a game session. However, the GM may (and should!) decide to give extra “reward” Heroism points to characters who do something particular exciting, interesting, harrowing, or entertaining. These points can be saved to be used later during the session, or spent immediately. Heroism points do not carry over from session to session; they must be used in the session in which they are granted, or they are lost (although the next session will give you a new evening's worth of Heroism points to spend again.)

Heroism points can be noted any way that works for you, but my preference is with counters that are returned to the GM when spent. Any type of counter will work—small paper chits, poker chips, potato chips, pennies, etc. My favorite are plastic pirate coins which I bought at a party favor store for a buck or two. They're cheap, utilitarian and yet evocative at the same time.

Combat.

Combat is the ultimate challenge in most roleplaying games. As such, the rules for it are more involved than the rules for other task resolution scenarios, which typically involve making a check of your stat modifier plus your skill bonus plus a d20 roll, which must meet or beat a target number (DC) to succeed. However, combat does follow a similar pattern. At its heart, a character makes a To Hit roll that is similar to a check, against a target number (AC) and if you meet or beat it, you have hit and may roll damage, which your target must then take. The To Hit roll is usually a STR modifier + character level + any

class modifier + the result of a d20 roll. When using a light weapon you may use your DEX modifier instead of your STR modifier if you choose. When making an attack with a ranged weapon (instead of a close-combat, melee weapon) you *must* use your DEX modifier instead of your STR modifier.

Combatants take turns in initiative order. You determine initiative order by rolling a d20 and adding the DEX modifier to that roll for all combatants. The highest result goes first, and then the second highest, and then the third, etc. until all combatants have had a chance to take a turn. With any ties, the opponent with the highest DEX modifier should go first. For simplified opponents who do not have a listed DEX score, the PC will always go first in the case of a tie. This entire cycle of every opponent taking a turn is called a combat round. In theory, a round lasts a several seconds, and the actions you take during the round are somewhat abstracted (i.e., making an attack roll does not mean one swing of the sword. It includes abstracted back and forth of blows for a few seconds, feinting and trying to find a way past the opponent's guard). On his turn, your opponent may also attempt to attack you. He will make a check vs. his To Hit score against your Armor Class (AC). Your AC is determined by adding 10 + your DEX modifier + your armor bonus + half of your level (rounded down). If, for example, you were playing a 3rd level Outdoorsman, who can use (and owns) medium armor, and had a DEX bonus of +2, your AC would be 10 + 2 (your DEX bonus) + 4 (the armor bonus for wearing medium armor) + 1 (your character level divided by two and rounded down) for a total of 17—a respectable AC that will protect you from the attacks of many opponents.

The To Hit and AC scores for your opponents are not necessarily calculated according to the same scheme as for player characters, as the game rule information for opponents is greatly simplified compared to characters.

If you successfully hit your opponent, you get to roll damage. Damage is determined by the weapon type; for example, a medium weapon does 1d8 damage. Add to this your STR modifier if it is a melee attack, or a ranged attack where your strength would have an impact (such as a thrown weapon attack) but not one in which you attack with a bow or firearm. This is how many hit points worth of damage you have done to your opponent. If your attack brings the current hit point total of your opponent to 0 or lower, then the combatant is in shock and falls unconscious (see the **Hit Points** section for further details). Combatants are not in any way incapacitated after being hit unless their hit point total is 0 or lower. If your roll on a To Hit check is a natural 20, then a successful attack is a critical hit, and automatically does double damage. Do not simply multiply your damage, double your STR modifier, and roll the damage twice (so, for example, a critical hit with a medium weapon would do 2d8 damage rather than simply 1d8.)

While there is no technical limit to what you can do in a combat round, keep in mind that it's only a few seconds long. Your GM may rule that certain combatants are far enough away that you can't reach them in a single round, or that if you're attempting too many things, that you won't be able to do them all and you'll have to cut some back. Rather than specify that you can have one or two (or whatever) actions per round and get into defining what kinds of actions you can do, we'll leave this up to GM interpretation. In many combats, if the group are all standing relatively close, it is assumed that they can move around within the combat area and still attack the foe of their choice. If opponents are specifically trying to protect another combatant (like several fighters blocking access to a sorcerer, for example) then you may have to either sneak past, or fight past any such obstacles. Other obstacles, such as terrain, bushes, fruit carts, etc. that may infringe upon your freedom of movement are similarly up to the GM to adjudicate. He may require using the task resolution system by making checks to do certain things that you attempt.

Sorcerers may wish to cast spells in combat, since that is often their best weapon. Targeting an opponent with a spell works exactly like targeting one with any other kind of attack, although the stat used is not DEX nor STR but MND. However, many spells do not require a targeted attack to be cast—this only applies for spells in which a To Hit roll is required.

Combat continues until all of the combatants on a given "side" are defeated (0 hit points or less), or they have managed to flee the combat, or one side gives up and surrenders. Position in combat is also abstracted, and there is no combat grid, or tactical positioning supported by the rules. The GM should describe the scene, including answering any questions, such that questions of positioning or tactics are clear to all participants (i.e., if you can't reach an opponent in melee because he's behind a wall of protectors, that should be apparent from positioning, so you don't attempt to attack that person with a melee weapon.) Players are also similarly encouraged to find solutions more interesting than "I attack it with my sword." Because the solutions can be anything from, "I swing in to engage the baron on a hanging chandelier," to "I splash a bucket of oil across the floor and set it alight with my torch," it is impossible and in fact undesirable to give too much proscriptive guidance on how to handle these types of situations. GM's are encouraged to use the task resolution system to determine the effects of such actions—pick the appropriate stat modifier,

pick the appropriate skill bonus, and tell the player to make a check. Make a judgment call on the effects of a success or failure, either one.

If a character, NPC or monster attempts to flee a combat, their opponent may let them, or may choose to give chase. To break away from combat and initiate a chase, first the one running away must beat an opposed Athletics + DEX check. If the one running away does not beat the result of the check of the one who is trying to prevent him from running away, he is not able to break away from the combat. If he succeeds, then he runs away, and the pursuer may choose to give chase. If he does, then both opponents make opposed Athletics + DEX checks. Terrain or other hazards may present a situational modifier to the check of one or more of the opponents. For example, if the character running away attempts to knock a pile of barrels into the path of his pursuer, that may create up to a -3 or -4 modifier to the opposed chase roll of his pursuer.

After five rounds of chasing, each combatant must make an Athletics + STR check (DC 15) or become fatigued from all that running. A fatigued character can still make opposed chase rolls, but will suffer a -5 penalty to the roll. If the character is successful on the check, he may continue the chase as normal, but will still have to roll to avoid becoming fatigued every round thereafter. Once a character is fatigued, he will remain fatigued for the remainder of the chase. If the chase ends in combat, a fatigued character will suffer a -2 to all To Hit and Damage rolls as well. The fatigued condition ends when the "action scene" is over and the character has a chance to catch his breath. Other modifiers can apply as well, determined by the GM. For example, if one character manages to mount a willing horse, he will gain a significant bonus (probably +10 or so) to his opposed check.

The chase is over when either the character fleeing manages to get away, or the character pursuing catches up to his opponent and the chase scene becomes, again, a combat scene between the two of them. Normally this will happen when one of the participants in a chase scene "wins" the opposed check by a difference of 10 or more. If the character fleeing beats the pursuer by more than 10, then he manages to break away and escape. If the pursuer, on the other hand, wins, then he has caught up to the one fleeing and the chase becomes a combat, following all of the rules of combat detailed above.

There are a few exceptions to this. If the environment allows, the one being chased might manage to duck into an alley, or into a barrel, or otherwise hide and lose his pursuer by making a Subterfuge + DEX check vs. the pursuer's Subterfuge + MND check. Again; use the Skill + stat task resolution system, interpreting the stated actions by assigning which stat and skill best apply to resolve any other attempted actions. Apply and bonuses or penalties that the situation and environment may suggest. It is not meant that the rules be comprehensive in how to do this, as GM ruling and interpretation is the final arbiter in terms of how to resolve tasks.

Other Hazards.

While entering into combat with deadly weapons is clearly a hazardous endeavor to those involved, adventurers may encounter a number of other situations on a semi-regular basis that may be perilous to their health. By design, this m20 system gives GMs tools with which to make rulings as he best sees fit, but here's a few examples:

- Falling : A character takes 1d6 damage per 10 feet fallen. This can be reduced to half damage with an Athletics + DEX check with a DC equal to the height fallen in feet.
- Spikes : Add +1 point to falling damage per 10 feet fallen, max +10.
- Poison : Make a character level + STR check to avoid or for half, depending on poison. A DC of 15 is a standard poison, while a more potent one may 20, 25, or even more. The effect of the poison varies with poison type. Most do either regular damage (i.e., they attack your hit points as if it was a successful attack) or they attack one of your stat scores. A mild poison that leaves you feeling sick and woozy might do 1d4 STR damage, for instance, while a much more dangerous poison might do 3d8 points of damage.
- Extreme Heat & Cold : If not wearing suitable protection, make a character level + STR check once every 10 minutes of exposure to extreme temperature (DC 15, +1 per previous check), taking 1d6 damage on each failed save. This applies to weather—if you are hit by a fireball, for instance, you will burn no matter what.

Level Advancement.

Characters normally start at 1st^t level, but they may not at the GM's discretion, and in any case, one hopes that characters who survive their adventures get better at having them after a time. One of the fun things about playing after a time is improving your character, which due to legacy and tradition issues is

done through levels. Gaining a level, or leveling up happens at the GM's discretion, based on the pace that he wants the game to have. Personally, I prefer a pace of about 1 level for every 8-10 play sessions.

Each level adds the following to a character: 1) The maximum hit points of the character increases by 1d6. Feel free to roll this number twice and discard the lowest number, as described during character creation. 2) +1 to all To Hit rolls. 3) +1 to all Skill modifiers. In addition, if the level divides by three (i.e. level 3, 6, 9) add 1 point to STR, DEX or MND. Don't forget, if you play a Fighter, you gain +1 to their attack and damage rolls at levels 5 and 10. Experts gain new Affinities at 3rd, 6th and 9th level.

Although there's no reason why you can't go on from a mechanical perspective, this game is not meant to support levels above level 10. On average, at my pace, that's a good 80-100 play sessions or more—about as long as I can stand to run a single campaign and deal with the same character anyway.

Magic.

In DARK•HERITAGE there isn't a spellcasting class--any individual can learn to cast spells. Spells must be "discovered" by the character in order to be used, however, and are usually uncovered in ancient tomes and blasphemous texts. One side effect of this is that GMs have complete control over which spells appear in a game, because characters can't just go out and learn any spell that they want; they can only learn ones that the GM allows them to find. That said, if a player wants to learn spells, or even a specific spell, you should think long and hard about not allowing him to find it with some effort. The concept is one of "just say yes"--GMs tend to run games that players enjoy more if they get to indulge the things that they came to the table hoping to do, after all.

Casting a spell of any kind costs Hit Points, i.e. it physically tires or even damages the spellcaster. The cost is 1 + double the level of the spell being cast. A 5th level spell (the highest normal level in the game) would therefore cause 11 points of damage to the sorcerer upon casting. Casting spells is also damaging to the minds of sorcerers, since it involves breaking the fundamental laws of reality; a task for which the man of mankind is not suited. Upon successfully casting a spell, a sorcerer must also make a MND + character level check, DC 12 + the level of the spell, or take MND damage equal to the level of the spell. This MND damage heals the same as any other type of stat damage, at a rate of 2 per night of rest. Therefore, for a 5th level spell, a sorcerer would need to make a MND + character level check with a DC of 17 or take 5 points of damage to his MND score. Ouch! Keep in mind that certain spells might have secondary MND damage as well--summoning a horrifying daemon causes MND damage as normal to cast the spell, but the sight of the daemon could well be a sanity rending event in its own right.

Any time a sorcerer rolls a natural 1 on this MND damage check, they take double MND damage, and have a 50% chance of attracting the attention of 1d4 hounds of Tindalos who attack them in three rounds.

More than one sorcerer can attempt to cast a spell together, and both the hit point and MND damage cost are spread equally between the casters (although in most cases, the maximum number of sorcerers who can join together this way is three.) Sorcerers can also attempt to channel a portion of the hit point and sanity cost to a sacrifice or proxy. Up to 50% of the cost (rounded down) can be transferred this way if a sacrifice or proxy is included as an element of the ritual. This sacrifice is another character—either a player character, or a GM-run non-player character. The sacrifice makes a MND + level check, DC 15 + the spell level to resist this, although a willing sacrifice can willingly fail this saving throw. If the saving throw is successful, the sacrifice does not take any hit point or sanity damage, and it all reverts to the caster (or casters.) If the sacrifice fails, he takes 50% of both the Sanity and hit point damage and only the remainder is suffered by the caster (or casters.)

Some spells allow the "victim" to make a check to avoid or mitigate the effects of the save. Whenever this happens, the check that the spell victim must make has a DC of 10 + the spell's level + the caster's MND bonus.

The following is a list of tomes, texts, codices and books in which spells may be found. The list is not meant to be exhaustive, and you can follow the same format to create your own. To learn the spells included in such a source, a character must study the book for the length of time indicated and then succeed on MND + Knowledge check of the DC indicated. The character then takes MND (or Sanity) damage as indicated whether or not he is successful. If the check is successful, the character learns the spells that the book contains (the entries that follow give an idea of how many each book should contain) and can add the spells to his character sheet as spells that he can now cast. If the character is unsuccessful, he doesn't learn any spells and must repeat the entire process (although he still pays the Sanity cost.)

The Necronomicon. The most infamous of the blasphemous tomes available. Written by the mad Qazmيران Abdul Alhazred, this book comes in various translations of varying quality and faithfulness to the original.

- Study period: 2d10 weeks

- DC 24
- MND damage 2d6
- Contains 3d4 spells

Nameless Cults. Written by the balshatoi scholar known only by the partial name of von Junzt, this is often called "the Black Book."

- Study period: 2d8 weeks
- DC 23
- MND damage 1d10
- Contains 3d4 spells

The Book of Eibon. Claimed to have been penned by a prehistoric sorcerer from a legendary land that is unidentifiable today, the earliest verified version still available is no more than 600 years old now. This book was never printed, so only hand-copied versions are known.

- Study period: 1d12+1 weeks
- DC 22
- MND damage 2d6
- Contains 2d6 spells

Cultes des Ghoules. Written by the notorious Comte d'Erlette, who was burned at the stake as a heretic in Terrasa, this foul manuscript survives in a few moldy copies here and there, although possession of it is highly illegal.

- Study period: 1d8+2 weeks
- DC 22
- MND damage 2d4
- Contains 1d8 spells

The Eltdown Shards. A questionable translation of mysterious heiroglyphs found on clay fragments near the small town of Eltdown on the borders of Tarush Noptii.

- Study period: 1d8 weeks
- DC 21
- MND damage 2d4
- Contains 1d6 spells

Pnakotic Manuscripts. Also known as the *Book of the Black Prince*, this volume was transcribed by a scholar from Razina named Heironim Castellata. Along with an entire expeditionary group funded by the Academy, he went from Pnakot into the Forbidden Lands. Seven years later, he returned alone and delirious to Pnakot, clutching the book to his chest, written in his own blood. He died shortly after under mysterious circumstances. The Shazada of Pnakot ordered everyone (besides himself) who heard Castellata's last words put to death to ensure they would never plague future generations, yet somehow copies of his book were smuggled out of Pnakot to plague the lands around them for centuries. Only a few copies are rumored to exist still.

- Study period: 2d6 weeks
- DC 23
- MND damage 2d6
- Contains 2d4+1 spells

The following is the list of spells available to sorcerers, sorted by spell level. R: is for the range of the spell and D: is duration. The ranges are quite specific, and lacking detailed combat grids and tactical positioning, they may be much more specific than you need, but they do serve to give a good idea of what to expect the spell to do when viewed through the lens of GM interpretation.

Spells that are in play can be dispelled by a sorcerer by making a MND + level check with a DC of 10 + twice the spell level.

1st Level

Peal of Clanging Woe: Sounds a mental or audible alarm (caster's choice) each time a creature enters the warded area (about the size of a standard bedroom in a house) without speaking the password (set at casting). R: 60 feet. D: 2 hours/caster level.

Cackling Breath of Moloch: A fan of flame shoots from caster's hands, doing 1 hp/caster level damage to all hit. R: 3 feet. D: instant but effects permanent.

Mind Grab of Shaggai: Puts one living humanoid totally under your influence, although it does 1d4 point of MND damage to both the caster and the victim each hour. R: 120 feet. D: until dispelled or the caster releases the spell.

Eye of the Mi-Go: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Cushion of the Shantaks: Target creature or object falls slowly and takes no damage from landing. R: 60 feet. D: 1 minute/caster level.

Banishment of Passing: Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.

Sickly Illumination of Tuma: Embues an object with illumination that lights a circle with about the same radius and brightness as a lantern. R: 120 feet. D: 1 hour+10 min/caster level.

Withering Blast of the Lliogor: Creates a magical attack which automatically hits its target for 1d6+1 damage. R: 150 feet. D: instant.

Voice of the Ghost: Caster points to any creature in range and whispers a short message that the creature (and only that creature) will hear. R: 60 feet + 10/caster level. D: 20 seconds.

Strength of the Gug: One target per caster level instantly recovers 20% of their Hit Points. No effect on targets in combat or other heavy activity. This spell can only affect a specific target once per day. R: touch. D: instant but effects permanent.

Cryptic Circle of Itrito: +2 to AC and checks against mind control, keeps out elementals and enchanted monsters. R: shell around caster. D: 1 hour.

Understanding of Cadazzo: Read any written language. R: touch. D: 1 or 2 readings.

Benevolence of Timar: Repairs a broken or torn small object. It does not restore expended or lost magic. R: 30 feet. D: instant but effects permanent.

Shield of the Angels: Improves caster's armor class by +4 versus thrown weapon attacks and to +2 versus melee attacks. R: caster. D: 20 minutes.

Dormius Major: Puts 4d6 minion or guard type beings into magical slumber. Creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's discretion.

Binding of the Poltergeist: Summons an invisible spirit that obeys the caster and is able to perform simple tasks and exert light amounts of force. It cannot attack and is ineffective beyond 30 feet from caster. R: caster. D: 1 hour + 10 minutes/caster level.

False Voice of the Wisp: allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes.

2nd Level

Light of Kuranos: Like the *sickly illumination of Tuma* spell, but it lasts until dispelled or cancelled. R: 120 feet. D: permanent.

Blight of Alhazred: Magical absolute darkness which even blocks the night vision of kemlings. R: 120 feet. D: 1 hour.

Vision of the Tcho-tcho: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

Stealth of Selvans: Subject is invisible until spell broken by caster, some outside force, or until subject attacks. R: 240 feet.

Glance of Yog-Sothoth: Unlocks/unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant.

Movement of the Byakhee: Caster floats up and down as he desires. Speed: 6 feet/minute. R: 20 feet up/down per level. D: 10 minute/caster level.

Unerring Vision of Istaria: Senses direction toward an object (specific or generic type) D: level minutes. R: 60 + 10/caster level feet.

Voice of Vencança: Mouth appears on a target object and delivers a message of up to 30 words when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.

Phantasmal Mirage of Gaziyat: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.

Burning Effects of the Witch: Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.

Withering From the Haunter: Target is temporarily weakened, and will lose 1d4 from his To Hit and Damage rolls. The target also feels weak and dizzy. R: 10 feet. D: 1 minute/caster level.

Hayaz's Rupturing: Causes one normal item (up to 10 pounds/caster level) to shatter into pieces. R: 60 feet. D: instant but effects permanent.

Grip of the Bloodspawned: Allows the character to cling walls and ceilings and move across them as easily as he can walk. R: touch. D: 1 minute/caster level.

Breath of Cthulhu: Creatures within 20 foot cloud must succeed on a STR + level check or be unable to act for 1d4+1 minutes. Those unaffected must save every round they are within cloud. R: 60 feet. D: 1 minute/caster level.

Power of the Gug's Arms: Adds 1d6+1 to a single character's STR temporarily. Maximum Strength is 21. R: touch D: 8 hours.

Arachnidan detritus: Sticky webs fill a 10x10x20 foot area. Burning through the webs takes 6+1d4 minutes. Large creatures push through in 14+1d6 minutes. Human-sized creatures take 20+3d6 minutes. R: 30 feet. D: 8 hours.

Invocation of the Dweller in the Gate: Locks a door magically. Permanent until dispelled. The *knock* spell opens without dispelling. The caster can pass through without lifting spell, and the door can still be broken open. R: 10 feet.

3rd Level

Perception of the Yith: See and hear events at a distance for 2 hours. R: 60 feet.

Vaktu's Unraveling: Cancels magic effects and spells. (MND + Knowledge vs. the spell's DC for success) Duration: instant but effects permanent for spells or 10 minutes/caster level for items. Range: 120 feet.

Moloch's Word: Deals 1d6 + character level damage when read. D: instantaneous. R: touch

Breath of the Ancient Star: All subjects within a 20 foot burst take 1d6/caster level fire damage. R: 240 feet. D: instant.

Nightgaunt's Mobility: Subject can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/caster level. (GM rolls secretly.)

Tsatvii's Horror: Subject can run extraordinarily fast. When involved in any chase actions, the subject gains a +7 to the opposed rolls made. R: touch. D: 10 minutes per caster level.

Glance of the Gorgon: Paralyzes a human (or humanoid) target. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Eyes of Lucifer: See in the dark as per the kempling's night vision racial ability. R: touch. D: 1 day.

Peronte's Smite: 1d6/caster level electrical damage. R: 240 feet, bolt is 10 feet wide, 60 feet long. D: instant.

Invocation of Ahm I: Caster summons monster(s) of a combined hit die of 3 or less (i.e., one 3 HD monster, or three 1 HD monsters, etc.) who appear 10 minutes after casting. They will then serve until slain or the spell expires. D: 60 minutes.

Leaden Limbs of the Gnophkeh: Subject becomes extraordinarily slow. All subjects involved in any chase scene suffer a -5 penalty to opposed chase rolls, and may take longer to accomplish other actions as well. R: 240 feet. D: 30 minutes.

Will of the Shan: Caster makes 1-2 sentence hypnotic suggestion to a target. If the resist check is failed, the target will carry out suggestion for as long as the duration of the spell. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.

Tongue of Cadazzo: Grants the target the ability to speak and understand the language of any intelligent creature. R: touch. D: 10 minutes/caster level.

Dagon's Breath: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Greater Invocation of Shaggai: Makes one monster (or NPC) of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. May attempt to resist every day or when asked to do something obviously against the being's interest. R: 60 feet.

Seeping of Kadath on the Mind: Subjects (up to 2d6 hit dice) behave oddly/cannot act effectively. Roll 1d4; on a 1, the target attacks the nearest other creature, even if it's an ally, on a 2, the target flees the scene as quickly as he is able, on a 3, the target attempts to harm himself, and on a 4, the target simply babble incoherently. R: 120 feet. D: 2 hours.

Door of Susnacco: Teleports subject a short distance (up to 360 feet). D: instant. R: 10 feet.

Blasphemous Piping of Azathoth: Creates an aura of fear around the caster that extends about 100 ft. Creatures within the aura must resist or flee in horror for 1 hour. R: as above. D: 1 hour of fear.

Summoning of Ithaqua: 30 foot cubic vortex of ice, snow, and hail appears doing 5d6 damage to all within. R: 120 feet. D: 1 minute.

Invocation of Ahm II: Caster summons monster(s) of a combined hit dice of 5 or less (i.e., one 5 HD monster, or five 1 HD monsters, etc.) who appear 10 minutes after casting. They will then serve until slain or the spell expires. D: 60 minutes.

Vaaktuka's Cancerous Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.

Curse of the Damned Ones: Change the target into the form of another being, both visually and vocally. The change is complete but does not include gaining special abilities or memories of creature. R: 60 feet. D: until dispelled.

Invocation of the Damned Ones: Change yourself into the form of another being, both visually and vocally. The change is complete but does not include gaining special abilities or memories of creature. R: self. D: until dispelled.

Hejaz's Cleansing Touch: Frees subject from a curse. R: touch. D: instant but effects permanent.

Mind-bond of Shaggai: Caster can speak mind-to-mind with any intelligent being he is in eye contact with. R: 30 feet D: 10 minutes plus 1 minute/caster level.

Moloch's Arms: Creates a wall of flame that deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through the wall deals 2d6 damage +1point/caster level. The wall lasts as long as caster concentrates on it. R: 60 feet.

Ithaqua's Arms: Creates wall of ice with 15 hp +1hp /caster level. Wall lasts as long as caster concentrates on it. R: 60 feet.

5th Level

Vaaktuka's Cancerous Swelling: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.

Command of Naggazz: Create undead skeletons or zombies under control of caster from dead bodies, 1d6 creatures/caster level. R: GM discretion. D: permanent.

Summon the Colour Out of Space: Creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice (except those not truly alive, such as elementals, undead or constructs.) 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.

Servant of Nodens: Conjures one 8 HD elemental who will serve the caster until dispelled or dismissed or the caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.

Alhazred's Folly: Lets Caster ask yes/no question of otherworldly entity, 1 question/caster level. The chance of correct answer is 8%/caster level, maximum 80%.

Mindspike of the Mi-Go: Subject's MND score drops to 1. R: 240 feet. D: until dispelled.

Sight of the Gorgon: As *glance of the Gorgon*, but any creature. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Horcrux of the Great Race: Moves caster's soul to a fixed object from which caster can try to possess others. Target may attempt to resist. R: 30 feet. D: until dispelled, the target makes his save (a new saving throw is allowed every caster level days), or the caster ends spell.

Invocation of Ahm III: Caster summons monster(s) of a combined hit dice of 7 or less (i.e., one 7 HD monster, or seven 1 HD monsters, etc.) who appear 10 minutes after casting. They will then serve until slain or the spell expires. D: 60 minutes.

Burrowing of the Dhole: Creates a human-sized passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.

The Hand of Nyarlathotep: Moves object by mental power. Up to 50 pounds/caster level. R: 120 feet. D: 1 hour.

Mind Link of the Shan: Caster forms a telepathic connection with up to one other willing intelligent being/3 caster levels. Those so linked can communicate via mental speech regardless of distance. Mental attacks on one member of the link does not affect others. R: touch. D: 1 hour/caster level.

The Gate of Yog-Sothoth: Instantly transports subject up to 100 miles/caster level. Caster must know target location exactly.

Armor of Chernavog: Creates a wall of iron in any shape. 1000 square feet (3 inches thick). R: 60 feet. D: 2 hours.

Flanks of Shug-Niggurath: Creates a wall of stone in any shape. 1000 square feet (2 inches thick). R: 60 feet. D: until destroyed or dispelled.

Ritual Only spells

Ritual spells do not have a normal level, although for purposes of figuring MND damage and DC, they are effectively 7th level spells. Ritual spells cannot be cast during combat, as their casting time is measured in hours (however long the GM needs.) They are usually cast in groups, and often with a sacrifice to absorb MND and physical damage from casting the spell.

Invocation of Kadashman: Summons a powerful outsider or servitor from Outside of existence. The spell provides no protection against the summoned creature, so the magic user should use other spells or items of protection. As the summoned creature is not forced to aid or obey the caster, that is a matter of negotiations and threats between the caster and the fiend. R: 10 feet. D: variable.

Flesh of Shimut: This spell allows a piece of flesh, taken from a living person, to grow into an exact duplicate of the person at the time the flesh was removed. If a clone is created while its parent creature still lives, the clone will seek to kill its original if it becomes aware of his existence.

Amrruk's Fist: Caster can adjust weather. D: GM decision.

Nefererkare's Wrath: Makes one creature or non-magical object vanish, turning it to fine dust. R: 60 feet. D: permanent.

Gullet of Yog-Sothoth: Creates an opening to other dimensions or worlds that can either be used to travel through or can be used to summon a specified, tremendously powerful being from the other plane, including gods and daemon-princes. The caster must know the name of the creature he is attempting to summon, or the spell will fail. There is a 5% chance that the wrong being may be summoned, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may be extremely annoyed. R: 20 feet. D: 10 minutes.

Mennefer's Curse: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.

The Many-Angled Assassin: Summons an invisible stalker, an extra dimensional monster, under the control of the sorcerer who may give it a single mission which it will carry out until it is finished.

Kefte's Void: Makes the target immune to any form of detection by magic including *the perception of Yith* or any other form of scrying), etc. R: 10 feet. D: 1 day.

Arzana's Shaping of the Earth: Move small hills, dig ditches and moats, other surface features, etc. Land moves at 6 feet per minute. R: 240 feet. D: permanent.

Path of Dagon: Parts bodies of water up to 10 feet deep. R: 240 feet. D: 1 hour.

Denial of Azathoth's Entropy: This spell makes the effect of another spell permanent -- unless a sorcerer of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. GM discretion required: many spells should not be subject to being made permanent. R: 10 feet.

Susnacco's Secret Passage: Creates an invisible door that can only be opened by the caster. Similar to a *burrowing of the dhole* but invisible and only the caster can open the door. R: 10 feet. D: 7 uses

Change of Culsans: Spell allows any object to be turned into another object, animal, vegetable, or mineral. The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes, and mineral-to mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into a jann, or turning a wall into a pile of sand, would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. R: 240 feet. D: GM decides.

Taraam's Theft of the Soul: Restores dead person to life in a random (usually humanoid) form. R: touch. D: instant.

Huudrazai's Names: Creates a magical trap in the shape of an arcane symbol. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it.

Various different runes are known, and others may be possible:

- Symbol of Death: Deals 80 hit points of damage
- Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.
- Symbol of Fear: Casts a Fear spell.
- Symbol of Insanity: Up to 100 HD of creatures are driven insane by a curse.
- Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.
- Symbol of Stunning: 150 hit dice (HD) of creatures are completely stunned (unable to act) for 1d4 hours.

Monsters.

Monsters are any creatures that serve as opponents to the PCs (although some spells may summon them as allies on occasion.) Monsters have a very limited of information provided in terms of game data. This is deliberate to keep this section from ballooning out of control (in the famous game on which this document is loosely based, it forms an entire 300+ page book, which then spawned more than half a dozen spin-offs or sequels, not to mention tons of third party alternatives.) Rather than trying to post a "complete" list of monsters, this is a reasonably robust list, and can be expanded upon with a minimum of effort as needed. Most likely, I'll eventually add other supplemental guys to this from time to time anyway.

The following rules are also necessary to understand how to read the monster entries and use them effectively. First, all creatures have a bonus to all skills equal to their number of Hit Dice (HD), which is effectively equivalent to their level in most respects. Add stat bonuses to suit if needed and as logic dictates. Secondly, if you need a tougher version of a monster, for whatever reason, you can add more hit dice. Each additional HD adds one to their skill and combat bonuses. Thirdly, you can create your own monsters as needed as well. Assign HD (d8 for most things, d12 for dragons or undead). Attack bonus and skill level is equal to the number of hit dice. Create an AC that is sensible giving the size and toughness (or quickness) of the creature. Add stat bonuses to suit.

To read the entries, AC is Armor Class, HD is Hit Dice, AT is attacks, and S is special abilities. Undead creatures are immune to the *sleep*, *charm* and *fear* spells. All monsters that have the ability to cast spells do so without needing to make a Sanity check, and they never suffer the risk of MND damage. The effective caster level for spell DCs is equal to the monster's HD.

ANGEL: AC: 25 HD: 20d8 (100 hp) AT: 2 weapon + 20 (2d8), S: Immune to all spells less than 5th level, Cast spells up to 5th level with no risk of MND damage, teleport at will, special powers as granted by patron deity.

BOAR, WILD: AC: 12 HD: 3d8 (15 hp) AT: gore +3 (3d4) S: attacks for 2 rounds after death.

BYAKHEE: AC: 15, HD: 4d8 (20 hp) AT: Talons +4 (1d8) or Bite +4 (1d4), S: Flies, can carry medium creatures, telepathic.

DARK YOUNG OF SHUB-NIGGURATH: AC: 12, HD: 8d8 (45 hp) AT: 4 tentacles +8 (2d4) or trample +8 (4d8) S: On successful tentacle attack automatic 1d3 damage every round thereafter until either victim or Dark Young is dead.

DAEMON, BAAL-ROG: AC: 17 HD: 10d8 (40 hp) AT: sword or flaming whip +10 (2d6) S: flies, flaming (3d6 damage to all in contact), 75% that spells cast at the Baal-Rog have no effect, immune to non-silver weapons. Casts spells up to 4th level with no risk of MND damage.

DAEMON, SERVITOR: AC: 17 HD: 3d6 (12 hp) AT: claws +3 (1d6) S: regenerate 1 HP/minute.

DAEMON, SUCCUBUS: AC: 10 HD: 6d6 (24 hp) AT: claws +6 (1d6) or kiss (2d4 STR damage per round) S: immune to non-silver weapons, 70% that spells cast at the succubus have no effect, casts spells as a up to 2nd level with no MND damage risk.

DEEP ONE: AC: 14, HD: 2d8 (10 hp) AT: Spear +2 (1d8), S: Swims, Attacks that miss by 2 or less start a grapple thanks to sticky slime coating, 1 in six chance to act randomly as if under the effects of a *seeping of Kadath on the mind*, -1 to attacks in bright light.

ELEMENTAL, AIR: AC: 19 HD: 12d6 (48 hp) AT: slam +12 (2d6) S: can cause a whirlwind that makes movement impossible and carries away lighter objects, extra damage against foes in the air (1d6)

ELEMENTAL, EARTH: AC: 19 HD: 12d6 (48 hp) AT: slam +12 (2d6) S: can cause stone to disintegrate into sand at a rapid rate (2 rounds to create a hole large enough to pass through), extra damage against foes standing on the ground (1d6).

ELEMENTAL, FIRE: AC: 19 HD: 12d6 (48 hp) AT: slam +12 (2d6) S: all characters hit by fire elemental must make a DEX + Athletics check (DC 15) or be set on fire, which deals an additional 1d6 damage each round. Flammable materials can be set alight by the elemental at will on contact.

ELEMENTAL, WATER: AC: 19 HD: 12d6 (48 hp) AT: slam +12 (2d6) S: overturn boats, extra damage against swimming foes (1d6).

FURY: AC: 13 HD: 6d8 (30 hp) Attack: Sword +6 (1d6+poison) or Lasso +6, S: Flies, Knockout poison on sword causes characters to fall immediately unconscious if they fail a STR + level check (DC 13), 30% spells cast at the Fury fail, Furies can see invisible characters or objects at will, can cast up to 2nd level spells with no risk of MND damage.

GARGOYLE: AC: 14 HD: 4d6 (16 hp) AT: claws or bite +4 (1d6), horns +4 (1d6) S: fly, ignores the first 2 points of damage from all attacks.

GHOUL: AC: 13 HD: 2d6 (8 hp) AT: claws or bite +2 (1d6) S: touch paralyzes, humans wounded by ghouls are cursed if they fail a MND + level check (DC 10) and will slowly turn into ghouls themselves. This process involves taking 1 point of MND damage every day (which does not heal overnight) until they reach 0, at which point the conversion is complete. GM may provide antidote/remedy to counter this curse.

GUG: AC: 15, HD: 10d8 (50 hp) AT: 4 claws +10 (2d6) or bite +10 (1d8)

HELL HOUND: AC: 15 HD: 5d6 (20 hp) AT: bite +5 (1d6) S: breathe fire (10 HP damage)

HORSE, RIDING: AC: 12 HD: 2d6 (8 hp) AT: bite or kick +2 (1d6)

HORSE, WAR: AC: 12 HD: 3d6 (12 hp) AT: bite +3 (1d6) or kick +3 (2d6)

HOUND OF TINDALOS: AC: 15, HD: 4d8 (20 hp) AT: Tongue +4 (special), S: Teleport through time and space to any sharp angle, tongue attack causes curse that does 1d4 damage to all stats.

HUMAN, BANDIT/SOLDIER: AC: 12 HD: 1d6 (4 hp) AT: weapon +1 (1d6)

HUMAN, COMMON MAN: AC: 11 HD: 1d6-2 (2 hp) AT: weapon +0 (1d6)

HUMAN, SERGEANT-AT-ARMS: AC: 14 HD: 3d6 (12 hp) AT: weapon +3 (1d6)

HYENA: AC: 12 HD: 2d6 (8 hp) AT: bite +2 (1d6)

IFRIT: AC: 16 HD: 10d6 (40 hp) AT: slam +10 (2d6) S: flies, can turn invisible, immune to silver weapons, and can cast any fire-related spell with no risk of MND damage.

IMP: AC: 18, HD: 2d8 (10 hp) (AT: Tail sting +2 (1d4), S: flies, poison causes paralysis and loss of 1 HP per minute, can assume the form of a specific kind of vermin, can ask 3 questions of demon lords per week and receive correct answer

INVISIBLE STALKER: AC: 16 HD: 8d6 (32 hp) AT: 1 bite +8 (1d6) S: flies, invisible.

LICH: AC: 20 HD: 12d6 (48 hp) AT: touch +HD (1d6) S: undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD, can cast spells up to 5th level with no risk of MND damage.

LION: AC: 13 HD: 4d8 (20 hp) AT: bite +4 (2d6), claws +4 (2d8)

MUMMY: AC: 16 HD: 6d6 (24 hp) AT: touch +6 (1d6) S: undead immunities, hit only by silver (for half damage), spells, and fire.

NIGHTGAUNT: AC: 15, HD: 4d8 (20 hp) AT: Squeeze +4 (Special), S: Flies, tail caress while being squeezed renders most creatures helpless to react, can cast *Leaden Limbs of the Gnphkeh* spell

RAT, GIANT: AC: 12 HD: 1d6 (4 hp) AT: bite +1 (1d3) S: 25% chance of disease from bite--must succeed on DC 12 STR + level check or take 1d4 DEX damage in 1 day, and 1d4 STR damage in 2 days.

SEA SERPENT: AC: 17 HD: 15d6 (75 hp) AT: bite +15 (4d6) S: swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn. Swallowed characters, if they can deal 30 points of damage with a light weapon before dying, can escape.

SHOGGOTH: AC: 5, HD: 12d8 (60 hp) AT: Slam +12 (1d8), S: Immune to critical hits and poison, regenerate 3 HP/round, half damage from fire, cold, electricity, and bludgeoning attacks, amphibious, can imitate any creature's physical structures.

SKELETON: AC: 12 HD: 1d6 (4 hp) AT: weapon or strike +1 (1d6) S: undead immunities, only takes half damage from arrows or bullets.

SNAKE, CONSTRUCTOR: AC: 14 HD: 2d6 (8 hp) AT: constriction (1d3) S: On successful attack, automatic 1d3 damage thereafter until dead.

SNAKE, VIPER: AC: 14 HD: 1d6 (4 hp) AT: bite +1 (1hp + poison) S: Poison bite (DC 14 1d6 STR damage, in one minute another 1d6 STR damage.)

SWARM, BATS: AC: 12, HD: 4d8 (20 hp) AT: 4 bites (1d8), S: Attacks made against the swarm are made at -2 and have a 50% chance of hitting random adjacent creature, flies

SWARM, INSECTS: AC: 13, HD: 3d8 (15 hp) AT: 3 bite (1d3) (double against no armor), S: Unaffected by weapons, may or may not fly, may or may not have poison causing paralysis

SWARM, RATS: AC: 12, HD: 4d8 (20 hp) AT: 1 bite +HD (1d8), S: Attacks made against the swarm are made at -2, bite has 5% chance of causing disease (see RAT, GIANT)

VAMPIRE: AC: 17 HD: 9d6 (36 hp) AT: bite +9 (1d6) S: undead immunities, hit takes half damage from non-silver weapons, regenerate 3 hp per round, on a successful hit (MND + level to resist, DC 19) does 1d4 STR damage, gaseous form at will, shape change into bat, can hypnotize (MND + level check, DC 19), avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round, creatures reduced to 0 STR die and will rise 24 hours later as a vampire under the control of their creator.

WIGHT: AC: 14 HD: 3d6 (12 hp) AT: claw +3 (1d6) S: undead immunities, takes only half damage from non-magical or non-silver weapons, does 1d3 STR damage per hit (MND + level check to avoid, DC 14), creatures reduced to 0 STR will rise 24 hours later as a wight.

WOLF: AC: 12 HD: 2d6 (8 hp) AT: bite +2 (1d6)

WRAITH: AC: 16 HD: 4d6 (16 hp) AT: touch +4 (1d6) S: undead immunities, only hit by magic or silver weapons, arrows do a max 1 HP damage, drains 1d3 DEX on touch, creatures reduced to 0 DEX are immobile and helpless for *coup de grace* attack by wraith that kills them.

Links.

Blog: <http://darkheritage.blogspot.com/>

Wiki: <https://sites.google.com/site/fowldwimmerlaik/>

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DARK•HERITAGE

Character Sheet

NAME	
Class/level	
Race	
Sex	
Height	
Weight	
Hair color	
Eye color	
Skin color	

STATISTICS

	Score	Mod.
STR		
DEX		
MND		

Hit Points

(STR+1d6/level)

Armor Class

(10+DEX + Armor Bonus + ½ level)

Armor type: _____

SKILLS	RANK
Rank=level + class/race bonus	
Athletics	
Communication	
Knowledge	
Subterfuge	
Survival	

Melee To Hit (STR+lvl)

Ranged To Hit (DEX+lvl)

Magic To Hit (MND+lvl)

WEALTH

Gold pieces	
Silver pieces	
Copper pieces	

WEAPONS

Weapon	Damage	Range

EQUIPMENT

Items	

SPELLS

NOTES

Player Name: _____

M20 – RESIDENT EVIL by Eric Bullis

STATS

There are 3 character Statistics: Strength (STR), Dexterity (DEX) and Mind (MIND). Heroic characters get a total of 6 STAT bonuses to their Stats (normal people get 4 stat bonuses). +4 is the human maximum for any STAT. A well-rounded character would be STR 2, DEX 2, MIND 2.

SKILLS

Normal people start at 0 level and begin with 4 skill points to distribute. Player Characters start at 1st level and have 8 skill points to distribute (with a minimum of 1 in each skill). Each time a character gains a level, he or she adds 4 points to skills (with a maximum of 4 + Level in any single skill).

The 4 Skills = Physical (PHYS), Subterfuge (SUBT), Knowledge (KNOW) and Communication (COMM).

Roll d20 + SKILL + STAT or higher than the given Difficulty Class (DC) to succeed.

DC 10 = easy, DC 15 = somewhat difficult, DC 20 = difficult, DC 25 = exceedingly difficult, etc.

Climbing or Swimming	=	STR	+	PHYS
Dodging or Tumbling	=	DEX	+	PHYS
Hiding or Sneaking	=	DEX	+	SUBT
Detecting Lies or Traps	=	MIND	+	SUBT
Computer Use	=	MIND	+	COMM
Diplomacy or Bluffing	=	MIND	+	COMM

SAVING THROWS & HIT POINTS

Use STR + PHYS for FORTITUDE saves, DEX + PHYS for REFLEX saves, and MIND + Level for WILL saves.

Hit Points = (STR bonus x 2) + 10 + 1d6/Level. If HP reach 0, the character is unconscious and near death. Characters heal 2+STR in HP per day.

COMBAT

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn (run, attack, load a gun, use diplomacy, etc.) The only “free actions” are drawing a handy weapon or speaking.

Melee attack bonus	=	STR + Level
Missile attack bonus	=	DEX + Level

Add attack bonus to d20 roll. If roll is higher than opponent's Armor Class (AC), it's a hit. A natural 20 is automatically a critical doing maximum damage. If the total bonus is +6 or more a second attack can be made with a -5 penalty. Add STR bonus to melee damage. Using a Called Shot (to the head) is frequently required. Called shots suffer a -4 attack penalty.

WEAPONS

Unarmed = 1d2, Dagger = 1d4, Light Weapons = 1d6, Medium Weapons = 1d8, and Heavy Weapons = 1d10. **Firearms:** Small Caliber Pistols = 1d10, Large Caliber Pistols = 2d8, Shotguns = 3d6/2d6/1d6 (depending upon range), Rifles = 2d10, Submachine Guns = 2d8 (burst and/or auto-fire). **Burst Fire:** a burst directed at a single opponent takes a -4 penalty to hit, but success results in a doubling of damage. **Auto-fire:** an automatic weapon can spray a 10'x10' area with bullets. The attack must hit AC 15. If successful, anyone in the area must make a DEX check (DC 15) or be hit.

EXPLOSIVES

Fragmentation Grenades = 3d6 (20' radius), Dynamite = 4d6, +1d6 for each additional stick, (10' radius + 1' per additional stick), Plastic Explosive (C4) = 6d6 (15' radius), Pipe Bomb = 3d6 (15' radius).

ARMOR

Light = +2 AC, Medium = +4 AC, Heavy = +6 AC, Shield = +2 AC.

Armor Class (AC) = 10 + DEX Bonus + Armor Bonus.

HAZARDS

Falling: 1d6 damage per 10', half damage on REFLEX save. DC = depth fallen in feet.

Poison: FORTITUDE save to avoid or for half, depending on poison.

Extreme Heat & Cold: Take 1d6 damage on each failed (FORT DC 15) save, per 10 minutes.

LEVEL ADVANCEMENT

Add up the Encounter Levels (Hit Dice of Enemy or Difficulty of Encounter). When the total = 10 x character's current level, they've advanced to the next level. Reset the total to 0 after advancing. Upon gaining a level, the characters add +1d6 to Hit Points, +1 to attacks, and +1 to all Skills.

ENEMIES

Many enemies are infected with the T-Virus and have attacks that can spread the infection. Please note that mutated enemies do not follow the same guidelines utilized in character generation.

CEREBERUS	(Zombie Dog) 3 rd Level (20 HP), AC 15, Infectious Bite +4 (1d6) STR 1, DEX 2, MIND 0, PHYS 4, SUBT 4.
EXECUTIVE	(Umbrella Corporation) 1 st Level (14 HP), AC 12, Handgun +2 (1d10) STR 1, DEX 1, MIND 2, PHYS 1, SUBT 2, KNOW 3, COMM 2.
LICKER	(Bio-Weapon) 5 th Level (74 HP), AC 18, Claws +5/+5 (1d4+8) or Tongue +10 (2d8+5) STR 5, DEX 5, MIND 1, PHYS 8, SUBT 6, Spider Climb, Infectious.
NEMESIS	(Bio-Weapon) 15 th Level (253 HP), AC 26, Grenade Launcher +16 (3d6) or Slam +24 (2d10+9), STR 9, DEX 1, MIND 1, PHYS 10.
SCIENTIST	(Umbrella Employee) 0 Level (12 HP), AC 11, Handgun +1 (1d10) STR 1, DEX 1, MIND 2, PHYS 0, SUBT 0, KNOW 3, COMM 1.
SOLDIER	(Umbrella Security) 1 st Level (18 HP), AC 15, Submachine Gun +3 (2d12) STR 2, DEX 2, MIND 1, PHYS 4, SUBT 2, KNOW 1, COMM 1.
THUG	(Criminal) 1 st Level (18 HP), AC 12, Handgun +2 (1d10) STR 2, DEX 1, MIND 1, PHYS 3, SUBT 3, KNOW 1, COMM 1.
ZOMBIE	(Animated Corpse) 2 nd Level (20 HP), AC 11, Infectious Bite +2 (1d4+3) STR 2, DEX 0, MIND 0, PHYS 2, SUBT 2
ZOMBIE	(Advanced) 4 th Level (32 hp), AC 14, Infectious Bite +7 (1d4+6) STR 3, DEX 1, MIND 0, PHYS 4, SUBT 4

MUTATIONS

Exposure to the T-Virus causes death within 6 hours and zombie reanimation in 95% of the humans exposed to it. The remaining 5% undergo mutation (if they are injected with the anti-virus during the incubation period, however, the chance of survival and mutation increases to 60%). These unique individuals acquire additional mutations each time they are exposed to a new T-Virus strain (so far, the Umbrella Corporation has invented 8 strains).

1-2	Amazing Fortitude, +6 on Fort saves
3-4	Immunity to Fire
5-6	Amazing Will, +6 on Will saves
7-8	Spider Climb
9-10	Gain 4 Levels
11-12	+2 DEX, +1 Level
13-14	Immunity to Poison
15-16	Immunity to Psychic Attacks
17-18	Immunity to Electricity
19-20	Aquatic Gills and Webbed Feet
21-24	Tentacles and +1 STR
25-27	Claws, 1d6 damage
28-29	Furry, +2 natural armor
30-31	+2 STR, +1 level
32-33	Quills, 1d6 damage
34-35	Tough, +2 hp per level
36-37	Acidic Bite 1d6 bite + 1d6 acid
38-39	Carapace ; +6 natural armor, -1 DEX
40-41	Pinchers ; 1d6 damage
42-43	Regeneration, heal 1 hit point per minute
44-45	+2 KNOW, +1 Level
46-47	Psionic: Telepathy, +1 MIND
48-49	Psionic: Force Field, Absorbs 10 points of damage/level, per day
50-51	Psychic Healing, heal 1d6 damage/level per day
52-53	Rage +4 STR, 1 minute/level each day
54-55	+2 SUBT, +1 Level
56-57	Poison Bite, 1d6 damage + poison (FORT DC 18 or 1d8)
58-59	Psionic: STR 4 Telekinesis for 1 minute/level per day
60-61	+2 MIND, +1 Level
62-63	Wings, Fly for 10mins/level per day
64-65	Brain Bite, Psychic attack vs Will, 2d4 damage
66-67	Displacement, 50% chance of being missed in combat
68-69	Exoskeleton, +5 natural armor
70-71	Growth in Size, +3 STR, -1DEX, +2 Levels
72-73	Tongue, 2d8 damage
74-75	Immunity to Acid
76-77	Can See in the Dark
78-79	Immunity to Radiation
80-81	Prehensile Tail, +2 DEX
82-83	Immunity to Cold
84-85	Psionic: Precognition
86-87	+ 2 PHYS, +1 Level
88-89	Scales ; +3 natural armor
90-91	Horns, 2d4 damage
92-100	Roll 2 times on this table, apply both results



Microlite20 Cthulhu by Eric Bullis

STATS

There are 3 character statistics: Strength (STR), Dexterity (DEX) and Intelligence (INT). Players allocate a total of 6 STAT bonuses to their skills. +4 maximum to any STAT. A well-rounded character would be STR +2, DEX +2 and INT +2. Each character also has a Sanity (SAN) score, described below.

CLASSES

There are no classes or feats in M20 Cthulhu. Instead, each character starts with 1 point in each skill, and gets 4 points to distribute as they wish into the skills, with a maximum of 3 points in each skill. Each character gets +1 to all skills when they level up.

SKILLS

There are 4 skills:

Physical (**PHYS**), Subterfuge (**SUBT**), Knowledge (**KNOW**) and Communication (**COMM**).
Roll d20 + **SKILL** + STAT or higher than the given Difficulty Class (DC) to succeed.
SKILL = Character Level + Skill Bonus

DC 10 = easy, DC 15 = somewhat difficult, DC 20 = difficult, DC 25 = exceedingly difficult, etc.

Examples:	Climbing	=	STR	+	PHYS
	Dodging	=	DEX	+	PHYS
	Hiding	=	DEX	+	SUBT
	Finding Traps	=	INT	+	SUBT
	Diplomacy	=	INT	+	COMM
	Researching	=	INT	+	KNOW

SAVING THROWS

Use STR + PHYS for FORTITUDE saves, DEX + PHYS for REFLEX saves, and INT + Level for WILL saves.

SANITY

Characters begin with $60 + (\text{INT} \times 10)$ in Sanity Points. Whenever a disturbing event is experienced by a character, they make a check, rolling a Will Save (set by the GM) to avoid SAN loss. If the character fails the roll (or sometimes, even if they succeed), Sanity is lost, based upon the following criteria: 1d6 SAN loss = seeing a minor monster or reading an ancient book of TRUTH. 2d6 SAN loss = seeing a significant monster or learning a powerful ritual spell. 3d6 = meeting a huge tentacle monster face-to-face. Any time a character loses more than 5 points of Sanity, the character must make a Will save (DC 20) check or develop a neurosis/psychosis. Characters with 0 or lower SAN are permanently insane.

MAGIC

Magic is only learned through sacrificing Skill Bonuses and SAN. Spells are learned through researching mind-blowing arcane texts. They are rare and are designed by the GM.

COMBAT

Hit Points = $(\text{STR bonus} \times 2) + 10 + 1\text{d}6/\text{Level}$. If HP reach 0, the character is unconscious and near death. Roll $\text{d}20 + \text{DEX bonus}$ for initiative order. Everyone can do one thing each turn (run, attack, load a gun, etc.)

Melee attack bonus	=	STR + Level
Missile attack bonus	=	DEX + Level
Magic attack bonus	=	INT + Level

Add attack bonus to $\text{d}20$ roll. If higher than your opponent's Armor Class (AC), it's a hit. A natural 20 is automatically a critical doing maximum damage. If the total bonus is +6 or more a second attack can be made with a -5 penalty. Add STR bonus to melee damage.

WEAPONS

Unarmed = 1d2, Dagger = 1d4, Light Weapons = 1d6, Medium Weapons = 1d8, and Heavy Weapons = 1d10. **Firearms:** small caliber pistols = 1d10, large caliber pistols = 2d8, shotguns = 3d6/2d6/ 1d6, rifles = 2d10, submachine guns = 2d12. **Burst Fire:** a burst directed at a single opponent takes a -4 penalty to hit, but success results in a doubling of damage. **Auto-fire:** an automatic weapon can spray a 10'x10' area with bullets. The attack must hit AC 14. If successful, anyone in the area must make a DEX check (DC 15) or be hit. **Explosives:** fragmentation grenades = 3d6 (20' radius), dynamite = 4d6, +1d6 for each additional stick, (10' radius + 1' per additional stick), Plastic Explosive (C4) = 6d6 (15' radius), Pipe Bomb = 3d6 (15' radius). **Armor:** Light = +2 AC, Medium = +4 AC, Heavy = +6 AC, Shield = +2 AC. Armor Class (AC) = $10 + \text{DEX bonus} + \text{Armor bonus}$.

HAZARDS

Falling: 1d6 damage per 10', half damage on REFLEX save. DC = depth fallen in feet.

Spikes: Add +1 point to falling damage per 10' fallen, max +10.

Poison: FORTITUDE save to avoid or for half, depending on poison. Effects vary.

Extreme Heat & Cold: Take 1d6 damage on each failed (FORT DC 15) save, per 10 minutes.

LEVEL ADVANCEMENT

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, solving of a puzzle, neutralization of threat, etc. Add +1 for each doubling of the number of foes. Add up the Encounter Levels (ELs). When the total = 10 x character's current level, they've advanced to the next level. Reset the total to 0 after advancing. **Each level adds:** +1d6 to Hit Points, +1d6 to SAN, and +1 to all Skills.

MONSTERS

Monsters and Minions all have one thing in common... they are dangerous! Most of the monsters have damage reduction and devastating attacks. Minions are just plain crazy and don't respond predictably to injuries or diplomacy. *Many monsters break the rules in terms of stats, skills, etc.*

To weaken or strengthen a monster or minion, simply subtract or add hit dice. This also results in a subtraction or addition to skills. Please note that these monster statistics are guidelines rather than rules. Additional abilities can be added for the sake of flavour, tension or necessity.

BYAKHEE: HD 4d8 (18 hp), AC 15, DR 5, Claws +3/+3 (1d4+3), Fly 60', immune to cold, vacuum, etc., STR +3, DEX +2, INT +0, PHYS + 3, SUBT +7, KNOW +2, COMM +0.

COLOUR OUT OF SPACE: HD 10d8 (45 HP), AC 14, Envelop +12 (1d6 + ability drain – FORT DC 20 or lose 1d3 in each ability/round), incorporeal, disintegrate, immune to cold, vacuum, vulnerable to magnetism. STR +6, DEX +4, INT +1, PHYS + 6, SUBT +14, KNOW +6, COMM +4.

CHTHONIAN: HD 8d10+40 (84 HP), AC 21, fast heal 5, 4 tentacles +12, 2d4+7 each + crush. Immune to heat, cause earthquake, vulnerable to water, STR +8, DEX +1, INT +3, PHYS +10, SUBT + 6, KNOW +6, COMM +2.

CULTIST, NOVICE: HD 1d6+2 (8 HP), AC 9, Pistol +1 (1d10), STR +1, DEX +0, INT -1, PHYS +1, SUBT +1, KNOW +1, COMM + 0.

CULTIST, DANGEROUS: HD 5d6+10 (30 HP), AC 14, Pistol +4 (1d10), STR +1, DEX +1, INT +1, PHYS + 3, SUBT +4, KNOW +6, COMM +2.

CULTIST, GRANDMASTER: HD 10d6+20 (58 HP), AC 14, Pistol +7 (1d10), STR +1, DEX +1, INT + 2, PHYS +6, SUBT +6, KNOW +12, COMM +6.

DEEP ONE: HD 2d8+4 (13 HP), AC 15, 2 Claws +5 (1d4+4) and Bite +0 (2d4+2). STR +4, DEX +2, INT +0, PHYS +3, SUBT +3, KNOW +0, COMM +0.

DARK YOUNG OF SHUB-NIGGURATH: HD 8d8+24 (60 HP), AC 12, DR 20, 4 tentacles +12 (1d6+10 each), constrict, STR drain, STR +10, DEX +3, INT +3, PHYS + 6, SUBT +8, KNOW + 8, COMM +2.

DIMENSIONAL SHAMBLER: HD 3d8+9 (22 HP), AC 12, DR 5, Claw +8 (1d6+6), planar jaunt. STR +4, DEX +1, INT +0, PHYS + 4, SUBT +6, KNOW +2, COMM +0.

FIRE VAMPIRE: HD 2d8, AC 17, DR 20, Touch +1 (1d6, +1 STR drain), Fly 10', STR -4, DEX +3, INT +1, PHYS +1, SUBT +5, KNOW +0, COMM +0.

FORMLESS SPAWN: HD 5d10+25 (53 HP), AC 15, 4 pseudo-pods +8 (1d8+5), ooze qualities, grab, swallow, STR +4, DEX +5, INT -1, PHYS + 8, SUBT +5, KNOW +2, COMM +0.

GHOUL: HD 2d12 (13 HP), AC 14, 2 Claws +4 (1d6+3) & Bite +0 (1d6+1), grab, STR +3, DEX +1, INT +0, PHYS +3, SUBT +3, KNOW +0, COMM +0.

HOUND OF TINDALOS: HD 4d10+4 (26 HP), AC 15, DR 5, Fast Healing 5, 2 Claws +6 (1d4+2) & Tongue +2 (1 STR drain), STR +3, DEX +1, INT +4, PHYS +3, SUBT +5, KNOW +3, COMM +1.

MI-GO: HD 2d8+2 (11 HP), AC 12, DR 10, 2 Claws +1 (1d6) or Lightning Gun + 3 (2d6), immunities, STR +0, DEX + 2, INT + 4, PHYS +1, SUBT +2, KNOW +5, COMM +2.

NIGHTGAUNT: HD 4d8+4 (22 HP), AC 14, DR 15, Grab +7, clutch, tickle, immunities, STR +4, DEX +3, INT +2, PHYS +3, SUBT + 6, KNOW + 2, COMM +1.

RAT-THING: HD 1d6 (3 HP), AC 16, Bite +7 (1), jaw lock, STR -4, DEX +4, INT +1, PHYS +1, SUBT +4, KNOW +0, COMM +0.

SERPENT PEOPLE: HD 2d8+2, AC 15, Bite + 2 (1d4 + poison), STR + 0, DEX +0, INT +3, PHYS +1, SUBT +1, KNOW +4, COMM +0.

SPIDER OF LENG: HD 10d10+30 (85 HP), AC 16, DR 10, Bite +12 (2d6+6+poison), PHYS +14, SUBT +10, KNOW +4, COMM +2.

STAR VAMPIRE: HD 4d8+12 (30 HP), AC 15, DR 5, 4 Claws +6 (1d6+4, +1 STR damage), invisibility, STR +4, DEX +1, INT +1, PHYS +2, SUBT +8, KNOW +2, COMM +0.

ZOMBIE: HD 2d12+3 (16 hp), AC 11, DR 5, Slam +3 (1d6+1), STR +1, DEX -1, INT -4, PHYS +2, SUBT +3, KNOW +0, COMM +0.

Remember that the original game focused upon investigation, discovery and horror. Try to avoid a “hack-and-slash” style of play. It will only get the investigators killed. Instead, steer towards hidden truths, dark secrets, insane cultists, local superstitions, mysterious phenomenon and horrifying endings.

Also remember that a shotgun might make an investigator feel brave, but it won't do much against a Nightgaunt... Actually, a grenade launcher won't do much either...

M20 - VAMPIRES

By Eric Bullis

STATS

There are 3 character Statistics: Strength (STR), Dexterity (DEX) and Mind (MIND). Beginning characters get a total of 6 STAT bonuses to their STATS (normal people get 4 STAT bonuses). +4 is the human maximum for any STAT.

SKILLS

Normal people start at 0 level and begin with 4 skill points to distribute. Player Characters start at 1st level and have 8 skill points to distribute (with a minimum of 1 in each skill). Each time a character gains a level, he or she adds 4 points to skills (with a max of 4 + Level in any single skill).

Skills = Physical (PHYS), Subterfuge (SUBT), Knowledge (KNOW) and Communication (COMM).

Roll d20 + SKILL + STAT or higher than the given Difficulty Class (DC) to succeed.

DC 10 = easy, DC 15 = somewhat difficult, DC 20 = difficult, DC 25 = exceedingly difficult, etc.

Climbing or Swimming	= STR + PHYS
Dodging or Tumbling	= DEX + PHYS
Hiding or Sneaking	= DEX + SUBT
Detecting Lies	= MIND + SUBT
Diplomacy	= MIND + COMM

SAVING THROWS

STR + PHYS for FORTITUDE saves

DEX + PHYS for REFLEX saves

MIND + Level for WILL saves.

HIT POINTS

Hit Points = (STR bonus x 2) + 10 + 1d6/Level. If HP reach 0, the character is unconscious and near death. Characters heal 2+STR in HP per day. Vampires heal more quickly (see below).

COMBAT

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn (run, attack, load a gun, use diplomacy, etc.) The only "free actions" are drawing a handy weapon or speaking.

Melee attack bonus	= STR + Level
Missile attack bonus	= DEX + Level

Add attack bonus to d20 roll. If roll is higher than opponent's Armor Class (AC), it's a hit. A natural 20 is automatically a critical doing maximum damage. If the total bonus is +6 or more a second attack can be made with a -5 penalty. Add STR bonus to melee damage. Using a Called Shot (to the heart) is frequently required. Called shots suffer a -4 attack penalty. Damage Reduction: the number is subtracted from damage if the weapon is not made of the prescribed substance.

WEAPONS

Unarmed = 1d2, Dagger = 1d4, Light Weapons = 1d6, Medium Weapons = 1d8, and Heavy Weapons = 1d10. Firearms: Small Caliber Pistols = 1d10, Large Caliber Pistols = 2d8, Shotguns = 3d6/2d6/1d6 (depending upon range), Rifles = 2d10, Submachine Guns = 2d8 (burst and/or auto-fire). Burst Fire: a burst directed at a single opponent takes a -4 penalty to hit, but success results in a doubling of damage. Auto-fire: an automatic weapon can spray a 10'x10' area with bullets. The attack must hit AC 15. If successful, anyone in the area must make a DEX check (DC 15) or be hit.

EXPLOSIVES

Fragmentation Grenades = 3d6 (20' radius), Dynamite = 4d6 (10' radius) +2d6 and + 2' per additional stick), Plastic Explosive (C4) = 6d6 (15' radius) +3d6 and 5' radius for each additional charge, Pipe Bomb = 3d6 (15' radius) +1d6 and +2' for each additional bomb.

ARMOUR

Light = +2 AC, Medium = +4 AC, Heavy = +6 AC, Shield = +2 AC.
Armour Class (AC) = 10 + DEX Bonus + Armour Bonus.

HAZARDS

Falling: 1d6 damage per 10', half damage on REFLEX save. DC = depth fallen in feet.
Poison: FORTITUDE save to avoid or for half, depending on poison.
Extreme Heat & Cold: Take 1d6 damage on each failed (FORT DC 15) save, per 10 minutes.

LEVEL ADVANCEMENT

Add up the Encounter Levels (Hit Dice of Enemy or Difficulty of Encounter). When the total = 10 x character's current level, they've advanced to the next level. Reset the total to 0 after advancing. Upon gaining a level, the characters add +1d6 to Hit Points, +1 to attacks, and +1 to all Skills.

TRUE VAMPIRES

"Vampire" is a template that can be added to any humanoid. Normal people become Vampire Spawn (described below). Those individuals who are 4th level or higher become true vampires (except that they are still under the limited control of their creator). Details of control, conversion and status are left up to the GM. After becoming a true vampire, the base creature gains:

+3 STR, +2 DEX, and +2 MIND. All hit points are maximized for the base creature's hit dice (with the new STR bonus added as well). They gain +6 to armor class and the ability to spider climb at will. They can charm or dominate a victim (Attacker's MIND + Level vs. Defender's MIND + Level). Vampires also gain a grapple attack (1d6 damage). When the grapple is successful, it allows for a secondary blood drain attack. This attack drains 1-2 STR per round, requiring a successful grapple to escape (which is tough, considering how strong vampires can become). Each round a vampire feeds, he or she is healed 5 hit points. Finally, the vampire gains night-vision and damage resistance 10 to all weapons that are not made of silver. If reduced to 0 hit points, a vampire becomes comatose, but can heal with feeding. Over the course of 1 day of rest, a true vampire heals all wounds.

There are some disadvantages to being a vampire, however. Exposure to sunlight causes 2d12 damage per round. A true vampire can be killed by bringing them to 0 hit points and then exposing them to sunlight, driving a stake through their heart, or by cutting off their head. During daylight hours, vampires must rest in a dark location. Finally, all vampires have a strong aversion to garlic.

VAMPIRE SPAWN

Spawn are the most commonly encountered type of vampire. They possess independent minds, but are compelled to obey the commands of their creator. When becoming a vampire spawn, the base creature gains:

+2 STR and +2 DEX, maximized hit points, +4 to armour class, a grapple attack (1d6 + drain 1 STR), spider climb (at will), night vision, and damage resistance 5/silver. Vampire spawn suffer all of the vulnerabilities of true vampires, and can be killed quickly with a called shot to the heart.

WEREWOLVES

Another common theme is the enmity that exists between vampires and werewolves. Here's a template that can be used for the lupine brotherhood:

+3 STR, +3 DEX, add 2 hit dice (character levels) to the base creature and focus skills upon physical and subterfuge. They have a claw or bite attack that causes 1d10 + STR damage (this attack ignores damage reduction if in beast form). Werewolves also have night vision, spider climb, and damage reduction 10/silver. The base creature now has two forms: the beast form has a faster movement rate and the scent ability, while the human form is capable of blending-in with normal society.

HYBRIDS

The creation of hybrids or "day-walkers" can be the central focus of a modern vampire campaign (especially if it defines vampirism as a viral infection rather than a state of religious damnation). Here's an example of a hybrid template:

+2 STR, +2 DEX, +1 MIND, maximized hit points, +6 armour class, immune to charm and domination, slam attack + blood drain, night vision and damage resistance 10/silver. The hybrid cannot spider climb, but is not harmed by sunlight. The only way to kill a hybrid is to reduce him or her to 0 hit points and then destroy the body.

Game Masters should feel free to create new hybrid forms. Some variants could include concepts of 'ancient blood' mixed with genetic engineering. Other variants could create out-of-control killing machines that require extermination...

CAMPAIGN SETTINGS

It is assumed that the characters begin their adventure as normal citizens or as vampire hunters. Eventually, through adventures, accidents and scheming, the characters may themselves become vampires, vampire spawn, werewolves, or even hybrids. A lengthy campaign may result in a series of complex allegiances and rivalries; in this sort of campaign, combat will take a back-seat to character development, interaction and plot. Here are some ideas:

1. Human society discovers the truth about vampires and launches an attack against them.
2. A centuries-long battle between vampires and werewolves spills-over into the "real" world.
3. A religious theme where the powers of faith fight against the damned. Holy water
4. A series of vampire virus mutations upsets the delicate balance of power.
5. A story of how a solitary vampire seeks redemption, revenge, power, or immortality.
6. A plot centralizing around how investigators uncover a vampire conspiracy.
7. A world where vampires and demons are pitted against angels and saints (more templates!)
8. Adventurers must battle ancient vampires who have gone insane through the millennia.
9. A complex web of different vampire clans and their schemes to dominate each other.
10. A hybrid experiment goes awry, resulting in a VERY dangerous new predator.

M2012
by Eric Bullis

The year is 2012. Civilization lies in ruins. The Mayan calendar predicted the cataclysm, but failed to foresee how it would take place. The earth was not destroyed by meteors or cosmic forces. Nor was civilization struck down by global warming or nuclear winter. Instead, humanity encountered a tiny enemy that could not be seen or felt. This tiny foe, a virus, attacked humanity's most precious possession. This virus attacked the mind.

PAN (or the Panic Virus, as it is frequently called) mutated from a strain of Avian Flu in early 2011. It became an airborne pathogen and went undetected for months. People who were infected showed no symptoms. No quarantines were set. No health alerts were posted. By the time the warning-bells were sounded, more than 90% of the world's population was already infected.

The PAN virus lies dormant in various parts of the human brain, particularly in the hypothalamus and the cerebral cortex. After a 2-3 month gestation period, an outbreak takes place, permanently damaging the localized area of the brain. It seems to have produced a wide variety of severe psychological conditions.

The first cases of hysteria and insanity arose in Europe. Suicide rates soared. Homicidal rampages occurred hourly. Business stopped. Schools closed. Government agencies were helpless. By May, 2012, European social services had ground to a halt. Militaries disbanded. Police forces evaporated.

Then Asia exploded... literally.

Soldiers in Korea began a border skirmish that escalated into nuclear war. On April 3rd, 15 high-yield nuclear warheads were detonated over Korea, China, and Taiwan. The rest of the world watched in horror as 200 million people died in one day.

The rest of the world's nations began to fall like dominoes. Everyone went insane, to a greater or lesser degree. A portion of the population became suicidal. Others became homicidal. Some suffer from paranoid delusions, while others turned into cold-hearted sociopaths. Some only suffer from phobias, but many of their fears are justified. Over the course of 4 months, more than 3 billion people have died.

Perhaps the people who died early were the lucky ones. Famine and chaos have become the order of the day. Gangs of sociopaths prowl the streets, while catatonic schizoids drool in the gutters. Enraged psychopaths scream in the night, while paranoid survivalists scheme in their fortified homes...

Welcome to 2012, a modern campaign setting for microlite20. Players take the roles of crazy heroes in an insane world. Money no longer has any value. Survival is the only thing that matters. Survival means clean water, plenty of food, secure shelter and ammo... Lots and lots of ammo!

- Eric Bullis

STATS

There are 3 character Statistics: Strength (STR), Dexterity (DEX) and Mind (MIND). Roll 4d6, drop lowest die. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats. Stat bonus = (STAT-10)/2, round down. Subtract 2 points from the MIND statistic and then choose a form of insanity that seems appropriate for your character.

SKILLS

Normal people start at 0 level and begin with 4 skill points to distribute. Player Characters start at 1st level and have 8 skill points to distribute (with a minimum of 1 in each skill). Each time a character gains a level, he or she adds 4 points to skills (with a maximum of 4 + Level in any single skill).

The 4 Skills = Physical (PHYS), Subterfuge (SUBT), Knowledge (KNOW) and Communication (COMM).

Roll d20 + SKILL + STAT or higher than the given Difficulty Class (DC) to succeed.

DC 10 = easy, DC 15 = somewhat difficult, DC 20 = difficult, DC 25 = exceedingly difficult, etc.

Climbing, Jumping or Swimming	=	STR	+	PHYS
Dodging or Tumbling	=	DEX	+	PHYS
Hiding, Sneaking or Picking Locks	=	DEX	+	SUBT
Detecting Lies or Hearing Noise	=	MIND	+	SUBT
Hunting, Farming or Survival	=	MIND	+	PHYS
Interpreting Body Language	=	MIND	+	COMM

SAVING THROWS

Use STR + Level for FORTITUDE saves, DEX + Level for REFLEX saves, and MIND + Level for WILL saves.

HIT POINTS

Hit Points = STR stat + 1d6 per level. If HP reach 0, the character is unconscious and near death. Make a DC 15 FORT save to survive. Characters heal 2 + STR bonus in HP per day.

COMBAT

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn (run, attack, load a gun, use diplomacy, etc.) The only "free actions" are drawing a handy weapon or speaking.

Melee attack bonus	=	STR + Level
Missile attack bonus	=	DEX + Level

Add attack bonus to d20 roll. If roll is higher than opponent's Armor Class (AC), it's a hit. A natural 20 is automatically a critical doing maximum damage. If the total bonus is +6 or more a second attack can be made with a -5 penalty. Add STR bonus to melee damage. Using a Called Shot (to the head) is frequently required. Called shots suffer a -4 attack penalty.

WEAPONS

Unarmed = 1d2, Dagger = 1d4, Light Weapons = 1d6, Medium Weapons = 1d8, and Heavy Weapons = 1d10. **Firearms:** Small Caliber Pistols = 1d10, Large Caliber Pistols = 2d8, Shotguns = 3d6/2d6/1d6 (15'/30'/45' range), Rifles = 2d10, Submachine Guns = 2d8 (burst and/or auto-fire). **Burst Fire:** a burst directed at a single opponent takes a -4 penalty to hit, but success results in a doubling of damage.

Auto-fire: an automatic weapon can spray a 10'x10' area with bullets. The attack must hit AC 15. If successful, anyone in the area must make a DEX check (DC 15) or be hit.

EXPLOSIVES

Fragmentation Grenades = 3d6 (20' radius), Dynamite = 4d6, +1d6 for each additional stick, (10' radius + 1' per additional stick), Plastic Explosive (C4) = 6d6 (15' radius), Pipe Bomb = 3d6 (15' radius).

ARMOR

Light (leather jacket) = +2 AC, Medium (flak vest) = +4 AC, Heavy (riot armor) = +6 AC, Shield = +2 AC.
Armor Class (AC) = 10 + DEX Bonus + Armor Bonus.

HAZARDS

Falling: 1d6 damage per 10', half damage on REFLEX save. DC = depth fallen in feet.

Poison: FORTITUDE save to avoid or for half, depending on poison.

Extreme Heat & Cold: Take 1d6 damage on each failed (FORT DC 15) save, per 10 minutes.

LEVEL ADVANCEMENT

Add up the Encounter Levels (Hit Dice of Enemy or Difficulty of Encounter). When the total = 10 x character's current level, they've advanced to the next level. Reset the total to 0 after advancing. Upon gaining a level, the characters add +1d6 to Hit Points, +1 to attacks, and +1 to all Skills. If the level divides by three (i.e. level 3, 6, 9, etc.) add 1 point to STR, DEX or MIND.

ENEMIES

In M2012, almost anyone is a potential enemy. Most of them are 0 level characters with 4 skill points and hit points equal to their STR stat. To create challenging foes, simply give them better statistics and character levels. Finally, assign them a form of insanity from the chart below.

BLUE COLLAR WORKER: LEVEL 0, STR 12, DEX 10, MIND 8, PHYS +2, SUBT +1, KNOW +0, COMM +1. HP 12, AC 12 (leather jacket), Melee Attack +1, Missile Attack +0.

SOLDIER OR POLICE OFFICER: LEVEL 1, STR 12, DEX 12, MIND 8, PHYS +3, SUBT +3, KNOW +1, COMM+1, HP 15, AC 16 (flak vest), Melee Attack +2, Missile Attack +2.

SCIENTIST OR WHITE COLLAR WORKER: LEVEL 0, STR 10, DEX 10, MIND 12, PHYS +0, SUBT +1, KNOW +2, COMM+1, HP 10, AC 10 (no armor), Melee Attack +0, Missile Attack +0.

INSANITY

The PAN virus causes a permanent loss of 2 MIND points in addition to causing insanity. Roll percentage dice to randomly determine insanity type. Each one of these broad categories of insanity can be altered as needed. A mind is a complicated thing; a twisted mind is even more complicated...

- 01-10 Mild Impact; minor phobias, manias, insecurities, and personality disorders
- 10-15 Psychosexual Disorder; a bizarre sexual obsession or compulsion
- 15-30 Severe Depression or Bi-Polar Disorder; suicidal behavior is common
- 30-35 Catatonic; complete immobility, emotional detachment
- 35-55 Paranoid Schizophrenia; hallucinations, illogical thinking, delusions of persecution
- 55-70 Dissociative Fugue (memory loss) or Multiple Personality Disorder
- 70-85 Sociopath; unemotional and without conscience -- a cold-hearted killer
- 85-100 Enraged Psychopath; violent, illogical, paranoid and emotional

SPYLITE

This game is to the spy genre what cotton candy is to your aching, rotten teeth. The goal is to take Greywulf's excellent Microlite system, beat it senseless, and create a game that will do one-tenth of what Spycraft does, but with only one-half the work. And also, world domination.

There are four parts to these rules.

1. **Guts.** The core rules of the game. Character creation and how the system works.
2. **Gear.** The equipment rules, how to build gadgets and vehicles and get hired help.
3. **Foes.** Critters and the various nefarious types you'll be working with and against.
4. **Agencies.** Rules for Agencies, both friendly and otherwise.

The Guts: Core Rules

Stats

SpyLite uses four stats: **Strength**, **Dexterity**, **Intelligence**, and **Charisma**.

Roll 4d6, dropping the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for the remaining stats.

Your stat bonuses are **(STAT-10)/2, rounded down**.

Classes

There are four classes--**Soldier**, **Spy**, **Face**, **Thinker**. Characters begin at Level 1.

All classes can use any weapon, armor or equipment, including vehicles.

Soldiers are the muscle of the group. Goons, thugs, bodyguards--they are tough as hell and good with weapons. They gain +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels afterwards.

Spies are fast on their feet, sneaky and deceptive. Subterfuge is always their class skill. This is in addition to their first level skill pick.

Faces are the front men of the group. They are charming swindlers, masters of disguise and manipulation. Faces get a +2 to Charisma at 1st level. This increases by +1 at 5th level and every five levels afterwards.

Thinkers are the brains of the outfit. Hackers, inventors, tactical geniuses and masterminds--they are the Hannibal to your B. A. Baracus. Thinkers get a +2 to Intelligence at 1st level. This increases by +1 at 5th level and every five levels afterwards.

Skills

There are five skills : **Communication**, **Knowledge**, **Physical**, **Science**, and **Subterfuge**.

Communication skill covers interaction with other people. Bluffing, seduction, diplomacy, bribery, out-and-out lying, it's all here.

Knowledge is your grasp of the academic arts. It covers everything from languages to archeology, code-breaking to zoology.

Physical. If it's something physical that you do, this skill probably covers it. Jumping, Driving, Climbing and so on.

Science. Mechanical and electronic skills. There's a bit of overlap between this skill and Knowledge--where Knowledge is about **knowing** things, Science is about actually **doing** them. Knowledge will teach the theory behind why your house's electrical wiring works. Science will let you actually wire your house. Covers such things as gadgetry, inventing, rewiring cars and security systems, repairing items and so on.

Subterfuge. The dark side of the skill sheet. Skulduggery, sneaking around, disarming traps and other such things.

Each character must choose 1 skill they are best at (also called your "favored skill"). Your rank in that skill will

be at your level+3. All other skills will be at half your level, rounded down, plus one ((Level/2)+1).

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Roll higher than the given Difficulty Class to succeed.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + INT bonus. Disabling a trap is either Subterfuge + DEX bonus or Science + MIND, depending on the nature of the trap.

Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Will saves are usually INT bonus + your level.

Skill Challenges

Some skill checks should be broken into parts to maintain tension. Examples would be searching an office for files while in a patrolled area, sneaking across a mine field, attempting to build a complex machine.

Break the task into several steps. Each step has a required skill check and a DC. If you blow the roll, something bad happens. If you make the roll, a bit of time passes, and you go on to the next check. If you roll really well, then you either skip a step or gain some extra benefit. Once you get to the final step, you succeed.

Example: Felicity is undercover at a fancy dinner party at Doctor Terror's mansion. Using the old "I have to powder my nose" excuse, she slips off to do some investigating. She enters Doctor Terror's office and searches through his file cabinets for the plans to his secret death ray.

Felicity's challenge would look this:

Where is it in the office? Subterfuge + Int, DC 15. Success = Finds the proper cabinet. Failure = takes time, must roll to see if Doctor Terror is suspicious (see step #3) and then roll again to find the right cabinet.

Which file is it in? Subterfuge + Int, DC 20. Success = Finds the proper folder. Failure = takes a lot more time and then roll to see if Doctor Terror is suspicious...and then roll again to find the right folder.

Is Doctor Terror Suspicious? The Doctor yells down the hall to see if you're okay. Subterfuge + Cha vs Doctor Terror's Subterfuge + Int. Success = the Doctor buys your excuse. Failure = the Doctor comes to investigate. The more times this step has been rolled,

the more of a bonus Terror will have on his roll to figure out what you're doing.

Secret Death Ray Plans! You've found the file's folder, now you have to pull it, photograph it and replace it surreptitiously. Subterfuge + Int, DC 15. Success = you slip back to the party with no one the wiser. Failure = you're caught, either in the act or later on that evening. Or you've photographed the wrong file. Or you've fumbled the camera, making suspicious noises...

More than one character can contribute to these challenges. For example, one person back at the party could take care of checks to allay the Doctor's suspicions while Felicity continues to ransack his office.

Contests

Occasionally, two or more characters will directly compete with another outside of a combat situation. Perhaps they're chasing each other, maybe they're debating a topic, trying to seduce a bureaucrat, play a game of chess, or even run for political office. It all boils down to the following:

- One character is the Hunter, one is the Prey.
- There are 10 points of Lead. If the Lead increases to 10 or higher, the Prey wins. If the Lead reaches 0, the Hunter wins. The Lead usually starts out at 5, but the GM can decide to use a different number as starting Lead if one side has an advantage.
- Both sides make skill checks each round. Usually these skill checks will be versus static DC's, representing maneuvers.

Note: a "round" in this case does not necessarily have to be a combat round—it could be any length of time that would be dramatically appropriate.

The highest successful skill check total wins 1 pt of Lead, either towards the Hunter's or the Prey's advantage.

Depending on what these maneuvers are, additional benefits or penalties may accrue in the following round.

If neither skill check passes, the Lead remains unchanged and additional unpleasant effects may ensue as expected for a failed skill roll of that type (crashing, falling, losing the audience's interest, whatever).

If only one side fails their check, one or more extra points of Lead may accrue to the other side depending on how badly the roll failed by.

Risky Maneuvers: For a DC penalty, you can attempt to change the Lead in one attempt by 2 or more points. Describe what you're doing, then take a +5 DC penalty for every extra point of Lead you want. Failure will usually have pretty serious consequences.

Example: Felicity is pursuing Dr. Terror. Terror has jumped into a motorboat and is charging down the river. Felicity is following along the shore on a motorcycle. Since neither initially has an advantage, the GM sets the initial lead as 5. The first round, Terror decides to drive ahead full speed. Not a complicated maneuver: DC 10. He succeeds, rolling 14 total. Felicity's driving the motorbike along the winding and narrow road by the river. DC 15, she also succeeds, rolling an 18. Felicity gains 1 point of Lead, for a total of 4 (18 > 14).

The next round, Terror has to swerve around a boat of tourists, while Felicity decides to try a risky maneuver. The player decides to take a +10 DC penalty over the normal 15 DC and says she's going to use an upcoming bridge as a ramp, either landing on Terror's boat or at least gain some serious distance on him. Terror fails his roll spectacularly, smashing into the tourist boat. Felicity succeeds again, rolling a 26 vs DC 25. The GM decides that Terror's failed roll loses him a point of Lead (now down to 3). Felicity gains 3 points (1 for the success, 2 for the risky maneuver). The Lead goes from 3 to 0.

Felicity's bike launches off the bridge like a rocket, flies forty feet through the air and smashes into the back of Terror's motorboat, which is still entangled in the tourist boat. Felicity stands up from the wreckage and cocks her gun at the Doctor's head...

Talents

You get 1 Talent at first level and an extra one every 3 levels thereafter. Some Talents may be taken more than once--in that case, the effects stack. If they can be stacked, it will say so in the description. All Talents can be taken by any class.

Action Man. You start each adventure with 1 more Action Point than usual. Each time you take this Talent, you gain another Action Point.

Agile. You are excellent at dodging attacks. +1 AC, can be taken multiple times.

Bluff. You have a knack for fighting dirty. If you can communicate with an opponent, you can attempt a Cha+Comm roll vs the opponent's resisting skill roll. If successful, you can use your Charisma bonus as either a bonus to hit, damage or AC for one attack. How this looks can vary from cheap shots all the way up to out and out trickery ("Hey, look! The Goodyear Blimp!").

Brawler. Your unarmed attacks are upgraded from 1d4 to 1d6 damage. You can take this one more time to upgrade your unarmed damage to 1d8.

Command. Once per day, you can give an order to someone. Should they choose to follow your command, they get a +1 bonus to achieve that action. At every level evenly divisible by 4, this bonus goes up +1 and an additional order per day can be given.

Confidence Man. If you have Dupe, you can make another subsequent skill vs skill check after you've convinced a target of a "fact". If successful, you can guide the target into performing a specific task. The task has to be at least superficially reasonable. Every subsequent time you do this to the same opponent in an adventure, they get a +2 bonus to resist, cumulative.

Cool Under Pressure. Choose one non-combat task that you're especially good at (e.g. sneaking, computer programming, baking cookies, etc). From now on, whenever you attempt that task, you can take 10 on the roll, no matter how stressful the circumstances. This Talent can be taken multiple times--each time applies to a different task.

Deep Pockets. You always seem to have just the right item on you. You have 1 floating gear point that you may expend at any time during an adventure to reveal an item. This item must be plausibly concealable on your person. Can be taken multiple times--each time this is taken, it gives you another floating gear point.

Double-Tap. If you're using a gun, you can gain an additional attack in exchange for a -2 to hit on all attacks per round.

Dupe. Once per adventure per level, you can make a target believe one "fact" you give them, no matter how implausible, as long as you succeed in a Cha+Comm roll vs the opponent's skill roll (usually Int+Sub, Know or Sci).

Durable. You are a damage sponge. +1 hp per level, can be taken multiple times. Changes in hit points are retroactive.

Exploit Weakness. If you've had at least 1 round to study an opponent, you can designate that opponent, using brains over brawn to find ways to gain an advantage. Make a Sub+Int check (DC 15). If the check

succeeds, for the rest of the combat you can use your Int bonus instead of your Str or Dex bonuses on attack rolls or AC as you try to out-think your opponent. You can only use your Int bonus for one or the other, never both at the same time.

Field Strip. You are a wizard at making gear do things that are technically out of their spec. Once per day, you can take as many of you and your teammates' Gear Points as your GM will let you get away with and reshuffle them into a different configuration.

You must then succeed on a Mind + Sci roll, with a DC equal to 10+the number of Gear Points being shuffled. The original items are lost, but may then be broken down, recombined and/or upgraded to new items which tend to work very well, but aren't quite as pretty.

Gearhead. You've always got the best wheels. When requisitioning vehicles, vehicles cost half as much as they do for anyone else.

Genius. Choose an area of study. Whenever the GM would allow you to take 10 on a skill check in that area of study, substitute your Mind score instead for the d20 roll. Whenever you are allowed to take 20, your die roll is automatically your Mind+10. Taking this talent multiple times gives additional specialties.

Intuition. You have an innate ability to sense trouble in the air. Once per adventure per level, you can make a saving throw (DC 15). On a successful save, you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances.

Judo. If you successfully grab an opponent, you can perform your next grapple action immediately instead of waiting for the next round.

MacGyver. You've got fifteen minutes, some silly string, some bubble gum and a piece of tin foil. Time to save the world. With a DC 15 (or occasionally higher) check and a bit of time, you can improvise a rudimentary 1 pt Gadget using anything handy.

Martial Artist. You can flurry your melee attacks (both armed and unarmed). A flurry allows you to gain an additional attack in exchange for a -2 to hit on all attacks per round. You can take this one more time for a total of 3 attacks per round when flurrying.

Master of Disguise. You've got a thousand faces. Not even your friends are exactly sure what you really look like. Any Disguises you requisition are at +5 DC to see through. You can improvise a DC 15 Disguise in less than ten minutes using the most rudimentary materials for no cost.

Plan. If you have time to prepare a plan prior to a dramatic situation, you can grant a bonus on all skill checks and attack rolls made by you and your allies. Make a skill check vs DC 10, using Int plus whatever skill is appropriate to the situation (usually Knowledge).

If successful, the bonus will be +1, plus another +1 for every 10 points the roll was over the DC (i.e., whatever you rolled divided by 10, rounded down). This bonus lasts for the first 3 rounds of the situation and then goes down by 1 every following round (minimum 0) as entropy slowly unravels your plans.

Power Attack. You can take a penalty to your attack roll and add the same amount to your damage roll, assuming you hit. Up to one-half your total attack bonus can be transferred this way.

Risk Taker. Your character lives on the edge—designate one kind of task that you are good at. When performing a risky maneuver during a Contest under those circumstances, you only take a +4 DC penalty for each Lead point attempted. Taking this Talent multiple times allows you to choose different tasks this Talent applies to.

Specialist. Describe one task that you're especially good at. From now on, you get a +2 on all skill checks dealing with that task. *Examples: Sneaky, Languages, Bribery, Eavesdropping, Shooting Pistols.* Specialties should be fairly narrow. Taking this Talent multiple times gives you different specialties--the effects never stack.

Trap Monkey. Traps are 1 point cheaper for you, with a minimum final cost of 1 pt. You can also improvise a DC 15 Trap in less than ten minutes using the most rudimentary materials for no cost, with the trap's effects limited to what you can justify to the GM.

Well-Connected. You've got friends everywhere. When requisitioning NPC's to help you, you only pay half the cost.

Well-Equipped. You have better Gear than most. +3 gear points, can be taken multiple times.

Combat

Hit Points = STR Stat + 1d6/Level. If HP reaches 0, you are unconscious and near death. Further damage directly reduces STR. If that reaches 0, you are dead.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, dodge, operate a vehicle, etc. Only roll once, on the first round of combat--the order stays the same for

subsequent rounds.

Melee attack bonus = STR bonus + Level

Ranged attack bonus = DEX bonus + Level

Armor Class (AC) = 10 + one-half your level, rounded down + DEX bonus.

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical, doing maximum damage.

Soldiers and Spies can use DEX bonus + Level as their Melee attack bonus instead if wielding a light weapon.

This version of Microlite does not use iterative attacks. If you want to make more than one attack per round, use a Maneuver (see below). All additional attacks through maneuvers occur more or less simultaneously.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Ranged Combat. Shooting a gun into a crowded melee is not a good idea—if you don't take a -4 to hit, there's a 50% chance you'll hit a friendly instead of an opponent.

Ranged Penalties. If your target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using (judgment call), take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Maneuvers

Maneuvers are things you can do in combat in lieu of a normal attack.

Aim. Taking a full round to aim with a ranged weapon will add +2 to hit, but while doing so your AC will be at 10 because you can't move around.

Autofire. Allows you to make iterative attacks with an automatic weapon. In other words, if your total bonus is +6 or more, a second attack can be made with a -5 penalty. If the total bonus is +11 or more, a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made when autofiring at +12/+7/+2. All of these attacks occur simultaneously and can be split amongst multiple targets, if desired.

It will, however, burn a number of rounds equal to twice the attacks you take.

If you are not high enough level to have iterative attacks, then you merely gain one extra attack at -5 while burning 4 rounds.

Dodge. You can forgo your next attack at any time and dodge out of the way. Roll d20 + Dex + Phys. The total is your effective AC until your next attack comes up. If it's lower than your real AC, well, you zigged when you should've zagged.

The GM may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

Grab. Make a hit roll on your target. If successful, the target and attacker make opposed Phys+Str rolls. If the attacker wins, the target is grappled and loses his Dex bonus to AC. If the target wins, the grapple fails. Every time the target's action comes up he can make another opposed roll to either throw off the grapple or reverse the grapple.

Every time the attacker's action comes up, he can do something, such as inflict unarmed damage, strip an item from them, or move or throw the target somewhere (potentially also doing unarmed damage). It's the GM's judgment call if an action is reasonable or not.

Sneak attack. If you successfully sneak up on someone, or otherwise catch them unawares, the first hit adds your ranks in Subterfuge as bonus damage.

Take Cover. If you duck behind an object, you can gain +2 to +10 to your AC depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this AC bonus may also apply to saves if the GM allows it.

Throw an explosive. These weapons (usually grenades) require the attacker to make a Missile Attack (no penalty) targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast radius (see the explosives details in the SRD) can make a Dexterity Check (DC is listed with the explosive) and only take half damage.

Two weapons. You can wield two light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. It's up to the GM what counts as a light weapon. For example, in some campaigns, shotguns might be appropriate for dual-wielding, in others, they might not. Pistols are always appropriate, as are the usual light melee weapons.

Action Points

Characters begin each session with 3 Action Points (more if they have the Action Man Talent). Each Action Point can be used in several ways:

- Add +5 to any roll, but only before the GM declares the results of the roll.
- Add +5 to AC for one round.
- Recover half your lost hit points instantly. You spend your current action catching your breath.
- Bring your character back from the dead...in the next adventure.

Only 1 Action Point can be spent per round.

Recovering Action Points

- Every time your character does something particularly impressive or achieves a goal of some sort, the GM may award one or more Action Points.
- Every time you roll a natural 20, you gain 1 Action Point.
- Every time you start a new session, the Action Point pool is fully refreshed. Any unused Action Points from the previous session will be lost.

Don't hoard your Action Points--they're meant to be used!

Other Hazards

Falling: 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet

Extreme Heat & Cold: If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Lava: 2d6 damage per round exposed; much more if completely immersed. Damage continues until lava is removed or quenched.

Poison: Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Radiation: Lose 1d3-1 STR per round, DC 20 STR+Phys save for half (round down). Damage is potentially much higher in very hard radiation. STR recovers at a point per day if properly treated.

Spikes: add +1 point to falling damage per 10' fallen, max +10.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. e.g.: 1 Goon = EL1. 2 Goons = EL2. 4 Goons = EL3, etc.

Add up the Encounter Levels (EL's) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

+1d6 to Hit Points
 +1 to all attack rolls
 +1 to your primary skill(s)
 +1/2 to all other skills

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX, INT or CHA.

A new Talent is gained at levels 4, 7, 10, 13, 16, 19, etc.

Soldiers gain +1 to their attack and damage rolls at levels 5,10,15, etc.

Faces and Thinkers gain +1 to their Charisma and Intelligence statistics at 5, 10, 15, 20, etc.

Example: The 1st level adventurers have just completed a mission, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

Gear: Equipment, Vehicles and Hired Help

The Basics

You start out each mission with 5 gear points plus 1 pt per level. In other words, 6 gear points for a 1st level character. You can have more gear points if you've taken the Well-equipped Talent.

With gear points, you can buy weapons, armor, gadgets, traps, vehicles, or requisition help.

If you'd rather not deal with the complexity, just turn to the end of this section and you'll find several gear packages there, one of which is bound to be useful.

Equipment is deliberately kept rather generic--you can call your items whatever you want to within reason. A "handgun" could be a Colt.45, a Beretta or a Glock. It's all up to player preference.

Basic Equipment

1 pt will get you one of the following...

- One basic firearm
- One exotic weapon
- One melee weapon
- 6 thrown weapons
- 6 grenades
- One Armor
- One Disguise
- One Gadget
- One Trap

Weapons not on the list. More powerful weapons cost more gear points. Satchel charges, rocket launchers, and so on cost at least 3 gear points. See the d20 Modern SRD for more details.

Item Descriptions

Ammunition. Missile weapons, such as guns and crossbows, come with a couple extra clips worth of ammo, enough not to worry about running out over the course of a few encounters. For an extra point, you can get enough spare ammo for every missile weapon you've brought to not worry about running out of ammo during that session.

Armor. In SpyLite, Armor behaves differently than in other d20 games. When you requisition it, you can describe it however you like, usually as a bullet proof vest.

Instead of providing an AC bonus or damage reduction, Armor gives you a certain number of charges. When you're hit and take damage, you can say that your armor stopped it and burn one charge.

If you make a (STR + Phys + the armor's bonus) save vs DC (equal to the damage taken), you take no damage but are knocked down until your next action. If you run out of charges, you're out of luck--the armor is useless. A failed save still uses a charge.

Basic armor before applying upgrades has 1 charge and adds +2 to the save.

Basic Firearms. There are hundreds, if not thousands, of variations of handguns and rifles out there. Instead of statting out each one, SpyLite uses an abstracted system.

Pistols do 2d6 damage, Rifles do 2d8. Each are upgradeable (see the section on "Upgrades" for more information). When you requisition a firearm, simply write it down on your sheet and call it what you want.

Basic Firearms:

Handgun	2d6
Rifle	2d8

How many shots your weapon can fire before needing to reload varies depending on what you decide to call it. Typically, this will range from 7 - 17 shots for pistols, 1 - 12 for single shot rifles and shotguns and anywhere from 15-30 for autofire-capable firearms.

If your weapon has fewer shots than that range, then take a "free" gear point and place it in an upgrade (for example, "Big" or "Concealed"). If you really don't care how many rounds there are in your gun's clip (recommended), then use 12 rounds per clip for pistols, 5 for single shot rifles and 25 for autofire-capable rifles and pistols.

Compound Bows, Blowguns and Crossbows.

Obsolete in most other military services, these items have a special place in espionage operations because they are silent and can take a variety of specialized ammunitions.

You can have **either** 10 normal arrows, darts or quarrels or a similar amount of special ammunition. An extra gear point will get you both regular and one type of special ammunition (as per the "alternate ammo type" upgrade). The effects of special ammunition will vary, but minor explosions, tranquilizer darts, tracking

darts, incendiary rounds, tear gas, smoke bombs are all appropriate.

See the entries on grenades and traps for more information on how they might work.

Disguises. Includes any makeup, hair or clothing changes needed to make you appear to be a different person (within reason) and is complete with a superficially plausible cover ID.

Normally, going undercover is a matter of role-playing the situation and your Cha (or Int) + Subterfuge vs any observers' skill rolls, but sometimes a situation will come up that no amount of lying or acting will cover up, such as background checks, direct physical examination, etc. In that case, the thoroughness of your disguise will come directly under fire.

If someone has reason to doubt your disguise, it's DC 15 to penetrate. The "Potent" upgrade can be used to increase this DC by +5. It's also affected by the "Master of Disguise" Talent.

Exotic Weapons. For more information, refer to the individual entry of the item.

Some examples:

Compound Bow	1d8 for normal ammunition
Crossbow	1d10 for normal ammunition
Crossbow, Hand	1d6 for normal ammunition
Blowgun	1d4 for normal darts
Speargun	1d8
Stun Gun/Taser	1d3 damage + STR + Phys save vs DC 15 to avoid being stunned for 1d6 rounds

Gadgets. A gadget is something that is designed to do something specific. It will usually either...

- Get you past an obstacle not usually resolvable by a skill roll (distract guard dogs, allow you to breathe underwater for a while, etc) or...
- Do something useful but not necessarily quantifiable in game terms, or...
- Give a +2 skill bonus to a certain skill or class of skill rolls when performing a task

Some examples of Gadgets: spy cameras, code breakers, welders, lock picks, bugs, low-light goggles, camera disablers, grappling hooks, scuba gear, magnetic watches, laser pens.

Mundane gadgets. Some items are so basic that no points should ever be spent for them: rope, for example. The GM is the final arbiter of whether or not an item applies.

Grenades. Grenades come in a variety of flavors. Explosive grenades do 3d6, have a 10' burst radius, and require a 15 Dex DC to avoid damage.

There are also grenades that use tear gas, sleeping gas, smoke bombs...the sky's the limit, pretty much. If a grenade has a non-damaging effect, assume the DC to resist is 15. Effects will last a varying amount of time, usually 1d6 rounds up to an hour or two.

Grenade launchers are an extra item, but allow you to toss grenades much farther than you can throw them.

Melee Weapons. Melee weapons usually do 1d6, 1d8, 1d10 or 2d6 depending on size and how many hands required to use them. Use your imagination or a copy of the SRD. If you don't have a melee weapon, unarmed damage is 1d4. Chairs, barstools, and other improvised weapons usually do around 1d6 damage but will break if they do maximum damage.

Some examples:

Big Knife	1d6
Brass Knuckles	1d6
Chloroform	STR + Phys save vs DC 15 or be knocked out for a while. Target must be grappled to apply. An alternate version of this item would be a syringe loaded with drugs.
Katana	2d6
Nightstick	1d6
Sap	1d6
Sledge	1d10

Speargun. Operates underwater as well as on land. Compared to other ranged weapons, it's fairly unwieldy.

Thrown Weapons. Thrown weapons do 1d4 damage, plus the thrower's strength bonus.

Trap. A Trap can be set by someone using the Subterfuge skill. Roll Int+Sub. That total is the DC that anyone encountering the Trap must roll to avoid its effects.

When you requisition the Trap, you can describe it as anything you like, within reason—land mines, bear traps, caltrops, banana peels, it's up to you.

The effects of the trap also vary, but grenade-like explosions, sleeping gas, knocking the target down or

restraining them for a few rounds (or until freed)...the possibilities are endless. If a trap has a non-damaging effect, assume the DC to resist is 15. Effects will last a varying amount of time, usually 1d6 rounds up to an hour or two.

The "disguised" and "concealable" upgrades do not apply in the usual way to Traps. If you'd like your traps to be harder to find once set, use "Potent". "Potent" can also refer to resisting the effects of the trap itself, so be sure to specify which part of the trap you are applying the "Potent" upgrade to. A Trap with the "disguise" or "concealable" upgrade will be harder to find **before** it's set.

*Example: A Trap with no disguise upgrade might look like your "normal" suitcase bomb, seen in thousands of action movies. A trap **with** the disguise upgrade might appear to be an innocuous can of shaving cream or a scattered collection of harmless-seeming items. After they are both set, they'd both be equally difficult to find, depending on the user's skill level.*

Upgrades

You can spend additional gear points on your items to improve them. The cost of an upgrade applies directly to an item's cost. For example, a pistol costs 1 pt. Apply the "Big Weapon" upgrade and the pistol now costs 2pts, but does 2d8 damage.

Alternate Ammo Type. +1 pt. Weapon can fire a different type of ammo in addition to normal rounds (acid, stun, sleeping, tracking darts).

Armor Upgrade. +1 pt. Adds one more charge and +2 to the armor save value. Can be taken 3 times for a total value of 4 charges, +8 to the armor save.

Autofire. +1 pt. Gun can autofire.

Big Weapon. +1 pt. Upgrades damage to next higher die type. Can only be taken once.

Concealable. +1 pt. The object is easily concealable. Efforts to find the object are at a +5 DC penalty. Can only be taken twice.

Disguised. +1 pt. Object is disguised as something innocuous--a lipstick taser, for example. An INT + Sub or Sci check vs DC 20 will reveal the object's true purpose. No skill check is required to do this if the object is seen in use.

Gadget Upgrade. +1 pt. Upgrades a gadget's skill bonus by +2. Can be taken up to 3 times, for a total of +8 gadget bonus.

Potent. +1 pt. More Potent. +5 DC to resist effects. Can be taken 4 times total.

Scope. +1 pt. When taking the Aim maneuver, range penalties can be ignored.

Silencer. +1. Makes gun shots much quieter, but only for the first few rounds.

Vehicles

1 pt gets you a basic, no frills vehicle with enough room for one passenger and fast enough to get on the highway, but that's it.

The following upgrades apply:

Sexiness

0 pt = Not Sexy
1 pt = Upscale
2 pt = Stylish
3 pt = Luxurious

Passenger and Cargo Capacity

1 pt = 1 passenger (motorcycle-sized)
2 pt = 3 passengers, a few suitcases (family car)
3 pt = 10 passengers, a few crates (pick-up truck)
4 pt = 20 passengers, fair amount of cargo (a bus)

Speed

0 pt = Unimpressive
1 pt = Sporty
2 pt = Fast
3 pt = Blazing Fast

Additional capabilities:

Armor. +1 pt. Any attacks on the occupants or the car have to penetrate DR 5. Any attack that does more than 5 points damage over the DR reduces the DR by 1 point. When it reaches 0, there's no armor left. Taking this multiple times adds +5 DR, maximum 20.

Can Fly. +1 pt.

Can Hover. +1 pt, requires Flight.

Sealed Cabin. +1 pt. Occupants are unaffected by outside environmental conditions such as low air pressure or underwater environments. For another point, vehicle can also handle extreme heat, radiation, the vacuum of space and poisonous gases.

Submersible. +1 pt.

Complex Items

You can combine several pieces of gear into one item. Simply total up the cost and divide by 2, with a minimum cost of the most expensive item component+1.

It is entirely up to the GM to veto or approve complex items.

Example #1: Gun Leg

- 1 pt - Rifle
 - +1 pt Automatic
 - +1 pt Disguised as prosthetic leg
 - +1 pt Scope
- 1 pt Underslung Grenade Launcher
 - +1 pt Can also fire Tear Gas Rounds
 - +1 pt Disguised as prosthetic leg

Total = 5 gear points (4 pts for the Rifle component +1).

You now have a prosthetic leg that can be removed and used as an automatic rifle with a scope and underslung grenade launcher...which can fire either explosive grenades or tear gas grenades.

Here's another example:

Example #2: Rigged Attache Case From "From Russia With Love"

- 1 pt Locked Attache Case
- 1 pt Trap (tear gas, DC 15 or spend 1d6 rounds coughing and hacking, triggered by opening case incorrectly, DC to detect most likely Int+Sub roll of the guy at Q Department who made it).
 - +1 pt More Potent (+5 DC, total DC 20)
- 1 pt Additional places to conceal things (knives, money, folding sniper rifle)

Total = 3 gear points (2 for the Trap +1).

The agent now has a locked attache case with plenty of room to hide things. If someone tries to open it without knowing the trick, they'll trigger a tear gas trap with a DC 20 to resist.

Example #3: The Car From "Goldfinger"

Want the car from "Goldfinger"? The breakdown of costs would go like this:

- 5 pts, Aston Martin (Stylish +2, Family Car-sized +1, Fast +2)
- 6 pts, Two Rifles, Fully Automatic, disguised as

- headlights (3 pts each)
- 2 pts, Oil Slick, concealed
- 2 pts, Ejector Seat, concealed
- 4 pts, Retractable blades in the hub caps, concealed (2 pts each)
- 2 pts, Vehicle Armor DR 5, concealed
- 2 pts, Radio Telephone, concealed
- 2 pts, Radar scanner and tracking screen, concealed
- 2 pts, Caltrops from rear light cluster, disguised as rear headlights
- 2 pts, Smoke screen from exhaust pipes, disguised as exhaust pipes
- 1 pts, Revolving number plates
- 1 pts, Concealed storage for guns

Total = 16 gear points (31/2 points).

Helper NPC's

Gear points can also get you a helping hand with your mission, ranging from getting someone to distract the guards at the front gate all the way up to commandeering a full tactical assault squad.

Ability

- 1 pt = 1st level
- 2 pt = 1/2 your level, rounded up*
- 3 pt = Your level-1*

* Obviously, at 1st and 2nd levels, these point values are somewhat useless.

Number of NPC's

- 0 pt = 1
- 1 pt = 1d3
- 2 pt = 1d4+2
- 3 pt = 2d6

Duration

- 0 pt = There for one task only, after performing that, they leave.
- 1 pt = 1 encounter
- 2 pt = The full adventure

Equipment

- 0 pt = the skin on their backs
- 1 pt = basic equipment--standard gear for their profession
- 2 pt = specialized equipment or a vehicle

Morale

- 0 pt = Surly
- 1 pt = Friendly/Professional
- 2 pt = Enthusiastic
- 3 pt = Frothing at the mouth

Gear: Gear Packages

These are all 6 pt packages, appropriate for beginning play.

The Archer

- Crossbow (1d10 with normal rounds, scope)
- 10 Tranquilizer Bolts (DC 15 to resist)
- McAllister .32acp Pistol (2d6, 9 round clip)

Pick one of the following:

- Lipstick Camera (disguised), **OR**
- Mascara Taser (disguised, DC 15 to resist) **OR**
- Explosive Trap disguised to look like a kitten (potent: +5 DC to resist)

The Bond

- Walther PPK (2d6, silenced, 7 round clip)
- Sports Car (upscale, car-sized, sporty)

Pick one of the following:

- Wristwatch (welding laser, disguised), **OR**
- Cigarette Case (tear gas bomb when activated, DC 15 to resist, disguised) **OR**
- Ballpoint Pen (dart gun, drugged, 15 DC to resist, disguised)

Home Alone

- Handgun (2d6)
- 3 Traps
- 6 Grenades
- Toolkit (+2 to handyman types of things)

John Woo

- 2 Beretta 92F (2d6, 15 round clip)
- Bulletproof Vest (1 charge, +2)
- Motorcycle (upscale, bike-sized, fast)

The Mafioso

- Brass Knuckles (1d6)
- Tommy Gun (2d8 damage, autofire)
- Bulletproof Vest (1 charge, +2)
- Knows A Guy (hired help, 1 1st level guy shows up for one task, basic equipment, surly)

Merc

- Body Armor (2 charges, +4)
- Machine Gun, (2d10, Automatic)
- Rambo Knife (1d6)

Sniper

- Sniper Rifle (2d10, scope, silencer)
- Pistol (2d6)
- Gilly Suit (+2 to hiding)

Trench Coat Ninja

- Katana (2d6)
- Wakizashi (1d8)
- Trench Coat (+2 to concealing items on person)

Pick two of the following:

- Blowgun w/tranquilizer darts (DC 15 to resist)
- Climbing Claws (+2 to climbing)
- 6 Smoke Bombs (DC 15 to resist + obscures sight)
- Throwing Stars (6, 1d4 each)

Undercover Agent

- Disguise (DC 20 to penetrate)
- Camera (disguised as innocuous item)
- One bug
- Listening device

Wheel Man

- Handgun (2d6, autofire)
- Getaway Car (not sexy, car-sized, fast, armored at DR 5)

Foes: Animals and Supporting Cast Members

Animals

Type	HD	HP	AC	Damage, Notes
Ape	4d8+8	(26 HP)	14	Claw +7 (1d6+5), Bite +2 (1d6+2)
Bear	6d8+24	(51 HP)	15	Claw +11 (1d8+8), Bite +6 (2d8+4)
Crocodile	3d8+9	(22 HP)	14	Bite +6 (1d8+6), Tail Slap +6 (1d12+6)
Dog	2d8+4	(13 HP)	13	Bite +3 (1d6+3)
Dolphin	2d8+2	(11 HP)	15	Slam +4 (1d8)
Eel, Electric	2d8	(9 HP)	16	Bite +4 (1d4) + Electric Shock (1d6)
Herd Animal	3d8+9	(22 HP)	13	Butt +3 (1d8+6), Trample +3 (1d12)
Horse	3d8+6	(19 HP)	13	Hoof +2 (1d4+1)
Lion	5d8+10	(32 HP)	15	Bite +2 (1d8+2), Claw +7 (1d4+5)
Monkey	1d8	(4 HP)	14	Bite +4 (1d3-4)
Piranha	1d2	(1 HP)	16	Bite +4 (1d3-1)
Rat	1d2	(1 HP)	14	Bite +4 (1d3-4)
Shark	3d8+3	(16 HP)	15	Bite +4 (1d6+1)
Snake, Boa	3d8+6	(19 HP)	15	Bite +5 (1d3+4), Grabs (Str 14) and squeezes for 1d3+4 per round after hitting with Bite until killed or target breaks free
Snake, Viper	1d8	(4 HP)	17	Bite +4 (1d2-2) + Poison (1d6 Str damage, DC 10 for half)

For something higher up on the gonzo scale...

Type	HD	HP	AC	Damage, Notes
Plant, Carnivorous	8d8+40	(76 HP)	14	Melee +13/+8 Grabs opponent (Str 20), bites for 1d6+10 next round
Robot, Tiny	1/2d10	(2 HP)	13	Ranged +3
Robot, Man-sized	2d10	(11 HP)	15	DR 3, Melee +2 (1d6+2) or +3 Ranged (by weapon)
Tyrannosaurus Rex	18d8+99	(180 HP)	14	Bite +20 (3d6+13)
Zombie	2d12+3	(16 HP)	11	Slam +1 (1d6+1)

All creatures have a bonus to all skills equal to their number of Hit Dice, if appropriate. For skill areas a creature is well-known for being good at, give them +3 skill ranks for that task. Examples would be panthers sneaking, monkeys climbing, dogs tracking by scent, etc.

Huge. +4 HD. +4 to attack, +8 Str (don't forget to factor this into the critter's HP, damage and to hit bonus), +4 AC (tough hide), damage increases to next higher die type.

Fucking Laser On Head. Animal gains a ranged attack at its normal attack bonus: Laser (2d8, equivalent to scope and silencer).

Templates

Want to upgrade an animal? Pick a base animal from the chart, select a template, add in the template's bonuses and, voila, upgrades.

Big. +2 HD. +2 to attack, +4 Str (don't forget to factor this into the critter's HP, damage and to hit bonus), +2 AC (tough hide).

Supporting Cast

There are two types of NPC's: **Ordinaries** and **Heroics**. Both are built using the standard classes (Soldier, Spy, Face, Thinker).

Ordinaries

Ordinaries are important enough to have stats, but not important enough to have any significant screen time.

They have 1d6 (average 3.5) hit points per level, adjusted by their Str bonus (or penalty). They gain all special abilities of their class, but do NOT usually gain Talents or Action Points.

If you're in a rush, use average stats except for whichever stat the Ordinary uses most, which will get a 12-14. Use level 1 for the lowest rung in their professions. If you need a more seasoned Ordinary, add levels. 2-4 would be appropriate for more experienced types.

In some cases, it may be appropriate to give Talents to Ordinaries, but don't go overboard with it.

Example: the PC's are jumped by a squad of ninjas. The GM doesn't have any prepared, so he decides to make them Spies with Physical and Subterfuge as their skill picks. These ninjas are level 2.

The GM gives them 10 in all their stats save for Dex, which gets a 14. They get average hit points, for a total of 7 (3.5 times 2 levels, with no Strength modifiers). Their AC is 13 (10 + 1/2 Level + Dex bonus). They get a +4 attack bonus (2nd level + Dex bonus) and are equipped with katana (2d6 damage).

Some typical examples of Ordinaries follow. These are meant to be background characters or cannon-fodder.

Typical Ordinaries:

Assassin. Soldier-3. Str 12 (+1), Dex 12 (+1), Int 10 (+0), Cha 10 (+0). HP 13. AC 12. Silenced Handgun +5 (2d6+1) or Knife +5 (1d6+2). Physical +2, Subterfuge +6, Communications +2, Knowledge +2, Science +2.

Civilian. Level 0. Str 10 (+0), Dex 10 (+0), Int 10 (+0), Cha 10 (+0). HP 3. AC 10. Punch +0 (1d4) or Grab +0 or Improvised Blunt Weapon +0 (1d6). One skill at +2 all other skills at +1.

Criminal. Spy-2. Str 12 (+1), Dex 10 (+0), Int 10 (+0), Cha 12 (+1). HP 9. AC 11. Pistol +2 (2d6) or Knife +3 (1d6+1). Physical +5, Subterfuge +5, Communications +2, Knowledge +2, Science +2.

Government Agent. Spy-3. Str 10 (+0), Dex 12 (+1), Int 12 (+1), Cha 10 (+0). HP 10. AC 12. Pistol +4 (2d6) or Hand-to-Hand +4 (1d4). Physical +2, Subterfuge +6, Communications +2, Knowledge +6, Science +2.

Eye Candy. Face-1. Str 10 (+0), Dex 12 (+1), Int 8 (-1), Cha 16 (+3). HP 3. AC 11. Punch +1 (1d4) or Grab +1 or Improvised Blunt Weapon +1 (1d6). Physical +1, Subterfuge +1, Communications +4, Knowledge +1, Science +1.

Ninja. Spy-2. Str 10 (+0), Dex 14 (+2), Int 10 (+0), Cha 10 (+0). HP 7. AC 13. Katana +4 (2d6) or Hand-to-Hand +4 (1d4) or Throwing Stars +4 (1d4). Physical +5, Subterfuge +5, Communications +2, Knowledge +2, Science +2.

Police Officer. Soldier-2. Str 12 (+1), Dex 12 (+1), Int 10 (+0), Cha 10 (+0). HP 9. AC 12. Pistol +4 (2d6+1) or Hand-to-Hand +4 (1d4+2). Physical +2, Subterfuge +2, Communications +2, Knowledge +5, Science +2.

Politician. Face-3. Str 10 (+0), Dex 10 (+0), Int 12 (+1), Cha 12 (+1). HP 10. AC 11. Punch +3 (1d4) or Grab +3 or Improvised Blunt Weapon +3 (1d6). Physical +2, Subterfuge +2, Communications +6, Knowledge +2, Science +2.

Professional. Thinker-2. Str 10 (+0), Dex 10 (+0), Int 14 (+2), Cha 10 (+0). HP 7. AC 11. Punch +2 (1d4) or Grab +2 or Improvised Blunt Weapon +2 (1d6). Knowledge or Science +5, other skills at +2.

Scientist. Thinker-4. Str 8 (-1), Dex 8 (-1), Int 16 (+3), Cha 10 (+0). HP 10. AC 11. Punch +3 (1d4-1) or Grab +3 or Improvised Blunt Weapon +3 (1d6-1). Physical +3, Subterfuge +3, Communications +3, Knowledge +7, Science +3.

Soldier. Soldier-2. Str 14 (+2), Dex 10 (+0), Int 10 (+0), Cha 10 (+0). HP 11. AC 11. Automatic Rifle +3 (2d8+1) or Pistol +3 (2d6+1) or Combat Knife +5 (1d6+3). Physical +5, Subterfuge +2, Communications +2, Knowledge +2, Science +2.

Squad Leader. Soldier-5. Str 14 (+2), Dex 12 (+1), Int 12 (+1), Cha 10 (+0). HP 27. AC 13. Automatic Rifle +8 (2d8+2) or Pistol +8 (2d6+2) or Combat Knife +9 (1d6+4). Physical +8, Subterfuge +3, Communications +3, Knowledge +3, Science +3.

Terrorist. Spy-3. Str 10 (+0), Dex 14 (+2), Int 12 (+1), Cha 10 (+1). HP 10. AC 13. Rifle +5 (2d8) or Knife +5 (1d6). Physical +2, Subterfuge +6, Communications +2, Knowledge +2, Science +6.

Thug. Soldier-2. Str 14 (+2), Dex 12 (+1), Int 10 (+0), Cha 10 (+0). HP 11. AC 12. Fists +5 (1d4+3) or Club +5 (1d6+3). Physical +5, Subterfuge +2, Communications +2, Knowledge +2, Science +2.

Heroic NPC's

Heroic NPC's are built almost exactly the same way as player characters. They get Talents and may or may not get an Action Point or two, depending on how important they are to the plot.

A heroic NPC is important enough to get significant screen time, so they should have at least one "hook" to them. For example, "sumo wrestler with deadly hat boomerang" or "sinister wheelchair-bound Russian with white cat".

Here are a few examples, all level 5:

Heroic Assassin. "An assassin with a passion for gambling and a penchant for berserker rages." Spy-5. Str 12 (+1), Dex 16 (+3), Int 11, Cha 8 (-1). HP 29. AC 16. Handgun +8 or +6/+6 (2d6, silenced), Two Big Scary Knives +8 or +6/+6 (1d8+1), Garrote (1d6+1 per round, must grapple from behind). Physical +8, Subterfuge +8, Communications +3, Knowledge +3, Science +3. Agile, Double-tap.

Hulking Bodyguard. "Hulking granite slab with fewer words than a dictionary with blank pages." Soldier-5. Str 18 (+4), Dex 10, Int 10, Cha 6 (-2). HP 35. AC 12. Fists +11 (1d6+6), Rifle +7 (2d10+2, Automatic). Physical +8, Communications +3, Subterfuge +3, Knowledge +3, Science +3. Brawler, Power Attack.

Corrupt Politician. "On more terrorist organizations' payrolls than he has fingers. Or toes. Has an engaging smile and twinkling eyes." Face-5. Str 10, Dex 10, Int 12 (+2), Cha 17 (+3). HP 27. AC 12. Pistol +5 (2d6). Communications +8, Physical +3, Subterfuge +3, Knowledge +3, Science +3. Specialist: Political Maneuvering (+2), Well-Connected.

Evil Mastermind. "Irish woman with eye patch and penchant for moray eels." Thinker-5. Str 12 (+1), Dex 12 (+1), Int 18 (+4), Cha 13 (+1). HP 29. AC 13. Two Pistols +6 or +4/+4 or Autofire (2d6, Autofire). Science +8, Communications +3, Physical +3, Subterfuge +3, Knowledge +3. Trap Monkey, Well-Connected.

Master Ninja. "Has a gravelly voice and goes by the name of 'Shredder'." Soldier-5. Str 14 (+2), Dex 15 (+2), Int 11, Cha 7 (-1). HP 36. AC 14. Two Katana +9 or +7/+7 or +5/+5/+5 (2d6+4) or Throwing Stars +9 (1d4+4). Subterfuge +8, Physical +3, Communications +3, Knowledge +3, Science +3. Martial Artist, Durable. Wears spiked body armor (2 charges, +4).

Agencies: Enemy And Otherwise

Every agent needs to belong somewhere, whether it's the SPECTRE to your British Secret Service, the UNITY to your HARM, an international espionage agency like UNCLE, or even the United Nations itself.

Agencies are usually generated by the GM, but the players' Agency could just as well be created by group consensus at the beginning of play. There could even be some campaigns where the players don't even belong to an Agency at all.

Creating An Agency

Choose A Name. If you don't have an idea handy, a time-tested method is to grab a dictionary, flip through it until you find a likely word and then use that as your Agency's acronym.

White hat Agencies will have acronyms with positive connotations; Black hat Agencies will have more

sinister-sounding acronyms. Examples: HAMMER, ALPHA, SHARK, TRUTH, MALICE.

Don't worry if you can't decide what the acronym stands for. If a player calls you on it, you can always just say it's Russian for something really complicated.

Brief Description. Much like important NPC's, Agencies should have a brief hook that makes them memorable. "Hidden counter-terrorist unit formed by Winston Churchill in the darkest days of WWII" or "International criminal organization of ex-Spetsnaz operatives based out of a hollowed out volcano in the Maldives."

Goals. Every Agency is here for a reason. "Fight evil", "protect world stability", "world domination", "destabilize the global economy". These goals may even occasionally change over time.

Typical Operatives. When the Agency sends in help, what type of help typically shows up? Soldiers? Men in black? Ninjas? Thugs?

Enemies. Who are your Agency's enemies? Does it have any long-standing nemeses?

Allies. Does the agency have any major allies? Is it affiliated with any governments or civilian organizations?

Allies, Pulling Strings. Agencies can pull strings, calling in favors for additional help from their allies. Use the highest Cha + Comm of all the players currently in the group to roll vs a variable DC. If successful, the connections come through with help.

The time that this takes depends on the favor—information might take only a few minutes. Manpower may take hours or days. In addition, the help requested must be something the allies can reasonably provide.

Unless noted otherwise, this can be done only once per mission. Also note that your allies are doing this as a favor—they might expect something in return.

DC	Favor
15	Minor information, 1 pt worth of Hired Help, Very minor resource commitment
20	Detailed information, 3 pts worth of Hired Help, Average resource commitment
25	Exacting information, 6 pts worth of Hired Help, Deep resource commitment
30	Direct intervention from the ally, pulling out the stops.

Qualities. Every Agency is slightly different. The way this is expressed is through Qualities, which work like Talents. Choose 3 from the list below:

Qualities

Criminal Ties. When dealing with other criminals and criminal organizations, your Agency gains a +2 to all social rolls that might benefit from having criminal ties. When pulling strings, the Agency can pull strings from a vast number of criminals and not just official allies—criminals will do anything for the right amount of money/leverage.

Deep Funding. Your Agency has deep resources. When gearing up, the group has an additional 1d8 gear points they can split amongst the players' inventories as they see fit.

Fearful. The Agency's reputation is fearsome enough that all known agents gain +4 on any social rolls which would benefit from having a fearful reputation.

Government Sanctioned. Working directly for the government opens many doors. You can gain writs and warrants for just about anything, but need to follow the rules (usually). You also gain a +2 bonus when dealing with friendly government, military and law enforcement, along with the previously-mentioned government support.

Hidden. Your Agency is hidden from public view. While occasionally causing problems (“You say you have a warrant? The FBI's never heard of you!”), it also means your enemies have to do more work to find out information.

Any Disguises requisitioned will automatically be at +5 due to your Agency's skill at building deep cover stories. Any attempts to research the Agency or any of the Agency's employees will be at -2.

Intelligence. Your Agency has spies everywhere. They know things about your enemies even before they do. At any time during a mission, players can request additional information from headquarters, using the same system as listed under “Pulling Strings”. Every time past the first, the DC will be at +3.

Mondo Headquarters. Other Agencies have their headquarters in military bases, modern skyscrapers or even just standard off-the-rack office buildings. Your Agency gets to be based out of something far more fun: moon bases, enormous yachts, a gigantic zeppelin, hollowed-out volcano, whatever you want. This also includes the means to get there, if necessary.

Multinational. Your Agency has resources everywhere. No matter where you are, there's a local office, safe house or headquarters for you to use. The resource might not be large or public, but it will be there.

R&D Department. Your Agency has its own R&D department which produces equipment noticeably more advanced than anywhere else. The first upgrade point on any piece of equipment will be free, including complex items and vehicles.

Think Tank. Your Agency specializes in staffing itself with the best minds in the business. Once per mission the player characters can call in a Helper NPC that can perform any one non-combat-related task. The helper NPC will be a full heroic character at the PC's average level. If he or she dies, he can't be replaced for another 1d6 missions.

Well-Regarded. Anybody who is not specifically an enemy of the Agency reacts to any known agents of that Agency at +2. Agents themselves, once known, are treated as minor celebrities.

Growth And Decline Of Agencies

Successful or failed missions can have an effect on Agencies. Securing an ally over the course of several missions might score your Agency the Deep Funding Quality. Failing multiple missions might make your Agency's "Feared" Quality disappear.

Relatively permanent changes such as these are usually the result of campaign story arcs. There are no hard and fast guidelines, but 3 or missions per change would be typical.

More temporary changes are covered by **Temporary Qualities**.

Temporary Qualities apply to an Agency as a result of a temporary setback or windfall. They typically only last for 1d6 missions and then disappear.

This applies just as much to your enemies as to your own agency. Not all missions may be decisive enough to have either of these effects—only the GM will be able to tell.

Example: UNITY sends the player characters on a mission to prevent the famed saboteur, Le Chacal, from destroying the Louvre. They fail miserably; Le Chacal escapes leaving behind an entire wing of the Louvre filled with flaming pitch and angry chickens.

UNITY gains the "Laughing Stock" Temporary Quality for the next 2 missions. For a similar length of time, Le Chacal's employers, HARM, enjoy "Good Press" (or whatever passes for it amongst the criminal underworld).

Temporary Qualities

Black Eye. Something happened during the last mission to make the Agency suspect your loyalty. Is there a mole or a double agent? Background checks, infighting and psychological interviews abound until the dust settles.

Equipment Shortage. Last mission's toll on the Agency's equipment reserves result in a number of gear shortages. There's a 2 in 6 chance of anything requisitioned to be out of stock. Try something else.

Favor. Your Agency has gained the trust of someone in a position of great power. Until this Quality wears off, it has the benefit of either Criminal Ties, Government Sanctioned or Multinational.

Good Press. The high visibility of the last mission gives the Agency the benefits of the Well-Regarded Quality until things settle back down.

Intelligence Windfall. The last mission uncovered an unexpectedly potent source of intelligence. Until this Quality wears off, your Agency has the benefit of the Intelligence Quality.

Laughing Stock. So much for being respected and feared by...pretty much the entire world. Known agents suffer a -2 penalty to all social rolls that might be penalized by having a reputation for ineptitude until the Agency does something to prove themselves again or the entire world, hopefully, forgets about the whole affair.

Loot. The material gain from the last mission has made a great difference in available materials. Everybody on the team gains 1 additional gear point until this Quality wears off.

Understaffed. Due to the high fatality rate of the last mission, whenever requisitioning hired help, 1d6 less men are available. If none are available, try some other gear choice instead.

Spylite Dossier Generator

Stuck for a mission for your SpyLite game? Grab a handful of dice and roll away! This approach was inspired by the "all the dice" random generators used by Grim (<http://postapocapost.blogspot.com/>) and the Venomous Pao (of <http://www.strangestones.com>). The idea is to take one of each die type and roll them all at once. Once you have the basic idea of the mission, roll for random adventure details in the penultimate step, get a code name and you're done.

Mission Type: Roll d4

- 1 Locate
- 2 Protect
- 3 Rescue or Kidnap
- 4 Sabotage/Modify or Destroy

Object: d6

- 1-2 Person
- 3-4 Place
- 5-6 Thing

What: Roll d8

Choose the column that corresponds to the Object type you rolled with your d6.

	Person	Place	Thing
1	Government Official	Military Asset	Secret Plans
2	Spy	Computer Center	Cutting Edge Technology
3	Military Officer	Listening Post	Enemy Intel
4	Diplomat	Manufacturing Facility	Sensitive Information
5	Civilian	Detention Center	A Valuable Artifact
6	Scientist	Criminal Hotbed	Vast Archives
7	Informant	Espionage Agency	A Stockpile
8	Undercover Spy (roll again for cover)	Headquarters Roll Twice	Roll Twice

Complications: Roll d10

- 1 Your friends are really your enemies.
- 2 Your enemies are really your friends.
- 3 **Expert.** You have an ally who is helpful, but rather fragile. Protect at all costs.
- 4 **Secondary objective.** Roll again on "Mission Type", "Object" and "What".
- 5 **Loose Cannon.** You have an ally for this mission who seems to be the perfect match for your skills. Problem is, he's crazy.
- 6 **Counter-offer.** A friendly agency wants you to do the opposite of your objective and is willing to pay more for it.
- 7 **Ulterior Motives.** It turns out your agency's reasons for this mission aren't as noble as you thought. What do you do?
- 8-9 None
- 10 Roll Twice

Enemies: Roll d12

- 1 Terrorists
- 2 Military, Friendly (countries your country is on good terms with, so keep things low-key...)
- 3 Military, Unfriendly (hostile countries)
- 4 Rogue agents and mercenaries
- 5 Underhanded Businessmen
- 6 Organized Crime
- 7 Rogue Military Unit
- 8 Ninjas
- 9 Government Agents
- 10 Black Ops
- 11 Rebels
- 12 Roll Twice

Locations: Roll d20

- 1 In The Jungle
- 2 Arctic Outpost
- 3 An Oil Rig
- 4 Air Base
- 5 Hidden Underground Bunker
- 6 Corporate Skyscraper
- 7 Run-down Urban Neighborhood
- 8 Remote Island
- 9 Decadent Mansion
- 10 Castle
- 11 Submarine
- 12 Airport
- 13 Train
- 14 In The Desert
- 15 Up In The Mountains
- 16 Sprawling Satellite Dish Array
- 17 Quiet Suburb
- 18 Famous National Monument
- 19 A Bank
- 20 Roll Twice

Adventure Elements: Roll d20, Three Times

You don't have to use any of these—they are merely jumping points to brainstorm interesting things that might happen in the adventure.

- 1 Big Guns
- 2 Bungee Jumping (in other words, needlessly risky stunts as part of the mission plans)
- 3 Chase Sequence
- 4 Complex Security System
- 5 Computer Hacking
- 6 Dangerous Animals
- 7 Dealing With Patrols
- 8 Death Traps
- 9 Departmental Politics
- 10 Destroy All Evidence
- 11 Evil Mirror Universe Spy Team (the enemy has a team just like you!)
- 12 Femme/Homme Fatale
- 13 Hidden Things
- 14 High Fashion
- 15 Impressive Thug (Think Oddjob or Jaws)
- 16 Lasers
- 17 Load-bearing Boss (ie the place starts to fall apart at the climax of the mission)
- 18 Poison
- 19 Skullduggery
- 20 World Domination

Assign A Code Name: Operation (d12 #1) + (d12 #2)

d12	#1	#2
1	None (skip this word)	Justice
2	Rolling	Archer
3	Code Name	Diamond
4	Rising	Tiger
5	Violent	Dragon
6	Secret	Eagle
7	Ice	Sun
8	Burning	Wolf
9	Black	Victory
10	Velvet	Fury
11	Golden	Rain
12	Phoenix	Storm

Examples:

Operation Code Name Wolf

Mission Type: Locate Secret Plans

Complications: Loose Cannon

Enemies: Ninjas

Location: Arctic Outpost

Elements: Chase Sequence, Dangerous Animals, Poison

The team has to acquire secret plans to D.I.R.E.'s new intelligence mainframe. The plans are being held at a training facility far north of the Arctic Circle in Siberia. The place is packed with ninjas in various levels of competence, their instructors and trained wolf packs.

There's probably going to be a snowmobile chase or two when the team tries to escape and the plans themselves are being held in a vault that's flooded with deadly poison gas.

Assisting them will be Jack "One-eyed" Morgan, an agency veteran who's seen more action in the last ten years than most armies have seen in a typical century. Unfortunately, he has a tendency to go off the rails rather frequently and this is his last mission before he's going to be forcibly retired...

GIANT BUG INVASION

by Mike Berkey (michael.berkey@gmail.com), Copyright 2010. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.koboldenterprise.com>.

This is more of a tool kit for playing gonzo weird science scenarios than anything else. It's primarily intended as an expansion to the (now absurdly non-micro) SpyLite system, but is fairly compatible with other versions of Microlite20 with a bit of tweaking.

So, here we go. Mad Science and more nasty bugs than you can shake an emergent quantum stick at.

New Talents

Big Chin. You regenerate Action Points more quickly. Not only do you gain an Action Point back on a natural 20, you also get one back on a 19, so long as the roll itself was successful.

Bulletproof Nudity. This Talent is mainly intended to simulate characters who never seem to tote more than a bikini and a machine gun, but since this is an egalitarian game, it's okay for guys to have this Talent as well. If you're baring some skin, then you have a +1 bonus to your AC. The more skin you're showing, the more the bonus, up to a maximum of +3. Wearing clothing or armor negates this effect. At the GM's discretion, the character can take a small hit to skill and to-hit rolls when "over-dressed" or dressed too conservatively.

Field Biologist. By examining the corpses of icky non-human things and using the fruits of modern science, you and your teammates gain combat and skill bonuses. Requires that Knowledge be a Trained Skill. You can examine any new species of critter killed, assuming you have access to sufficient lab equipment (even a field kit will do in a pinch). Make an Int + Know check vs DC 20. If successful, all attacks and skill rolls against these critters will be at +2 by you and the rest of the team for the rest of the adventure. If the check is DC 30 or better, then all damage inflicted is increased by +1d6. The GM may adjust the DC's up or down to reflect the difficulty of the situation or quality of equipment.

If I Had A Hammer. Improvised weapons never break for you and you do an additional +2 damage when using one.

Mad Scientist. Requires that Knowledge be a Trained Skill. Instead of being forced to roll for your Mad Science gadgets, you can create your own. When this Talent is first chosen, choose a Source for your character—from now on all gadgets you make will have that Source. Taking this Talent again allows you to choose an additional Source for your gadgets. This bonus does not necessarily extend to other party members, except with GM permission (in this case, your character designed and built the party's gadgets).

Serious Hate On For (Insert Target). If there's one thing you hate more than traffic jams, it's... Pick one kind of target every time you choose this Talent (bugs, zombies, bus drivers, whatever). When making a damage roll against this kind of target, you can reroll any 1's or 2's that come up. Rock'n'roll.

Weird Science. Requires Mad Scientist. When rolling for Quirks for your own mad gadgets, not only do you always know what the result is, you can roll twice and choose one of the two results. This bonus does **not** extend to other party members, even when they are using gadgets that you have designed.

Mad Science

Mad Science extends the standard SpyLite Gear Point system and produces devices that are slightly more powerful, but weird and unpredictable.

You can declare any item bought through the Gear Point system to be "Mad."

Roll twice, once for a Source and once for a Quirk. You will know ahead of time what the Source is, but it's recommended that the GM roll the gadget's Quirk and let the players find out what it is through experimentation.

Sources (d8)

- 1 **Biological.** The device uses biological engineered components—viruses, specially bred or mutated creatures, tamed insects, what have you. In order to stay working, it must be fed, either through a prepared solution or whatever's handy.
- 2 **Chemical.** The device uses special chemicals which can run out eventually. The device is prone to leakage when it breaks, as well—**roll d6:** 1-3 harmless chemicals, 4-5 inconveniencing (stains, smells bad), 6 hazardous.
- 3 **Electronic.** The device is entirely electronic. And by electronic, we're talking vacuum tubes, Jacob's Ladders, arcs of exposed electricity. Mad Science never takes half measures. **Roll 1d10** after every use—on a 1 or 2, it has run out of power. In addition, anybody within 5 feet of the item when used (besides the operator) must save vs DC 15 or get zapped for 1d6 damage.
- 4 **Radioactive.** The device is highly radioactive. It has an effectively unlimited power supply, but leaks radiation like a rusty Pinto leaks oil. Anybody exposed to the item for more than an hour has a flat 1 in 10 chance per 4 hours to develop a random mutation. The details of any mutations are up to the GM, but they should be embarrassing and unexpected.
- 5 **Robotic.** The device works via advanced robotics—the more implausible and Rube Goldberg-esque, the better. While it never seems to run out of power, sometimes the robots will go on strike and must be convinced to continue working.
- 6 **Quantum.** Nobody knows quite how the thing works, only that it does. It has a tendency to disappear when looked at out of the corner of the eye, only to reappear when looked at squarely. Occasionally it emits weird noises and appears to occupy unexpected dimensions. On any skill or to-hit roll of one, it causes reality to rewrite itself in some way. **Roll 1d6:** 1-3 Superficial, 4-5 Minor, 6 Major.
- 7 **Steampunk.** The device runs on coal and steam or a complex mechanically-wound clockwork mechanism. It is massively complex for its size and usually rather bulky. **Roll 1d10** after every use—on a 1 or 2, the machine makes a loud clattering noise and falls apart. Putting it back together requires an Int + Sci roll vs DC 20 or more.
- 8 **Roll again.**

Quirks (d8)

- 1 **Creepy.** The item is so bizarre that everyone within 30 feet of the item must save vs DC 15 when it's operating or run the hell away (or at least back off to what appears to be a safe distance). This includes friendlies, but not the operator.
- 2 **Efficient.** If the gadget is a weapon, it either uses less ammunition or affects more opponents per use. If not a weapon, it helps out more with the task it was designed for, but not always in the most obvious ways. For example, an Efficient Lockpick might pick the lock you're trying to open and then wander off and pick 1d3 more locks for you. Or it might spray a chemical that weakens the door's material so that if the lock-picking attempt fails, it's easier to batter down the door.

- 3 **Emergent.** The item has a tendency to gain new features after a while. Every time it's used, roll 1d10. On a 1 or 2, the device gains another Gear Point, which can be spent immediately, on anything, so long as it's still physically attached somehow to the item. The new ability can't be directly related to any previously-bought abilities.

This can happen 3 times for a total of 3 extra Gear Points. **Roll d6:** 1-3 the choice of new ability is up to the GM, 4-6 player's choice.
- 4 **Evolving.** Every time a skill or to-hit roll is made by 5 or more than the required number while using the item, add +1, up to a +5 total for the gadget. At +5, roll for another Quirk. If the Quirk is "Evolving", re-roll. After that, no more bonuses are gained.
- 5 **Explosive.** The item works once, extremely well, and then breaks. Weapons inflict maximum damage or affect a very wide area, skill-boosting items give an automatic 20 and other items solve the task in record time. Once the device breaks, the Gear Points are "lost" until the end of the adventure.
- 6 **Foul.** The device constantly emits a nasty stench when in operation. -2 to all skill or to-hit rolls within 20 feet when in use. The smell also stains clothing after a while and attracts vermin.
- 7 **Powerful.** +1d6 more damage or an extra +1d6 to a skill roll (roll each time used). If the device doesn't give an obvious bonus (for example, a rebreather), then you can give it another related special ability. For example, a Powerful Rebreather might give the character a swimming speed boost because the bioengineered pygmy sharks that you're using for gills also help pull you along. In exchange for this, however, fumbles are more potent, too. The details should be left to a sadistic GM.
- 8 **Symbiotic.** Every time it's used, make a Str+Phys roll vs DC 15. If the roll is **failed**, the device becomes a part of you. The good part is that you now have a new intrinsic ability with all the bonuses that the device offers. The device no longer takes up Gear Points to possess. The downside, other than being a mutated freak that scares children and small animals, is that you have all the limitations of the gadget's Source.

Generic Bugs

Rather than listing stats for several million different flavors of bugs, take one of the following templates and add one or more of the following Bug Powers. By doing so, you can stat up a freight train-sized Tarantula quickly by giving a Colossal Generic Bug "Wall-Crawling", "Poison Bite" and "Web Spit." A Large Grasshopper could have "Armored Carapace" and "Jumper."

If you have no specific critter in mind, then roll the Bug Powers randomly.

Bug Type (d8)

- 1 **Generic Bug, Tiny.** Bird-sized. HD 1d8-2 (3 HP), AC 14, Bite +5 (1d6-2). Str 6, Dex 14.
- 2 **Generic Bug, Small.** Dog-sized. HD 2d8-2 (7 HP), AC 11, Bite +4 (1d6-1). Str 8, Dex 12.
- 3 **Generic Bug, Medium.** Man-sized. HD 2d8 (9 HP), AC 11, Bite +2 (1d6). DR 1. Str 10, Dex 10.
- 4 **Generic Bug, Large.** Car-sized. HD 4d8+16 (34 HP), AC 12, Bite +7 (1d8+4). DR 2. Str 18, Dex 9.
- 5 **Generic Bug, Huge.** Cabin-sized. HD 8d8+64 (100 HP), AC 10, Bite +14 (1d10+8). DR 3. Str 26, Dex 6.
- 6 **Generic Bug, Colossal.** Very large. HD 16d8+192 (264 HP), AC 12, Bite +25 (3d6+12). DR 5. Str 34, Dex 4.

7 **Swarm.** Each swarm consists of 2d10 Tiny or smaller bugs and will attack one target at a time. Swarms take half-damage from non-flame based weapons and disperse when their HP are exceeded. HD 2d8 (9 HP), AC 17. A swarm will have multiple bugs buzzing around a target, biting, itching or getting into clothing (causing the target to take -1d4 to hit and AC per round while the swarm is attacking). The swarm will also perform a bite attack for +5 (1d6-4) at the same time.

8 **Roll again.**

Bug Powers

Roll d20, 1d3 times...or choose:

- 1 **Armored Carapace.** Tiny and Small bugs: +1 AC, +1 DR. Medium: +2 AC, +1 DR. Large: +3 AC, +2 DR. Huge: +4 AC, +2 DR. Colossal: +5 AC, +3 DR.
- 2 **Boosted Ability. Roll d6:** 1-2 +2d6 Str, 3-4 +2d6 Dex, 5-6 Intelligence becomes 10. Don't forget to recalculate the monster's abilities!
- 3 **Camouflage.** Whether through an innately camouflaged form or color-changing abilities, the bug has a natural stealth ability that provides +4 to all stealth rolls in the proper settings (e.g. walking sticks in a forest), allowing them to blend into their environment provided. Particularly effective camouflage can provide up to a +8 bonus.
- 4-5 **Fast Breeder.** This type of bug breeds exceptionally fast—every few hours, their numbers double.
- 6-7 **Flier.** Not only can the bug fly, it can also perform a dive bomb attack, given enough maneuvering space (+2 to hit and damage). The creature gains +1 AC when in flight.
- 8 **Grabber.** The bug has pincers like an ant or giant grasping claws. Its strength is effectively 4 higher when grappling.
- 9 **Hive Mind.** The bugs can communicate with each other telepathically, allowing for a preternatural level of teamwork. At the GM's option, the Hive Mind can form a highly intelligent gestalt, even if individual bugs are unintelligent.
- 10-11 **Incredibly Tough.** The bug's resilience gives it +2 hp/hit die.
- 12-13 **Jumper.** The bug gains +2 AC. It can also do a Leap Attack if there's sufficient space (+2 to hit and damage).
- 14 **Nasty Stench.** The bug can spray a foul substance at one or more targets, depending on its size. Save vs 5+(twice the bug's HD) or be nauseated for 1d10 rounds.
- 15 **Pheromones.** The bug has the ability to spray one or more types of pheromones at one or more targets, depending on its size. Save vs 10+(twice the bug's HD) or experience one of the following effects for 1d10 minutes: **Roll d6 (or choose)**—1 Anger, 2 Blissed-out Happiness, 3 Fear, 4 Mild Hallucinations, 5 Intense Confusion, 6 Roll Twice.

16 **Poison bite.** Choose an effect or roll randomly the first time the bug bites someone:

Roll d8:

- 1 **Poison**, (1d6)d6 damage. Half of the damage is taken immediately, the other half after a few minutes. Save vs DC 5 + (1d4x5) to negate.
- 2 **Turns you into a bug** if you don't make the save (DC 15). Effective after 1d10 hours.
- 3 **Digestive enzymes** cause your insides to turn into goo. 1d6 Str drain per round for 1d6 rounds.
- 4 **Paralysis** for 3d6 minutes. Save vs DC 5 + (1d4x5) to negate.
- 5 **Acid.** 1d8+Str bonus damage, also eats through items slowly until cleaned off.
- 6 **Partial paralysis.** As per paralysis, but only affects 1d3 limbs. **Roll d8**—1-2 Left Arm, 3-4 Right Arm. 5-6 Left Leg, 7-8. Right Leg.
- 7 **Intoxication.** Save vs DC 5 + (1d4x5) to avoid.
- 8 **Lays eggs** inside of you (YUCK). Save vs DC 15. Eggs hatch in 1d4 days, killing the host.

17 **Spitter.** Has the effect of **roll d6:** 1-2 Nasty Stench, 3-4 Pheromones or 5-6 Poison Bite, but at range. The area of effect varies, depending on bug size, from a foot across up to 40 or 50 feet.

18-19 **Wall-crawling.** The bug can stick to horizontal and vertical surfaces. In addition, it gains +1 AC.

20 **Web Spit.** Spits a sticky web that can be treated as if the creature was grappling at +4 Str. The area of effect varies, depending on bug size, from a foot across up to 40 or 50 feet. At the GM's option, Swarms can "team up" to do this on swarmed targets.

Cyberpunk

Characters

Characters can choose one of two packages when first generated:

Natural. You have a deep-seated mistrust of cyberware—you start out with 2 more Talents. If you ever gain cyberware, you have to "pay off" the cyberware with earned experience at a rate of 1 xp per new cyberware point before you can continue advancing. In addition, at every 5 levels (e.g. 5, 10, 15, 20), you can either pick one bonus Talent or gain a +1 to an ability score of your choice.

Wired. You have \$10,000 to spend on cybernetic enhancements (or more, depending on how the GM sets up cyberware prices for his campaign setting). You can install new cyberware with no experience penalty. Optionally, you can take \$5000 (or half whatever the GM sets) and take another Talent. The character can bank any left-over money.

Cyberware

Cyberware packages are built with points. These points work in a similar fashion to Gear Points in SpyLite, but are tracked separately. Usually, the point total is used to calculate a dollar cost.

1 point lets you do one thing you couldn't before.

It could give you a +2 to a range of appropriate skill checks or a +5 if it's something very specific/appropriate. It could give you +1 to an attribute (up to +8), or +1 to AC or initiative, or it could mimick the effect of one Talent (if you use these) or some other similar bonus.

Attribute bonuses generally only apply as far as the extent of the modification: a cybernetic arm with a +4 to Str might only give bonuses to grip strength, punching and other such applications, but not apply to jumping or running.

Strength bonuses do NOT apply to hit point totals. If you want your cyberware to make you tougher, then buy an AC upgrade.

No ability score can be boosted by more than +8 total, even with multiple pieces of cyberware.

The final total can be modified with the following:

- +1 pt Inconspicuous technology
- +2 pt Lessened impact on Humanity Meter
- 1 pt Inelegant or very obvious (hydraulic rams, for example)
- 1 pt Comes with a side effect of some sort (e.g. causes headaches when in use)

The two -1's can represent outdated or improvised tech.

The final dollar (eurodollar, credit, yen or whatever) cost is equal to the total pts of the cyberware package multiplied by the type of enhancement.

How much of a multiplier is up to the specifics of the setting, but a good guideline might be \$1000 for prosthetic limbs, \$500 for sensory upgrades, and \$250 for a data jack or other similar low-impact enhancements.

Very difficult/high impact modifications such as wired reflexes or physical skillwire enhancements might go as high as \$2500 per point, or even higher.

It's recommended that the GM build a list of available cyberware rather than allowing PC's direct access to this system.

Examples:

Cyber-arm. +4 Str, +1 AC. Comes with a pistol built into the palm, but is rather large and bulky, since it was built with sturdy Soviet-bloc hydraulics. 5 pts. \$5000.

Datajack. Allows direct neural interface with a machine or computer. 1 point. \$250. Better models are inconspicuous (with a concealed port), but cost more.

Dermal Armor. +3 AC. Includes a medical port connecting to a belt pack that allows emergency injections of various performance-enhancing drugs. Drugs are effective for an hour or so, but are potentially addictive. 4 pts. \$4000 (using the cyberlimb cost).

Optical Upgrade. Includes infra-red enhancements, a built-in HD camera and connects to a nearby computer (probably a cellphone) as a display. Inconspicuous—looks like a normal eye. 4 pts. \$2000.

Retractable Spurs. Adds +1d6 to all unarmed melee damage. 1 point. \$1000.

Rigger Processor, Basic Package. Allows a character with a datajack to connect directly to a vehicle's processor. +2 Dex, +1 initiative, but only while driving or flying. 2 points for the Dexterity, 1 point for the initiative bonus, 1 point for the ability to connect with a vehicle, -1 for the vehicle only limitation on the stat bonuses. 3 points. \$4500.

For balance reasons, I put the base cost for this at \$1500 per point—it's not quite as overpowering as wired reflexes, but it's a more extensive modification than prosthetic limbs, humanity-wise.

Skillwire System. The character can slot in various software chips that mimic knowledge of any skill, ranging from martial arts to obscure academic disciplines. Only 2 chips can be inserted at any given time.

The character is considered to be Trained when making skill checks in that area, or, if they already have that skill Trained, they gain a +2 to appropriate rolls. In other words, if your character is not Trained in Knowledge but is now chipped to speak Chinese, then a skill roll to do so would be at level+3 instead of 1/2 level+1. Any other application of Knowledge would still be at the lower, untrained level, unless you had another chip to cover that situation.

While the chips are inserted, the character gains either +2 Dex or +2 Int, depending on whether the chips are physical or knowledge in nature (player choice), to reflect the added knowledge base or physical assurance that the skillwire programming lends.

Damaging Cyberware

If the character is reduced in hit points to the point that they start taking Str damage, roll for a random piece of cyberware every time they take damage—if a specific system comes up, there's a 50% chance that it is damaged.

Humanity Meter

The more cyberware your character is packing, the more they distance themselves from humanity. The humanity meter is a quick and dirty way of measuring this distance.

It's rated on a scale of 1 through 5, with 1 being the least enhanced to 5 being almost completely detached from humanity.

HL Broad Description Of How Enhanced The Character Is

- 1 Very slightly enhanced—a datajack, for example.
- 3 An artificial limb or two, or an assortment of minor enhancements.
- 5 Full conversion, vast laundry list of minor-to-major enhancements. More metal than meat.

However, there's a side effect—for the first hour a new skill chip is inserted, the character suffers blinding headaches (-2 to all checks until the knowledge is fully integrated). 2 pts for the two separate skill bonuses, 2 pts for the stat bonus, +1 for inconspicuous, -1 for the side effects. 4 points. \$10,000.

Smartlink. Provides a direct interface to the gun's targeting system, which will give varying information depending on the sophistication of the gun's optics and computer.

Gives a +2 with gunfire rolls, might have other benefits depending on how good your gun is. Requires a datajack. Better models are inconspicuous—the basic model assumes there's a communications pad embedded into one or both palms. 1 point. \$250.

Wired Reflexes, Basic Package. +2 Dex, +1 Initiative. 3 points. \$7,500.

Wired Reflexes, Cutting Edge. +4 Dex, +1 AC, +3 Initiative. 8 points. \$20,000.

Wired Reflexes, Outdated. +2 Dex, +1 Initiative. Side effects: character is constantly jittery and on edge. 2 points \$5,000.

Each genre has a different meter—different settings value humanity loss differently and enforce it in different ways.

In a **traditional cyberpunk** setting, as you go up you take a social modifier hit and have a progressively higher chance to rage or weird out in high stress situations.

HL	Social Rolls	Cyber-psychosis
1	No effects	
2	-1 to social rolls	
3	-2 to social rolls	In high stress situations, roll vs DC 10 to avoid snapping
4	-3 to social rolls	In high stress situations, roll vs DC 15 to avoid snapping
5	-4 to social rolls	In high stress situations, roll vs DC 20 to avoid snapping

In a **Shadowrun-style** setting, as you go up you take a social hit (but not as bad as in a cyberpunk setting), and magic becomes harder to use. The magic penalty also applies to the cost of healing spells used on you, so be careful.

HL	Social Rolls	Casting Cost	Maximum Spell Level
1	No effects		Max Spell Level 8
2	No effects	Spellcasting costs: +1 hp	Max Spell Level 7
3	No effects	Spellcasting costs: +25% cost	Max Spell Level 5
4	-1 to social rolls	Spellcasting costs: +50% cost	Max Spell Level 3
5	-2 to social rolls	Spellcasting costs: +100% cost	Max Spell Level 1

And, since it would be really easy to hack in at this point...

ShadowLite

In addition to humans, ShadowLite offers several other possible player races:

All of the following races start out with 2 Talents and 2 Action Points (base SpyLite assumes that humans gain +1 Talent and +1 Action Point as a species bonus):

Dwarf. +2 Str, -2 Dex. Automatically gains the Durable Talent. Can see in the infrared spectrum.

Elf. +2 Dex, +2 Int, -2 Str. Automatically has low-light vision.

Orc. +4 Str, -2 Cha. Automatically has low-light vision.

Troll. +8 Str, -4 Int, -4 Cha. Can see in the infrared spectrum. Their thick skin gives them 1 point of DR.

Finally, when choosing whether to make a character Natural or Wired, players have one more choice:

Arcane. Your character can use one type of magic: Cleric, Wizard, Druid or the like. Spell use works as per Microlite20. If you ever gain cyberware, you have to "pay off" the cyberware with earned experience at a rate of 1 xp per new cyberware point before you can continue advancing.

In all other ways, the game runs like SpyLite, with the cyberware rules in effect.

SUPERLITE

SuperLite is a game of four color comic book action. It's based on Greywulf's excellent Microlite version of the d20 system. The core of its superpower system is loosely inspired by the classic FASERIP ranking system. Using this ranking system has the happy side-effect of making the game kinda-sorta compatible with write-ups available from a large number of classic superhero RPG supplements. Unless otherwise noted, assume all rules are as per Microlite20.

STATS

There are 3 stats : **Strength** (STR), **Dexterity** (DEX) and **Mind** (MIND). Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

CLASSES

SuperLite only uses two classes: Hero and Ordinary.

Heroes begin at level 1 and start with superpowers (see below). A Hero starts with the total of their attributes (STR + DEX + MIND) in HP, plus 1d6 per level.

Ordinaries are the default NPC class and represent characters with no superpowers or special training. They typically have 1d6 hp per level and average stats. They do not have powers or the ability to spend Action Points. They do, however, get to choose a favored skill.

SKILLS

There are five skills : **Communication**, **Knowledge**, **Physical**, **Science**, and **Subterfuge**.

Communication skill covers interaction with other people. Bluffing, seduction, diplomacy, bribery, out-and-out lying, it's all here.

Knowledge is your grasp of the academic arts. It covers everything from languages to archeology, code-breaking to zoology.

Physical. If it's something physical that you do, this skill probably covers it. Jumping, Driving, Climbing and so on.

Science. Mechanical and electronic skills. There's a bit of overlap between this skill and Knowledge—where Knowledge is about **knowing** things, Science is about actually **doing** them. Knowledge will teach the theory behind why your house's electrical wiring works. Science will let you actually wire your house. Covers such things as gadgetry, inventing, rewiring cars and security systems, repairing items and so on.

Subterfuge. The dark side of the skill sheet. Skulduggery, sneaking around, disarming traps and other such things.

Favored Skill. Each character must choose 1 skill they are best at (called your "**Favored Skill**"). Your rank in that skill will be at your level+3. All other skills will be at your level.

Ordinaries have LVL+3 ranks in however many skills they need to do their job. Other skills will be at LVL.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Roll equal to or higher than the given Difficulty Class to succeed. Difficulty Class (or DC) is a number chosen by the GM to represent the difficulty of a skill roll. It ranges from 10 on the low end (dead easy) to 30 – 40 on the high end (nearly impossible). An average DC would be around 20.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + INT bonus. Disabling a trap is either Subterfuge + DEX bonus or Science + INT, depending on the nature of the trap.

Note that there are no "saving throws" in this game; use Physical + STR or DEX for Fortitude and Reflex saves. Will saves are usually Know or Subt + INT.

Taking 10. When your character is not under direct pressure or otherwise being distracted, you can "take 10". Instead of rolling d20 for the skill roll, treat the result as 10 and calculate the skill check accordingly.

Taking 20. If the task in question allows the leisure of repeated attempts and you have plenty of time—at least 5 – 10 times more than usually required to perform a skill and are not under direct pressure or otherwise being distracted, you can "take 20". Instead of rolling d20 for the skill roll, treat the result as a 20—this does not count for regaining Action Points.

CONTESTS

Occasionally, two or more characters will directly compete with another outside of a combat situation. Perhaps they're chasing each other, maybe they're debating a topic, etc. It all boils down to the following:

- One character is the Hunter, one is the Prey.
- There are 10 points of Lead. If the Lead increases to 10 or higher, the Prey wins. If the Lead reaches 0, the Hunter wins. The Lead usually starts out at 5, but the GM can decide to use a different number as starting Lead if one side has an advantage.
- Both sides make skill checks each round. Usually these skill checks will be versus static DC's, representing maneuvers.
The highest successful skill check total wins 1 pt of Lead, either towards the Hunter's or the Prey's advantage.

Depending on what these maneuvers are, additional benefits or penalties may accrue in the following round.

If neither skill check passes, the Lead remains unchanged and additional unpleasant effects may ensue as expected for a failed skill roll of that type (crashing, falling, losing the audience's interest, whatever).

If only one side fails their check, one or more extra points of Lead may accrue to the other side depending on how badly the roll failed by.

Risky Maneuvers: For a DC penalty, you can attempt to change the Lead in one attempt by 2 or more points. Describe what you're doing, then take a +5 DC penalty for every extra point of Lead you want. Failure will usually have pretty serious consequences.

COMBAT

If HP reaches 0, characters are knocked out.

Unlike stock Microlite, death does not happen unless the attacker specifically states that as a goal.

A combat round lasts 6 seconds. The order in which characters and NPC's act is called "initiative order".

Roll d20 + DEX bonus for initiative order.

Highest total acts first, then next highest, etc. Only roll once, on the first round of combat—the order stays the same for subsequent rounds.

Everyone can do one thing each round: move, attack, dodge, operate a vehicle, etc.

Attack bonus = Dex bonus + Level

AC = 10 + Dex bonus + 1/2 Level (rounded down)

Psychic Attack Bonus = Mind bonus + Level

AC for Psychic Attacks = 10 + Mind bonus + 1/2 Level (rounded down)

Unless specifically noted in the description, AC refers to physical AC and not psychic.

Unlike Microlite20, STR does not add to melee attack rolls, only DEX. In addition, SuperLite does **not** use iterative attacks.

Add attack bonus to d20 roll. If equal to higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

A natural 20 also affects the power level a super power will fire at (see the section on super powers for more on this).

Dodge. You can forgo your next attack at any time and dodge out of the way. Roll Dex + Phys. The total is your effective AC until your next attack comes up. If it's lower than your real AC, well, you zipped when you should've zagged.

The GM may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

Grab. Make a hit roll on your target. If successful, the target and attacker make opposed Phys+Str rolls. If the attacker wins, the target is grappled and loses his Dex bonus to AC (if positive). If the target wins, the grapple fails. Every time the target's action comes up he can make another opposed roll to either throw off the grapple or reverse the grapple.

Every time the attacker's action comes up, he can do something, such as inflict unarmed damage, strip an item from them, or move or throw the target somewhere (potentially also doing unarmed damage). It's the GM's judgment call if an action is reasonable or not.

Healing. Characters recover their Strength score in HP per day as long as they get full bed rest and treatment.

LEVEL ADVANCEMENT

Encounter Level = Hit Dice of defeated foes, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. e.g.: 1 4th level super villain = EL4. A super villain team of 5 L4 villains = EL6.

Add up the Encounter Levels (EL's) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds +1d6 to Hit Points, +1 to all attack rolls and +1 to all skills.

Every other level adds +1 to AC.

If the level divides by three (i.e. level 3, 6, 9, etc.) add 1 point to STR, DEX or MIND. Stats that have been replaced by superpowers are not affected. If you don't want to add a point to a stat, you may add +5 HP.

If the level divides by five (i.e. level 5, 10, 15, 20, etc) you can choose one of the following benefits:

- **Acquire a Signature Move.** Name and describe one Signature Move. Whenever you perform that move, you gain +1 to hit and effect and another +1 to hit and effect for every 5 levels you've attained (i.e. a 15th level character would be at +4). Every time you take this, it applies to a different Signature Move.
- **Acquire a Quality.** You gain a new quality, as per the section on character creation.
- **Advance one power by one rank**, with GM approval.
- **Add +1 AC permanently.**
- **Add 10 points to your HP.**
- **Knowledge.** Your experience has taught you about one enemy or common situation (Nazis, fighting fires, robots, whatever). +4 to all non-combat skill rolls in a situation where your knowledge may apply. You also gain a +2 bonus in combat during situations under those circumstances. You can apply this bonus to hit rolls, damage, AC or initiative, but only one at a time. Every time you take this, it applies to something different.

HERO POINTS

Characters begin each session with 3 Hero Points . Each Hero Point can be used in several ways:

- Add +5 to any roll, but only before the GM declares the results of the roll.
- Add +5 to both physic and physical AC for one round.
- Recover half your lost hit points instantly. You spend your current action catching your breath.

- Bring your character back from the dead...in the next adventure.

- Advance a power (see the super powers section).

Except in a few specific circumstances (such as advancing powers), only 1 Hero Point can be spent on a given action.

RECOVERING HERO POINTS

- Every time your character does something particularly impressive or achieves a goal of some sort, the GM may award one or more Hero Points.
- Every time you roll a natural 20, you gain 1 Hero Point.
- Every time you start a new session, the Hero Point pool is fully refreshed. Any unused Hero Points from the previous session will be lost.

Don't hoard your Hero Points--they're meant to be used!

SUPER POWERS

The spirit of this system is improvisation. If you have a choice of several ways to resolve a rules situation, always pick the one that resolves fastest or with the most entertaining or surprising consequences. Handwave anything that will slow the game down or make things less fun. Seriously.

CREATING A SUPERHERO

When you create a character, answer the following questions:

1. From where does your power arise?

Know that not only will this show where your power comes from, it can also show how it can be taken from you.

2. What is(are) your greatest weakness(es)?

Your Achilles' heel. The GM will decide what happens to you when this is called into play.

It can also be a psychological trait or something your character cares about greatly in addition to the usual raft of weird frailties superheroes are often saddled with.

Every time a weakness comes into play, the GM may award you a bonus Hero Point, which may be used later.

3. Call your power something appropriate. The answer to this question is often called your "power set".

Now choose a few things your powers let you do. These will be your starting powers.

How many starting powers you get will depend on what kind of campaign GM is running. In general, each power will either be **broad** or **specific**.

A **broad power** will let you do many things. Superspeed, for example, could (depending on the type of game you play in) let you run fast, vibrate through solid objects, hit many opponents at once, create a tornado, search a building nearly instantly—the limit of the power is your ability to come up with plausible rationalizations.

A **specific** power, in contrast, lets you do only a small number of things. Super strength lets you hit things harder, lift more weight, makes you more durable...maybe jump farther, but that's about it. It's not nearly as flexible as superspeed.

Beyond that, the sky's the limit—describe what your character does. The GM may veto your powers and make you break them apart into several more specific powers.

Making a character with one power called "Super Stuff", for example, would be a bit vague. You might instead list your powers as "Super Strength", "Super Speed", "Invulnerability", "Kryptonian Super Senses", "Flight" and "Heat Ray Vision."

If the name doesn't immediately describe what each power enables you to do, now would also be a good time to jot down a few sentences describing the power's scope and application.

BEGINNING RANKS

Each power is given a Power Rank. The power scale goes (from low to high) Feeble, Poor, Typical, Good, Excellent, Remarkable, Incredible, Amazing, Monstrous, Unearthly, Shift-X, Shift-Y, Shift-Z, Class 1000, Class 3000, Class 5000, Beyond on the classic Marvel scale.

Each rank is associated with a bonus. These are summarized (along with other useful bits of information) on the big Power Chart at the end of this document and on the chart below.

Rank	Bonuses
Fb	-10
Pr	-5
Ty	0
Gd	+5
Ex	+10
Rm	+15
In	+20
Am	+25
Mn	+30
Un	+35
SX	+40
SY	+45
SZ	+50
C1K	+55
C3K	+60
C5K	+65
Beyond	+90

Exactly what ranks you can set your powers at depends on how the GM sets the campaign's power level.

Here are some examples:

High End/Justice League. You can have 2 broad powers with a rank of Unearthly or 1 broad power with

a rank of Shift-X.

Avengers. You can have 2 broad powers with a rank of Monstrous or 1 broad power with a rank of Unearthly.

X-Men. You can have 1 broad power with a rank of Monstrous.

Street Level. You can have 1 broad power with a rank of Remarkable or 3 specific Remarkable powers.

Skip the follow section if you dislike (moderate) complexity and are happy with your character as it stands. Otherwise...

Buying Powers

Once you know the type of campaign you'll be in, you know your starting power levels. You can break down or adjust the number of starting powers in a number of ways.

You can trade down your powers' ranks to gain different abilities. Lowering one of your broad powers to one rank below your campaign start will net you 8 points or 16 for two ranks below campaign start.

Lowering one of your specific powers to one rank below your campaign start will net you 2 points or 4 for two ranks below campaign start.

You can spend these points on the following:

1 point

- **Choose one Quality** that gives you +2 on any rolls where that quality may apply. It might also influence the story in other ways, as the GM deems appropriate. Examples might be: Mysterious, Fearsome, Famous Inventor, Rich Playboy, Super Patriot.
- **+2 to one attribute**—Str, Dex or Mind. This increase is permanent and not affected by any conditions that might negate your powers.
- **Gain 10 hit points, permanently.**

2 points

- Your maximum number of **Hero Points** per adventure increases by 1.
- **One more of your skills is now at LVL+3** instead of simply being at your LVL.

- **Raise 1 specific power by one rank**, up to campaign limits. This only applies to powers bought with points.

4 points

- **Gain 3 specific powers**, starting at Typical, 2 specific powers at Good or 1 specific power at Excellent.
- **Raise 1 broad power by one rank**, up to campaign limits. This only applies to powers bought with points.

8 points

- **Gain one rank in a broad power**, starting at Typical.

The GM can also allocate additional points to help tweak characters. Anywhere from 4 - 8 points would be appropriate.

Any unspent points are converted to experience at a 1:1 ratio.

Things To Think About When Buying Powers

- **Powers can replace attributes.** If a power replaces an attribute, it will do so while that power is active. If a power isn't active, then your character's rolled ability score takes over. When your attribute is boosted, your hit points increase to the new level.

Generally speaking, it's not a good idea to allow more than one attribute to be replaced by one power. Either split the power into two smaller powers or only allow one attribute to be boosted at a time.

If you replace STR, the power at the listed rank bonus becomes your stat (i.e. Unearthly +35 Super Strength = 80 STR). In other words, double the rank bonus plus 10 = the new stat value.

If you replace Dex or Mind take the value listed under the Mod column on the Power Chart, double it and add ten. In other words, Incredible Superspeed lists a 6 under the Mod column, $6 \times 2 + 10 = 22$ Dex. If this is lower than your rolled Dex or Mind, use your rolled Dex or Mind instead.

Note that even though these powers replace an ability score, they are still considered superpowers and should be noted separately—it's still useful to know that your high Dex comes from a Monstrous level of Superspeed or that your character has Amazing Strength.

- **Gadgets.** You can declare any of your powers to be items. They can be separate (e.g. a utility belt filled with gadgets) or all features of one item (say, a power suit). Items automatically gain one power rank but they can be broken, stolen, or lost. An item's material strength is equal to its highest power rank.

This bonus to rank may exceed campaign power levels, unless the GM specifically vetoes it.

Broad powers declared as gadgets could represent items such as a sheaf of trick arrows or a utility belt—the hero has a large array of items, but never has to declare that he has that specific power ahead of time (e.g. “Ah ha! I'll use a glue arrow to slow that speedster down!”).

Specific powers declared as gadgets are noted on the character sheet ahead of time and represent powers that don't change much from adventure to adventure. Iron Man almost always has his power armor available and that power armor usually has repulsor rays and the ability to fly, for example.

If you want your gadget to be made of sterner stuff, you can expend 1 point per rank to increase its material strength if it only contains specific powers or 2 points per rank if broad.

Example: Norse Storm Hammer Guy is an Avenger class super hero. He is immensely strong (Monstrous rank super strength), can summon storms (and other dramatic weather phenomena) at Amazing rank, fly at Good speed and has a Good ability to travel to other dimensions.

The player decides that his storm summoning, flight and dimensional travel should all come from an intimidatingly large hammer. Their values increase to Monstrous, Excellent and Incredible, respectively. The hammer's material strength is Monstrous, should anyone attempt to break it.

Since the hammer itself is an artifact, forged of Uru-metal at the dawn of time, the player feels that it should be more indestructible than that. He spends his remaining 4 points to increase it 2 ranks to Shift-X material strength. It is now a very tough hammer indeed.

- **Powers as skills.** Some heroes are so good at something that it can't be natural. Martial arts, detective work, languages or science are all possibilities. In those cases, take the skill as a power. You gain half the power's rank (rounded down) as a bonus to all skill checks in that power's realm. For these purposes, Typical rank gives a +1 bonus, Poor is worth nothing and Feeble actually

penalizes rolls by -2.

If the skill is something that could conceivably give bonuses to multiple rolls simultaneously, then you have to choose how to split your points at the beginning of your action in a round.

Broad powers give skill bonuses to a wide variety of situations. Specific powers give skill bonuses to a small number of situations—3 or 4 tops as a rule of thumb.

Example: The Dark Avenger has an Incredible +20 level of skill in the martial arts (specific power). He can split his +10 bonus (20 pts, divided by 2) in any number of ways in combat: +5 to hit, +2 to damage, +3 to AC. Or perhaps +1 to hit, +9 to damage and +0 to AC, etc. His Master Detective power, however, can apply to any number of situations ranging from analyzing a crime scene, negotiating with criminals, laboratory work, or various forms of constructive paranoia.

USING SUPERPOWERS

Almost all superpower use falls into the same pattern: Describe, Roll To Hit, Roll For Effect.

1. Which power are you using?

2. Describe it and what you want to do with it.

If it's not a cut and dried case, this is the point where you and the GM will decide how the power works. See the section on “Common Effects And Actions” for some guidelines.

3. The GM assigns mods depending on how reasonable/appropriate the description is to the problem.

4. Roll to hit if the action you're attempting is targeting something elusive.

Rolling to hit is a standard combat to hit roll, with all the usual bonuses and penalties.

5. If the power hits, roll for effect.

To determine the effective power rank, roll 1d20 + Power Rank + modifiers. Refer to the DC column on the Power Chart. Round your total down to the next lowest threshold. This is the effective Power Rank you achieved.

Example #1. *Your cosmic power ring gives you the Remarkable (+15) ability to make objects out of force*

fields. You want to throw a force bubble around your mortal enemy, *The Crimson Plague*. After successfully making a ranged attack roll, you roll a 13 on d20 for effect. $13 \text{ (the d20 die roll)} + 15 \text{ (from your power ring)} = 28 = \text{Remarkable rank}$.

The Crimson Plague will need to break through a Remarkable barrier to escape.

Example #2. *Davey Jones is attempting to send Manhattan to the watery depths. He has Monstrous (+30) control over water. Since he plans on flooding the city with a massive tidal wave, the results will be an attack on all objects in the city and a lot of drowning people.*

Manhattan gets a -14 size modifier (from the modifier table following the Power Chart), but since this is a fairly extreme application of power, the GM doubles that to -28.

Davey Jones rolls 1d20 and gets a 14. $14 + 30 - 28 = 16$, for a Good result. Everything in Manhattan takes Good (+5) damage from the flooding. The GM rules that living creatures will “merely” have to make swim checks (this is a comic book universe after all) if they're in harm's way. Hope everyone remembered to bring a life preserver...

If it's not dramatically important, then you can assume a roll of ten on the effect roll. Most movement falls under this category.

Using Normal Abilities Against Superpowers

Sometimes, a situation will arise when someone with no superpowers could reasonably affect something with a power rank. For example, trying to overcome a force field with your own strength or using your normal senses to detect an invisible girl...

In cases like that, roll for effect as normal, but instead use the bonus from their most appropriate attribute. In some situations, skill bonuses can also be applied.

Example: Captain O'Malley has been imprisoned by Gluemaster in a blob of rubbery goo of Good strength. To resist, O'Malley rolls 1d20, plus his Str bonus of +2. He totals 8, which is Poor. The good cop isn't going anywhere tonight.

COMMON EFFECTS AND ACTIONS

The following situations are intended as guidelines on how to handle superpower effects. Not all situations will be or can be covered. **When in doubt, just pick a column on the Power Chart that returns numbers that look close to what you're looking**

for and run with it—in the end, the important thing is that game play not be slowed down.

Oftentimes when confronted with a new situation, you can pick a similar mechanic and then base the result off that. Your character wants to use his laser blast to blind his opponents without hurting them? Use the mod column instead of damage to give them a penalty on all skill and attack rolls for a short period of time.

Your villain wants to use his magnetic powers to wrap a superhero in steel rebar? Sounds similar to how a force field works, only the material strength will act as a barrier to keep the hero in, rather than keep damage out.

If it's **somewhat different** from the power's usual uses (using weather manipulation to zap someone with lightning), then you might rule that the power is at -1 or -2 ranks for that purpose. You can also require several more skill rolls and extra time as the hero concentrates on getting it “just right”.

If it's **very different** than the power's usual uses (using weather manipulation to fly), you'll want to refer to the section on learning new uses for your powers (Advancing Powers, at the end of this document).

Attacking, Inflicting Damage With Powers. A typical attack will do $1d6 + \text{the effective power rank bonus in damage}$. Armor can subtract from this number (see Defense). The minimum is zero damage.

Attacking, Hitting Things With Other Things. Sometimes, you may want to attack multiple targets at once by throwing a big object at them (or merely swatting them with it).

To do so, you have to have the object in hand, which means you'll have to use an action to pick it up. Then make an attack roll vs the area you're attacking (usually AC 10, plus range modifiers)—if successful, you do damage to all opponents in the area targeted in an area proportional to the size of the object (i.e. if you want to swat a small crowd of evil-doers, you'd better have an object at least the size of a house at hand).

The damage done is equal to $1d6 + \text{your effective strength rank}$. If the effective strength rank is greater than the material strength of your weapon it may break it (see Breaking Things), but it still does damage to the targets.

The GM may allow the targets a chance to make a saving throw for half damage, if he deems they have the movement capability to get out of the way of the object. If they are very fast and roll very well on their save, they make take no damage at all.

Breaking Things. In order to break an object, you must target it (sometimes at a penalty on your to hit roll, varying depending on its size) and beat its material strength (for sample material strengths, see the table below).

If you do so, it's damaged. Hit it again, exceeding its material strength, and it's destroyed. If you exceed the material strength by two ranks or more on the initial attack, it goes straight to destroyed.

Use common sense--if it's a really big object and your attack is relatively small in size, then you just make a hole or render it nonfunctional rather than pulverizing the object.

If a gadget has been hit hard enough to be damaged (either because it has been directly targeted or simply because it is in the way of an attack) 1d3 of the gadget's powers will be reduced by 1d6 ranks each. If a power drops below Feeble rank, then that power is destroyed. Gadgets are repaired automatically after each session, unless there's a good plot reason not to do so.

Rank	Some Sample Material Strengths
Fb	Paper
Pr	Plastic
Ty	Rubber, soft metals
Gd	Brick, light metals
Ex	Concrete, iron, bulletproof glass
Rm	Reinforced concrete, steel
In	Solid stone
Am	Granite
Mn	Diamond, super heavy alloys
Un	Adamantium
C5K	Neutronium

Defense. Defensive powers work in one of several ways. Either your power works like **body armor**, a **force field** or **gives a bonus to your AC**.

Depending on the way your power's described, it might not work at full value against certain types of damage, if at all. For example, metal skin may be great against physical attacks, half value against energy attacks and worthless against electricity.

Defense, Body Armor. Body armor subtracts from any damage you take, with a minimum of 0 points taken. It works at 1/2 rank all the time, rounded down. For the purpose of rating body armor, Typical power ranks have a full bonus of +3, Poor as +1. Feeble defensive powers have no effect.

You can also perform a **total defense**—your character hunkers down and braces himself for damage. It's the only thing you can do in an action save move slowly, but you get to use your full rank as armor.

Defense, Force Fields. Force Fields usually need to be turned on before they start protecting you.

They can work either like Body Armor or they can be expanded to protect a greater area. When expanded (usually to radius = the Prog column in meters as a maximum), they act like a bubble composed of a material of the same strength as your effective power rank.

If the attack is greater than the FF's material strength, the shield goes down and the targets inside are vulnerable and potentially take the excess damage, depending on the situation. If a FF goes down it can't be reestablished for another 1d3 rounds, but it can be reverted to Body Armor on the next action.

Defense, AC Bonus. Some powers make the target harder to hit. While active, use the power rank's bonus from the mod column of the Power Chart as a bonus to AC. The mod column bonus may also be used to modify the roll when performing the Dodge combat maneuver. This bonus can apply to either psychic or physical AC, as appropriate to the power's details.

Mind Control. After hitting with a psychic attack roll vs psychic AC, roll the effective power rank and compare to the highest defensive power active on the target, as long as it would reasonably apply to the situation. Failing that, use the most appropriate stat bonus plus the most appropriate skill to resist (usually Mind + Subt or Knowl). If there's any doubt which is more appropriate, then use the highest total.

Give the defender a +5 bonus if it's something they're not usually inclined to do. If it's something that's completely against their nature, give them +10.

The target gets to roll to resist every round. Each following attempt is at an additional +1. If you fail to mind control a target and try to mind control them in the same way again later that encounter, they get an additional +1 for each extra attempt.

Power vs Power. There are going to be some situations where two superheroes will go head to head, using their powers directly against one another. For example, a villain with magnetic control might try to use his power to throw a school bus off a tall cliff while a hero with telekinesis tries to stop him from doing so.

In cases like this, you can do a quick roll between the characters—1d20 + power rank + appropriate modifiers, with the highest effective power rank winning. A tie means the characters are deadlocked and must roll again next round.

For more involved situations, make it a Contest, as noted under the Skills section on page 1.

For very stressful situations (and the school bus example would qualify), each participant takes 1d6 damage from fatigue and stress for every round they participate in the struggle.

Pushing Powers. You can always use a power at its own rank level. If you need to push your abilities, you have to roll for it. Pushing is a free action and can be combined with other actions, as the GM permits.

You can only attempt to push a power to one rank higher and every round you successfully do so, you take 2d6 damage. It is, however, possible to exceed an Unearthly rank in this manner.

Pushing a power requires a Mind roll vs DC 15. You can add +4 to this roll by taking another +2d6 points of damage, or +8 by taking +4d6 damage.

Example: You have Amazing weather control but for one round, you need to push it to Monstrous. You have a Mind of 13 (+1). Roll 1d20 + 1 (your Mind) vs DC 15. If successful, you take 2d6 damage but can extend your power much farther.

If you **fail** a Push roll, your power is at -2 ranks until you take an action to catch your breath and regroup.

Throwing Things/Jumping/Knockback.

To throw something, your lifting power (strength, telekinesis, whatever) must be equal to or greater than the weight of the object you are throwing. To find out how far they fly, count up the number of ranks your lifting power is in excess of the object's weight and add 1. Count down that many ranks on the Progression column on the Power Chart from the top. Multiply that number by 1 meter.

A successful to-hit roll may be required to get the subject of your toss anywhere near the target.

Example: Norse Storm Hammer Guy has a Monstrous strength. Spying an enemy fleeing across the aircraft field, he grabs one of his team mates and throws him at the enemy. His teammate has a Typical weight. Monstrous is 6 ranks over typical. Looking 7 rows down on the Progression column, he finds a multiplier of 100. He can toss his friend a total of 100 meters.

Jumping is a similar situation, except that you are throwing yourself. Use your own weight to calculate distance. If you can take a running start first, add an additional row to the number of rows you count down.

Again, a to-hit roll may be useful to make sure you wind up in the right spot.

Example: Captain Establishment is an Olympic class athlete with Excellent Strength. His body weight is Typical. Excellent is 2 ranks greater than Typical. With a running start, he can jump 4 rows down the progression column (1 for the throw, 1 for the running start)—10 meters, or 3 down with a standing start—5 meters.

Knockback. Fights between very powerful combatants can be dramatic—a successful hit may cause the target to go flying backwards quite a distance. On a successful hit, treat knockback as a throwing attempt, except subtract 2 from the number of ranks over the target's weight. Use the **effective** strength of the attack instead of the attack's listed ranks. Body armor, force fields and other such defenses have no effect on knockback unless the defender is braced for it.

Some attack powers aren't appropriate for knockback—for example, psychic powers, a lot of martial arts abilities and so on—none of these tend to cause significant knockback in comic books. The GM is the final arbiter on this.

Example: Norse Storm Hammer Guy belts a robot with his hammer. NSHG has a Monstrous strength and the robot weighs 200 kg (Good rank). Normally, his attack strength is Monstrous, but he rolls well, getting an Unearthly result. Unearthly is 6 ranks greater than Good. Subtracting 2, that's 4 levels of knockback, or 10 meters.

Transmutation. Transmutation involves changing something from one form to another: lead into gold, people into bunnies, cars to carrots, whatever. You can only transmute up to your power rank on the weight column on the Power Chart.

Transmutations that affect people must last for a set amount of time—refer to the duration table below the Power Chart at the end of this document for some sample durations. If it's a minor transformation, use the number listed. If it's a major transformation, double the modifier. If the target is inanimate, the duration is as long as the plot requires (no duration penalty required).

After hitting with an attack roll, roll the effective power rank and compare to the highest defensive power active on the target, as long as it would reasonably apply to the situation. Failing that, use the most appropriate stat bonus plus the most appropriate skill to resist (usually Str+Phys). If there's any doubt which is more appropriate, then use the highest total. Objects resist with their material strength rank.

ADVANCING POWERS

You can advance your powers in several ways.

You can gain **new applications of your power** or you can **upgrade the scope** of your current powers. *For example, if your core power is a cosmic ring that lets you form objects out of force fields and blast enemies, a reasonable new application of your power would be to dazzle enemies with flashes of light, or perhaps flight. Turning yourself into a donkey might be out of the realm of possibility, though.*

*Likewise, if one of your powers is turning yourself into electricity and traveling along phone lines, you could attempt to expand your power's scope so that you could travel along **any** conductive surface.*

In order to attempt to expand your powers, you must attempt them in an adventure and succeed on a Mind roll: first, you spend 1 Hero Point. Roll 1d20 + Mind and compare on the table on the following page to see if you have the willpower to push yourself beyond your limits. You can spend another Hero Point to get a bonus on this roll.

DC 5	Fail
DC 10	-3 ranks
DC 15	-2 ranks
DC 20	-1 rank

If you succeed, the new power works and at a power rank equal to the most similar power you already possess, modified by the result on the table above. If that would mean the resulting power would be less than Feeble in rank, then the attempt fails.

If you're expanding the scope of your powers, then a simple Mind roll vs DC 15 succeeds (after spending the Hero point) and your power remains at the same rank.

If you do this successfully 3 times (usually over successive adventures), then you officially have that power permanently. Add it to your sheet, using the most recent result as your new power's rank.

You can also **upgrade the rank of your power** as per the section on Level Advancement earlier.

GM permission is necessary to gain any powers above Unearthly—the gap in power between Unearthly and Shift-X is significant enough that it may be somewhat unbalancing to the campaign.

THE POWER CHART

Rank	Bonus	DC	Mod	Prog	Weight	Flying Speed	Running Speed
Fb	-10	0	0	1	25 kg	50 kph	Normal running speed
Pr	-5	5	1	2	50	100 kph	50 kph
Ty	0	10	2	5	100	150 kph	75 kph
Gd	+5	15	3	10	200	250 kph	100 kph
Ex	+10	20	4	25	400	400 kph	150 kph
Rm	+15	25	5	50	1 ton	600 kph	200 kph
In	+20	30	6	100	10 tons	800 kph	300 kph
Am	+25	35	7	250	50 tons	1000 kph	400 kph
Mn	+30	40	8	500	75 tons	Mach 1	600 kph
Un	+35	45	9	1,000	100 tons	Mach 5	800 kph
SX	+40	50	10	10k	250 tons	Escape velocity	Mach 1
SY	+45	55	11	25k	500 tons	Relativistic	Mach 5
SZ	+50	60	12	50k	1000 tons	Light speed	Mach 10
C1K	+55	65	13	100k	Chunk of continent	Light years per day	Escape Velocity
C3K	+60	70	14	500k	Small planet	Light years per hour	Relativistic
C5K	+65	75	15	1million	Large planet	Light years per minute	Light Speed
BYD	+90	100	20	1billion	Off the scale	Off the scale	Off the scale

MODIFIERS TO ROLL

RANGE

0	Up to a city block (free)
-2	A few miles
-4	Across the city
-6	Across the state
-8	Across the continent
-10	Orbital/intercontinental
-12	To the moon
-14	Across the solar system
-16	Light years
-18	Across the galaxy
-20	Intergalactic

DURATION

-2	Several seconds
-4	Several minutes
-6	Several hours
-8	Several days
-12	Several weeks
-14	Several months
-16	Several years
-18	Centuries
-20	Indefinite

Whether or not a duration is required depends largely on the situation, desired effects and description of the power.

AREA OF EFFECT

-2	2 targets, close together
-4	A small group
-6	A large group
-8	A house
-10	Neighborhood
-12	A town
-14	A city
-16	A state
-18	A country
-20	A planet

Double these mods if something extremely dramatic/draining is happening (e.g. attempting to engulf a planet with fire).

SUPERLITE: THE VILLAIN MACHINE

Need a bad guy fast and have run out of ideas? Below, you'll find a step-by-step series of tables enabling you to randomly generate a near-infinite variety of dastardly villains. Cosmically-powered gorillas, mad scientist robot ninjas, cackling megalomaniacs—it's all here.

The true purpose of The Villain Machine, however, is to break through writer's block. If a roll comes up with something odd or ungameable, feel free to fudge it—much like a diviner reading tea leaves to learn of the future, think of this as a guide, a way to break yourself out of your usual habits. If you get to the end of the process, have a fleshed out villain...but find all but a few details boring, then take the bits you like and cut the boring stuff out.

In other words, feel free to override or fudge any roll if you have an idea that would work better. I'd recommend, however, that you develop a taste for randomness—sticking through a small amount of insanity until you get to the end is a good habit to get into. It can unveil surprising details you wouldn't normally consider and truly enable you to get the drop on those quivering wretches you call player characters.

KIND OF BAD GUY

What is the villain's general approach to crime?

Roll d20

- 1 – 4 **Boss.** Uses helpers to achieve his goals. The helpers will either be (**d6:** 1-2 very weak—almost normal human level, 3-4 several lesser super villains, again in the same theme as the villain or 5-6 be reasonably powerful super villains). Villain is typically charismatic, organized and has good planning skills.
- 5 – 8 **Brute.** The fastest way to any goal is a straight line, littered with rubble.
- 9 – 11 **Planner.** Cerebral, convoluted plans, always with a twist. Tends to recruit other super villains to help out, otherwise uses hired thugs. (**d6:** 1-4: Has 1d6 super villains on his side, 5-6 3d6 hired thugs).
- 12 – 13 **Scientist.** Success through the miracles of science! Scientist's powers are much more likely to come from gadgets (1-4 instead of 1-2 out of d6). Scientists also often have minions (**d8:** 1-2 Robots, lots of them, 3-4 One or two powerful robots, 5 at least one powerful Frankenstein-type monster, 6-8 No helpers).
- 14 – 15 **Sneak.** The best way to succeed is to not get caught—this type of villain is elusive and tricky.
- 16 – 19 **Underhanded.** Fights dirty. Hostages, blackmail, anything goes.
- 20 **Disguised.** Roll twice—seems like the first one, but is actually the second type rolled.

POWER SET

What kind of powers does the villain have?

Roll d20

- 1 – 2 **Animal-Themed Powers (d8:** 1 Lizard or Crocodile, 2 Shark, 3 Bat, 4 Scorpion, 5 Bird Of Prey, 6 Wolf, 7 Cat or Lion, 8 Has access to the entire animal kingdom's powers)
- 3 **Disaster-Themed Powers (d10:** 1 Floods, 2 Quakes, 3 Meteor Showers, 4 Fire, 5 Plague, 6 Storms, 7 Blizzards, 8 Tornadoes/High Winds, 9 Sand Storms, 10 Every kind of disaster)
- 4 – 6 **Control/Manipulation**

d100	Type
1-5	Air
6-10	Earth
11-15	Fire
16-20	Water

21-25	Ice
26-30	All Classical Elements (e.g. Earth, Air, Fire and Water)
31-35	Continuum Control (d6 : 1-2 Time, 3-4 Space, 5-6 Both)
36-40	Darkness/Shadow
41-45	Electricity
46-50	Emotions (d6 : 1-2 Fear, 3-4 Love, 5-6 Any of them)
51-55	Gravity
56-60	Light
61-65	Luck Manipulation (d6 : 1-2 Bad Luck, 3-4 Good Luck, 5-6 Controls The Laws of Probability)
66-70	Magnetism
71-75	Plants
76-80	Radiation
81-85	Technology (d6 : 1-2 Computers only, 3-4 Machines, 5-6 All technology)
86-90	Weather Manipulation
91-100	Roll Twice

- 7 **Evil Genius.** The villain has a towering intellect—set his Intelligence at 30, at the very minimum. Roll one more time on the table to give him a power set. He will most likely have skill bonuses in all things related to this power set, to reflect his life's work and aptitudes.
- 8 **Evil God.** If you don't have any evil or trickster gods in your campaign, such as Loki, Hades, Ares, Shiva and so on, now you do. Pick one that's not being used and introduce it.
- 9 **Gadgets, and lots of them (d6:** 1-2 Magic, 3-6 Technology). Usually strongly themed. For the type of gadgets available to the villain at any given time, **Roll d6:** 1-2 Roll once on this table, 3-4 roll twice on this table, 5-6 roll twice on supplemental powers, ignoring results of "none". This villain has a vast array of equipment available—the next time he's encountered, he may have different gadgets available to him.
- 10 **Magic (d6:** 1 Alchemy, 2 Summoning, 3 Transmutation, 4 Voodoo, 5 Witchcraft, 6 No Specific Theme). **Roll another d6**, on 1-2, it's not magic—it's scientific trickery.
- 11 **No Powers At All** – the villain is abnormally skillful at something. **Roll d8:** 1-2 Spy Stuff, 3 Robotics, 4 Invention, 5-6 Crime, 7-8 Martial Arts). In cases like Martial Arts, the villain may have mystical abilities (1d3 specific ones, perhaps) in addition to their skill bonuses. With other areas of skill, the villain may have a similar number of gadgets.
- 12 **Power Armor.** This power is automatically a gadget. You can go with the classic Iron Man-style power set, or roll again and use that as the power armor's theme. Power armor will also almost always have a defensive power, like Body Armor or a personal Force Field, although usually at a lower rank than the main power.
- 13 **Psychic Powers (d6:** 1-2 Mind Control, 3-4 Illusions, 5-6 Telekinesis)
- 14 **Shapeshifting (d6:** 1-4 limited category—e.g., animals only, 5-6 into anything)
- 15 **Sonic Powers**
- 16 – 17 **Super Strong**
- 18 **Super Fast**
- 19 **Weapon Master**—the villain is not only highly skilled with a certain type of weapons, but also either (**Roll d6**) 1-3 carries around a small arsenal or 4-6 carries around one exceptionally powerful weapon. For type, **roll d8:** 1 Guns, 2 Martial arts weapons, 3 Improvised weapons such as chairs or cards, 4 Medieval weapons, 5 Bows or Crossbows, 6 Whips, 7 Swords, 8 Strongly-themed—flip through a dictionary until something interesting strikes you and base all weapons attacks on that theme.
- 20 **Roll Twice**

Gadgets: **Roll 1d6**, on 1-2 out of 6, all (or at least some of the) powers are gadgets. This step is optional if you already have an idea of what kinds of things the villain does.

SUPPLEMENTAL POWERS

These powers are more limited than the villain's main power set. They're usually specific powers, not broad, and they tend to be at a lower power rank than the main powers. If there's overlap, or you just flat out don't like the result, treat as a result of "none" or reroll.

Supplemental Powers are more likely to be Gadgets: **Roll d6**—each power is a gadget on a result of 1-3.

Roll d20

- | | |
|-------|---|
| 1 – 6 | None |
| 7 | Agile |
| 8 | Body Armor |
| 9 | Can Read Minds |
| 10 | Can Stick To Walls |
| 11 | Energy Blast/Other Ranged Attack |
| 12 | Flight |
| 13 | Invulnerability |
| 14 | Melee Weapons (claws or fangs, a sword if it's a gadget, etc) |
| 15 | Regeneration |
| 16 | Skilled |
| 17 | Strong |
| 18 | Summon Helpers (d8: 1 ninjas, 2 mercenaries, 3 pirates, 4 thugs, 5 robots, 6 zombies, 7 dinosaurs, 8 aliens, or just choose an appropriate type that's in line with the theme of the villain's main power set) |
| 19 | Teleportation |
| 20 | Roll Twice |

POWER LEVELS

Compare the results from below to the campaign's power level. If the campaign's power level gives, for example, 2 broad powers at Monstrous and the villain's higher than the group average, then give him a couple of Unearthly broad powers, or perhaps one Shift-X. If he's supposed to be weaker, give him an appropriate number of Amazing or Incredible powers.

If there aren't that many players in the group, it's a good idea to adjust villain power levels down a bit from here. If there are a lot of players, adjust power levels up or have the villains team up. The villain's experience levels will typically keep the same pattern, but you can roll separately, if desired.

Roll d20

- | | |
|---------|-------------------------------|
| 1 – 5 | Lower than the group average |
| 6 – 12 | Group average |
| 13 – 18 | Higher than the group average |
| 19 – 20 | Vastly higher |

PERSONALITY TYPE – GOALS

What's the villain's motivation?

Roll d20

- 1 – 2 **Collector.** Obsessed with one type of object or a given type of crime. If you don't have any inspiration, randomly flipping through a dictionary might be a good start.
- 3 **Disguised.** Roll twice—seems like the first result, but is actually the second result.
- 4 **Hero In Disguise.** Roll again, but he's actually a good guy. Either **(d6):** 1-3 Can be convinced into reforming his ways or 4-6 actually is a hero, but is undercover while working on a mission.
- 5 – 6 **Irrational/Insane**
- 7 – 8 **Love of money**
- 9 – 11 **Lust for power**
- 12 – 13 **Nihilist**
- 14 – 16 **Patriotism/Dedication to a cause**
- 17 – 19 **Pure, cackling evil**
- 20 **Revenge (d6: 1-2 One of the Heroes, 3-4 An Important NPC, 5-6 The World In General)**

PERSONALITY TYPE – DEMEANOR.

How does the villain come across in person? How does he behave?

Roll d20

- 1 **Accident-prone**
- 2 **Aloof**
- 3 **Brash and Arrogant**
- 4 **Charming and Flamboyant**
- 5 **Child-like**
- 6 **Cynical**
- 7 **Eloquent**
- 8 **Evil**
- 9 **Full of Rage**
- 10 **Naive**
- 11 **Nervous/Edgy**
- 12 **Preachy**
- 13 **Professional**
- 14 **Quiet**
- 15 **Sinister**
- 16 **Sneering**
- 17 **Sophisticated**
- 18 **Thrill Seeker**
- 19 **Verbose**
- 20 **Wild Mood Swings**

QUIRKS

Random last details to flesh out the villain.

Roll d20

- 1 – 5 **No quirks**
- 6 **Abnormal Size. Roll d6:** 1 Doll-sized, 2-3 Child-sized, 4-5 Twice the size of a normal human, 6 the size of a truck.
- 7 **Alien**
- 8 **Alternate universe version of a similar-themed hero**
- 9 **Animal Companion**, usually something like a bear, a hawk or a trained gorilla.
- 10 **Ape.** Villain has increased strength. Intelligence, speaking ability and other traits unaffected.
- 11 **Foreign, Hostile Power.** Communists are the classic example.
- 12 **Foreign, not from a hostile power.**
- 13 **Ghost or otherwise undead**
- 14 **Mad/Insane**
- 15 **Ninja**
- 16 **Obsessed with one type of thing**—as with the Collect motivation, flipping through a dictionary would be a good start for ideas.
- 17 **Rich**
- 18 **Robot.** Villain has increased strength, some level of body armor, other traits usually unaffected. Has a marked tendency to talk like a robot ("Query: What is this thing called 'love'?")
- 19 **Sidekick/Lackey.** Roll as a lesser villain. Usually comic relief—in any case, in no way should a sidekick or lackey be cooler than the main villain.
- 20 **Roll twice**

NAME

Roll d6:

- 1 – 2 **The name is a play on the villain's powers.** For example, a magnetic controller with wild mood swings named "Bipolar Disorder".
- 3 – 4 **The name is a play on the villain's goals**, such as a diamond-obsessed thief named "Blood Diamond".
- 5 – 6 **Roll d20 once for each column on the table below**, arranging the results in a way that sounds good. Reroll or replace with a cooler word if a result still sounds bad.

Roll	Adjective	Noun
1	Baron/Baroness	A deadly animal such as a wolf or a shark
2	Bishop	Anarchy
3	(The) Black	Blood
4	Brother/Sister	Bloodshed
5	Count	Carnage
6	(The) Crimson	Chaos
7	Doctor	Claw
8	The Dread(ed)	Death

9	Father/Mother	Destruction
10	General	Disaster
11	Lord/Lady	Discord
12	King/Queen	Doom
13	Major	Evil
14	Mister/Mistress	Fang
15	Professor	Name of a disease (such as Anthrax or simply "Plague")
16	(The) Red	Scare
17	The Sinister	Pain
18	The Skulking	Skull
19	Roll again on this column and use the result as a noun (don't roll on the next column)	Terror
20	No adjective	War

Microlite 20 Costumes (Superhero Role Playing)

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Based on the Microlite 20 Purest Essence rules

This is a super hero role playing game blend of Microlite 20, Mutants and Masterminds, ICONS and Marvel Super Heroes, for something a little bit like and a little bit different from each. This document only includes character creation rules. Game play rules are the same as in Microlite 20 Purest Essence.

1. Level and Power Points

In Microlite 20 Costumes, heroes usually don't start at level 1. They typically start at a higher level, appropriate to the kind of characters your game will represent. Each player chooses a level for his character and begins with the listed number of Power Points, which are spent on stats, bonuses and super powers. Any points that are not spent during character creation are lost.

All of the hero characters – and their enemies – don't have to be exactly the same level to be competitive. A level 7 or 8 enemy can still be a challenge to a level 11 or 12 hero. Even though their Power Points aren't the same, a good use of powers and skills can make up for the difference in levels.

<u>Level</u>	<u>Power Points</u>	<u>Notes</u>
1	15	Typical starting non-super-powered Microlite 20 character
2	30	
3	45	
4	60	
5	75	“Pulp” hero: Dick Tracy, Rocketeer
6	90	
7	105	“Street level” hero: Rorschach, Buffy the Vampire Slayer
8	120	
9	135	“Sidekick” hero: Robin, Bucky
10	150	
11	165	Typical starting Microlite 20 Costumes character: Flash, Spider-Man
12	180	
13	195	“Advanced” hero: Batman, Captain America
14	210	
15	225	“Superior” hero: Superman, Thor
16	240	
17	255	“Godlike” hero: Morpheus (Sandman), Thanos
18	270	
19	285	
20	300	

2. Races and Classes

There are no races or classes in Microlite 20 Costumes. Describe your character's origin any way you want: is he a mutant, born with strange powers to a world that fears and hates him? Was she doused in chemicals and transformed into a mighty being? Is he from Atlantis? Outer space? Another time? Did she invent a robotic suit of armor she wears into combat?

The bonuses provided by races and classes in other versions of Microlite 20 will be compensated for in other parts of the character creation process.

3. Stats

There are 3 stats: Strength (**STR**), Dexterity (**DEX**) and Mind (**MIND**). Each has a score, determined by spending Power Points on the chart below. Each stat score also has a related bonus, calculated as $(\text{Stat} - 10)/2$, round down.

Power Point Cost	Stat Score	Stat Bonus
Gain 2 points	8	-1
Gain 1 point	9	-1
0 (zero)	10	+0
1	11	+0
2	12	+1
3	13	+1
4	14	+2
5	15	+2
6	16	+3
7	17	+3

Power Point Cost	Stat Score	Stat Bonus
8	18	+4
10	19	+4
12	20	+5
14	21	+5
16	22	+6
18	23	+6
20	24	+7
22	25	+7
+2	+1	as calculated

4. Powers

The core of Microlite 20 Costumes, of course, is the super powers. Each power is purchased at its listed **base cost** (in parentheses) with Power Points. Each starts with a power rank of 0 (zero), though you can spend more Power Points to increase a power's rank. **1 Power Point gives you +1 to a power rank**, up to a rank equal to your level. Not all powers need ranks, though you can still give those powers ranks, if you wish; some powers are "either you have them or you don't."

The listed powers cover most of the common super abilities found in comic books. Use these as models to create other powers. The base costs of powers can also be shifted up or down (to a minimum of 1 point), to simulate a certain kind of feel for your superhero world. For example, a power might be inexpensive because almost everyone can do it, on this particular planet. You can also easily adjust the amount of damage or number of times a hero can use a power.

As with spells in the Microlite 20 core rules, each power has only a brief description, leaving it up to the player and game master to determine exactly what the character can try and do with the power. It's also up to you exactly how your character uses the power (for example, what color is the beam it creates? What happens to enemies struck by your attack? Does the power come from a part of your body? How long does it last, and what happens when the power's effect ends?).

ADHESION (15): This power enables a character to cling to any surface without falling. It is used to climb vertically and upside down on walls and ceilings. The character may have a penalty to use this power if the surface he is trying to stick to is especially slick (ice, steep slopes, etc.). Roll DEX + Phys + Adhesion to climb.

ANIMATION (30): The character can bring inanimate objects like toys and puppets to life. Up to power rank number of objects can be animated at one time. Each will only perform one simple action the animator gives, like “attack,” “distract,” “search,” etc. Each is controlled by the player with the animator character, and take their turn immediately after the animator. All animated objects have stats, skills, attack bonuses and other character information equal to ½ the original character’s information (round down), but only cause 1 point of damage each. They all last a number of turns equal to ½ the original character’s Animation power rank (round up) before losing their “life.” An animated object will also vanish if any successful attack is made against it. This power can be used power rank times per day.

BAD LUCK (35): This power causes trouble for the hero’s enemies. Once per turn, the character can name one enemy. All dice rolls the target character makes on its next turn will suffer a penalty equal to ½ the Bad Luck power rank (round up). This power can be used power rank times per day.

BINDING (10): This power fires a special barrier (on a successful missile/ranged attack) to restrain an enemy, like a net, a glue ball or a bubble of space. The Binding will imprison the target for a number of turns (in combat) or minutes (outside of combat) equal to the hero’s power rank, though an enemy can try to break free with a STR + Subt roll vs a DC 15.

BODY ARMOR (special): Super heroes often have specially designed armor or enhanced physical endurance. This power is represented by DR: damage resistance (i.e. each time the character takes damage, the amount of damage is reduced by the amount of DR before it is removed from the character’s hit points). The Body Armor power costs 3 Power Points for 1 DR. The character can have a maximum number of DR equal to level (for example, a level 10 character can have 10 DR, costing 30 Power Points).

BREATHE (10): A super character can survive underwater, in a vacuum like outer space or in a

room full of gas without any ill effect for a number of hours equal to the power rank.

CALM (20): The character radiates peace and serenity in an area around him or her equal to power rank yards. The calming effect can be turned “on” or “off” at any time. While it is on, all characters (including the character with this power) have a penalty to any attack, or other activity that causes harm to someone, equal to power rank.

CHANGE SHAPE (30): A character with this power can instantly transform his body and equipment into another shape for up to his Change Shape power rank number of turns in a row. The character has no limit to the number of forms he can take, but he cannot change significantly in size. The hero does gain the new form’s natural abilities (like a cat’s claws or a prince’s handsomeness), and can still speak and use his own other powers.

CONTACTS (15): The character has an intricate network of informants and undercover agents who know what criminals are planning next, and have talents the hero does not. This power may also represent a high-tech computer system with scientific information and profiles of evildoers. Add the Contacts power rank to any appropriate stat + skill roll the character makes. This can be done power rank times per day.

CONTROL CREATURE (20): This power gives a character the ability to give “normal” commands to a creature or creatures of animal-level intellect that the character can see, using MIND + Comm + Control Creature. The character can also speak to the creature or creatures in its own language. This power is active at all times, but creatures will not do anything that is obviously harmful to themselves. A character can control up to power level x 10 creatures at one time.

CONTROL PLANT (15): With this power, a character can boost the growth of vegetable and fungal life, causing vines to hold enemies for a number of turns/minutes equal to power rank, making roots dig tunnels under the ground, etc. There must be plant life growing in the area to use this power; it cannot make flowers step out of their pots and walk, for example (to do that, use the Animation power).

CORRUPT (10): This power enables characters to instantaneously burn, consume or decay objects with a touch, or infect them with disease. Make

a melee/hand to hand attack roll. On a success, you cause 1d6 + power rank damage.

COSMIC POWER (50): A character with this power is a focal point of the universe's essence. He is sensitive to any monumental changes to time and space, and possesses some of the primordial power that is used to form worlds. The character can fly, can fire a bolt of raw organic energy causing 3d10 + power rank damage, and also has a bonus to Armor Class equal to power rank. A cosmic character is responsible for protecting the stability of the universe and may have to use the power in other ways, like healing others, establishing balance between warring races, and so on.

DANGER SENSE (10): The Danger Sense super power gives the character warning of possible threats, like traps and attacking foes, within point-blank or short range via a mental "flash" of awareness. The character cannot be surprised in combat, and gains +1 to Initiative and AC.

DAZE (10): With a flash of light or a loud sound, the character can cause an enemy to pause for a moment. The opponent suffers a -1 penalty to all its rolls (except damage) on its next turn. This power can be used power rank times per day.

DEATH TRANCE (15): A character with this power can slow his body's metabolic functions to a level where others think the character is dead. During the death trance, the character is getting full rest for purposes of healing, but is also fully aware of what is going on around him. The character cannot talk or otherwise act while in the trance, however. It lasts for any amount of time, and the character immediately returns to normal when the power is "turned off."

DENSITY (20): You can make yourself into an immovable mass. You have a bonus to AC equal to ½ power rank (round up). You also stay in place if someone else is trying to move you but you do not want to be moved, no matter how hard they are pushing or pulling.

DRAIN LIFE (20): You can drink blood or absorb life-force. Make a melee/hand-to-hand attack roll. On a success, you cause 1d6 + power rank damage. You immediately regain a number of hit points equal to power rank.

DUPLICATION (40): The character creates one or more body doubles (up to a number equal to his power rank). Each looks and acts just like the original character, but will only perform one simple action the original character gives, like

"attack," "distract," "search," etc. Each is controlled by the player with the original character, and take their turns immediately after the original character. The duplicates cannot create their own duplicates, and the original character cannot create more duplicates if any are already present. All duplicates have stats, skills, attack bonuses and other character information equal to ½ the original character's information (round down). They all last a number of turns equal to ½ the original character's Duplication power rank (round up) and disappear simultaneously. A duplicate will also vanish if any successful attack is made against it.

ELECTRICITY (15): A character with this power can control the flow of electrical energy and can use it to shock others for 2d6 + power rank damage, to increase/decrease the amount of light in a room, etc.

ELEMENT BLAST (20): A character with this power can fire projectiles of one element (rock, ice, water, etc.) from his body, causing 2d8 + power rank damage. Make a missile/ranged attack and add this power rank to the attack roll. This power must be selected once per element.

ELEMENT BODY (25): A character with this power can physically cover his body head-to-toe with an element (stone, flame, lightning, swamp muck, ice, etc.). The character has an Armor Class bonus equal to his power rank while in Element Body form, is naturally immune to the chosen element, and can "join" the element if it is available (a water body character can flow into a river, for example). This power must be selected once per element.

EMPATHY (20): This character can sense and affect the emotions of one other character or creature, but does not know the motivation behind those emotions. This power is mainly used as a lie detector (to sense the true feeling behind what someone says) or as a method of intensifying an emotion (to raise the anger of a person to the point where he attacks, to help ease the pain another is feeling, etc.).

ENERGY BLAST (25): This power sends a beam of pure supernatural force from some part of the character's body toward enemies. The blast can be pure light, evil magic, psychic shock waves, etc. It causes 3d6 + power rank damage. Make a missile/ranged attack and add this power rank to the attack roll.

ENHANCED SENSES (10 each): A character must purchase this power once per sense (sight, hearing, taste, smell, touch). It improves that sense to a supernatural level – the character can feel the ink on a page of print, can see tiny details across a crowded street, etc.

ERASE (15): This power wipes the mind of another creature or character, causing the individual to forget a single moment in time. Roll MIND + Know + Erase; the result is the DC for the target to remember the moment at any point in the future.

EXPLOSION (15): Once per day, the character can release all of its superhuman energy at once, detonating like a living bomb. Every other object and creature (enemy, ally and bystander) suffers damage equal to $\frac{1}{2}$ the exploding character's power rank (round up) in d6, in an area equal to 5 feet per power rank. For example, an exploding character with a power rank of 10 causes 5d6 damage to everything in 50 feet. The exploding character falls out of action until the end of the combat, then returns with $\frac{1}{2}$ his or her Total Hit Points (round up).

EXTRA LIMB (15): The character has another leg, arm, tail or other limb which acts exactly like any body part of its type.

FLIGHT (10): This common power enables a character to fly. This can appear in many ways: wings, anti-gravity field, swinging by jungle vines, floating platform, etc. Having just a few ranks of Flight means the character can keep up with a fast-moving vehicle, while many ranks of this power may enable the character to break the sound barrier.

FORCE FIELD (30): This power sets up a transparent shield of protection around the character and allies. Everyone in the field gains a bonus to Armor Class equal to power rank of the character with this power. It lasts for a number of turns per day equal to power rank. The character with this power determines the force field's size and shape. The force field can be turned on and off instantaneously.

GRAVITY CONTROL (15): The character can boost the gravity of an area equal to power rank yards in every direction. Objects or creatures in the air immediately fall, suffering damage equal to 1d6 + power rank per 10 feet they fall. You also stay in place if someone else is trying to move you but you do not want to be moved, no matter how hard they are pushing or pulling.

GROW (20): Characters can increase in height to any size at will. Add +1 to STR score (not bonus) for every 2 feet of growth.

IMAGE (15): The character can create a mental illusion or nightmare in another's mind. The picture seems completely real (it moves, makes noise, etc.) but cannot cause actual damage. The target of the illusion can attempt to "disbelieve" the image on a MIND + Know roll (the DC is equal to MIND + Know + Image power rank of the character who created the image). It lasts a number of turns/minutes equal to the power rank.

IMMORTAL (40): You cannot be killed, and may have lived for centuries or millenia already. If you are reduced to 0 (zero) hit points or less, you are out of action for the remainder of the battle, but will be fully recovered immediately after the battle. Also, add your level (not rank) to any stat + skill roll you make. This second ability can only be used power rank times per day.

INFRA-RED VISION (10): The character can see into the infra-red spectrum (i.e., see in the dark) as far as the character can see in normal light.

INTIMIDATE (10): The character is especially terrifying or disturbing. Add the power rank to intimidation rolls (usually STR + Phys, MIND + Subt, or STR + Comm).

INVENTING (20): The character is a genius at coming up with a device that solves a problem and saves the day. Make a MIND + Know + Inventing roll, with a DC determined by the game master. On a success, the character has invented a useful device. This power is mostly useful to move the plot forward, so to prevent characters from simply inventing their way out of every problem, inventions made with this power only work once before falling to pieces, and only one invention can be made per day.

INVISIBILITY (15): This power turns a character invisible to the naked eye. Any items or clothing the character is touching will also become invisible. The character will still leave footprints, make noise, etc.

INVULNERABILITY (35): This power makes a character nearly invincible. When a character with this power is created, the player must choose one material for the character to be invulnerable to, such as magic, poison, bullets, lasers, etc. All attacks with the chosen material have no effect on the character. A character can be invulnerable to more than one material, but each must be purchased separately.

JUMP (10): The character can leap the length of a city block and can land with enough force to cause 1d6 + power rank damage, if he wishes.

LEADERSHIP (20): This character has a legion of nameless minions that obey his every order, or is so inspiring he makes his allies better. On this character's turn, the hero can name one type of die roll (a particular skill, a type of attack, damage, etc.). All allies of the character, but not the character himself, gain a bonus to that die roll equal to $\frac{1}{2}$ power level (round up) until the character with Leadership's next turn. This ability can be used a number of turns per day equal to power rank, though the turns do not have to be in a row.

LUCK (45): You are incredibly fortunate, or you are prepared with a tool or idea for any situation. Roll extra dice whenever this character makes any skill, attack or other die rolls (except damage). The extra dice depend on the power rank. 1 to 3: +1d6, 4 to 7: +1d8, 8 to 11: +1d10, 12 to 15: +2d6, 16 to 19: +2d8, 20: +2d10.

MAGNETISM (20): This power gives a character control over magnetic force. Metallic items can be manipulated at will in any direction and at any speed, causing on average 2d8 + power rank damage. A character can make a STR + Phys roll vs a DC of MIND + Phys + Magnetism to resist having their metal objects pulled away from them.

MARTIAL ARTS MASTERY (30): You are trained in dozens of combat forms, or know one martial art so well you can achieve supernatural levels of achievement in it. Add $\frac{1}{2}$ power rank (round up) to Armor Class and Initiative rolls. Add power rank to melee/hand-to-hand and missile/ranged attack rolls when unarmed or using martial arts weapons (ones you have selected using the Weapon or Weapon (Major) powers).

METAL BODY (20): This power enables a character to sheathe his or her entire body in a thick coat of steel, giving the character an Armor Class bonus equal to power rank. The hero can still act as he normally would, as he is not affected by the weight of the metal body.

MIMIC (45): The character can exactly imitate a single skill, super power or other ability of any one creature or character, as long as he or she is able to observe the skill, power or ability for one turn before mimicking it. The mimicked ability uses the mimicking character's Mimic power rank. A character can only mimic one

ability at a time, and only for a number of turns (in combat) or minutes (outside of combat) equal to his power rank.

MIND CONTROL (30): The character can attempt to dominate the mind of a single target of human-level intellect. Roll MIND + Comm + Mind Control. That is the DC for a character's MIND + Know roll to resist or overcome the mind control. On a success, the target is completely under control of the mind controlling character for a number of turns equal to $\frac{1}{2}$ power rank (round up). It can make attacks against allies, though the target will not do anything suicidal, like walk off a bridge. This power can only be used against one target at a time. The character that is mind-controlled can make a MIND + Know roll each turn to end the control, with a penalty equal to the controlling character's power rank to each roll.

OBLIVIOUS (15): The character is unfamiliar with the world's customs, is able to "break the fourth wall" of comic books, or is so thick-headed he doesn't realize what he's doing is wrong or strange. This power can be used to retry a failed attack or a stat + skill attempt, or even to try and avoid suffering the effects of a successful attack against the character. Roll 1d6: on a 4 to 6, the result of the die roll is favorable to the hero (an attack by the character hits after all, or the character fails to be controlled by an enemy who made a successful die roll). On a 2 or 3, the action takes place like it normally would have. On a result of 1, the result of the die roll is utter failure for the hero. This power can be attempted any number of times per day, but only used successfully (with a roll of 4 or better) 3 times per day +1 time every 5 levels (level 5, 10, 15, etc.). This power is useful for silly heroes, or characters from alien worlds.

PARALYZE (40): The character "freezes" an opponent by covering them in ice, turning them to stone, etc. It requires a successful melee/hand-to-hand attack roll. The target is paralyzed for a number of rounds equal to $\frac{1}{2}$ Paralyze power rank (round up), and can take no actions until the paralysis ends.

PHASE (20): A Phasing super character can pass through any and all barriers and walls, including supernatural ones, with no ill effects. The character gains a bonus to AC equal to $\frac{1}{2}$ Phasing power rank (round up).

POWER ABSORPTION (30): This power draws the energy from a super character and gives the absorber one of the target's powers for a number of turns equal to power rank (on a successful MIND + Phys + Power Absorption vs. MIND + Phys roll). The target loses the use of that power while the absorber has it. The character must name the power to be absorbed before any attempt to absorb a power is made. A character can absorb up to power rank number of super powers at one time. The character that absorbed the power can use it at power rank 1.

PRECOGNITION (20): You have knowledge of the immediate future, though circumstances are always changing and your knowledge isn't perfect. Instead of taking your turn, you can declare one event that just happened instead did not happen, and all effects of that action are nullified. In effect, your character sees the results of the activity and realizes the best course of action. This power might be used to "undo" a character's death (so the character does not lose hit points from the most recent attack against him or her), to prevent a character from saying something wrong, or to attempt a skill roll a second time. To attempt to "undo" an event, you lose your turn and roll MIND + Know + Precognition vs a DC of the game master's choice (usually 15). This power can be used, succeed or fail, ½ power rank times per day (round up).

PROTECTED SENSES (10 each): The character can shield his or her eyes, ears or nose and throat from any harmful effects (like poison, blinding light or toxins). This power must be selected once for each of sight, hearing or smell and taste.

PSYCHIC TRAVEL (30): A character using this power can step from his body into the mind of a willing or unconscious target and interact as he would normally with the visions and images he encounters. Alternately, the character can psychically leave his body and travel invisibly anywhere he would like to go. His body remains in place where it was left, but cannot act. If either version of the super character (the psychic form or the inactive physical body) is knocked out of action, the character is entirely knocked out of action. This power is often used to search and battle mental illnesses, or to learn secrets which are otherwise hidden. This power lasts a number of turns (in combat) or minutes (outside of combat) equal to power rank.

REGENERATION (20): The super character can regrow body parts and heal wounds almost instantaneously. He will regain hit points equal to power rank at the beginning of each of his turns, even in the middle of combat.

RESIST ATTACK (15): The character has mental and physical defenses against one specific type of attack (fire, cold, psychic invasion, vampirism, magic, etc.). Any time the character suffers damage from that type of attack, the number of hit points the character loses is reduced by the power rank of Resist Attack. A character can resist more than one type of attack, but each must be purchased separately.

SHRINK (20): Characters can decrease in height to any size at will. Add +1 to DEX score (not bonus) for every 2 feet of size reduction.

SLEEP (20): The character can put another individual to sleep instantly on a successful MIND + Phys + Sleep vs. MIND + Phys roll. The target falls asleep for a number of turns (in combat) or minutes (outside of combat) equal to the power rank, but any physical harm to the target will fully wake them instantly.

SONIC WAVE (15): This power sends a pulse of sound at enemies. It causes 2d6 + power rank damage. Make a melee/hand-to-hand attack (since sound usually requires a strong voice) and add this power rank to the attack roll. Characters injured by the wave are deaf on their next turn.

STEALTH (15): The character is a master of stealth, able to perfectly mimic another's voice and mannerisms, hide in the shadows, and/or slip into or out of somewhere without making a sound. Add power rank to rolls to sneak, hide or pretend to be someone else (usually DEX + Subt, MIND + Subt, or MIND + Comm).

STRETCH (20): The character can physically elongate to reach long distances quickly, capture an enemy by wrapping around the foe, spread into a thin sheet to fit under closed doors, etc. The character can stretch a limb up to power rank x 2 feet at one time.

SUGGESTION (15): Concepts that can be summarized in a phrase can be mentally "hinted" to another ("you are sick," "there were footsteps outside last night," etc.). This power cannot force a character to make an action of any kind, but a failed MIND + Phys roll vs. the character with Suggestion's MIND + Comm + Suggestion will lead the target to fully believe what was suggested. This lasts for another of turns equal to power rank, or until

someone tries to break the Suggestion with a MIND + Comm roll vs. the original MIND + Comm + Suggestion result.

SUMMON (45): The character conjures forth a single powerful creature. It will only perform one simple action the summoner character gives, like “attack,” “distract,” “search,” etc. It is controlled by the player with the summoner character, and takes its turn immediately after the summoner. The summoned creature has stats, skills, attack bonuses and other character information equal to the summoner character’s information. The summoned creature lasts a number of turns equal to ½ the summoning character’s Summon power rank (round up). This power can be used power rank times per day.

SUPER-AGILITY (special): The character is especially flexible and quick. He or she has a DEX score of 19 or more, as purchased above in section 3. Stats.

SUPER-CHARGE (25): The character can draw on his or her life-force and put it all into a single attack. Add the Super-Charge power rank to the attack roll, and if successful, the attack causes extra damage equal to power rank x 2. This power can be combined with any attack and any other attack bonuses. It can only be successfully attempted a number of times per day equal to ½ power rank (round up).

SUPER-CHARISMA (10): The character is naturally charming and seductive, thanks to training or pheromones. Add power rank to attempts to win friends and influence people (usually MIND + Comm).

SUPER-INTELLIGENCE (special): The character is especially smart and clever. He or she has a MIND score of 19 or more, as purchased above in section 3. Stats.

SUPER-SPEED (45): A character with this power can run, swim or fly (if capable) faster than any normal person. Add power rank to Armor Class and Initiative rolls, and add ½ (round up) power rank to DEX score (not bonus). Having just a few ranks of Super-Speed means the character can keep up with a fast-moving vehicle, while many ranks of this power may enable the character to break the sound barrier.

SUPER-STRENGTH (special): The character is especially tough and strong. He or she has a STR score of 19 or more, as purchased above in section 3. Stats.

SWIMMING (10): The character can move underwater as fast as he or she can on land. This power also allows the character to breathe underwater.

TECHNICAL MANIPULATION (10): The character can psychically enter and manipulate computers, vehicles and other mechanical or electronic systems (using MIND + Subt + Technical Manipulation). The character must be able to physically see the target technology before attempting to manipulate it.

TELEKINESIS (20): This power enables a character to lift or move an object with a successful Magic/Supernatural attack + Telekinesis roll. Telekinesis can be used to levitate a character, move something across a hallway, operate a machine, maneuver a weapon away from the character’s body, etc. Throwing items or people causes 1d6 + power rank damage.

TELEPATHY (10): This power connects the mind of the super character to another person through a psychic link. The character can “speak” and respond to messages of any length in complete silence, though the target may choose to ignore them. If a telepathic character is “speaking” with a character who does not have this power, the conversation can only last a number of turns (in combat) or minutes (outside of combat) equal to the telepathic character’s power rank. If all characters in a conversation have the Telepathy power, the conversation can last any amount of time.

TELEPORT (20): Teleporting heroes can move instantly from one place to another. Characters always successfully teleport to destinations visible to the character from the spot where he is starting. Teleporting to locations the character cannot see requires a dice roll (MIND + Phys + Teleport).

TIME STOP (35): This power enables a character to stop and start time in a small area, about power rank x 10 yards in a circle centered on the character. All activity slows down so much it appears to have stopped. The super character can take a second single action (movement or attack or another activity) during the time stop. After this additional turn, time returns to normal. This can be done power rank times per day.

TUNNEL (10): The character can quickly dig a tunnel large enough to fit a human-sized character through any non-supernatural substance (concrete, rock, ice, etc.). The

character can dig as fast as he can walk through the tunnel.

VIBRATE (10): The character can move a hand quickly enough to “saw” through any type of material, causing 1d6 + power rank damage each turn. This power can be used to start small earthquakes if the character is touching a floor or ground.

WEAPON (10): From claws in your fists to a magic battle axe to high-level training with firearms, you’re a master of one particular type of weapon. It causes damage equal to 1d6 + power rank. Add ½ the weapon’s power rank (round up) to the appropriate type of attack bonus when using this power. This power must be purchased once for each signature weapon the character uses.

WEAPON (MAJOR) (20): As Weapon (above), except the damage is equal to 1d12 + power rank. This represents powerful weapons, like rocket launchers or multiple swords used simultaneously.

WEATHER CONTROL (25): This power gives a character complete control over the weather conditions in the area the character can see. The character can make attacks against everyone who can be affected by any severe weather (hurricane-force winds, lightning, drought, etc.), but cannot cause more than 3d6 + power rank damage to any individual foe. The character can also build up or diminish the pre-existing natural weather conditions at will.

X-RAY VISION (10): The character can see through solid structures, such as wood and steel, as well as supernatural barriers.

5. Gadgets, Limits and Magic

Gadgets are powers a character has and can use that are embedded in an item, like a rocket pack with Flight, a customized hat providing Mind Control to the wearer, or a super-car with a pair of machine guns (Weapon) and a single rank of Super-Speed. To put a power or powers in a gadget, *subtract -4* from the base cost of each power, then spend Power Points on power ranks, if you wish. The drawback of gadgets is that they can be lost or damaged. The character must be wearing/using/driving (or whatever) the gadget to use the power.

Some characters have limited powers, like the hero with Control Creature that can only be used with one type of animal (like rats or lions), the fun-loving super with Change Shape who can take the form of any animal but is always colored green, the hero who has Flight only when swinging from a rope or cable, or the space police officer whose Cosmic Power is useless against the color yellow. To have a limited power, *subtract -2* from the base cost of each power, and make sure the game master knows the limits of your character’s power.

Powers represented as magic spells are created the same way, but *subtract -6* from the base cost of each power. Each time the power is used, the hero must spend hit points equal to the power rank +1.

6. Skills

There are four skills. Skill checks called for in other RPGs will fall under the heading of one of these skills.

- *Physical*: athletics and acrobatics, stamina, etc.
- *Subterfuge*: sleight of hand, stealth and tracking, spotting evidence, etc.
- *Knowledge*: science, research and technology, education, etc.
- *Communication*: diplomacy and connections, fast-talk, body language, etc.

Each covers a wide range of abilities. While a stat has a score and a bonus, a skill has a rank.

Skill Rank = Level + Free Bonus + Power Points. A skill’s maximum rank is equal to level +5.

Level: the hero's level.

Free Bonus: each character gets +3 to add to one or more skills. This represents the character's non-super powered background, his work in his "secret identity." You can assign the free bonus all to one skill, +2 to one skill and +1 to another, or +1 to three skills.

Power Points: you can boost your skill rank by spending Power Points, at a rate of **3 points per +1 skill rank**. There's no maximum to the number of Power Points you can spend this way (though remember the maximum skill rank of level +5).

7. Combat

There are several numbers used in Microlite 20 Costumes combat. Each can be improved by spending Power Points.

Hit Points: Add STR, DEX and MIND stat scores together, then add 2 hit points per level. You can boost your hit points by spending Power Points, at a rate of **1 Power Point per +1 Hit Point**. There's no maximum to the number of Power Points you can spend this way — this is a good way to use up the last few Power Points you still have to spend. Characters who can absorb a lot of damage and still stay in the fight often have many hit points. There is no maximum to the number of hit points your character can have.

At 0 (zero) hit points, your character is unconscious. At -10 hit points, your character is dead (at least until the next adventure, when you miraculously come back to life).

After a battle, each hero recovers a number of hit points equal to his or her STR stat score. More hit points have to be regained via rest or medicine.

Initiative: Equal to DEX bonus. You can improve your Initiative by spending Power Points, at a rate of **3 points per +1 to initiative**. The initiative bonus you gain by spending Power Points cannot be greater than your level.

For attack bonuses, you can spend Power Points, at a rate of **10 points per +1 to attack bonus**. The attack bonus you gain by spending Power Points cannot be greater than your level. For example, a level 10 hero with a STR bonus of +3 has a Melee/Hand-To-Hand Attack Bonus of 10 (for level), +3 (for STR bonus) and can spend up to 100 Power Points to add another +10 to attack bonus.

Melee/Hand-To-Hand Attack Bonus: Level + STR bonus + Power Points spent

Missile/Ranged Attack Bonus: Level + DEX bonus + Power Points spent

Magic/Supernatural Attack Bonus: Level + MIND bonus + Power Points spent

Armor Class: 10 + highest single stat bonus + Power Points spent. **2 Power Points gives you +1 to Armor Class**, but the AC bonus you gain by spending Power Points cannot be greater than your level.

A die result of 20 is automatically a hit, no matter what the opponent's Armor Class is. Likewise, a die result of 1 is automatically a miss, no matter what the attacker's attack bonus.

All Microlite 20 Costumes characters have a basic unarmed damage of 1d4 + STR bonus.

Makeshift weapons typically cause less damage than the character's signature weapons (represented by the Weapon or Weapon (Major) powers), which is why characters usually rely on a simple punch or one of their specially crafted items to make an attack.

Small (length of chain, baseball bat): $1d4 + \frac{1}{2}$ STR bonus, round down

Medium (pistol, sword): $1d6 + \frac{1}{2}$ STR bonus (melee weapon), round down, or
 $1d6 + \frac{1}{2}$ DEX bonus (missile weapon), round down

Large (rifle, boulder): $1d8 + \frac{1}{2}$ STR bonus (melee weapon), round down, or
 $1d8 + \frac{1}{2}$ DEX bonus (missile weapon), round down

Huge (car, streetlight): $1d12 + \text{full STR bonus}$ (melee weapon) or
 $1d12 + \text{full DEX bonus}$ (missile weapon)

Heroism Points: Heroism points represent a character's determination, fighting spirit and even a little bit of good fortune. **2 Power Points give you 1 Heroism Point.** There's no limit to the number of heroism points a character can have — like hit points, this is a good way to use up Power Points you haven't spent.

Heroism points can be used to add to any attack, damage or stat + skill roll at a rate of +1 per 1 heroism point spent. You can only spend up to your level in heroism points on one single roll (for example, a level 10 character can only spend up to 10 heroism points, for a +10 bonus). Heroism points do not need to be spent all at once, but when they are completely spent, they are gone for the rest of game session. A character's Heroism points are restored to their starting amount at the beginning of a game session.

Miniatures: If you have miniature figures (about 1 inch to 2 inches, or 25 to 28 mm tall) to represent the characters and their enemies, you'll need a ruler or a battle map covered in spaces (squares or hexes 1 inch or 1 ½ inches in size). Alternately, you can simply measure distances using a ruler, considering each inch a "space."

One space equals 5 feet or 2 yards, and the average character and monster moves 6 spaces per turn, even diagonally. Figures can move through the same space as another character or enemy, but cannot end movement in the same space as another figure. Rubble, darkness, heavy growth and other difficult terrain "costs" 2 spaces of movement for each space the figure moves into.

If there's a question whether a character could see an enemy to hit it, draw an imaginary straight line from the center of the attacker's space to the center of the target's space (or one of its spaces, if it takes up more than one space on the map). If there is no large obstacle or enemy in the path, the character can make the attack. Allies of the attacker do not block its path, nor do obstacles filling less than half a space in the path. Characters can attack through windows and other partial obstacles at a -2 penalty to hit.

Simplified Attacks (Optional): To avoid calculating attack ranges each turn, melee attacks must be made against an enemy in a space adjacent to the character. Thrown and short-range weapon attacks can be made against an enemy up to 10 spaces away. Long-range weapon attacks can be made against an enemy up to 25 spaces away.

Action Figures: If you're using typical superhero action figures (often 3.75 or 7 inches, depending on brand of figure), references to spaces above are doubled. One space is still 5 feet, but the average character

moves 12 spaces per turn. Difficult terrain “costs” 4 spaces of movement. Short-range weapon attacks can be made up to 20 spaces away, and long-range weapon attacks can be made up to 50 spaces away.

8. Financial status and equipment

Super heroes rarely worry about money, transportation, or food, and in fact many are extremely wealthy. In Microlite 20 Costumes, this is represented with status, as shown below. It’s up to the game master to determine what a character possesses, using his or her financial status as a guideline. Equipment the character uses as part of costumed adventuring is represented with gadgets (like vehicles) and powers (like weapons), though some items are simply tools, like lock picks, smoke grenades and grappling hooks. They have no cost.

Ultra-Rich: This character is head of a major multinational corporation or foundation, and has almost unlimited access to funds and technology. Examples: Batman, Iron Man. *Costs 20 Power Points.*

Comfortable: This character has a steady day job that brings in decent pay, or some other way of making ends meet without much worry. Examples: Nightwing, Daredevil. *Costs 0 (zero) Power Points.*

Rich: This character is in charge of a large company, but not one that’s quite as big as the ultra-rich characters. Examples: Blue Beetle, Iron Fist. *Costs 15 Power Points.*

Struggling: This character is always trying to earn a buck, even while fighting off supervillains. Example: Spider-Man. *Gain 10 Power Points.*

Sponsored: This character is an extension of a government agency, army or other organization that takes care of living expenses and gear. Examples: Hellboy, Nick Fury. *Costs 10 Power Points.*

Not Important: This character is from a society that does not care about money. Examples: Aquaman, Thor. *Costs 0 (zero) Power Points, but does require game master approval.*

9. Flaws

Part of the fun of comics is seeing heroes struggle against their flaws. In Microlite 20 Costumes, characters gain 10 Power Points for one flaw or 20 Power Points for two flaws. These can be anything the player wishes, but a few common ones are:

A dependent, like an elderly aunt or child, that must constantly be protected; or

A disability, like blindness or being unable to walk; or

An uncontrollable rage the character slips into whenever angry or upset; or

A vulnerability, like a kind of rock that will prevent the hero from using any of his powers while in its presence.

Simply having a secret identity isn’t significant enough to be a Power Point-earning flaw, but having a secret identity with a deep secret of its own (like, “I used to be a supervillain”) might be.

10. Advancement

Super powered heroes rarely “advance” in levels in the way other adventurers do, but heroes can still gain benefits after fighting bad guys and saving the world. After each game session, each character gains between 1 and 3 Power Points, depending on their performance in the game. These points can be spent right away, or saved up to buy more powers or other bonuses. Keep track of how many Power Points a character has collected; when he gets 15, he’s increased a level, and his skills, attack bonuses and limits on Power Points spent will increase.

11. Mooks

Heroes battle supervillains and giant monsters regularly, but their most common opponents are mooks. These are the nameless crooks and minions who seem to exist just to slow heroes down, like thugs, mobsters, robots and ninja. Normal police and soldiers may be mooks for anti-heroes. Typical statistics for common mooks are listed here.

Low-Quality Mooks (thugs, security guards, police officers, soldiers, karate students, dabblers in magic, etc.)

STR: 13 (+1), DEX: 16 (+3), MIND: 11 (+0)

Physical: 3, Subterfuge: 3, Knowledge: 1, Communication: 1

HP: 10 to 15 (or just 1), AC: 13, Melee/Hand-To-Hand: +2, Missile/Ranged: +4, Magic/Supernatural: +0

Equipment: Weapon (1d4 or 1d6 damage)

High-Quality Mooks (mobsters, newly created super-soldiers, SWAT, war robots, ninja, demon cultists, etc.)

STR: 14 (+2), DEX: 16 (+3), MIND: 11 (+0)

Physical: 6, Subterfuge: 5, Knowledge: 4, Communication: 3

HP: 15 to 20 (or just 1), AC: 15, Melee/Hand-To-Hand: +5, Missile/Ranged: +6, Magic/Supernatural: +3

Equipment: Weapon (1d8 or 1d10 damage), light armor

Innocent Bystanders (construction workers, newspaper reporters, attorneys, scientists, students, damsels in distress, non-combat industrial robots, etc.)

STR: 10 (+0), DEX: 10 (+0), MIND: 10 (+0)

Physical: 1, Subterfuge: 0, Knowledge: 1, Communication: 1

HP: 5 to 10 (or just 1), AC: 10, Melee/Hand-To-Hand: +0, Missile/Ranged: +0, Magic/Supernatural: +0

Equipment: What’s needed to do their jobs; no weapons or armor

12. Character Templates

To get into the game quicker, simply use one of these templates. It provides “average” hero characters, without powers, and the Power Points values for each of their game characteristics. Each template leaves $\frac{1}{2}$ or $\frac{1}{3}$ of the listed level’s Power Points to purchase a few powers at or near the maximum number of power ranks possible.

All you need to do is use the remaining Power Points to improve the listed characteristics and purchase powers and power ranks in the way you wish. Skill ranks already include the Free Bonus, with a +1 assigned to Subterfuge, Knowledge and Communication. A template also has the Financial Status often associated with comic book heroes of that type. “AB” stands for Attack Bonus.

PULP

Points spent: 40

Points remaining to reach level 4: 20

<u>Characteristic</u>	<u>Rank/Value</u>	<u>Power Points</u>
<i>STR</i>	14 (+2)	4
<i>DEX</i>	11 (+0)	1
<i>MIND</i>	16 (+3)	6
<i>Physical</i>	5	3
<i>Subterfuge</i>	5	0
<i>Knowledge</i>	5	0
<i>Communication</i>	5	0
<i>Hit Points</i>	50	1
<i>Initiative</i>	+0	0
<i>Armor Class</i>	13	0
<i>Melee/Hand-to-Hand AB</i>	+6	0
<i>Missile/Ranged AB</i>	+4	0
<i>Magic/Supernatural AB</i>	+7	0
<i>Heroism Points</i>	5	5
<i>Financial Status</i>	Rich	15

STREET LEVEL

Points spent: 40

Points remaining to reach level 6: 50

<u>Characteristic</u>	<u>Rank/Value</u>	<u>Power Points</u>
<i>STR</i>	16 (+3)	6
<i>DEX</i>	13 (+1)	3
<i>MIND</i>	13 (+1)	3
<i>Physical</i>	7	3
<i>Subterfuge</i>	8	3
<i>Knowledge</i>	8	3
<i>Communication</i>	8	3
<i>Hit Points</i>	55	1
<i>Initiative</i>	+2	3
<i>Armor Class</i>	15	2
<i>Melee/Hand-to-Hand AB</i>	+10	10
<i>Missile/Ranged AB</i>	+7	0
<i>Magic/Supernatural AB</i>	+7	0
<i>Heroism Points</i>	5	5
<i>Financial Status</i>	Struggling	-10

SIDEKICK

Points spent: 80

Points remaining to reach level 8: 40

<u>Characteristic</u>	<u>Rank/Value</u>	<u>Power Points</u>
<i>STR</i>	13 (+1)	3
<i>DEX</i>	17 (+3)	7
<i>MIND</i>	14 (+2)	4
<i>Physical</i>	10	6
<i>Subterfuge</i>	11	6
<i>Knowledge</i>	10	6
<i>Communication</i>	10	6
<i>Hit Points</i>	66	6
<i>Initiative</i>	+5	6
<i>Armor Class</i>	18	10
<i>Melee/Hand-to-Hand AB</i>	+10	10
<i>Missile/Ranged AB</i>	+11	0
<i>Magic/Supernatural AB</i>	+10	0
<i>Heroism Points</i>	5	5
<i>Financial Status</i>	Comfortable	0

TYPICAL

Points spent: 80

Points remaining to reach level 10: 70

<u>Characteristic</u>	<u>Rank/Value</u>	<u>Power Points</u>
<i>STR</i>	14 (+2)	4
<i>DEX</i>	17 (+3)	7
<i>MIND</i>	12 (+1)	2
<i>Physical</i>	12	6
<i>Subterfuge</i>	12	3
<i>Knowledge</i>	12	3
<i>Communication</i>	12	3
<i>Hit Points</i>	64	1
<i>Initiative</i>	+4	3
<i>Armor Class</i>	17	8
<i>Melee/Hand-to-Hand AB</i>	+14	10
<i>Missile/Ranged AB</i>	+14	10
<i>Magic/Supernatural AB</i>	+11	0
<i>Heroism Points</i>	5	5
<i>Financial Status</i>	Comfortable	0

ADVANCED

Points spent: 90

Points remaining to reach level 12: 90

<u>Characteristic</u>	<u>Rank/Value</u>	<u>Power Points</u>
<i>STR</i>	18 (+4)	8
<i>DEX</i>	14 (+2)	4
<i>MIND</i>	12 (+1)	2
<i>Physical</i>	14	6
<i>Subterfuge</i>	13	3
<i>Knowledge</i>	13	3
<i>Communication</i>	13	3
<i>Hit Points</i>	73	5
<i>Initiative</i>	+4	6
<i>Armor Class</i>	19	10
<i>Melee/Hand-to-Hand AB</i>	+17	10
<i>Missile/Ranged AB</i>	+14	0
<i>Magic/Supernatural AB</i>	+15	10
<i>Heroism Points</i>	5	5
<i>Financial Status</i>	Comfortable	0

SUPERIOR

Points spent: 110

Points remaining to reach level 15: 115

<u>Characteristic</u>	<u>Rank/Value</u>	<u>Power Points</u>
<i>STR</i>	18 (+4)	8
<i>DEX</i>	13 (+1)	3
<i>MIND</i>	14 (+2)	4
<i>Physical</i>	17	6
<i>Subterfuge</i>	18	6
<i>Knowledge</i>	18	6
<i>Communication</i>	18	6
<i>Hit Points</i>	77	2
<i>Initiative</i>	+4	9
<i>Armor Class</i>	24	19
<i>Melee/Hand-to-Hand AB</i>	+20	10
<i>Missile/Ranged AB</i>	+17	10
<i>Magic/Supernatural AB</i>	+18	10
<i>Heroism Points</i>	5	5
<i>Financial Status</i>	Not Important	0

QUICK ROLL CHARACTER GENERATOR

If you want to get a superhero adventure up and running right away, follow the steps below to create a costumed hero with little more than some simple calculations and a few dice rolls. You can simply choose powers, ranks, flaws or any other character elements you like, or use the methods in the standard Microlite 20 Costumes rules to replace any of these steps, but remember that you'll have to determine how many Power Points you've spent up to that point.

Step I: Choose A Level

Select a level for your hero (the typical comic book hero is level 10). Power Points aren't used with the quick roll option.

Step II: Stats

Roll 4d6, dropping the single lowest die result. Do this three times, and apply the three results to your stat scores, in any order you wish. Alternately, assign the dice results in order: Strength, Dexterity and Mind. Also determine the stat bonus for each.

Step III: Powers

This involves dice rolls on several charts found below, or you can simply choose powers you want your character to have. It's also up to you if you want powers in the form of gadgets or magic, or if you want them to have limits.

Roll 1d4 +1 to determine the number of powers your hero has. Each has a power rank equal to your level, if the power needs a power rank.

The powers are separated by base cost. Roll the listed die on each chart to find your powers. If you roll a power twice, roll again, unless it is a power that can be selected more than once.

Step IV: Skills

Your hero's skill rank in each skill is equal to level + $\frac{1}{2}$ level (round up). Add +3 to one skill.

Step V: Combat

To determine *hit points*, add your character's stat scores together, then add 2 hit points per level.

Your *initiative* is equal to your DEX bonus.

Your *melee/hand-to-hand attack bonus* is equal to your level + $\frac{1}{4}$ level (round up) + STR bonus.

Your *missile/ranged attack bonus* is equal to your level + $\frac{1}{4}$ level (round up) + DEX bonus.

Your *magic/supernatural attack bonus* is equal to your level + $\frac{1}{4}$ level (round up) + MIND bonus.

To determine *Armor Class*, add your highest stat bonus to your level + $\frac{1}{2}$ level (round up).

Step VI: Financial Status

Roll 1d10.

1: Ultra Rich

2: Rich

3 to 4: Sponsored

5 to 8: Comfortable

9: Struggling

10: Not Important

Step VII: Flaws

Roll 1d6. On a result of 1, choose a flaw for your hero.

QUICK ROLL CHARACTER GENERATOR POWER CHARTS

Roll 1d10 to determine each power's base cost, then go to the chart for that cost.

- 1 to 3: Base Cost 10
- 4 to 6: Base Cost 15
- 7 to 8: Base Cost 20 or 25
- 9: Base Cost 30 or 35
- 10: Base Cost 40 or more

Base Cost 10

Roll 1d6. On a 1 to 3, roll on List A.
On a 4 to 6, roll on List B.

List A (Roll 1d12)

- 1: Binding
- 2: Body Armor (roll 1d6 to determine Damage Resistance)
- 3: Breathe
- 4: Corrupt
- 5: Danger Sense
- 6: Daze
- 7: Enhanced Senses (choose a sense)
- 8: Flight
- 9: Flight
- 10: Infra-Red Vision
- 11: Intimidate
- 12: Jump

List B (Roll 1d12)

- 1: Protected Senses (choose a sense)
- 2: Super-Agility (roll 1d6 to determine increase to DEX stat)
- 3: Super-Charisma
- 4: Super-Intelligence (roll 1d6 to determine increase to MIND stat)
- 5: Super-Strength (roll 1d6 to determine increase to STR stat)
- 6: Swimming
- 7: Technical Manipulation
- 8: Telepathy
- 9: Tunnel
- 10: Vibrate
- 11: Weapon (choose one)
- 12: X-Ray Vision

Base Cost 15

Roll 1d6. On a 1 to 3, roll on List A.
On a 4 to 6, roll on List B.

List A (Roll 1d8)

- 1: Adhesion
- 2: Contacts
- 3: Control Plant
- 4: Death Trance
- 5: Electricity
- 6: Erase
- 7: Explosion
- 8: Extra Limb (choose one)

List B (Roll 1d8)

- 1: Gravity Control
- 2: Image
- 3: Invisibility
- 4: Oblivious
- 5: Resist Attack (choose a type of attack)
- 6: Sonic Wave
- 7: Stealth
- 8: Suggestion

Base Cost 20 or 25

Roll 1d6. On a 1 to 3, roll on List A.

On a 4 to 6, roll on List B.

List A (Roll 1d12)

- 1: Calm
- 2: Control Creature
- 3: Density
- 4: Drain Life
- 5: Element Body (choose an element)
- 6: Element Blast (choose an element)
- 7: Empathy
- 8: Energy Blast
- 9: Grow
- 10: Inventing
- 11: Leadership
- 12: Magnetism

List B (Roll 1d12)

- 1: Metal Body
- 2: Phase
- 3: Precognition
- 4: Regeneration
- 5: Shrink
- 6: Sleep
- 7: Stretch
- 8: Super-Charge
- 9: Telekinesis
- 10: Teleport
- 11: Weapon (Major) (choose one)
- 12: Weather Control

Base Cost 30 or 35 (Roll 1d10)

- 1: Animation
- 2: Bad Luck
- 3: Change Shape
- 4: Force Field
- 5: Invulnerability (choose a material)
- 6: Martial Arts Mastery
- 7: Mind Control
- 8: Power Absorption
- 9: Psychic Travel
- 10: Time Stop

Base Cost 40 or more (Roll 1d8)

- 1: Cosmic Power
- 2: Duplication
- 3: Immortal
- 4: Luck
- 5: Mimic
- 6: Paralyze
- 7: Summon
- 8: Super-Speed

Name:

Player:

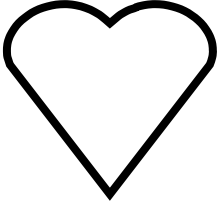
Level:

Power Points Gained:

Unspent Power Points:

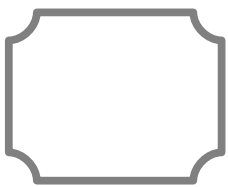
Total Hit Points

Current Hit Points



Armor Class

Initiative



Heroism Points

Melee/Hand-To-Hand Attack Bonus

Missile/Ranged Attack Bonus

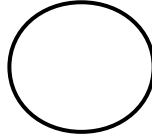
Magic/Supernatural Attack Bonus

Financial Status:

Equipment

Flaws

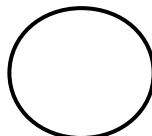
STRENGTH



Stat

Bonus

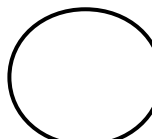
DEXTERITY



Stat

Bonus

MIND

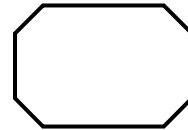


Stat

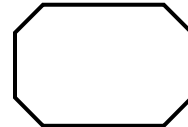
Bonus

Power (gadget, limited, magic?)

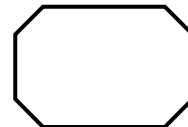
SKILLS



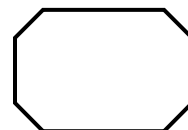
Physical



Subterfuge



Knowledge



Communication

Power Rank

TUMBLEWEED

by Mike Berkey (michael.berkey@gmail.com), Copyright 2009. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.microlite20.net>.

CORE RULES

STATS

Tumbleweed uses three stats: **Strength**, **Dexterity**, and **Mind**.

Roll 4d6, dropping the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for the remaining stats.

Your stat bonuses are **(STAT-10)/2, rounded down**.

CLASSES

There are six classes: **Desperado**, **Grifter**, **Gunslinger**, **Law Man**, **Maverick**, and **Preacher**. Characters begin at level 1.

Desperadoes are wild men who live on the fringes of society. Outlaws, hired thugs, strong men, thieves and murderers all count themselves among their number. They gain a +1 to all attack and damage rolls. This increases by +1 at 5th level and every 5 levels afterwards.

Grifters are con men and swindlers. Always on the road, one step ahead of their victims and the law. Grifters get a +1 to Communications rolls at 1st level. This increases by +1 at 5th level and every 5 levels afterwards.

In addition, once per adventure per level, they can make a target believe one "fact", no matter how implausible, as long as the Grifter succeeds in a MIND +Comm roll vs the opponent's skill roll (usually MIND+Sub or Know).

Gunslingers. Renowned for their lightning fast reflexes, Gunslingers gain a +2 initiative bonus when using firearms. They are also better at certain firearms maneuvers than other classes: see the maneuvers section for more information.

A Gunslinger, however, will always have a preference for either pistols or rifles, never both—they can only use their special abilities (including their initiative bonus) with that type of weapon.

Law Men. Usually out-gunned and under-equipped, Lawmen are what passes for justice on the frontier.

Law Men can use a Tin Star to face down criminals (see the equipment section). They also gain a +1 to hit and damage with either six shooters or rifles, their choice. This bonus increases by +1 at 5th level and every 5 levels thereafter.

Mavericks are fast on their feet, masters of all trades, always with an eye on the brass ring. They can choose two favored skills at first level instead of just one.

Preachers. Holy men, spreading the word of the Lord as far as possible. Preachers get a +1 to Communications rolls at 1st level. This increases by +1 at 5th level and every 5 levels afterwards. Preachers can also use Bibles (see the equipment section).

Other classes. Just write down your profession, give yourself a bonus roughly equal to the ones above and get on with it. If you want to be a 3rd level Showgirl, we're not going to stop you.

Alternatively, feel free to rename classes to fit other concepts. For example, an Indian Brave could be a Maverick with favored skills in Physical and Survival. A Mountain Man could be a Desperado with a favored skill in Survival.

NATIONALITY

Pick a nationality or ethnicity and then choose either a +2 to one stat or a +2 to any type of skill rolls that are a point of national pride.

For example, you could declare yourself to be a Mexican and say that your national pride is your skill with rifle-work. From then on, you'd get a +2 to attack rolls with rifles.

Another person might say that they're an Indian and their tribe has always been good with horses—they'd gain a +2 with rolls involving horsemanship, possibly including to-hit rolls while on horseback.

It's perfectly fine for two people from the same background to have different bonuses since it's all a matter of opinion.

If you have absolutely no opinion on your nationality, call yourself an American, praise the melting pot, and give yourself the +2 bonus anyway.

SKILLS

There are five skills: **Communication, Knowledge, Physical, Subterfuge and Survival.**

Each character must choose 1 skill they are best at (also called your "favored skill"). Your rank in that skill will be at your level+3. All other skills will be at half your level, rounded down, plus one ((Level/2)+1).

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Roll higher than the given Difficulty Class to succeed. For example, Climbing would use Phys + STR bonus. Dodging a falling rock is Phys + DEX bonus. Finding a trap is Subt + MIND bonus. Disabling a trap is either Subt + DEX bonus or Know + MIND, depending on the nature of the trap.

Note that there are no "saving throws" as such in this game; use Phys + STR or DEX for Fortitude and Reflex saves. Will saves are usually MIND bonus + your level.

CONTESTS

Occasionally, two or more characters will directly compete with another outside of a combat situation. Perhaps it's a high speed chase on horseback, maybe it's a high stakes game of poker. It all boils down to the following:

- One character is the Hunter, one is the Prey.
- There are 10 points of Lead. If the Lead increases to 10 or higher, the Prey wins. If the Lead reaches 0, the Hunter wins. The Lead usually starts out at 5, but the GM can decide to use a different number as starting Lead if one side has an advantage.
- Both sides make skill checks each round. Usually these skill checks will be versus static DC's, representing maneuvers.

Note: a "round" in this case does not necessarily have to be a combat round—it could be any length of time that would be dramatically appropriate.

The highest successful skill check total wins 1 pt of Lead, either towards the Hunter's or the Prey's advantage.

Depending on what these maneuvers are, additional benefits or penalties may accrue in the following round.

If neither skill check passes, the Lead remains unchanged and additional unpleasant effects may ensue as expected for a failed skill roll of that type (crashing, falling, losing money, whatever).

If only one side fails their check, one or more extra points of Lead may accrue to the other side depending on how badly the roll failed by.

Risky Maneuvers: For a DC penalty, you can attempt to change the Lead in one attempt by 2 or more points. Describe what you're doing, then take a +5 DC penalty for every extra point of Lead you want. Failure will usually have pretty serious consequences. Some examples would be cheating in a hand of black jack, or having your horse jump a gulch to put distance between you and a pursuer.

COMBAT

Hit Points = STR Stat + 1d6/Level. If HP reaches 0, you are unconscious and near death. Further damage directly reduces STR. If that reaches 0, you are dead.

Roll d20 + DEX bonus for initiative order.

Everyone can do one thing each turn; move, attack, dodge, pull a lever, etc. Only roll once, on the first round of combat--the order stays the same for subsequent rounds.

Melee attack bonus = STR bonus + Level

Ranged attack bonus = DEX bonus + Level

Armor Class (AC) = 10 + one-half your level, rounded down + DEX bonus.

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical, doing maximum damage.

Characters can use DEX bonus + Level as their Melee attack bonus instead if wielding a light weapon.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10, and a fourth at -15 if the total bonus is +16 or more. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2. No more than four attacks can be made in a round, regardless of bonus (five if two weapons are used).

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Ranged Combat. Shooting a gun into a crowded melee is not a good idea—if you don't take a -4 to hit, there's a 50% chance you'll hit a friendly instead of an opponent.

Ranged Penalties. If your target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using (judgment call), take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is. Note that ranges are relative to the weapon used: “far away with a -10 penalty” for a pistol may only be a -4 range penalty for a rifle.

MANEUVERS

Maneuvers are things you can do in combat in lieu of a normal attack.

Aim. Taking a full round to aim with a ranged weapon will add +2 to hit, but while doing so your AC will be at 10 because you can't move around. Gunslingers get an extra +2 to hit while aiming with their preferred type of firearm. You can not dual wield or Fan The Hammer while Aiming. You **can** Aim while taking a Trick Shot.

Dodge. You can forgo your next attack at any time and dodge out of the way. Roll $d20 + \text{DEX} + \text{Phys}$. The total is your effective AC until your next attack comes up. If it's lower than your real AC, well, you zigged when you should've zagged.

The GM may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

Fan the hammer. This requires two hands and a single revolver. In exchange for expending 2 more rounds than usual and a -4 penalty on all attack rolls that round, you gain one extra attack at your highest attack bonus. Gunslingers take only a -2 penalty.

Grab. Make a hit roll on your target. If successful, the target and attacker make opposed $\text{STR} + \text{Phys}$ rolls. If the attacker wins, the target is grappled and loses his Dex bonus to AC. If the target wins, the grapple fails. Every time the target's action comes up he can make another opposed roll to either throw off the grapple or reverse the grapple.

Every time the attacker's action comes up, he can do something, such as inflict unarmed damage, strip an item from them, or move or throw the target somewhere (potentially also doing unarmed damage). It's the GM's judgment call if an action is reasonable or not.

Sneak attack. If you successfully sneak up on someone, or otherwise catch them unawares, the first hit adds your ranks in Subterfuge as bonus damage.

Take Cover. If you duck behind an object, you can gain +2 to +10 to your AC depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this AC bonus may also apply to saves if the GM allows it.

Throw an explosive. These weapons require the attacker to make a missile attack targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast radius can make a Dexterity Check (the DC is listed with the explosive) and only take half damage.

Trick Shots. Declare what your shot is going to do—it could be anything from shooting a weapon from your opponent's hand to blowing his hat off to extinguishing a lantern. Make a to-hit roll at -8 (-4 for a Gunslinger using their preferred type of firearm).

If it's against a live opponent, then he makes a save (usually DEX or $\text{STR} + \text{Phys}$) against a DC equal to your attack roll (with the to hit penalty) and either drops the weapon or is intimidated, which could have effects ranging from a -2 to hit on his next action to flat-out surrender, depending on how much he failed by and what, exactly, you did.

If he **makes** the save (i.e. his save roll is **higher** than your to hit roll), then the attack applies against his AC (again with the -8 penalty)—he still might be shot by accident.

Against an inanimate object, use a flat DC, higher for smaller objects or more difficult shots. Aim, range and cover all apply to Trick Shots.

Two weapons. You can wield two light weapons and attack one extra time with the off hand at your highest attack bonus, if you take a -2 penalty on all attack rolls that round. Gunslingers only take a -1 penalty when dual-wielding their preferred type of firearm.

SECOND WIND

Twice per day, a character can catch their Second Wind, restoring half their lost hit points. This takes up a single action.

If you are at 0 hp and losing strength, a Second Wind will put you back at 1 hp.

OTHER HAZARDS

Falling: 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet

Extreme Heat & Cold: If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Poison: Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type, but a good generic deadly poison will do 5d6 damage over the course of a few minutes.

LEVEL ADVANCEMENT

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. e.g.: 1 Goon = EL1. 2 Goons = EL2. 4 Goons = EL3, etc.

EQUIPMENT

Axe. 1d10 damage, two handed.

Bow and Arrow. 1d6 damage. The character's strength bonus applies to damage rolls if the bow was made for that character.

Bowie Knife. 1d6 damage.

Brawling. Technically not equipment since everyone comes equipped with fists, elbows, feet, knees, teeth, foreheads, etc, but listed here for clarity. 1d4 damage.

Derringer. 1d6 damage. A tiny revolver with abysmal range and damage and with only a 2 round capacity. Highly concealable.

Dynamite. 3d6 for one stick, thrown. Every additional stick adds +1d6. DC 15 to save for half damage.

Hatchet. 1d8 damage.

The Holy Bible. The written words of the Lord, a Preacher's best friend short of the Almighty himself. Works like a Tin Star (see below) in that a character can use it to get an opponent to repent of his sins, possibly resulting in hesitation, surrender or retreat. Only a Preacher may wield the Holy Bible.

The opponent gets a +5 bonus to their save (if not

Loot . \$200 gives you one EL. Every doubling of that gives you another EL. e.g.: \$200 = EL1. \$400 = EL2. \$800 = EL3. \$1600 = EL4. This only applies to Loot gained per adventure, total, per character.

Add up the Encounter Levels (EL's) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

+1d6 to Hit Points

+1 to all attack rolls

+1 to your primary skill(s)

+1/2 to all other skills

+1/2 to AC

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX, or MIND.

more) if they are not religious or are from another, non-Christian, religion.

If a Preacher is trying to use the Bible on more than one target at a time, there is a -1 penalty to his targets' saves for every 2 people that could be classified as faithful to the Preacher's religion in that group.

Machete. 1d8 damage.

Rifle. 2d8 damage. 18 round capacity before reloading. Impressive range.

Shotgun. 2D10 damage, short range. 2 round capacity if double-barreled, otherwise only 1.

Six-shooter. 2d6 damage. 6 round capacity.

Tin Star. This is a sheriff's badge, and the only law a frontier town may ever see. Only a Law Man can use these.

As an action, the character can present the badge, and make a Comm + MIND roll vs the opponent's Know + MIND (Or STR, if higher). If successful, the criminal hesitates for one action. If successful by 5 points or more, the opponent surrenders. The GM can rule that some opponents will never surrender, only run away, hesitate or retreat.

If the Law Man tries to use his Tin Star on more than one opponent, give them a bonus to their save equal to +1 for every person in the group.

Tomahawk. 1d8 damage.

ANIMALS

Type	HD	HP	AC	Damage, Notes
Bear	6d8+24	(51 HP)	15	Claw +11 (1d8+8), Bite +6 (2d8+4)
Dog / Coyote	2d8+4	(13 HP)	13	Bite +3 (1d6+3)
Donkey	2d8+2	11	13	Bite +1 (1d2)
Herd Animal	3d8+9	(22 HP)	13	Butt +3 (1d8+6), Trample +3 (1d12)
Horse	3d8+6	(19 HP)	13	Hoof +2 (1d4+1)
Rat	1d2	(1 HP)	14	Bite +4 (1d3-4)
Rat, Texas	1d8	(3 HP)	13	Bite +3 (1d4)
Rattlesnake	1d8	(4 HP)	17	Bite +4 (1d2-2) + Poison (3d6 damage, DC 15 for half)
Wolf	2d8+4	(13 HP)	14	Bite +3 (1d6+1)

All creatures have a bonus to all skills equal to their number of Hit Dice, if appropriate. For skill areas a creature is well-known for being good at, give them +3 skill ranks for that task. Examples would be wolves tracking, horses jumping obstacles, etc..

FOES

Whenever you need NPC's, simply choose their profession—that's their class. Either **choose** their level, if it's important, or roll 1d4. If the roll comes up 4, roll d8. If that roll comes up 8, then roll d20 for level.*

* Also known as the "Red" Gurdy Pickens Rule.

If you don't have a preference for statistics, give them a 14 in whatever stat they're good at (if any) and 10 in any other stats. Give them 4 hp (+ STR bonus) per level and favored skill in whatever skills they need to do what they do.

Minor NPC's don't typically get special abilities or Second Winds, which is why it doesn't really matter what you call their profession.

More important NPC's can be created using one of the classes given earlier in this document. These NPC's usually get class abilities and the ability to use Second Wind.

Example: The players run across a band of miners in the wilderness. The miners have a few guards with them and they're being led by "Smiling" Sam Whitmore, the lyingest conman west of the

Mississippi.

The GM decides to roll 3d6 for the number of miners—there's 12 miners in total. Rolling a d4 for the average level of miners, he comes up 1. A typical miner will be Str 14, Dex 10, Mind 10, have 6 hp and +4 in Physical (level +3). All other skills will be at +1.

*The guards, he decides, will be Desperadoes. The d4 comes up 4. He does **not** roll again since that's already plenty tough—the Desperadoes are now all 4th level. He creates them the same way normal player characters would be, assigning them separate nationalities and everything, since they're supposed to be a challenge. There will be exactly as many guards present as needed to make the encounter challenging.*

Smiling Sam himself will be a higher level character, Grifter class, probably a level or two greater than the player characters. He'll have a nationality, the ability to use Second Wind and will probably sneak off before the players can capture him, if they're not careful.

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Well looky here! We got ourselves another rattler brain come out West way aiming fer treasure n' spooking up trouble. Likely you'll git plenty o the latter and scarce the former.

I reckon there ain't no use trying to set you straight, so listen close to what Ah'm telling or you won't live long enough to regret yer daftness.

☆ LINEAMENTS ☆

There are three telltale qualities that measure the calibre of a person in these parts. Best hope you measure up or else you may be leaving with yer boots higher than yer hat.

- **Grit:** You gotta be strong and steady.
- **Tact:** You need to be quick and nimble.
- **Wits:** You gotta be level headed and resolute.

☆ EXPERTISE ☆

Here are the skills that'll keep you alive. If they ain't in yer repertoire, go back wherein ya came from.

Amity: Folks don't much care for grim looks n' fighting words. A bit of neighborliness and a tip o the hat goes a long way to keeping tempers even and information flowing.

Athleticism: Can't much make anything useful of you if you can't roll up yer sleeves and git to work, or ifin ya can't git out of yer own way fer that matter. The borderlands ain't no place fer a dandy.

Learning: Now academicians aren't all too common to the Frontier. That's probably cause the smart ones don't come out here. I reckon though educated folk will find getting along a smidgen easier.

Wile: Sometimes you'll find it prudent to keep yer whereabouts and yer business to yerself, specially when yer getting into other folk's business.

Wilderness: If there's one thing everybody got to be able to do, its stay alive in the wilds. The borderlands an unforgiving place, best stay on its good side.

Fer example, Climbing would use Athleticism + GRIT bonus. Dodging a falling rock is Athleticism + TACT bonus. Finding a trap is Wile + WITS bonus. Disabling a trap is Wile + TACT bonus.

☆ VOCATIONS ☆

Though getting by may be tough out West here, employment comes easy to folks of the following persuasions:

Frontiersman make their homestead wherever they may roam. They gain +3 bonus to Wilderness and a +1 bonus to hit with Far range firearms. At fourth level a frontiersman may find himself a wild animal to tame and be a loyal companion provided he is rough enough to tame it. Frontiersmen use Light and Medium melee weapons, bows and crossbows. They can use all firearms. You've got to have a 12 in GRIT to be a Frontiersman

Gadeteers actually believe their wacky contraptions will tame the West. They gain +3 bonus to Learning. Gadgetry produces effects like those found in a wizard's spellbook, but just can't seem to do all the same things a Prestidigitator can. Gadeteers use Light melee weapons, Crossbows and Whips. They can use one firearm of their liking. You've got to have a 12 in WITS and 10 in TACT to be a Gadeteer.

Gunslingers solve most disputes with bullets. They gain +3 bonus to Athleticism and a +1 bonus to all damage rolls with guns. Damage bonus increases by +1 at 5th level and every five levels. Gunslingers are able to tote a gun in each hand without any hindrance. Gunslingers use Light and Medium melee weapons and any gun that still got a bullet left. You've got to have a 12 in TACT to be a Gunslinger.

Preachers tote the word of the all-mighty the way others tote their shooters. They gain +3 bonus to Amity. Their prayers have a miraculous and clerical effect. Preachers use Light melee weapons and whips. They can use Pistols. You've got to have a 12 in WITS to be a Preacher.

Prestidigitators employ magics of a bewildering nature. They gain +3 bonus to Wile. A Prestidigitator's magic is of the enchanting, illusionary, and mind affecting type. They use Light and Medium melee and can use Short range pistols. You've got to have a 12 in WITS to be a Prestidigitator.

Ruffians can fight with pretty much anything they

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can git their hands on. They gain +3 bonus to Athleticism. A Ruffian's Dirty Fighting does 1d6+GRIT damage, increasing by one die type at 5th level and every five levels. They can fight with anything (kicks, punches, chairs, etc). A Ruffian can be enraged once per day which doubles GRIT but halves WITS, lasting 1 round/level. Ruffians use all melee weapons and can use revolvers. You've got to have a 12 in GRIT to be a Ruffian.

Shaman use their mystics to protect the frontier. They gain +3 bonus to Wilderness. Shamans have some powerful Medicine Magics you may call nature spells. They use Light and Medium melee weapons. They also use Bows and Crossbows and one firearm of choice. You've got to have a 12 in WITS and a 10 in GRIT to be a Shaman.

Wearing Two Hats

Some adventures may see fit wear more than one hat. Ifin you live long enough to be of fourth level you may find yer head big enough to wear a second hat.

☆ KIN-FOLK ☆

Living on the borderland is a dangerous thing and there ain't many folk daft enough to give it a go, so it takes people of all creeds working together to git it done.

Humans were among the first to venture out beyond the safe havens of the East. It's that pioneer-

ing spirit that drives them on. Humans gain +1 to all skill rolls.

Gnomes follow their curiosity wherever it may lead. The borderland's about as curious a place as can be found in the world. Gnomes gain + 1 to TACT and +1 to WITS.

Half-elves have an unquenchable yearning to run free in the wilds. Wide open reaches of the West give them all the room they need. Half-elves gain +1 to TACT and +1 to two skills of their choice.

Half-orcs are no stranger to hardships, in fact I reckon they thrive on it. I'd hate to think of the condition of things without them. Half orcs gain +2 to GRIT.

☆ DISPOSITION ☆

Law-abiding: Most folk understand survival on the borderlands depends on community. So long kindness and decency are the Law o the West, we all have a fighting chance.

Renegade: Some out there ain't too keen on being told how to make their way in the frontier. Now don't git me wrong, most of em are right friendly. Just don't go treading on their claim forcing civil obedience. That's when they ain't so civil.

Dag Nasty: Sometimes, when you roam too long in the borderlands, the borderlands git inside you, twist yer mind till it ain't yer own anymore. You become one of the wicked, wandering the West spreading yer chaos til you're six feet under.

☆ WEAPONS & ARMOR ☆

Used mainly by the military for a time, swords have made a bit of a comeback these days along with axes, long knives, bows, crossbows and some spears. What with all the close up fighting, the more distance you can keep between yerself and a nasty the better. Bullets don't last forever you know.

Melee Weapons

- *Light Weapons:* Damage 1d6
- *Medium Weapons:* Damage 1d8
- *Heavy Weapons:* Damage 1d10

Ranged Weapons

- *Bows:* Medium and Long range, Damage 1d6.
- *Crossbows:* Short and Medium range, Damage 1d10.
- *Whips:* Short range, Damage 1d6.

Armor

Borderlands are so dangerous, folk been acting like knights of old. Adventurers have taken to wearing protective leathers and hides. Helps the claws and bites hurt less.

Armor has an Armor Value (AV). It increases AC by its value and reduces damage by the same number.

- *Padded Hide:* AV-1
- *Padded Leather:* AV-2

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- *Leather Plate: AV-3*

☆ FIREARMS ☆

Everybody, and I mean *EVERYBODY* gets to have a gun. Because if you don't got one, that's why you need one.

- *Pistol*: Short range, Single shot, Holds 2, Damage 1d8.
- *Revolver*: Medium range, Single shot, Holds 6 or 8, Damage 2d6.
- *Lever-action rifle*: Long range, Single shot, Holds 15, Damage 2d8.
- *Sharpshooter rifle*: Far range, Single shot, Holds 1, Damage 2d10.
- *Shotgun*: Long range, Single shot, Holds 1 or 2, Damage 2d12.
- *Drake Tamer*: Long range, Single shot, Holds 1, Damage 2d20.

☆ TRUSTED STEED ☆

Only one thing rates as important as yer gun, and that's yer horse. You ain't got a thing if you ain't got a horse. Sometimes you can find a good steed fer sale, or you can acquire a mount who's rider is...um...no longer needing its services, but most often you need to wrangle one yourself.

Wrangling and breaking a wild stallion is a difficult thing. In fact, all horses have a DC to break. You can use whatever skills you think you got to break the horse, the DC is always the same. When you break them, the DC becomes a special linea-

ment for horses called SPIRIT. This is treated just like yer own GRIT, TACT and WITS. You apply the horse's SPIRIT bonus to all skill checks for riding. Fer example, a horse with a 15 SPIRIT gives its rider a +2 bonus to ride checks.

If you can bond with a horse it'll treat you real good. To do this, you must check yer Amity vs the horse's DC. Try once a week. After four successes, you alone gain an additional +1 bonus to riding yer horse and you add yer Amity to the DC for anybody else to ride it.

☆ THE JUDGE ☆

The Judge is the person to tell you what's what and who's who and how yer gonna die. You might just say the Judge's word is the *Laaaaaaaaw of the Game*.

☆ GADGETRY ☆

Them thar Gadgeteers are always inventing some crazy new gizmo supposed to make life easier fer all us. But between you and me, I wouldn't bet the ranch on it.

Gadgeteers know how to build a number of gadgets equal to their learning score. Each gadget weighs 11b per level. Gadgets run on batteries and drain one battery point per level of gadget for each use. When a battery is out of points a new one must be made. New batteries cost \$10 per point to make, and more to purchase.

☆ BULLSEYE ☆

Remarkable fighting gets remarkable results. On a natural to hit roll of 20, damage dealt is automatically maximum weapon damage plus ability modifier plus a bonus weapon damage roll.

☆ WILD CARD ☆

When the deck seems to be stacked against you or you just can't bare to fail, consider playing a Wild Card. Everybody has 4 Wild Cards to start with and Judges may award further Wild Cards for outstanding play. Play a Wild Card to gain special treatment from the Judge. Examples:

- *Shoot through wall*: Ignore cover when shooting at target.
- *Shot in the belt buckle*: Turn a gunshot wound into a miraculous miss.
- *I ain't dead yet!*: Don't die when you die (recommend once per character).

You can pretty much try any stunt you think of. Judges may require spending more than one Wild Card if the use warrants.

☆ ACES & EIGHTS ☆

Beware the *Dead Man's Hand*. Whenever you roll a 1 or an 8 on a d20, roll again. If a 1 is followed by an 8 or an 8 followed by a 1, something of woeful consequence about to happen to ya. The Judge will inform you of yer sentence. Examples:

- Trip and fall

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- Drop weapon
- Gun jams
- Shoot yourself in the foot
- Ambushed by goblins
- Eaten by a drake

☆ DAG NASTIES ☆

It seems that there just ain't no end to the kinds of twistedest, creepingest, gnarliest, dag nastiest critters to come crawling form beyond the shimmering dark. Buggers like the tumble weird, cactus tapus, owlbull, prairie worgs. Makes me quiver in my boots, an I ain't afraid of *nuthin*!

There are two particular varmints that have been terrorizing the frontier like all the fires of Blazes; drakes and goblins.

Drakes are them giant reptiles of all shapes and colors, most biting or spitting poison, some acid, lurking in caves, slithering under the sands. Many a rancher has lost their livelihood, not to mention their lives to them critters.

And the goblins, oh the goblins! Swarms of them, like locusts! Gnawing and clawing and eating anything they can sink their teeth into. Almost more goblins than there are bullets.

What kind of nasties gonna make a meal outa you? Only the Judge can tell you that!

☆☆☆☆☆

So what do you say? You think yer the roughest, toughest, meanest gun toting whipper snapper to come yonder yet? 'Heh-he' Well you better hope so, cause its a loooooong way home!

'HAAAAAA-HAH-HAH-HAH- heh-hulf-killlllll...'

a-HEM

☆☆☆☆☆

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OWL HOOT TRAIL

by Clinton R. Nixon

Owl Hoot Trail, playtest edition 2.

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If you playtest this game, please fill out the form at http://drop.io/owl_hoot_trail or email me at crnixon@gmail.com with your feedback.

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HOW TO PLAY

Owl Hoot Trail is a roleplaying game set in a fantasy version of the American Wild West. If you have played *Dungeons & Dragons*, many things about this game will seem familiar.

In this game, the players act out the roles of interesting people in the game world. You might play a rough-ridin' cowboy, a fancy man or lady, a no-good horse thief, a steely-eyed lawman, a mysterious mentalist, or something else.

One person playing this game must be the *Game Master (GM)*. Everyone else is a player who controls one *player character (PC)* in the game. The GM controls all other characters and the environment.

The GM's Job

The GM's job is to prepare and run adventures. You are going to be in charge of everything that goes on in the game world. That doesn't mean that you have to plan out everything happening before you can play. It does mean that you have to have an idea about what the game world is like, some specific places and people within it, and how they will react to the PCs. There's many ways to prepare an adventure and many resources on the Internet to help you. Here it is in a nutshell.

Make up situations. Think up some situations where two people or groups of people want something at odds with each other. Here's some examples.

- ★ Some greedy gold miners want to run off a feral tribe.
- ★ A vampire lord is wanted by the law ... dead or alive!
- ★ An iron dragon lives at the top of a mountain pass and eats anyone who tries to cross.

See the *Running the Game* section for more ideas and help creating situations.

Set up the adventure. Given a situation you've thought up, come up with the creatures and people involved. Write out game statistics for them and think about how they talk and act and react. Imagine the areas involved and sketch out some maps. Then, when the game starts, describe this to the players. You should decide where the PCs are at the beginning of the adventure.

Give the players hell. You will act out everybody and everything the PCs meet. Some will be friendly and that is part of the fun of the game. Some will not be friendly and that is also part of the fun. For a lot of people, that's the most fun. Don't pull punches. Have sneaky monsters who plan as well as the PCs do. Have dangerous environments full of pitfalls. Put the PCs in danger.

Reward the players. The players should be rewarding for thinking up clever solutions. You may well give them a situation they can't just shoot their way out of, and they should be rewarded in the game by thinking up a smart way out of it. You will also distribute *experience points (XP)* and treasure.

The Players' Job

As a player, you will have one character you control. Your job is to create that character at the beginning of the game and then decide what they do in the game. Your job is more self-explanatory than the GMs, but here are some things you should do.

Slay monsters and save the helpless. Your character isn't required to be a good person or a hero. With that said, it's assumed that when the chips are down, you will fight on the side of good for whatever reason you may have.

Work together. Your character might be a cold son-of-a-bitch, but remember that they are a character in a rough world and you are playing a game with friends. In the game world, the PCs might have arguments, but in the end they are a band of travelers with common goals.

Help the GM. The GM is in charge of the world, but you can help them out. First, play in their adventure. Don't go charging off into the brush when it's obvious they've made an adventure that goes into a mine. Second, let them know the kind of stuff you want to see in the game.

Be excited. You shouldn't hog the spotlight, but when it's time for your character to do something, do something cool. Be smart and keep your character from buying the farm, but don't cringe away from all danger. Describe what your character is doing with some detail. "I draw my Winston .45 and shoot the goblin in the shoulder" is more interesting than "I shoot him."

CHARACTER CREATION

Level

Write down 1 for your character's level and 0 for their experience points.

Ability Scores

Your character has 3 *ability scores*.

- ★ **GRIT:** You got to be rough and tough.
- ★ **SNAP:** You got to be quick and steady.
- ★ **WITS:** You got to be awake and sharp.

All these abilities start at 0. You have 3 points to split between these abilities, with a maximum of 3 in any one. You may subtract 1 point from one or two abilities in order to gain points to add somewhere else.

Races

Read the *Character Races* section and then choose a *race* for your character. Record the race and any special racial abilities your character has.

Classes

Read the *Character Classes* section and then choose a *class* from your character. If you choose a Gadgeteer, Mentalist, Preacher, or Shaman, read the *Powers* section and section for your class's powers.

Skills

There are 5 skills: *Amity*, *Toughness*, *Learning*, *Wile*, and *Wilderness*. Your character's skill bonus in each of them is equal to their level plus any bonus due to their class or race. Record this and read the *Skills* section to learn more about how to use them.

Hit Points

Your character starts with $10 +$ their **GRIT** score in *hit points (HP)*.

Attack Bonuses

Your character has an attack bonus for each type of attack. Write down their totals.

- ★ *Melee attack bonus* = **GRIT** + level
- ★ *Missile attack bonus* = **SNAP** + level
- ★ *Power attack bonus* = **WITS** + level

Defenses

Your character has a *Defense score*, which indicates how hard they are to hit and a *Mental Defense score*, which indicates how hard it is for the supernatural to influence their mind.

- ★ *Defense score* = $10 +$ **SNAP** + level
- ★ *Mental Defense score* = $10 +$ **WITS** + level

Equipment

Your character starts with \$100 to spend on equipment. See the *Equipment* section to choose what your character will start with.

Weapons

Record the weapons you chose for your character, and other weapons they are likely to use, such as an improvised weapon or fists. Beside each of these, write down their combat information, including your character's attack bonus with them and their damage bonus. Note that you should add your character's **GRIT** to their melee weapon damage.

Finishing

If you haven't yet done so, name your character. Write down their characteristics, such as their age, hair and eye color, or anything else you like. Your character is complete.

CHARACTER RACES

Humans

Most folks are *humans*. Humans come in all shapes and sizes and can do what they want in life.

Humans get +1 to all skills. They start with an extra \$50, and can be any class they want.

Half'ins

There's a whole passel of *Half'ins* out on the frontier. Half'ins are short, about 3 and a half feet on average and tend to be a little tubby. They like a good meal and a cold beer.

Half'ins can be Scouts, Ruffians, Scoundrels, Mentalists, Preachers, or Shamans.

They get +1 to **SNAP** and a +1 to Amity. They also get a +1 to their Defense score for being so small.

Ferals

Before humans came out West, *ferals* had been living here a long time. There's all types of ferals, and some get by with humans alright and some don't. It's not easy to tell which tribes are which.

Most ferals live in the the wild, but they trade in town. A few end up living in town and taking up human ways. They can make a baby with humans, but it ends up just being a real good-looking human.

Ferals look like lean, rawboned humans with sunken cheeks and pointed ears.

They can be Scouts, Gunslingers, Ruffians, Scoundrels, Mentalists, or Shamans.

They get +1 to **WITS** and a +1 to Wilderness. Ferals also get a +1 to shoot any bow.

Hill Folk

Hill folk, or dwarves, are damn good miners and even better brewers. They're about 4 feet tall and almost always have large beards. Their women-folk don't come down from the hills and their forts are built to be real defensible.

Hill folk get along with humans alright, though. They do a lot of trading and enjoy a lot of the same things humans do. They are very literal-minded, but enjoy a straight-forward joke.

Hill folk can be Lawmen (legally, they're lawmen in their own settlements, not in human settlements), Scouts, Gunslingers, Ruffians, Gadgeteers, or Preachers.

They get +1 to **GRIT** and a +1 to Toughness. Hill folk are also better at spotting underground traps and dangers. They can find these with a result of 4 through 6 on a roll of 1d6.

CHARACTER CLASSES

Lawman

Lawmen get a tin star and a license to keep order. They have a +1 bonus to Toughness and +2 to Amity. They don't get sick and get a +1 bonus to all defenses. This increases by +1 at 3rd level and every 3 levels on. Lawmen can detect if a soul's up to no good within 60' at will and can heal a body up to 2 hit points per level per day by sharing a drink. A Lawman can use any weapon. A character must be law-abiding to be a Lawman, and have at least a 1 in **GRIT** and in **WITS** besides.

Scout

Scouts make their home wherever they may roam. They gain a +3 bonus to Wilderness and a +1 bonus to hit at range 3 and above. At fourth level a Scout may find himself a wild animal to tame and be a loyal companion provided he is rough enough to tame it. Scouts use 1-handed melee weapons, bows and crossbows. They can use all firearms. A scout can use two 1-handed melee weapons at the same time, making an attack with each if they take a -2 on each attack roll. A character's got to have a 1 or better in **GRIT** to be a Scout.

Gunslinger

Gunslingers solve most disputes with bullets. They gain a +2 bonus to Toughness and a +1 to Wile. They get a +1 bonus to all damage rolls with guns. Damage bonus increases by +1 at 3rd level and every 3 levels on. A gunslinger can hold a pistol in each hand and attack with both in the same combat round if they take a -2 on each attack roll. Gunslingers use 1-handed melee weapons and any gun that's still got a bullet left. A character's got to have at least a 1 in **SNAP** to be a Gunslinger.

Ruffian

Ruffians can fight with just about anything they can get their hands on. They gain a +3 bonus to Toughness. Ruffians have a special Dirty Fighting attack. It does 1d6 + **GRIT** damage, increasing by one die type at 3rd level and every 3 levels on. They can fight with anything (kicks, punches, chairs, etc.) A Ruffian can be enraged once per day which adds 3 to **GRIT** but subtracts 3 from **WITS**, lasting 1 round/level. Ruffians use all melee weapons and can use pistols. A character's got to have a 1 or more in **GRIT** to be a Ruffian.

Scoundrel

Scoundrels are no-good cheats and backstabbers. They have a +3 bonus to Wile. If they successfully sneak up on a foe (usually Wile + **SNAP**, but depends on situation) they can add their Wile skill rank to the damage of their first attack. Scoundrels can use their **SNAP** + level as their melee attack bonus instead of **GRIT** + level if they are using a 1-handed weapon. A scoundrel can use any melee weapon except a sword, as that's a gentleman's weapon. They can use pistols and shotguns. A character's got to have a minimum of 1 in **SNAP** to be a Scoundrel.

Gadgeteer

Gadgeteers can make outlandish contraptions that can produce effects one might call magical. They get a +3 bonus to Learning. Gadgeteers use 1-handed melee weapons and crossbows. They can use one firearm of their liking. A character's got to have at least a 1 in **WITS** and in **SNAP** to be a Gadgeteer.

Mentalist

Mentalists employ magics of a bewildering nature. They gain +3 bonus to Wile. A Mentalist's tricks are of the enchanting, illusionary, and mind-affecting type. They can use 1-handed weapons and pistols. A character's got to have a 1 or better in **WITS** to be a Mentalist.

Preacher

Preachers tote the word of the All-Mighty the way others tote their shooters. They gain a +3 bonus to Amity. Their prayers have a miraculous effect. Preachers aren't the murdering type, so they don't carry pistols. They can defend themselves with anything that doesn't draw blood: whips, staves, clubs, and hammers. A Preacher can use a bow or a rifle for hunting and self-defense. A character's got to have a minimum of 1 in **WITS** to be a Preacher.

Shaman

Shamans talk to otherworldly spirits to protect the frontier. They gain a +3 bonus to Wilderness. Shamans can call on their spirits to perform mystic acts. They use 1-handed melee weapons. They also use bows and crossbows and one firearm of choice. A character's got to have at least a 1 in **WITS** and in **GRIT** to be a Shaman.

SKILLS

Skill Ranks and Tests

There are just 5 skills: Amity, Learning, Toughness, Wile, and Wilderness. Each of them has a *skill rank*.

★ *Skill rank* = level + race bonus + class bonus

To test a skill, you must make a skill roll to beat a Difficulty Class (DC) determined by the GM.

★ *Skill roll* = d20 + skill rank + whatever ability bonus is most applicable + situation modifiers

Determining Difficulty Class

The Difficulty Class of a skill test can be determined from these rough guidelines.

- ★ *Easy*: DC 10 (or no test at all most of the time)
- ★ *Normal*: DC 15
- ★ *Hard*: DC 20
- ★ *Very Hard*: DC 25
- ★ Add +5 for anything above that.

These are subjective. You can increase or decrease them in increments less than 5 if you like.

If two characters are competing, both players roll and then compare their totals to determine the winner.

Amity

Hard looks and few words don't always work. Sometimes, you need to make friends. A smile and good cheer can help you get a good deal on that shotgun, get someone to spill the beans, or calm down a rough situation.

For example, talking a soul into giving you the location of their employer who you plan to gun down would be Amity + **WITS**. Recovering from a faux pas in front of a fancy lady from Back East would be Amity + **SNAP**. Gathering up a band of loyal gunmen to back you up would be Amity + **GRIT**.

Learning

An education can serve you well on the frontier. Someone's got to know the law, practice medicine, speak foreign languages, and the like.

For example, keeping your friend off the gallows by citing a technicality or a flaw in the charges no one else saw would use Learning + **SNAP**. Translating High Elf scratchings on an old cave wall would be Learning + **WITS**. Pulling a bullet out of a man's gut so he doesn't die would be Learning + **GRIT**.

Toughness

All sorts of things can test a body out on the frontier. There's cliffs to climb, deserts to cross, mind tricks to resist, and steers to wrestle.

For example, climbing would use Toughness + **GRIT**. Dodging a falling rock is Toughness + **SNAP**. Disbelieving a mirage in the hot desert would be Toughness + **WITS**.

Wile

A poker face can win you a lot more than the pot when you know how to use it. It can keep you out of the jailhouse or in someone's bed. Being a wily son-of-a-gun is a good way to sneak out the back of a saloon or behind a gunman.

For example, bluffing your way into winning a poker hand when all you've got is a pair of fives is Wile + **WITS**. Staring down an armed gunman and convincing them they don't want to open your box of trouble is Wile + **GRIT**. Sneaking up on a fellow would be Wile + **SNAP**.

Wilderness

Learning will get you so far, but it doesn't prepare you for staying alive in the wilds. You need to know how to hunt a critter, what plants to eat, and how to get clean water.

For example, hunting down a wild boar would use Wilderness + **SNAP**. Knowing how to treat a snakebite could use Wilderness + **WITS**. Crossing the plains half-dead on top of a horse with the blazing sun at your back would use Wilderness + **GRIT**.

Other

For unclear situations, roll high on a d6, or roll a d20 + ability bonus + level versus a DC.

POWERS

Gadgeteers, Mentalists, Preachers, and Shamans all have lists of powers they can use. They learn a new power every level, and they start with a number equal to their **WITS**. They can learn and use any power on their list with a rank equal or below 1/2 their level rounded up.

During Character Creation

Choose a set of 1st rank powers for your character's class equal to their **WITS**. Choose one of those powers as a *signature power* for your character.

Mentalists and Preachers

For Mentalists and Preachers, using powers costs Hit Points. The cost is 1 + double the rank of the power being used. They can choose one signature power out of each rank that they prefer to use. These powers cost 1 less HP to use. They cannot use a power if they do not have the HP to do so. If a character goes to 0 HP by using a power, they immediately pass out for 2d6 rounds.

Gadgeteers and Shamans

Gadgeteers and Shamans have to appease the whims of science and the spirit world. When they use a power, they have to make a *burnout roll*. They roll d20 + their level + their **WITS**. If they roll 15 + double the power rank or more, the power goes off immediately and they can use the power again later. If they roll less than 15 + double the power level, the power works but doesn't go off until next round, and they temporarily lose that power. A roll of 1 on the d20 is always a failure.

Gadgeteers and Shamans can *push* their signature power, trading the use of the power for greater effect.

They can gain +5 on the power attack roll, or act as if they are one higher level when calculating the power's effect. For example, a 1st level Gadgeteer with the signature power of Force Field can have their force field work for 2 hours instead of 1 hour. They must decide to push their power before making the burnout roll, although they can choose to push after the attack or effect rolls. The power burns out, although it goes off immediately.

In order to get their powers back, a Gadgeteer has got to recharge their batteries and a Shaman has got to have a ritual to call their spirits. This recharging or ritual costs \$10 times the level of power they are trying to recharge because of the metals or incense or whatever that they've got to get together. It takes a good 4 waking hours to deal with all this.

Attacking With Powers

Any power that would affect another character requires a power attack roll. If it is a physical attack, like a flaming sphere or shaft of searing light, roll against the target's Defense score. If it is some other sort of attack, like putting someone to sleep or causing them to flee in fear, roll versus their Mental Defense score.

You do not have to roll if the effect is beneficial to the target. The target's player is the judge of this.

Default Assumptions About Powers

The power descriptions are very short, so you may have to make some assumptions in order to use them. Unless otherwise stated, the target of a power must be within 1 zone of your character. The target of a power is usually 1 person, either your character or another character.

GADGETEER POWERS

Gadgets are usually given colorful names by the gadgeteer. The names used here are simple ways to reference the gadget's effect in the game.

1st Rank Gadgets

Energy Blast: Range 0-1. 1d4+1 damage; +1 blast per two levels above 1st (max 5). Automatically hits; no attack roll.

Light: Object shines like a lantern for 1 turn per level.

Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb. per level. Lasts for 1 hour per level and follows the gadgeteer.

Force Field: Gives subject +4 Defense bonus for 1 hour/level.

Shocking Grasp: Touch delivers 1d6 per level electric shock damage (max 5d6).

Slow Fall: Objects or creatures fall slowly for 1 round per level or until landing.

2nd Rank Gadgets

Acid Arrow: Range 0-2. 2d4 damage for 1 round + 1 round per three levels.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round per level. Gadgeteer can attack with ball each round.

Invisibility: Subject is invisible for 1 minute per level or until it attacks.

Levitate: Subject moves up and down 10 feet per round at gadgeteer's command for 1 minute/level. 100 ft max.

Spider Climb: Grants ability to walk on walls and ceilings for 10 minutes per level.

Unlock: Opens locked door, even if locked by a power.

3rd Rank Gadgets

Fireball: Range 1-3. 1d6 damage per level, 20 foot radius. Must roll power attack versus each creature in area.

Fly: Subject flies at running speed for 1 minute per level.

Freeze Ray: Range 0-3. Humanoid is frozen in place and cannot even speak for 1 turn per level.

Lightning Bolt: Range 0-3. Electricity deals 1d6 per level damage.

Night Sight: Subject can see in the dark for 1 hour/level.

Vampire Device: Touch deals 1d6 per two levels damage; caster gains damage as temporary HP which last for 1 hour.

4th Rank Gadgets

Dimension Door: Teleports you short distance.

Ghost Eye: Invisible floating eye moves 30 ft./round for 1 minute per level.

Hailstorm: Giant hail falls down over 2 zones for 1 round per level. 3d6 damage per round.

Horrific Tentacles: Tentacles grapple all within 20 ft. spread for 1 round per level.

Polymorph: Gives one willing subject a new form for 1 minute per level.

Stoneskin: Ignore 10 points of damage per attack. Lasts for 1 turn/level or until 100 points of damage absorbed.

5th Rank Gadgets

Artificial Mind: Lets you ask one question and get cryptic but truthful answer.

Cloudkill: Poison cloud kills creatures of level 3 or less; injures others. Lasts for 1 minute per level.

Devolution: Subject's **WITS** score drops to -3 for 1 turn per level.

Passwall: Creates passage through wood or stone wall for 1 hour per level.

Teleport: Sends willing target up to 100 miles per level.

MENTALIST POWERS

Common Mentalist Tricks

All mentalists can perform these at will for 1 HP.

Dancing Lights: Creates lights for 1 minute.

Ghost Sound: Figment sounds for 1 round per level.

Prestidigitation: Perform minor tricks.

1st Rank Tricks

Charm Person: Makes one person a friend for 1 hour per level.

Disguise Self: Appearance changes for 10 minutes/level.

Hypnotism: Fascinates 2d4 total levels of creatures for 2d4 rounds.

Silent Illusion: Creates minor illusion of your design while you concentrate.

Sleep: Puts 4 total levels of people or creatures into deep slumber for 1 minute per level.

Ventriloquism: Throws voice for 1 minute per level.

2nd Rank Tricks

ESP: Detect surface thoughts of anyone you can see and concentrate on for 1 turn per level. Can change target.

Hideous Laughter: Subject loses actions for 1 round per level.

Hypnotic Pattern: Fascinates 2d4+level total levels of creatures for concentration plus 2 rounds.

Minor Illusion: As Silent Image plus some sound.

Mirror Image: Creates 1d4+1 ghostly decoys of you for 1 minute per level.

Sixth Sense: Automatically sense danger and others' ill will toward you for 1 turn per level. Only surprised on a 1.

3rd Rank Tricks

Clairvoyance: See through the eyes of another living creature for 1 turn per level.

Deep Slumber: Puts 10 total levels of creatures to sleep for 1 minute per level.

Halt: Person is frozen in place and cannot even speak without your permission for 1 turn per level.

Major Illusion: As minor image, plus sound, smell, and thermal effects.

Suggestion: Compels subject to follow stated course of action for 1 hour per level or until completed.

4th Rank Tricks

Confusion: Subjects behave oddly for 1 round/level.

Great Charm: Make one person or creature believe it is your ally for 1 day/level.

Invisible Killer: Dread spirit does 4d6 damage to subject.

Mind Travel: See and hear another area up to 1 mile away per level for 1 turn per level.

Rainbow Pattern: Lights fascinate all who see them for concentration plus 1 round per level.

5th Rank Tricks

Dominate Person: Controls subject telepathically for 1 day per level.

Persistent Illusion: As major illusion, but no concentration required; 1 minute/level.

Seeming: Changes appearance of 1 person per 2 levels for 12 hours.

Sending: Delivers short message anywhere, instantly.

Weaken Mind: Subject's **WITS** score drops to -4 for 1 day per level. At -4, humanoids cannot form sentences and talk with single-syllable words.

PREACHER POWERS

1st Rank Prayers

Arise: One knocked out ally is immediately awakened.

Armor of God: Aura grants preacher +2 Defense bonus for 1 minute per level.

Bless: Allies gain +1 on attack rolls and skill checks for 1 min./level.

Blessed Lead: Three bullets gain +1 on attack and damage. Lasts for 30 minutes or until discharged.

Divine Favor: The preacher gains +1 per three levels on attack and damage rolls for 1 minute.

Inspire: Gives 1d6+level temporary HP (max +5) to ally.

Light: Object shines like a lantern for 1 turn/level.

Purify Food and Drink: Purifies enough food and water for 2 people/level.

Rebuke Undead: One group of undead fears the preacher, staying in the shadows and refusing to attack.

2nd Rank Prayers

Aid: Ally gains +1 on attack rolls, Defense, and skill checks, 1d8+level temporary HP (max +10).

Delay Poison: Stops poison in system from harming subject for 1 hour/level.

Gentle Repose: Preserves one corpse from decay for 1 day/level.

Remove Paralysis: Frees one or more creatures from paralysis or slow effect.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

3rd Rank Prayers

Create Food and Water: Feeds three humans (or one horse) per level.

Prayer: Allies get a +1 bonus on most rolls, enemies take a -1 penalty for 1 round/level.

Remove Disease: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8/2 levels damage, or 1d8/level against undead.

Speak with Dead: One corpse answers one question per 2 levels.

Stop Bleeding: Halt the flow of blood from all of one body's wounds by touching them.

Tongues: Speak any language for 1 turn per level.

4th Rank Prayers

Discern Lies: Reveals deliberate falsehoods for 1 round/level or until concentration ends.

Freedom of Movement: Subject moves normally despite impediments for 1 turn per level.

Heal: Heal one major injury by touch.

Neutralize Poison: Immunizes subject against poison for 1 turn per level, detoxifies venom in or on subject.

Restoration: Restores level and ability score drains.

5th Rank Prayers

Atonement: Removes burden of misdeeds from subject.

Commune: Deity answers one yes-or-no question per 2 levels.

Flame Strike: Smite foes with divine fire. 1d6 per level damage to a group of foes.

Raise Dead: Restores life to subject who died no more than one day/level ago. Gentle Repose can double this.

True Seeing: Lets you see all things as they really are for 1 min./level.

Wrath of God: Cause an injury in one target.

SHAMAN POWERS

1st Rank Spirits

Animal Spirit: You can communicate with animals for 1 minute per level.

Flame Spirit: 1d6 damage +1 per level, touch or thrown. Range 0-1.

Mending Spirit: Make repairs on an object.

Mist Spirit: Fog surrounds you, provides concealment for 1 minute per level.

Plant Spirit: Plants entangle everyone in 40' radius for 1 minute per level.

Smelling Spirit: Detect poison in one creature or object.

2nd Rank Spirits

Calm Animal Spirit: Make one normal animal your friend for 1 hour per level.

Metal Spirit: Makes metal so hot it damages those who touch it. 1 round / level, gains 1d6 damage per round, max 4d6.

Swarm Spirit: Summons swarm of bats, rats, or spiders for concentration plus 2 rounds.

Tree Spirit: You look exactly like a tree for 1 hour per level.

Warp Spirit: Bends wood within 20' radius.

Zephyr Spirit: Blows away or knocks down smaller creatures.

3rd Rank Spirits

Dead Spirit: Communicate with the dead. DC 10 + 1 per year dead. Dead may be hostile.

Greater Plant Spirit: For 1 hour per level, creatures in zone take 1d6+3 damage to move, may be slowed.

Stone Spirit: Sculpts stone into any shape.

Storm Spirit: Calls down 3d6 damage lightning bolts from the sky once per round for 1 minute per level.

Water Spirit: Subjects can breath under water for 2 hours per level divided by number of subjects.

Weapon Spirit: Cause a weapon to do an extra 1d6 damage for 1 round per level.

4th Rank Spirits

Air Spirit: Subject treads on air for 1 turn per level.

Greater Dead Spirits: Creates level x 2 total levels of undead skeletons or zombies from corpses. Undead obey simple commands.

Ice Spirit: Hail does 5d6 damage to everything in 2 areas.

Reincarnate: Brings dead subject back in random body.

Stone Spirit: Stone spikes cause all creatures in zone to take 1d8 damage and they are slowed.

5th Rank Spirits

Awaken Spirit: Animal or tree gains human intellect.

Ancient Spirit: You may ask ancient spirit 1 yes-or-no question per level. Spirit may not know all answers. Spirit may be cryptic. Takes 1 turn to use this power.

Greater Storm Spirit: As Storm Spirit, but does 5d6 per bolt.

Greater Flame Spirit: Creates barrier of fire; deals 2d6 + level per round fire damage over entire zone. Lasts 1 round per level.

Plague Spirit: 1d6 locust swarms attack creatures for 1 minute per level.

Quest Spirit: Place a command on a creature to carry out a service. Creature must be able to understand you. Creature will not kill itself. Creature must follow instructions until quest is complete or take 2d6 damage per day and be unable to recover HP.

EQUIPMENT

The price of a piece of equipment varies wildly on the frontier, depending on quality, scarcity, the look on your face, and the drunkenness of the shopkeep. Any prices here are roughly fair and not likely to reflect prices in the game after you buy your character's initial equipment.

There's no way to list here on one page everything a character might need. My recommendation to you is to find an old 1890's Sears & Roebuck or Montgomery Ward catalog. They sell reproductions of these cheap. Take prices from there and multiply by 10.

Dry Goods

Backpack, \$5.
Bedroll, \$1.
Bandolier, holds 50 bullets, \$5.
Blanket, \$1.
Books on subjects such as accounting, botany, cooking, history, mechanics, or other sciences, \$10-40.
Boots, \$20.
Clothes, a set for walking around in, \$25.
Coat, leather, \$50.
Holster, \$3.
Holster, quick-draw-style (always win initiative ties), \$6.
Holy book, pocket-sized, \$10.
Holy book, gilt edged, fancy hardback, \$85.
Journal book, \$5.
Pack of cards, \$5.
Paper, 10 sheets, \$4.
Rope, 50', \$1.
Sack, small, \$0.25.
Sack, large, \$1.50.
Shoes, \$12.
Shoes, dress, \$35.
Suit, Sunday, \$80.
Suit, for a fancy-pants, \$115.
Waterskin, \$1.

Food and Shelter

Pemican (trail rations), 1 day's worth, \$2.
Unpreserved rations, 1 day's worth, \$0.75.
OK meal, \$0.25.
Fancy meal, \$5 or more.
Hotel room, 1 night, \$10-100.

Hardware

Flask, \$0.50.

Hammer, small, \$2.
Ink, 1 oz., \$8.
Lantern, \$10.
Manacles, \$15.
Mirror, hand, \$5.
Oil, 1 flask, \$2.
Padlock, \$20.
Pick, miner's, \$3.
Pole, 10 ft., \$0.50.
Spikes, iron, 12, \$2.

Tack

Bit and bridle, \$10.
Hackamore, \$8.
Halter, \$4.
Saddle, \$45 to \$250.
Saddlebags, \$10.

Animals

Dog: You can find a dog that'll follow you around for the price of a slice of ham. If you want a well-trained dog, one that'll stand guard and protect a man, expect to shell out about \$25.

Donkey: A donkey's a good beast of burden and can walk all day without tiring much. A donkey'll cost you between \$15 for a run-down old jenny up to \$100 for a tough jack. A breeding jack can cost up to \$250.

Horse: You can get a no-good horse for as cheap as \$20 if you know who to talk to. It won't ride worth a damn, though. If you want a horse you can ride cross-country all day, you'll pay \$50 easy, \$75 if you want one that has a lick of sense around cattle. A messenger horse, one that a mail boy would ride, running it hard all day, can cost \$150 or \$200. A lot of those boys work 3 or 4 years to pay off their horse. And, of course, a breeding horse can go for sums of money you've never seen before, \$1000 or more.

Mule: A mule can be as big as a horse, as stubborn as a donkey, and as smart as a dog. You can ride a mule, and some say it's smoother than a good horse, although a mule often as not thinks it's smarter than its rider. For packing and riding in mountains, though, a mule can't be beat. You won't find any cheap mules, but you won't find any too expensive, either. A mule will run you \$40 for a smaller or more ornery one, up to \$250 for a prize mule.

WEAPONS

Melee Weapons

Punching or kicking: 1d3 damage; free as the day you were born.

Hunting knife or large pocket knife: 1d4 damage; \$5.

Throwing knife: 1d4 damage; thrown range of 0; \$6.

Bowie knife: 1d6 damage; \$12.

Hatchet: 1d6 damage; thrown range of 0; \$6.

Club or wooden beam: 1d4 damage; \$1.

Walking staff: 1d4+1 damage; 2-handed; +1 to climbing or walking; \$4.

Whip: 1d3 damage; 1-handed; \$10. Uses **SNAP** + level to attack. Can knock things out of people's hands with an attack instead of doing damage. Can grab things if hit with a hard **SNAP** + Wile test.

Axe handle: 1d6 damage; 2-handed; \$2.

Axe: 1d8 damage; 2-handed; \$10.

Hammer, 4-pound: 1d4 damage; thrown range of 0; \$4.

Hammer, 10-pound: 1d6+1 damage; 2-handed; \$8. Requires **GRIT** of 1.

Saber or other one-handed sword: 1d8 damage; \$75.

Widowmaker sword: 1d10 damage; 2-handed; \$130.

Most improvised weapons: 1d4 damage.

Bows

Hunting bow: 1d6 damage; range of 1-3; \$25.

Long bow, feral-made: 1d6+**GRIT** damage; range of 1-4; \$70. Requires **GRIT** of 1.

Crossbow: 1d6 damage; range of 1-4; takes 1 round to reload; \$30.

Heavy crossbow: 2d4+2 damage; range of 1-4; takes 3 - **GRIT** rounds to reload, minimum of 1; \$50.

Guns

Yellow Jacket .22-cal revolver: 1d4+1 damage; range of 0; 7 shot, \$10.

Hamilton Improved Double-Action .32-cal revolver: 1d6 damage; range of 0-1, 6 shot, \$18. Known to explode on a roll of 1.

Thames Arms Self-Cocking .32-cal revolver: 1d6 damage; range 0-1; 6 shot; \$30.

Mustang's Frontier Sliding Ejector .38-cal revolver: 1d6+1 damage; range 0-1; 5 shot, \$35.

Mustang's Army Service Pistol .41-cal: Now available for sale to all! 2d4 damage; range 0-1; 6 shot; \$65.

Surti & Sfinni Classic .45-cal revolver: Made by the Hill Folk. 2d6 damage; range 0-2; 5 shot; \$130. Requires **GRIT** of 1. Lifetime guarantee.

Bulfinch & Hammersmith's "Foghorn" .50-cal revolver: 2d6+2 damage; range of 0-2; 5 shot; \$200. \$25 extra for pearl stock. Requires **GRIT** of 2.

Blued finish on all the above \$5 extra.

Mustang's Lightning Jr .22-cal rifle: 1d4+1 damage; range 2-3; 15 shot; \$40.

Mustang's Lightning Rifles: Comes in .32, .38, and .45 calibers (1d6+2/1d6+3/2d6+2). Range 2-3; 15 shot; \$70/85/140.

Wyvern Breech-Loading Shotgun: 3d6 at range 0; 2d4 at range 1; 1d6 at range 2; range of 0-1; single shot; \$50.

Hellhound Shotgun: 3d6 at range 0, 2d6 at range 1, 1d6 at range 2; range of 0-1; 2 shot; \$120. Special order "Cerberus" 3-shot edition; \$250. Can fire all barrels at once.

Dragon Rifle: 2d8 + 5 damage; range of 3-5; ammo capacity of 1; .65-caliber. For big game. \$285.

Ammunition

.22-cal, box of 50, \$5.

.32-cal, box of 50, \$10.

.38-cal or .41-cal, box of 50, \$15.

.45-cal or .50-cal, box of 50, \$22.

.65-cal: box of 10. \$10.

Shotgun shells: a box of 20, \$10. Can get standard buck-shot or bird-shot. Birdshot loses one in range, and does half damage, but has +5 to hit.

Arrows and crossbow bolts, dozen, \$3.

COMBAT

Combat is conducted in *rounds*. Rounds are an abstract measure of time, usually between 2 and 10 seconds.

Zones

In combat, the landscape your characters are on is split up into *zones*. Zones are areas demarcated by natural barriers or by the general length a character could run in 5-10 seconds. See the sample combat maps for examples.

Missile weapons have a range they can fire under ideal conditions. Your character can fire one zone closer or further than their weapon's range with a -2 penalty, and 2 or more zones closer with a -5 penalty. They cannot fire more than one zone past their weapon's range.

Actions

Your character can perform one of the following *combat actions* each round:

- ★ Swing a weapon, throw a punch, or the like
- ★ Shoot a gun, crossbow, bow, or throw a weapon
- ★ Reload a weapon
- ★ Run from one zone to an adjacent one
- ★ Provide cover fire
- ★ Use a skill
- ★ Use a power

There are other actions your character can perform for free. They can draw a weapon, run within one zone, dive for cover, stand up, or talk.

Order of Actions in a Round

At the beginning of each round, all players and the GM must declare what their characters are doing. The side with more characters in total declares first. If a character is doing something with a target (attacking someone or moving from one zone to another), that target must be declared.

After all actions are declared, each player rolls *initiative* for their character, which is a d6 + **SNAP**. The GM can roll for each of their characters, or if there is a group of like characters, they can roll once for the whole group. Subtract 1 from your character's initiative for each of the following they are doing:

- ★ Drawing a weapon
- ★ Moving within a zone
- ★ Using a rifle
- ★ Using a heavy melee weapon

Conduct each character's action in order from the highest initiative to the lowest initiative. If an action before your character's prevents their declared action, they can only perform free actions. If your character is running between zones or providing cover fire, you do not have to roll initiative. They are considered to be running or covering the entire round.

Attacking

If your character attacks in melee, throws or fires a missile weapon, or uses a power against someone else, you must make an *attack roll*. Roll a d20 and add the appropriate attack bonus. If your character is attacking with a melee or missile weapon, you must roll equal to or greater than their opponent's Defense score in order to hit the opponent. If your character is using a power, that power will tell you what defense score you must roll equal to or greater than. If you hit, see *Damage and Injury* to see what to do. If you roll a 20 on the d20 before adding the attack bonus, your character scores a *critical hit* on their opponent.

Cover Fire

In order to provide cover fire, your character must have a gun. Your character can provide cover fire for one other character who is moving. If any other character shoots at them while they are moving, your character can fire at the shooter first.

Penalties

There may be circumstances that make actions in combat more difficult. The most common one is that an opponent has some sort of cover, like a door, a barrel, or rocks. If an opponent has only partial cover, your character has a penalty of -2 to shoot them. If they have near complete cover, your character has a penalty of -5. The GM should use this same logic for other penalties.

Firing into a Crowd

If your character fires into a crowd, their target is considered to have partial cover. If they miss, they have a 50% chance to hit a random bystander.

DAMAGE AND INJURY

Damage

When your character hits another character in combat, they do damage to that character's hit points. Your character's weapon or power will show you what to roll for damage. Add your character's **GRIT** to melee damage. Subtract this damage from your opponent's HP.

If this reduces their HP to 0 or lower, you have caused your opponent an *injury*. Any damage taken when a character's HP are at 0 causes another injury.

Critical Hits

If you roll a 20 when seeing if your character hits their opponent, your character makes a critical hit. Roll your damage normally. The opponent takes this damage and also takes an injury.

Injuries

Roll 2d6 and consult the Injury Table to see the effects of a character's injury. If the character already has an injury, add 1 to the result for each previous injury. All of these options are abstract and should be described by the GM and players as it makes sense.

Upon suffering a broken or severed limb, broken ribs, or fatal wound, a character is in shock. Each round, they can test Toughness + **WITS** versus a DC of 20 in order to overcome the shock & take some action.

Healing and Recovery

A character can recover all their HP by having a solid meal and getting a good night's sleep. Sleeping 3 hours on the trail between eating a pot of old beans and getting attacked by a band of ferals doesn't count.

Injuries take a good while to heal, as shown on the Injury Table. They will only heal correctly if set by someone with some medic training. Otherwise, a character will be crippled for life.

A character who has dealt with injured folk before can try to reduce the time it takes to heal. Each day, they can make a Learning + **WITS** test versus 10 + the number of days left to heal. If they succeed, that day counts as 2 days.

Gunshots and Stabbings

Almost all puncture wounds will induce bleeding as will stabbings. When taking an injury from a gunshot or stabbing, any result on the injury table that ends with *bleeding* results in serious bleeding that will eventually result in death if not stopped. If a bullet is lodged in the wound, it must be removed to prevent infection. To keep the injured above snakes, the wound must be heavily wrapped in the case of a serious injury, or have a tourniquet applied or be cauterized in the case of an even worse injury. A tourniquet can only be used on a limb, and that limb will almost certainly be lost.

Injury Table	
2	no effect
3	stunned, lose next action
4	knocked down
5	knocked down & stunned
6	minor injury, knocked out for 2d6 rounds
7	serious injury (broken limb, punctured artery), 1d6+2 days to heal, <i>bleeding</i>
8	major injury (broken ribs, perforated lung), 2d6+4 days to heal, <i>bleeding</i>
9	multiple major injuries or gruesome injury (severed limb, knee shot out), 2d8+6 days to heal, will never be 100% (exact effects up to GM), <i>bleeding</i>
10	deadly wound, will die in 3d6 rounds unless bleeding stopped, will likely lose limb
11	fatal wound (gutted, stabbed through the heart, broken neck or back, etc), will die in 2d6 rounds
12+	instant death

TRAVELING

Time and Movement

When you need to track time in the game, you can use *turns*, which are equal to 10 minutes. These are used to measure movement and lingering effects from powers.

In one turn, a character can walk about 2000 feet. One turn out of every six should be spent resting in order to continue traveling at that speed, so characters can walk over clear land at about 2 miles per hour. It takes much longer to move through forest, over rocks, uphill, underground, or anywhere else where footing is unsure or visibility is not clear. The following list shows some example conditions and the rate at which characters can move per turn.

- ★ *Creeping quietly over rocks in a twisty cave:* 100 feet
- ★ *Walking through a forest or brush:* 400 feet
- ★ *Forced march:* 3500 feet
- ★ *Running:* 1 mile
- ★ *Being heavily encumbered:* half speed

In eight hours of walking over clear land, a character should be able to travel 12-15 miles, depending on breaks. An eight-hour forced march over clear land would let a character travel 24-28 miles, and they will be exhausted. A forced march of that length would require at least a hard Toughness check.

Traveling by horse is much faster. A horse can walk at 3-4 miles per hour (MPH), trot at 8-10 MPH, canter at about 15 MPH, and run at 35-40 MPH. Horses need to make Toughness checks in order to canter and run all day.

Hazards and Situations

Characters will encounter many hazards and situations in their journeys. Here's a few.

Drowning: If a character is underwater and holding their breath, roll Toughness + **GRIT** every minute, starting at DC 10 and adding 5 at each check. If a check is failed, the character drowns and will die in 1 minute.

Falling: 1d6 damage per 10', half damage on a successful Toughness + **SNAP** roll. The DC is the depth fallen in feet.

Spikes: add +1 point to falling damage per 10' fallen, max +10.

Extreme Heat & Cold: If not wearing suitable protection, roll Wilderness + **GRIT** every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on failed rolls.

Poison: Roll Wilderness + **GRIT** to avoid or for half, depending on poison. Effect varies with poison type.

Bleeding: Lose 1d6 **GRIT** per hour. If **GRIT** reaches 0, character dies. Severe bleeding may be 1d6 **GRIT** per turn or even per minute. **GRIT** returns at rate of 1/day.

Cauterization: Roll Toughness + **GRIT** versus DC 20. If failed, lose one **GRIT** permanently and pass out.

Self-surgery: If a character has to remove a bullet from themselves, they'll need a knife, whiskey, and fire to cauterize the wound. Roll **GRIT** + Learning versus DC 20 to pull out the bullet. If failed, pass out for 1d6 turns and keep bleeding.

Surprise

Normally, a character needs to pass a Wile + **SNAP** check versus DC 10 + opponent's **WITS** + level in order to surprise them. When the situation is more complicated, like two groups on horseback suddenly meeting at a pass, each side rolls 1d6. On a roll of 1 or 2, that side is surprised and cannot act for the first round.

Chance Encounters

The players' characters will meet many other characters. The GM may have already determined how those characters feel about the PCs. If not, however, you can use the following list. Roll 2d6 and add the **WITS** of the main PC engaging with the other characters.

- ★ 2: Instant total hostility, characters attack
- ★ 3-5: Hostile wariness, will cautiously watch the PCs
- ★ 6-8: Uncertain or uncaring, reaction depends on role-play
- ★ 9-11: Affable, will consider reasonable offers
- ★ 12+: Characters seek friendship with PCs

Traps

Mines and other areas often have traps. If a character does something which could trigger a trap, roll a d6. The trap goes off on a 1 or a 2. If a character searches for a trap, roll a d6. They find it on a 5 or 6.

ADVANCEMENT

Experience Points

As characters go through adventures, they get better at the things they do. They earn *experience points* (XP) for their exploits. The table below shows how many XP a character needs to get to a certain level.

Gaining Experience Points

Characters gain experience points by having dangerous challenges. These challenges do not necessarily have to be physically dangerous. Lawing up a judge in order to keep one's self out of jail is plenty dangerous, for example.

Whenever a character succeeds at a moderately difficult challenge, they gain 200 experience points. When they succeed at a hard challenge, they gain 400 experience points. When they succeed at a deadly challenge, they gain 1000 experience points. When a character fails at any of the above, they get half that amount of XP.

A moderate challenge is one that uses up precious resources or time, but that the character has a fair chance of winning.

A hard challenge puts the character at real risk. They've still got a good chance, but it's not a fair fight any more. They could come out of this challenge losing a good deal of cash, pride, or skin.

A deadly challenge is what it sounds like. A body who takes on a deadly challenge usually has a chat with their Maker beforehand. A character in a deadly challenge has a real good chance of losing their life or their entire existence.

The amount of XP gained is up to the Game Master, who may choose amounts in between these three choices. The difficulty of a challenge may be determined after the challenge, when the GM can take stock of what happened. Experience is not split between characters: each character in a challenge gains the full amount of experience.

Gaining Levels

When your character has enough XP to gain a new level, consult the Advancement Table to see how many HP they now have. Your character will also increase all their skills, attack bonuses, and defenses. Depending on your character's class, they may gain other benefits.

Lawmen get a +1 bonus to all defenses at 1st, 3rd, 6th, and 9th levels.

Scouts may find a wild animal to tame at 3rd level. They must tame it by themselves. This animal, if its level is lower than the scout's, will gain a level every time the scout gains a level. In addition, this animal will gain +1 to its **WITS** at the scout's 5th and 8th levels.

Gunslingers get an +1 bonus to damage with guns at 1st, 3rd, 6th, and 9th levels.

Ruffians have a special Dirty Fighting attack. It does 1d6 + **GRIT** damage at 1st level and increases to 1d8 + **GRIT** at 3rd, 1d10 + **GRIT** as 6th, and 1d12 + **GRIT** at 9th level.

Scoundrels gain an extra +1 bonus to Wile at 3rd, 6th, and 9th levels.

Gadgeteers, Mentalists, Preachers, and Shamans learn a new power automatically whenever they gain a level. This power must have a rank equal to or below 1/2 their new level rounded up.

Advancement Table		
Level	XP	HP
1st	0	GRIT + 10
2nd	2,000	GRIT + 14
3rd	5,000	GRIT + 18
4th	9,000	GRIT + 22
5th	14,000	GRIT + 26
6th	20,000	GRIT + 30
7th	27,000	GRIT + 33
8th	35,000	GRIT + 36
9th	45,000	GRIT + 38
10th	60,000	GRIT + 40

FOES AND MONSTERS

Humanoid foes can be created using the normal character creation system. For creatures, assign them abilities and a level. If it makes sense, give them powers or increased scores. Normal creatures get 5 HP per level; giant creatures and undead get 7 HP per level. The formula for HP is $10 + \text{GRIT} + (\text{level} - 1) \times 5$ or 7.) Intelligent creatures get +3 to one skill.

You can increase the level of any creature by adding levels. For every doubling of the creature's level, increase the die size of their damage (d4 goes to d6, d6 goes to d8, and so on.)

The undead do not receive injuries. They collapse at 0 HP.

Ant, Giant: Lvl 3, **GRIT** 0, **SNAP** 2, **WITS** -2, HP 20, Def 15, MDef 11. Bite +3 (1d6).

Bat, Giant: Lvl 2, **GRIT** 0, **SNAP** 4, **WITS** -3, HP 15, Def 16, MDef 9. Bite +2 (1d4).

Bear, Black: Lvl 4, **GRIT** 4, **SNAP** 2, **WITS** -2, HP 29, Def 16, MDef 12. Claw +8 (1d6+4) with followup bite +8 (1d8).

Bear, Cave: Lvl 7, **GRIT** 5, **SNAP** 2, **WITS** 0, HP 45, Def 19, MDef 17. Claw +12 (1d10+4) with followup claw +12 with followup bite +9 (1d12); or roar attack +12, causes all affected to lose next action.

Chupacabra: Lvl 8, **GRIT** 4, **SNAP** 5, **WITS** 1, HP 54, Def 23, MDef 19. Claw +12 (1d8+4) with followup bite +13 (2d6) or throw +12 (thrown 1d12 + 4 yards, take that much damage).

Goblin: Lvl 1, **GRIT** 0, **SNAP** 2, **WITS** 1, HP 10, Def 13, MDef 12. Weapon +1. In groups of three, each gains +1 to weapon and defense.

Ghoul: Lvl 3, **GRIT** 2, **SNAP** 1, **WITS** -1, HP 26, Def 14, MDef 12. Claw +4 (1d4+2, Toughness + **GRIT** vs DC 12 + ghoul's level test, paralyzed for 1d6 rounds on failure); or weapon. Eats human flesh.

Hangman Tree: Lvl 5, **GRIT** 5, **SNAP** -3, **WITS** -1, HP 43, Def 12, MDef 14. Strangle x4 +10 (1d6 each and lift from ground.)

Hellhound: Lvl 5, **GRIT** 3, **SNAP** 1, **WITS** 2, HP 33, Def 16, MDef 17. Bite +8 (1d6+3) with followup slam +8 (1d6+3 and knocked prone.)

Leech, Giant: Lvl 1, **GRIT** 1, **SNAP** -4, **WITS** -4, HP 11, Def 8, MDef 8. Sneak attack +2 vs. MDef (1d4+1), keep leeching blood automatically every round after that (1d4). If ripped off, 1d6 damage to victim. Can be burnt off.

Mummy: Lvl 6, **GRIT** 4, **SNAP** 0, **WITS** 1, HP 49, Def 16, MDef 17. Slam +10 (1d8+4) with followup punch or choke +10 (1d6+4, 1d4 rot damage for the next 1d4 rounds). If killed by a mummy, you become its undead slave. *Undead.*

Owlbear: Lvl 9, **GRIT** 5, **SNAP** 2, **WITS** 3, HP 55, Def 21, MDef 22. Claw +14 (1d8+5) with follow-up claw +14; with followup hug +11 (2d8+5); or Howl of Lament +12, all affected are saddened and all wild creatures who hear it come to see.

Rattlesnake: Lvl 1, **GRIT** 0, **SNAP** 2, **WITS** -3, HP 11, Def 13, MDef 8. Bite +1 (1d3, plus 1d6 poison damage each hour for the next 1d4 hours.)

Sand Dragon: Lvl 10, **GRIT** 8, **SNAP** 3, **WITS** 4, HP 81, Def 23, MDef 24. Crush +18 (1d12+8); or tail grab +13 (1d12) with followup fling +13 (2d6+8 or 1d6+4 if missed); or sand blast +18 (3d6 to all in front of it; can use once every 1d6 rounds.)

Skeleton: Lvl 1, **GRIT** 1, **SNAP** 1, **WITS** -3, HP 11, Def 14, MDef 8. Weapon +2 (dam+1). *Undead.*

Spectre: Lvl 4, **GRIT** 3, **SNAP** 2, **WITS** 1, HP 34, Def 16, MDef 15. Soul-suck +7 (1d8). Cannot be harmed by normal weapons. *Undead.*

Spider, Giant: Lvl 6, **GRIT** 1, **SNAP** 5, **WITS** -1, HP 36, Def 21, MDef 15. Shoot web +11 (1d6, range 0-1) with followup entangle +7 (lose next action); or bite +7 (1d6+1, plus 1d6 poison damage for the next 1d4 rounds.)

Vampire: Lvl 4, **GRIT** 2, **SNAP** 3, **WITS** 3, HP 33, Def 17, MDef 17. Slam +6 (1d6+2); or weapon; or grapple +6 (1d4) with followup bite +6 (1d6 and adds to vampire's HP) *Undead.*

Werewolf: Lvl 3, **GRIT** 4, **SNAP** 3, **WITS** 2, HP 24, Def 16, MDef 15. Claw +7 (1d8+4).

Wolf: Lvl 2, **GRIT** 2, **SNAP** 2, **WITS** -1, HP 17, Def 14, MDef 11. Bite +4 (1d6+2).

Zombie: Lvl 2, **GRIT** 2, **SNAP** 0, **WITS** -4, HP 19, Def 12, MDef 8. Slam +4 (1d6+2) or weapon. *Undead.*

RUNNING THE GAME

In the *How to Play* section, the GM's job is summarized as the following:

- ★ Make up situations.
- ★ Set up the adventure.
- ★ Give the players hell.
- ★ Reward the players.

How to do each of these has been touched on in the rest of this game, but we'll expand on them here.

Make Up Situations

A situation isn't anything more than when one fellow wants something and another fellow doesn't want to let that happen. The key for running the game is to put the players' characters in the thick of it. Think about some of your favorite novels or movies for ideas. Some generic ones are:

- ★ Some bad guys plan to rob a bank/saloon/town/castle that the PCs are guarding.
- ★ A group of pilgrims needs safe passage through some rough territory.
- ★ A prospector wants a mine cleared out of critters and worse things.
- ★ The PCs are stranded and need shelter; whoever lives in the closest shelter isn't friendly.
- ★ And there's always Old Faithful: there's some treasure to be had and the PCs aim to have it.

This last one has an interesting twist in a Western story: *there's a reward out for delivering a wanted man to the law dead or alive*. GMs should feel free to use the hell out of this. It's the Western equivalent of a cloaked man in a fantasy bar with a job that needs doing. The PCs can't resist it. Recommended rewards are \$100 for your run of the mill bandit, up to \$5,000 or even \$10,000 for a body so infamous that the sun darkens at their name.

Set Up The Adventure

There's not a lot to this in *Owl Hoot Trail*. Characters and creatures are easy to build. Before play, make all the characters you think you'll need. You can keep them on index cards to help during play. In addition, make up some generic statistics for level-appropriate characters. Having a generic gun-slinger, shopkeep, or fast desert predator around to pull out for unexpected encounters is always helpful. Likewise, make a list of male and female names to quickly reference during play. This

way, your game doesn't pause for you to make up a name for each random character that pops up.

Maps will help your game run well. Before play, sketch out maps of major locations that you expect the characters might end up at.

Give the Players Hell

During the game, you're going to have to play all the characters that the PCs interact with. Make the ones that are friendly to the PCs plenty helpful. Few things are as frustrating as a game where you've got to pry every last nugget of information out of each character. Friendly characters should talk freely.

Unfriendly characters, however, should be dangerous and crafty. Humans and their ilk will lie, cheat, lay traps, and worse. Monsters are just as bad. A vampire with **WITS** 3 is smarter than most PCs. Use that to your advantage.

Something to watch out for is *railroading*. This is when you've got a plan of how an adventure's going to go ahead of time, and you use your power to force the PCs into that plan. They will resist, as they should. The players are going to be wily and try to find ways out of the danger you have planned for them. Be ready for that. By having crafty foes that think and react, you can avoid railroading.

Reward the Players

There's three major rewards for players and their characters: experience points, treasure, and status. Experience points have a system outlined in the *Advancement* section. Feel free to give small spot XP bonuses for smart ideas or good roleplaying. Judge the difficulty of challenges after they are completed. Something that seemed deadly at first might be simple, or vice versa. Challenges are usually the same difficulty for all characters involved, but that doesn't have to be true.

Keep a close eye on treasure. You want to reward the players, but part of the fun of the game is managing resources. Keep treasure reasonable. A good rule of thumb is about \$100-200 per PC level per adventure.

Lastly, make the PCs famous or infamous. They are Big Men or Women and bartenders, hoteliers, and shopkeeps will notice that. As they adventure more, let their legend grow and even give them leverage when talking with folks.

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Microlite Storytelling

Attributes

There are six attributes: Strength (STR), Dexterity (DEX), Intelligence (INT), Resolve (RES), Presence (PRE) and Manipulation (MAN).

You can divide up 14 dots between these Attributes. Each must have at least one dot, and buying a fifth dot in an attribute costs 2 dots.

Race

Choose a supernatural race, such as Vampire, Werewolf or Demon. (Your Storyteller may limit your choices depending on his Chronicle)

Virtue & Vice

Select a Virtue and Vice for your character from the traditional virtues & sins, to define their personality. Fulfilling your vice regains you 1 dot of Willpower; fulfilling your Virtue regains you all Willpower dots.

Breeds

Strong creatures get +1 dot to STR

Nimble creatures get +1 dot to DEX

Wise creatures get +1 dot to INT

Determined creatures get +1 dot to RES

Lordly creatures get +1 dot to PRE

Charming creatures get +1 dot to MAN

Skills

There are just five skills: Physical, Subterfuge, Knowledge, Communication and Occult.

You can divide up 5 dots between these skills.

Factions

Soldier creatures get +2 dots to Physical.

Sneak creatures get +2 dots to Subterfuge.

Intellectual creatures get +2 dots to Knowledge

Diplomat creatures get +2 dots to Communication

Magical creatures get +2 dots to Occult.

Unaligned creatures get a +1 dot to any two skills.

Dice Rolls

The storyteller picks two scores which relate to your task, usually but not always an Attribute and a Skill: for example, Climbing would be STR + Physical, picking pockets would be DEX+ Subterfuge, avoiding a falling object would be DEX+ Physical and fast-talking a policeman would be MAN + Communication.

Total your dots in these two scores into a pool, apply any situational modifiers and roll that many D10s. Every score of 8 or more you roll is a success; if you roll a 10, you get a success and may immediately re-roll that dice. (This can lead to another 10 and another re-roll, and so-on)

As long as you roll at least one success, you will usually succeed at your task at the minimum level required. If you roll five or more successes, you have an exceptional success: you succeed above and beyond your requirements.

When two characters are competing at something (for example, arm-wrestling or playing chess) they can both roll the same pool. Whoever gets the most successes, or reaches a certain number of successes first, wins.

When trying to complete a long term task (for example, repairing a car or translating an ancient tome) you can ask for a dice roll to check progress every hour, day or suchlike. Work is not completed until a pre-determined number of successes is reached.

Willpower

Each character starts with Willpower dots equal to his RESx2. By spending a single dot of Willpower, he may add +3 to any one pool. Willpower refreshes between sessions.

Health

Each character starts with Health dots equal to his STRx2. If a health dot is lost, note if it is bashing, normal or aggravated damage: they heal differently

Combat

Melee attack pool = STR + bonus for weapon.

Ranged attack pool = DEX + Bonus for weapon.

From these pools, subtract the targets DEX.

Every success is a health point lost. If Health reaches 0, unconscious and near death. Further damage directly reduces STR – if that reaches 0, death.

Health is regained at 1 point per hour, 1 point per day for bashing and 1 point per week for aggravated damage. STR lost regained at 1 point per 2 weeks. Lesser wounds are always regained first.

Magic

All supernatural creatures possess the following magical traits:

Supernatural is a measure of magical power. Magic requires Supernatural to be spent, but it can also be spent as Willpower. Regained in different ways for different species – see species notes and storyteller. Characters start with Supernatural equal to RES + Occult

Magic is the list of powers a creature possesses. Each creature starts with 3 dots to spend in 1 or more magical powers: select any area of control, subject to storyteller approval.

To use your magical powers, roll Magic + Occult and spend Supernatural to achieve following results:

- 1 Dot:** 1 Supernatural to detect element, control tiny amount of element, can't be used as weapon.
- 2 Dot:** 1 Supernatural to create tiny amount of element, control element, use as small weapon.
- 3 Dot:** 2 Supernatural to detect element from afar, create element, control large amounts.
- 4 Dot:** 2 Supernatural to create lots of element, control at distance, use as large weapon.
- 5 Dot:** 3 Supernatural to detect element anywhere, convert self into element, control utterly.

E.G. 1 Dot in "Sadness" lets a creature detect sad creatures nearby, 2 Dots to plant sadness in someone and 3 Dots to create full-blown depression. 1 Dot in "Water" lets a creature control droplets, 3 Dots to create a gallon of water and 5 Dots to turn self into a form of liquid.

Morality

Each character starts with 4 Dots of Morality. The sins for that creature type are rated from M1 to M5: M1 being the worst. Whenever a creature does a sin with an M number equal to or below it's current Morality, roll a pool of the appropriate M number of dice: if no successes are rolled, it's morality lowers by one. **You may not spend Willpower or Supernatural on this roll.**

If Morality is lowered, roll new Morality score + RES as a pool. If no successes, creature develops a derangement from trauma of the sin, determined by the Storyteller.

E.G. A Changeling has "Kidnapping" as an M1 sin. If a Changeling with Morality 4 and Resolve 3 kidnaps someone, they must roll 1 dice (as the sin is M1). If no successes, their Morality will drop to 3. If this is the case, they must then roll new 6 dice (3 for Morality, 3 for Resolve) or develop a derangement.

Experience

At the end of every session, the storyteller awards 1 Experience point to each character. These can be spent as follows:

Increase Attribute by 1 Dot: New Score x 3 XP

Increase Magic by 1 Dot: New Score x 2 XP

Increase Morality by 1 Dot: New Score x 2 XP

Increase Skill by 1 Dot: New Score x 1 XP

All experience spent must be cleared with the Storyteller and may require in-game justification.

Optional Rule: Chance Dice & Exceptional Failures

If after a dice pool has had all modifiers applied you have 0 or less dice in it, you may still roll a single D10. You only score a success on a 10, although this may be re-rolled as normal.

If you score a 1 on your Chance dice, this is an exceptional failure – you don't just fail the task, you make things worse for yourself than if you had done nothing. For example, if you try to un-jam a gun and roll an exceptional failure, the weapon goes off and shoots you in the foot; if trying to cast a darkness spell, you in fact generate a bright light instead.

Vampires

Vampires are created when a mortal and a vampire trade blood. Sometimes this is done against their will using mind controlling magic, because the Vampire wishes a servant or lover; other times, the Mortal is entirely willing, albeit not always aware of the full nature of their conversion.

Breed Suggestions

Strong Vampires are usually called **Gangrel** and are savage, solitary hunters.

Nimble Vampires are usually called **Nosferatu** and are disfigured, alienated monsters.

Wise Vampires are usually called **Mekhet** and are masters of lore and sorcery.

Determined Vampires are usually called **Lasombra** and are masters of crushing the wills of others.

Lordly Vampires are usually called **Ventrue** and are aristocratic lords of the night.

Charming Vampires are usually called **Daeva** and are masters of the silver tongue and ensorcelling mortals.

Factions Suggestions

Soldier faction Vampires usually belong to **The Black Hand**, a paramilitary group preparing for Gehenna.

Diplomat faction Vampires usually belong to **The Invictus**, heavily involved in politics and business.

Magical faction Vampires usually belong to **The Circle Of The Crone**, a neo-pagan group of witches.

Supernatural for Vampires is sometimes called **Vitae** and is a measure of the blood they have consumed. Unlike normal Supernatural, Vitae slowly runs out – every night a point is lost, and must be refreshed by drinking a living creature’s blood for a minute (an act he feels a powerful urge to do as he loses more Vitae.) Older vampires lose their ability to consume Animal blood and eventually even Human blood – the oldest Vampires can only feed on other Vampires.

A Vampire who drops to 0 Vitae becomes frenzied, an uncontrollable beast hungering blood who will not stop until he is satiated. If he drops to negative Vitae, he goes into **Torpor** – he falls asleep, his Vitae stops dropping and he will not awaken until provided with blood to raise him into positive figures again.

Magic common to Vampires includes:

Celerity: 1 Dot lets you speed up a touched tiny object (like a cog), 2 Dots + gives increasing bonuses to your own speed.

Resilience: 1 Dot prevents trivial injuries (like cuts from broken glass), 2 Dots can soak Bashing damage, 3 can soak Normal damage, 4 can protect from ranged attack and 5 can protect from Aggravated damage.

Vigour: 1 Dot lets you sense the strongest creature nearby, 2 Dots + gives you greater increases to Strength and 5 Dots lets you grow in size.

Animalism: 1 Dot to sense nearby animals, 2 Dots to communicate with them, 3 Dots to control touched animals, 4 Dots to control animals at range and 5 Dots to make them lifelong thralls.

Shapeshifting: Limited to “creatures of the night”. 1 Dot to become a raven, 2 Dots for a vampire bat, 3 dots for a cloud, 4 dots for a wolf and 5 dots for a hybrid man/bat or man/wolf.

Fear: 1 Dot to detect fear, 2 Dots to discover a target’s greatest fear, 3 Dots to make a touched target scared, 4 Dots to terrify from a distance and 5 Dots to plunge someone into insanity.

Domination: 1 Dot to hide an untruth from target, 2 Dots to plant a minor suggestion, 3 Dots to make a touched target suggestible, 4 Dots to mind control from a distance and 5 Dots to make someone a lifelong thrall.

Weaknesses

Vampires take aggravated damage from fire, and from exposure to sunlight (even through a curtain, though direct sunlight is the deadliest).

Against the vampire who turned them, Vampires take a –2 penalty to pools for persuasion and mind control

Morality

Morality for Vampires is sometimes called **Humanity** and represents their control over their bestial urges.

M5: Selfish thoughts & acts.

M4: Injury to others & petty theft.

M3: Grand theft & mass property damage.

M2: Murder/manslaughter.

M1: Perverse and heinous crimes (I.E. Rape, torture)

The lower Humanity becomes, the less a Vampire cares about the feelings of others and the more freely he will do anything to satisfy his Vice and his hunger.

Changelings

Changelings are created when humans are kidnapped by the True Fae and taken to Arcadia as servants, captives or lovers. The magic of the land mutates mortals into a fusion of Human and Faerie.

Changelings possess a “mein”: appear as their mortal form to Mortals, and as part-Fae creatures to other Changelings. They can strengthen the mein and disguise themselves as mortals to all by spending 1 Supernatural, or they can shatter their mein expose their Changeling form to a Mortal by spending **ALL** their current Supernatural.

Breed Suggestions

Strong Changelings are usually called **Ogres** and are the hulking giants of fairy stories.

Nimble Changelings are usually called **Darklings** and are shadowy goblins of the night.

Wise Changelings are usually called **Wizened** and are the craftsmen of Arcadia.

Determined Changelings are usually called **Beasts** and are the most feral looking of the Changelings.

Lordly Changelings are usually called **Elementals** and are embodiments of the Earth itself.

Charming Changelings are usually called **The Fairest** and are the most beautiful, if not always the kindest, Changelings.

Factions Suggestions

Soldier faction Changelings usually belong to **The Summer Court**, who prepare to fight back against their former captors.

Sneak faction Changelings usually belong to **The Winter Court**, who want to hide away from Arcadia.

Diplomat faction Changelings usually belong to **The Spring Court**, who live their life in hedonistic glee.

Magical faction Changelings usually belong to **The Autumn Court**, who want to master the magical gifts of the True Fae.

Supernatural for Changelings is sometimes called **Glamour** and can be gained from two sources. Goblin Fruits are magical favours found in the magical lands of the Faeries. Some appear as actual fruits; others appear as nonsensical objects like books, pens or foot pumps. A fruit consumed shortly after being picked (or prepared in a special, magical recipe) restores Wyrd. Emotions can also restore Wyrd. The stronger the emotion, the better – a child’s sadness at not getting a cookie offers less Wyrd than a husband grieving for his wife. Each court is also better at harvesting certain emotions: Summer Court prefer Wrath, Winter Court prefer Sadness, Spring Court prefer Desire and Autumn Court prefer Fear.

Magic common to Changelings includes:

Resilience: 1 Dot prevents trivial injuries (like cuts from broken glass), 2 Dots can soak Bashing damage, 3 can soak Normal damage, 4 can protect from ranged attack and 5 can protect from Aggravated damage.

Vigour: 1 Dot lets you sense the strongest creature nearby, 2 Dots + gives you greater increases to Strength and 5 Dots lets you grow in size.

Animalism: 1 Dot to sense nearby animals, 2 Dots to communicate with them, 3 Dots to control touched animals, 4 Dots to control animals at range and 5 Dots to make them lifelong thralls.

Fear: 1 Dot to detect fear, 2 Dots to discover a target’s greatest fear, 3 Dots to make a touched target scared, 4 Dots to terrify from a distance and 5 Dots to plunge someone into insanity.

Sorrow: 1 Dot to detect sorrow, 2 Dots to discover a target’s greatest sadness, 3 Dots to make a touched target sad, 4 Dots to cause malaise from a distance and 5 Dots to plunge someone into depression.

Wrath: 1 Dot to detect anger, 2 Dots to discover a target’s greatest hate, 3 Dots to make a touched target angry, 4 Dots to induce wrath from a distance and 5 Dots to plunge someone into a frenzied hatred.

Desire: 1 Dot to detect desire, 2 Dots to discover a target’s greatest love, 3 Dots to make a touched target yearn, 4 Dots to cause lust from a distance and 5 Dots to plunge someone into frothing desire.

Weaknesses

Changeling magic is ineffective at protecting against an iron (not steel) weapon. This is more pronounced against the True Fae, who are especially weak to hand-hammered (or “cold”) iron weapons- they take Aggravated damage from cold iron sources

Morality

Morality for Changelings is sometimes called **Clarity** and represents their sanity due to living in two worlds.

M5: Selfish thoughts & acts, using magic, visiting the Faerie lands.

M4: Injury to others, petty theft, taking psychotropic drugs.

M3: Killing another changeling, using Faerie magic in front of Mortals

M2: Kidnapping, manslaughter, breaking formal oaths.

M1: Perverse and heinous crimes (I.E. Rape, torture), killing a human, spending prolonged time in Arcadia.

The lower Clarity becomes, the less a Changeling can tell apart what is real and unreal – however, using magic prevents a Changeling from staying wholly sane. Every time a Changeling’s Occult increases to 5 or more, they must lose 1 Clarity.

Demons

Demons are fallen angels who escaped from their infernal prison by possessing humans of weak will. The human’s soul is destroyed, but the memories and feelings of the Mortal make an indelible mark on the Demon's soul.

Demons possess an “Apocalyptic Form”, their true appearance as a fallen angel. The exact appearance should vary on the Breed and Magic of the Demon: a Slayer may look skeletal and terrifying, a Devourer with Fire magic may appear as a burning bull-headed beast. Transformation into this form requires spending a Faith point: transforming back is free.

Breed Suggestions

Strong Demons are usually called **Slayers** and are former Angels of Death.

Nimble Demons are usually called **Scourges** and are guardian angels turned spies.

Wise Demons are usually called **Fiends** and are former augers stripped of their great powers.

Determined Demons are usually called **Devourers** and are the personification of nature’s wrath.

Lordly Demons are usually called **Devils** and are Lucifer’s former aides.

Charming Demons are usually called Defilers and are the succubii and tempters of lore.

Factions Suggestions

Soldier faction Demons usually belong to **The Raveners**, driven by years of imprisonment to wish to destroy all God has created.

Sneak faction Demons usually belong to **The Luciferians**, who seek out their missing lord.

Intellectual faction Demons usually belong to **The Cryptics**, Demons who wish to gather knowledge to prove God himself ordained their rebellion.

Diplomat faction Demons usually belong to **The Faustians**, experts in making pacts with mortals.

Supernatural for Demons is sometimes called **Faith** and is a measure of the belief others hold in them. It can be regained by belief in the Demon’s true nature – either by simply appearing in true form before someone (sometimes called “Reaping”) or through long-term pacts with mortals, exchanging favours for worship. Reaping provides quicker Faith, but greater rewards await a patient Demon with many pacts.

Magic common to Demon includes:

Animalism: 1 Dot to sense nearby animals, 2 Dots to communicate with them, 3 Dots to control touched animals, 4 Dots to control animals at range and 5 Dots to make them lifelong thralls.

Desire: 1 Dot to detect desire, 2 Dots to discover a target’s greatest love, 3 Dots to make a touched target yearn, 4 Dots to cause lust from a distance and 5 Dots to plunge someone into frothing desire.

Fear: 1 Dot to detect fear, 2 Dots to discover a target’s greatest fear, 3 Dots to make a touched target scared, 4 Dots to terrify from a distance and 5 Dots to plunge someone into insanity.

Domination: 1 Dot to hide an untruth from target, 2 Dots to plant a minor suggestion, 3 Dots to make a touched target suggestible, 4 Dots to mind control from a distance and 5 Dots to make someone a lifelong thrall.

Fire: 1 Dot to control a candle, 2 Dots to shoot a small firebolt, 3 Dots to control a fire, 4 Dots to ignite an inferno and 5 Dots to convert self into a flaming form.

Water 1 Dot to control drops, 2 Dots to create a cup of water, 3 Dots to control a bucket, 4 Dots to create a deluge and 5 Dots to convert self into a watery shape.

Light: 1 Dot to make something glow, 2 Dots to make a blinding flash, 3 Dots to make a searing ray, 4 Dots to control light at a distance and 5 Dots to shine as the sun.

Weaknesses

Demons take aggravated damage from holy items – even stepping into a blessed area like a church causes them discomfort and, eventually, damage.

Morality

Morality for Demons is sometimes called **Torment** and represents their struggle to deal with the sins of their past.

M5: Selfish thoughts & acts, harming any creature except in self-defence.
M4: Theft, breaking a sworn word, harming a human except in self-defence.
M3: Betrayal of trust, inflicting intentional emotional harm.
M2: Murder/manslaughter, giving in to feelings of anger or hate.
M1: Perverse and heinous crimes (I.E. Rape, torture), thoughtless violence.

The lower Torment becomes, the less a Demon cares about the mistakes of the past and the more he wishes to revenge himself against God, humanity and all of creation. Lower Torment Demons have Apocalyptic Forms which are more terrifying than inspiring, and their magic similarly has a tainted look and application.

Street Fighters

Street Fighters are humans who train in martial arts schools where they learn physics-defying combat techniques and skills bordering on the supernatural.

Breed & Faction Suggestions

Breeds & Factions can be combined to create different schools of martial arts. A Strong Breed & Magical Faction character may practice a martial art of using magical powers to boost ones own strength; a Determined Breed and Soldier Faction character may have been trained in a fighting style that emphasises taking punishment to enable one to deal greater blows oneself.

If using the Additional Combat Rules, you may permit new Factions who offer bonuses to the new combat skills: for example, a Wrestling Faction which gives +2 Dots in Grab.

Supernatural for Street Fighters is sometimes called **Chi** and can be gained from meditation and by sticking to the honour code of martial artists.

Optional Rule: Additional Combat Rules

If using Street Fighters, players may wish to further clarify their character’s skills with martial arts. If so, consider the following optional system:

Street Fighters gain the following additional skills: Punch, Kick, Grab and Block. All Street Fighters gain three additional skill points for allocation on character creation, which are spent as per the normal rules.

Whenever you carry out an action using one of these techniques, your Storyteller may permit you to use the other skills in addition to the normal skill – for example, a punch in combat may use a pool based on STR + Physical + Strength

Magic common to Street Fighters includes:

Fire: 1 Dot to control a candle, 2 Dots to shoot a small firebolt, 3 Dots to control a fire, 4 Dots to ignite an inferno and 5 Dots to convert self into a flaming form.

Ice: 1 Dot to control flakes, 2 Dots to create an icicle, 3 Dots to control touched ice, 4 Dots to create a hailstorm and 5 Dots to convert self into an icy form.

Light: 1 Dot to make something glow, 2 Dots to make a blinding flash, 3 Dots to make a searing ray, 4 Dots to control light at a distance and 5 Dots to shine as the sun.

Celerity: 1 Dot lets you speed up a touched tiny object (like a cog), 2 Dots + gives increasing bonuses to your own speed.

Animalism: 1 Dot to sense nearby animals, 2 Dots to communicate with them, 3 Dots to control touched animals, 4 Dots to control animals at range and 5 Dots to make them lifelong thralls.

Shapeshifting: 1 Dot to become a non-combat form like a bird, 2 Dots for a small combat form like a bat, 3 dots for a non-living form like a lamp-post, 4 dots for a man-sized combat form and 5 dots for a hybrid man/animal form.

If using the Additional Combat Rules, you may permit Occult to be substituted for a Combat skill for certain Magic pools – i.e. if Fire magic can only be used as a flaming punch, Punch can replace Occult.

Weaknesses

Street Fighters have the same general weaknesses as mortals – they have no bane. (There may be some exceptions due to the specific teachings of a martial arts school, however)

Morality

Morality for Street Fighters is sometimes called **Honour** and represents their sanity due to living in two worlds.

M5: Repeatedly striking an opponents weak spot.
M4: Striking a dizzied foe, using a weapon on an unarmed opponent.
M3: Breaking one’s word, running from a challenge.
M2: Murder/manslaughter, using a firearm.
M1: Perverse and heinous crimes (I.E. Rape, torture)

The lower Honour becomes, the less a Street Fighter cares about his word and playing by the rules. Honour facilitates regaining a Chi: after a combat, a successful Honour role allows one Chi point to be regained.

Tile Hack

by Mike Berkey (michael.berkey@gmail.com), Copyright 2009. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.microlite20.net>.

This game is the result of a week-long binge session of “Bookworm Adventures”, a life-long fascination with Scrabble and an unholy marriage with Greywulf’s ultra-thin Microlite20 version of D&D.

Your characters are dungeoneers in the finest tradition of pen and paper fantasy: elven wizards, doughty dwarven fighters, fighting men of legend, priests of arcane gods, all out to save the Realms from nefarious villains and drooling, evil monsters.

The big difference from standard D&D? No dice. (Mostly. We’ll get to the exceptions later). Actions are resolved by spelling words with Scrabble tiles. Spell out bigger words or words using rare tiles to do better. As with Scrabble, the point values of the tiles you use to spell your words will determine your success. Unlike Scrabble, the results show how strongly you swung your sword, how mighty your spell is or even how quickly you dodged the blade of a sprung trap.

The mightier your vocabulary, the more your characters’ fame and power will grow.

What you need:

- Tiles from a Scrabble board—one box per 3 players would probably be appropriate.
- Some dice for the GM
- Paper
- Pencils
- Friends

Character Creation

Characters have three attributes: **Strength**, **Dexterity** and **Mind**. Roll 4d6 for each statistic in any order, dropping the low die and totaling the remainder.

Each score’s bonus is equal to **(Score-10)/2**, **rounding down**).

Races

Humans get +1 to all skill rolls. They have the ability to redraw 3 tiles per adventure from their Action Pool, Dodge Pool or the Party Pool.

Elves get +2 to MND. They always get an appropriate word bonus for nature words.

Dwarves get +2 to STR. They always get an appropriate word bonus for spelling out words about metals, stone and other underground topics.

Halflings get +2 to DEX. Halflings that are not thieves can be Sneaky (see “Sneaking” in the magic section). Halfling Thieves get +1 to any bonuses from being Sneaky.

Classes

Characters can be Fighters, Thieves, Mages or Clerics. All characters begin at Level 1.

Fighters get a +1 bonus to combat damage, with an additional +1 at 5th level and every five levels on. They gain +3 to the Physical skill. They also get an appropriate word bonus if they spell combat-oriented words like “HEW”, “SMASH”, or “SWORD” in combat. Along with using shields, they can wear any type of armor and can use any type of weapon.

Thieves get +3 to their Subterfuge skill. They are Sneaky (see “Sneaking” in the Magic section). While being Sneaky, Thieves get a +1 bonus to damage or effect, with an additional +1 at 5th level and every five levels on. Thieves can only use leather armor, bows and one-handed weapons.

Mages can cast spells. When doing so, they get a +1 bonus to damage or effect, with an additional +1 at 5th level and every five levels on. They gain +3 to their Knowledge skill but are limited in choice of gear. Mages do not wear armor and can only use daggers and staves.

Clerics can use healing magic, call on divine aid and can turn undead. When doing so, they get a +1 bonus to damage or effect, with an additional +1 at 5th level and every five levels on. They gain +3 to their Communication skill. They can use any armor, shields and blunt weapons.

Gameplay

Tile Pools

The heart of the game involves drawing tiles from “pools” to form words. Each character has access to three: the **Action Pool**, the **Dodge Pool** and the **Party Pool**.

When a word is formed, those tiles are discarded and the empty slots are filled with fresh tiles, up to the maximum number of tiles allowed for that pool. The Dodge Pool is an exception to this: it refreshes at the end of the combat.

Action Pool. This is the character's main pool, the stockpile that is used to resolve skills, attack rolls, saving throws, cast spells, turn undead and just about anything else that happens in game. **You get 4 tiles, plus half your level (rounded down), plus your highest stat modifier.**

Dodge Pool. Your character's ability to get out of harm's way as a last ditch defense. Once you spell words from this pool, those tiles are gone until the end of combat. The point value of words formed from this pool directly negates damage or magical effects. Using your Dodge Pool is a free action. **You get 6 tiles plus your DEX modifier.**

Party Pool. The entire party gets a pool of 6 tiles that anybody can choose tiles from at any time. You can only draw up to 2 letters from the party pool for a given word. At least one letter has to be from one of your own Pools.

If you can't spell ANY words using any of your own tiles on an action (but not a dodge), you can discard your entire Action Pool and declare a FUMBLE. Something moderately bad happens to you, such as you tripping and falling down or dropping your weapon (GM's call), but you can then completely refresh your Action Pool.

If you don't FUMBLE, then you simply miss, but keep your tiles, hoping that you either see a word eventually or the Party Pool turns up something later on.

Add the face values of any tiles you use. Blank tiles may be any letter desired, but have no point value of their own. The total determines how successful you are at your action.

Summary:

Action Pool = 4 + (1/2 level, rounded down) + highest stat mod

Dodge Pool = 6 + DEX mod

Party Pool = 6

Appropriate Words

In some cases, spelling out an appropriate word can give out some bonus points (+1 up to, say, +5 or so). Appropriate words may even, in some circumstances add additional effects.

For example, a Thief who spells out “ROPE” in combat may trip up a guard, making them fall down or immobilizing them until they manage to untie themselves.

Skills

There are four skills: **Physical**, **Subterfuge**, **Knowledge** and **Communication**.

Skill rank = level + any bonus due to your class or race.

To pass a skill test, make a word from your Action Pool and total the tile values. You can draw additional tiles from the Party Pool, if necessary, with the usual restrictions.

Add your skill rank and the bonus from the most appropriate statistic. If the total point value is equal to or greater than the DC, you're successful.

DC's range from 10 (dead easy) to 35 (legendary difficulty). A simple task can be assumed to have a DC 15; most tasks would be around 20.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX

bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no “saving throws” in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually Knowledge + MIND bonus.

Spelling out an appropriate word might give a bonus to skill tests—in most cases, an extremely appropriate or fun word should give an automatic success, no matter the actual DC.

For example, if you can spell out “SNEAK”, you might get a +3 bonus to sneak past a guard. Spelling “LADDER” might give you a bonus to climbing up a cliff. If you're trying to remember information about the great wizard-king, Amalric, then actually spelling out “AMALRIC” might give you an automatic success and very specific information.

Combat

Hit Points = Strength + 1d6 hit points/level

Characters get Strength + 1d6 hit points/level. Hit points are recovered quickly in this version of the game—4 hours of rest are sufficient to recover half lost hit points, another 4 restores all of them.

Equipment

Players can start with any non-magical equipment within reason.

Weapon Ratings:

0 = unarmed

+1 = dagger, hand axe, club, staff, sling

+2 = bow, sword, axe, mace, hammer

+3 = two-handed weapon, but you go last automatically

Armor Ratings:

+1 = shield

+1 = leather

+2 = chain

+3 = plate

Magic items. If a magic item has a rating listed (+1, +2, etc), then that number adds on to the weapon or armor rating.

Of course, just giving an item a straight bonus is a bit dull. Magic items can have other effects that play off of tile values and words. Here's some examples:

Initiative order is determined by drawing a Scrabble tile from the stack—the closer to A (alphabetically) you get, the higher your initiative is. Each positive bonus in Dexterity gives you an additional draw—choose the best one. Having a negative DEX mod means you go last in case of a tie. Initiative is only drawn at the beginning of combat, not round by round.

As long as you make a word, you hit automatically. If you can't make a word, you “miss” and have the option of declaring a fumble.

Damage done in an attack is the point value of word, plus your STR mod and the rating of your weapon.

Subtract the armor of your opponent from that damage and apply the rest to your opponent's hit points.

Damage = total point value + STR mod + weapon rating + magic and other bonuses – Armor – other defensive bonus

After hit points are used up, the opponent is defeated. Players or monsters aren't necessarily dead, just out of the fight until revived. This is a more kid-oriented game, after all.

Remember that you can further reduce damage by taking advantage of your Dodge Pool.

Bag of Holding. Whenever a character reaches into it, there's a 50% chance that any non-magical item that can reasonably fit through the Bag's opening is stored within. Any items produced disappear after an hour. Thieves, for obvious reasons, love this item.

Cap and Gown +1. Gives a Mage one more tile to his Action Pool when worn in addition to the armor bonus.

Eric the Red's Battle Axe +2. Viking Warriors do double point value with V's and W's!

Pirate's Eye Patch. All B's, R's and I's do an extra point of damage.

Potion of Healing. Drink the potion or feed it to someone else—if you can spell a word, you get double the point value of the tiles back as HP, up to the maximum.

Shiny Bauble. Spell out a type of bird and that type of bird appears and helps you out for the rest of the adventure. You can only use this once per adventure. Note to munchkins: Rocs don't always fit very well in dungeons.

Magic

Arcane magic is divided into several schools. Each School covers a broad area of magic.

Each Mage starts knowing two schools of magic at first level. Every two levels they advance past the first (e.g. 1, 3, 5, 7, 9, etc), they learn another school.

Mages can cast any spell within reason, provided they know the proper schools, but have to spell words to determine the effect. Every time you cast a spell, you have to justify it to the GM, given the types of magic that your character knows.

These spells are not drawn from the SRD and do not cost hit points to cast.

If a spell or special ability is successful, it does point value damage plus the Mind modifier of the caster with an additional bonus depending on the Mage's level (+1 at first level, and another +1 for every 5 levels total).

If the **effect of the spell can't be quantified by damage**, then that total (plus the Mind modifier, level based bonuses, etc) becomes the save DC for whatever the spells' effect is, such as sleep or entangle.

For spells that **enhance attributes**, use the point total divided by 5, rounded down. Spells that **enhance armor rating** do so as total divided 10, again rounded down.* Bonuses from magic spells do not stack—if a more powerful spell is cast, the higher bonus simply replaces the lower.

* Because Armor Rating is **staggeringly useful**.

Summoned creatures have the point total in hit points if they are under the caster's control. If not, then they have double the point total, but are controlled by the GM instead (this can backfire if it's a powerful summon). Other statistics and attacks are to be determined by the GM, as appropriate to whatever was summoned. The point total can be broken up into multiple summoned creatures.

For anything else not covered, just set a target DC that feels right and run with it. For example, if a character wants to conjure up a wall of ice to block a passageway, tell them to beat DC 20 and if successful, there's now a 2 foot thick wall of ice spanning the passageway and blocking the monsters' path. The important thing is to not tie up the game and to keep things fun.

Spell durations are up to the GM, but can be assumed to last the entire combat.

If the spell affects more than one monster at a time, then it affects everything in a 10' foot radius, but has half effect.

The GM always has a right to veto spells, set appropriate DC's or penalties to exceed or otherwise determine how they work.

If the player spells an appropriate word, give out some bonus points as per the section on Appropriate Words. For example, you could use "void" to cast lightning bolt on a bunch of spiders, but using "zap" would get a +3 damage bonus.

Fatigue

Spellcasters can cast one spell per combat per level. If they try to cast more, they take a -1 penalty for each additional one, cumulative, until they can take a few minutes outside of combat to rest up.

Schools of Magic

Abjuration. Spells of warding and protection, harming trespassers and banishing spirits from beyond.

Conjuration. Summoning objects and creatures, transporting things instantly from one place to another, creating physical objects from thin air.

Divination. Learning long lost secrets, telling the future, seeing things that are far off and more.

Enchantment. Controlling the minds and actions of others.

Evocation. The manipulation and control of raw energy. Big flashy effects like lightning bolts and such.

Illusion. Hiding things in plain sight, making things appear to exist that aren't real.

Necromancy. Spells that call up the dead, communicate with the spirits and manipulate dark energies.

Transmutation. Spells that change the properties of objects or creatures.

Clerics and Magic

Clerics can cast divine magic, spells that request aid of their deity. Two specific applications of this magic are Healing and Turning Undead.

Healing is a specific spell that works on teammates—the total effect is equal to the number of hit points regained. You can attempt to heal the entire party in one action, but the ending point value is halved.

Turning undead is an attack spell. The Cleric has the option of Blasting the undead or Fearing them. Blasting does straight damage, but if the Cleric can't kill the enemy with a single Turn, then all damage from the Turn is ignored. Fear sets a DC that the undead has to save vs or flee.

Other uses of divine magic might be praying for aid, guidance and protection.

Fatigue penalties also apply to Clerical magic.

Sneaking

Certain types of characters (namely Thieves and Halflings) are described as “Sneaky”. This is, in effect, inventory-based magic that only applies in combat.

When in combat, a Sneaky character can use any item near at hand or in inventory if they can spell a related word and describe an appropriate effect. If successful, it either adds a bonus to defense or acts like an attack spell along with the character's DEX modifier.

For example, if a thief could spell "WATER", he might grab a canteen from his belt and splash it in his opponent's eyes, blinding the enemy briefly. Or he could grab some ROPE and bind an enemy up. Or he could pull down a DRAPE and get a few points extra to avoid taking damage from some guards.

The exact amount of the bonus or the effects are up to the GM, but tend to be anywhere from an extra +1 on the low end up to +5 for extremely appropriate (or fun) words.

Thieves do NOT get fatigued from Sneaking.

The Environment

Certain dungeons can have strange effects on any tiles used.

Friendly ground might add two or three extra tiles to the Party Pool. A forbidding graveyard might reduce the Party Pool by a point, due to its extreme spookiness.

Some dungeons might increase or decrease the effects of tiles. "In the Castle of Robert the Red, R's count as 5 points!" "In the Pit Of Despair, P's, D's and R's don't count as anything!" "In the Ice Dungeons Of the Frozen North, any words dealing with cold, ice or water will freeze opponents for their next action!"

Other times, there might be environmental hazards. For example, the floor might be covered with LAVA. Lava is hot—if you make a word with an L, A, or V, you take one point of damage per offending tile.

Another example might be traps. One dungeon room might be full of skeletal remains that have knives and arrows stuck in them. Other skeletons might be crushed by rocks.

This could be a clue that accidentally spelling words dealing with weapons or rocks will set off the room's traps.

Monsters!

Monsters have a set number of hit points, an armor rating that reduces damage taken and always hit automatically in combat—just the same as characters. Player armor subtracts from this damage as usual, as does the defense pool.

Instead of spelling tiles out to do damage, the GM just rolls their attack damage with dice. This is mostly intended to save the GM time in large fights—having to

come up with a dozen words per round in a fight with a kobold tribe would get to be a pain after a while!

Each monster will have a basic attack plus one or more “interesting” attacks that they can do periodically, as the GM prefers.

For example, A Black Dragon has 4 attacks listed—a low damage Claw attack, a Bite attack, Acid Breathe and they can Beat Wings, causing everyone nearby to fall down. The GM can have the Dragon do any one of those four things per round. Or he could have the Dragon do something else, like roar loudly (for intimidation factor or just to give the PC's a rest), fly away, or grab something in its talons.

If you want more randomness than that, then roll d6: on a 1-3, the monster does a basic attack, on a 4, the monster boasts, misses with his attack or otherwise makes some kind of display. Otherwise, choose one of their specials at random.

Monster Skills. Whenever a monster has to make a skill roll or save, roll d20 plus their number of Hit Dice. If it's something they'd reasonably be good at, add another +3 to the total.

Converting monsters from the SRD. Keep Hit Dice as is. Assume maximum hit points, plus an extra 5 points as a kicker. Armor rating is either by type of armor they're wearing, or determined by their natural armor. I'd suggest converting "natural armor" to armor rating at a ratio of 1:4, rounding down. So, if an adult red dragon has a natural armor of +21, then armor is 5.

Choose one of their attacks as their normal attack, using the damage listed in the SRD entry. Next, think of a few likely things they might do and list these as additional attack options. See the examples below for samples.

These are only guidelines—if the numbers seem a bit lower or higher than they should be, adjust them to something more comfortable for you and your group.

A note on difficulty: the difficulty of combats in this game varies widely depending on player skill. Some groups will have no problem grinding out 15 point word after 15 point word, others might not.

Here's some ideas to even things out:

Game too hard?

Use one or more of these options:

- Hand out bonus tiles to the players
- Increase the size of the various pools by a few tiles.
- Monsters have -5 hit points (ie remove the kicker)
- Throwaway monsters such as kobolds have 1/2 hit points
- Reduce monster damage by -2
- Reduce monster damage by 1/2

Game too easy?

Enable one or more of these options:

- Increase monster armor by +1 or 2
- Increase monster HP
- All monsters get another HD or two
- Reduce the size of the Party Pool to 4 tiles
- Use some of the optional rules from the end of this document, such as "Word Nazi" or "No Repetition"

Another way to adjust the pacing of the game is to vary the monsters' attacks. If a monster is giving the players a hard time, have it spend an action or two boasting, roaring or otherwise putting on a display while the PC's catch their breaths.

As a final note, this game is designed to be woolly and unpredictable. Don't be surprised when a player pulls out a 40 point word and turns your fire-breathing big bad into a kitten—see it as an opportunity.

Bear, 6HD, 77 hp, 1 armor, Attacks: Teeth and Claws (1d8+8), Hug (if "Claws" hits, a bear can grapple—grapples do damage as per "Claws", but the target can't move or dodge, and loses their weapon rating bonus if it's anything more unwieldy than a dagger. You can break a bear's grapple with a STR + Phys check vs DC 27), Fearsome Roar (anybody within 10' does 1d6 points less on their next attack)

Black Dragon, Adult, 19 HD, 309 hp, 3 armor, Attacks: Claw (1d8+3 damage), Bite (2d6+7), Breathe Acid (12d4 damage to everyone in front of it), Beat Wings (1d6 damage, knocks everyone down). Some Black Dragons are quite intelligent and can cast spells—they mostly use magic dealing with swamps, darkness, acid and poisons.

Kobold, 1 HD, 13 hp, 1 armor. Attacks: Spear (1d6-1 damage), Tile Thief (Roll 1d6: on 1-3 steals one tile from their target's Action Pool, which is NOT replaced until after the target's next action).

Ogre, 4 HD, 48 hp, 2 armor, Attacks: Great Club (2d8+7 damage), Bellow (+5 to next attack's damage), Smash Floor With Enormous Club (1d6 damage to all nearby, and everybody who takes damage also can't use one of the following letters on their next attack: **Roll 1d6:** 1 O, 2 G, 3 R, 4 E, 5 S, 6 Roll Twice)

Orc, 1HD, 14 hp, 1 armor, Attacks: Battle Axe (1d8+1 damage), Bellow (+3 to next attack's damage).

Skeleton, 1 HD, 17 hp, 1 armor (battered shield), Attacks: Rusty Weapon (1d6+1), **Notes:** Blunt weapons do double damage to Skeletons. Piercing weapons do half damage.

Viper, 1HP, 6 hp, 0 armor, **Attacks:** Poisonous Bite (1d6 damage, each hit that does damage does an extra 1 point of damage per bite per round, for 3 rounds).

Zombie, 2 HD, 27 hp, 0 armor, **Attacks:** Club (1d6+2). Notes: Zombies emit such an unpleasant aroma that anybody capable of smell attacking them takes a -1 to all point totals in their presence.

Level Advancement

As the players defeat monsters and figure out traps and puzzles, they gain experience.

XP is equal to the Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes: for example, 1 kobold = 1XP. 2 kobolds = 2XP. 4 kobolds = 3XP, etc.

For traps and other situations, assign an appropriate amount of XP for the difficulty of the trap. Usually it will be in the same ballpark as the average type of monster in the dungeon.

When the total equals 10x the character's current level, they've advanced to the next level. Reset the total to 0 after advancing.

Each level adds +1d6 to Hit Points and +1 to all skills.

If the level divides by three (i.e. level 3, 6, 9, etc) add 1 point to STR, DEX or MIND.

If the level divides by five (i.e. level 5, 10, 15, etc), each of the classes' special ability bonuses goes up by +1 (Fighters' damage bonus, Mages' spellcasting bonus, etc).

Optional Rules

These are some additional ideas to make play more interesting. Some of them make the game easier, some harder. Others are just for flavor.

Counting HP with a bowl of jelly beans. In this case, literally for flavor. You do damage, you get rewarded with food. Downside: the GM gets full very quickly. You may have to use peanuts or some other, less filling food. "You take 7 damage! *NOM NOM NOM NOM*"

Hewing. If your attack does a huge amount of damage (20+, for example), and it's enough to drop an opponent in one hit, then the remainder of the damage applies to the monster next to it.

Example: Mort the Verbose, an 18th level dwarven fighter with a +2 Battle Axe and 19 STR, shouts out

"FLOCCINAUCINIHIPIILIFICATION!!!"

as he attacks an Ogre with 48 hp. He does 60 points of damage (48 for the word, +4 for the axe, +4 for his STR bonus, and an additional +4 because he's an 18th level Fighter).

The mighty blow kills the Ogre. The remaining 10 damage (losing 2 points because of the Ogre's armor) is applied to the Orc cowering next to the Ogre as Mort's powerful swing tears right through.

Leveling The Playing Field. Powerful armor can render certain PC's nearly invulnerable to monster attack while the PC's rain down high damage words in retaliation. You can level the field a bit with this rule: if a monster rolls a maximum result on a die, roll another die, minus 1 point and add it on to the total. Keep doing that as long as the die keeps coming up maximum.

Example: An Ogre slams Mort with his two-handed great club. He rolls 2d8+7 for damage. The dice come up 2 and 8. Rolling another d8-1 one, he gets another 8 and rolls again. This time, a 4. The total damage is now 27 points (17 + 7 + 3). Ouch.

No Repetition! Repeat words in a given combat are not allowed. Alternatively, each repeated word in an adventure gives a -1 cumulative effect. You might want to keep a list with tally marks next to each word as it's made.

Obey The Timer. Use a timer from some other game or a stopwatch and give each of the players 10 seconds to make their move. If they don't, then declare the action a miss.

Word Combos. If your word can follow the previous players' words to form a sentence, then there's a cumulative +2 damage per additional word that hits the monster when the sentence is completed. If the sentence is derailed, then the damage is lost. Each word does damage normally as it is formed.

Example:

Word 1 THE

Word 2 PEN

Word 3 IS

Word 4 MIGHTIER

Word 5 THAN

Word 6 THE

Word 7 SWORD. Boom! The attack lands with an extra 12 damage!

Word Nazi. ALL words must be appropriate to the action. If you want to attack, then you have to spell out something like "WHAM", "SMACK", "STAB", or "SHOOT". If you want to climb a wall, then you'd have to spell out "ROPE" or "CLIMB" or something like that. Warning—this variant can be extremely challenging. You may want to increase all word pools by a few tiles to compensate.

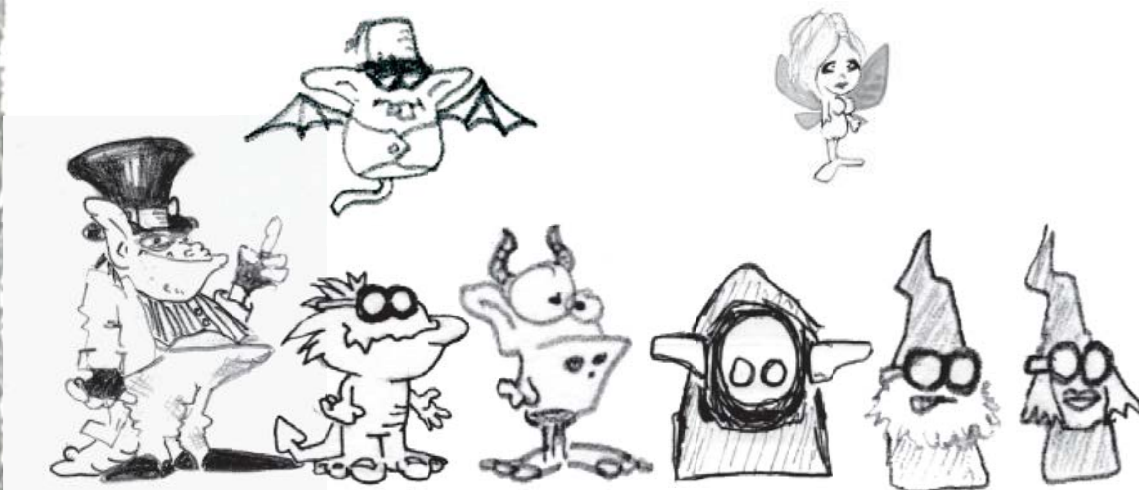
Dragoons™

Dragoons20 Role-playing Game
1.1 Edition

Designed, Illustrated and Published by Randy Angle

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www.hoppsbusch.com

“The Cartoon Steampunk Fantasy World of Scallywags and Scoundrels”



Dragoons20 is based on the Microlite20 Role-playing Game (RPG) that was originally a trimmed-down, subminiature, version of the Primary Fantasy SRD rules (see license for more info). It has been designed to be quick and easy to play, with a sense of humor and minimal consequences for failure. The goal is to create an even simpler game, but one for which players have instant familiarity and all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used with minimal conversion.

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Dedicated to my lovely wife, Sara, and my terrific son, Ross.
Thanks to all my creative play testers.

World ©

Bantamwart, the setting of Dragoons20 is fairly far a field from our own reality or even the classical fantasy settings of Elves and Dwarves. It is an alternate cartoon universe of fairy races, fantasy creatures, magical spells, clockwerk gadgets and steam-powered technology. Bantamwart is a collection of planetoids suspended in the swirling mists of æther. Called æyots, these little moons spin and orbit in chaotic paths – miraculously missing each other. Flying creatures and Blunderwagens freely travel from æyot to æyot. There is no central star; instead, the day light comes from the luminous properties of the ætheric aurora which fades to dark at night, leaving only sparkles and ribbons of faint light.

There are no thundering gods that sit on high taking dominion over the affairs of mortals. Instead the world is alive with spirits that manifest and imbue their believers with strange powers. These small gods are much like our world's Grim Reaper, Tooth Fairy, Easter Bunny, Mother Nature, Father Time, Boogie Monster, and Santa Claus. Other cultures refer to this spirit of all living and inanimate things as Kami, Numen and Animism. Together the small gods are known as the Infinitesimal Immortals. Their power comes from people believing they exist. Communing with the small gods and ancestral spirits gives the shaman their spell casting power. Any believer may ask for their blessing by visiting the Sanctum Sanctorum of the Infinitesimal Immortals and Public Privy – put your coin in the slot, crank the knob, and take the small paper fortune produced.

Technology is wacky and dangerous. Gadgets are often looked upon as abominations or at least as annoyances. Those brave tinkers who manage to make something useful and (mostly) reliable earn some respect from their peers.

The world has lots of magic. Almost everyone can use their Star Powers to perform stunts, feats and spells of various kinds. It is easy to enchant wondrous devices, and most everyone uses them. Never the less magic spells are wild and can go horribly wrong with disastrous mishaps and runaway effects.

Money is a very big motivator for adventurers and creatures, who both like to collect it. The Gildapence (gilded penny – 1GP) is the base unit, with Tuppence (2GP) and Sixpence (6GP) also being common coins. Sub-GP values include the Ha'penny (0.5GP) and the Farthing (0.25GP). Some areas have a local coin called a Slug, made of lead, which is exchanged for 1GP and has no value beyond those areas.

How To Play

Dragoons20 allows a group of players to take the roles of adventuring player characters (PCs) and a dungeoneer (or game master) who moderates the gameplay, runs the adventures and plays the roles of all the non-player characters (NPCs). This RPG focuses on the role-playing and the complex tactical rules have been trimmed to the bone and funny game mechanics have been added to encourage wacky cartoon action. Throughout these rules references to dice are depicted as a number followed by the letter 'D' and another number - 1D20 is a single twenty sided die and 4D6 is four six-sided dice.



Player Characters

Review the rules and then pick a name, a gender, and a race. Then generate your Stats, set your Skill values and choose your Powers and equipment. Once your character is finished, you may also generate a pet Dragon.

Stats

There are 4 stats: Strength (STR), Dexterity (DEX), Intelligence (INT), and Charisma (CHA).

Roll 4D6, and drop the lowest die. Total the remaining 3 dice, and assign that number to the stat of your choice. Repeat until you have assigned numbers to all the stats.

Stat bonus = (STAT-10)/2, round down.

Races

Boggart +2 DEX

Start with 2 powers of your choice

Boggarts are 24" to 30", grumbly collectors of anything that isn't nailed down. They prefer urban environments.

Gnome +1 INT and +1 DEX Start with 2 Tinker powers

Gnomes are 18" to 24", nimble-minded and skilled workers. They easily become extremely focused on their craft to the exclusion of everything else.

Kobold +2 STR Start with 2 Brute powers

Kobolds are 20" to 26" sneaky, pesky and larcenous. They have little compassion for others, bullying and beating lesser creatures.

Grymm +1 INT and +1 STR Start with 2 Shaman powers

Grymm are 20" to 36", dark and mysterious. Their pale skin is in stark contrast to their black hair and black pointy nails. Their faces below their bone masks is rarely seen.

Pixy +2 CHA Start with 1 Rascal power and Fly power

Pixy are tiny 12" flying bundles of chaos. They have extremely short attention spans and seem disconnected to what is going on around them.

Flunkey +2 DEX Start with 1 Burglar power and Fly power

Flunkey are 30" monkeys with eagle wings. Culturally they proudly wear a fez or other funny hat. They can be very excitable.

Pooka +1 INT and +1 CHA Start with 2 Creature powers

Pooka are 30" to 36" shape changing half-beasts. They may look like other wee folk, but have tails, hooves, horns and beast ears. They tend to be jokesters and take life with a very casual attitude.

Brainard +2 INT Start with 2 Hedge Wyzard powers

Brainard are the disembodied minds suspended in a hardened crystal jar filled with luminous liquid. They have excellent mental abilities and may have magical or mechanical means of locomotion and manipulation, by animating any objects they 'dock' into.

Hyzz +1 DEX and +1 CHA Start with 1 Burglar power and Charm Person power

Hyzz are 36" bipedal reptiles. They wear dark goggles over their hypnotic eyes to prevent accidentally charming people. They are extraordinary, and cold blooded, burglars and rascals.



Classes

Characters begin at Level 1 in an occupation, or class, of their choosing. Every level they may remain in the class they are currently, or choose a new class. Beginning characters get 2 additional powers in their starting class.

Heart Points measure your health for fighting battles.

Starting Heart Points (HP) = STR stat + (STR bonus + HP dice)/level (including 1st)

Star Points measure your magical energy for using powers.

Starting Star Points (SP) = INT stat + (INT bonus + SP dice)/level (including 1st)

The classes are:

Brutes –	Skilled in weaponry, dirty brawling and wilderness survival. HP dice + 1D10 /level. SP dice + 1D6 /level.
Burglars –	Talented in thievery, subterfuge and stealth. HP dice + 1D8 /level. SP dice + 1D8 /level.
Rascals –	Bluffers, forgers, beguilers, taunts and masters of wit and song. HP dice + 1D8 /level. SP dice + 1D8 /level.
Hedge Wyzards –	Practitioner of the arcane arts. HP dice + 1D6 /level. SP dice + 1D10 /level.
Tinkers –	Gadgeteers and inventors. HP dice + 1D6 /level. SP dice + 1D10 /level.
Shamans –	Spiritual communicators and casters of divine magic. HP dice + 1D6 /level. SP dice + 1D10 /level.

Flaws

Each character starts with two flaws. These are quirks, personality traits or physical limitations that encourage individuality and role-playing. Remember that you do not have to demonstrate this weakness every time you have the chance, only when you want to. Player characters can earn 1 XP for

- | | |
|-----------------|--|
| • Absent-minded | • Loud |
| • Blind | • Miserly |
| • Bossy | • Obsessive Compulsive |
| • Clumsy | • Paranoid |
| • Combative | • Pacifist |
| • Deaf | • Pathological Liar |
| • Depressed | • Pessimist |
| • Dingbat | • Poor Vision |
| • Distracted | • Psychotic |
| • Dumb | • Quiet |
| • Easily Lost | • Schizophrenic |
| • Feeble | • Sexist |
| • Flirty | • Shy |
| • Foreigner | • Sickly |
| • Frail | • Silly |
| • Gambler | • Stinky |
| • Grizzled | • Ugly |
| • Grumpy | • Under The Influence |
| • Heavy Accent | • Weak Willed |
| • Hungry | • Phobic (pick one: germs, crowds, heights, light, dark, water...) |
| • Jealous | |
| • Kleptomaniac | |

each flaw, by role-playing them during an adventure so that it affects the story. Feel free to add to or vary these flaws to create unique and interesting characters.

Skills

Skills are used for both focused actions and for reactions, aka saving throws. While there are only a few base skills, by combining skills with different stats you can create many unique permutations.

There are just 7 skills:

- **Tactics** (Tact) is used as a base for all types of attacks and battle tactics.
- **Physical** (Phys) is used for tests of strength or agility, like climbing, jumping, breaking down a door, tackling an opponent, escaping ropes, and bending bars.
- **Subterfuge** (Subt) is used for hiding, moving silently, stealing, picking locks, searching for or setting traps, finding hidden objects, tricking opponents, and ambushing.
- **Knowledge** (Know) is used for tests of applied logic, science, arcane, divine, trivia, and historic lore.
- **Communication** (Comm) is the ability to beguile, intimidate, influence, speak or read a language, and sense, express or repress motives and emotion.
- **Survival** (Surv) is used for things like sensing danger, spot, tracking, foraging, hunting, finding things logically, and determining direction.
- **Recover** (Reco) is used to regenerate heart or star points, or shake off the effects of disease, poison or the unwanted influence of powers.

Skill rank starts at 4 to one skill, 3 to one other skill and 1 to all remaining skills. Each new level additional points are added to skills of your choice.

Skill roll = D20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers
Roll higher than the situational Difficulty Class (DC) to succeed.

For example:

Climbing would use Physical + STR bonus.

Dodging a falling rock is Physical + DEX bonus.

Finding a trap is Subterfuge + INT bonus.

Picking a pocket or disabling a trap is Subterfuge + DEX bonus.

Spotting a hidden burglar or hunting a buck is Survival + INT bonus.

Hearing a ninja approaching is Survival + INT bonus.

Bluffing past a guard is Subterfuge + CHA bonus.

Intimidating the barbarian leader with a show of might is Physical + CHA bonus.

Remaining calm in the face of a brutal foe is Survival + CHA bonus.

Romantic seduction or haggling down a merchant is Communications + CHA bonus.

Realizing that the cad is handing you a line is Communications + INT bonus.

Convincing the sheriff that you were not poaching from the royal preserve is Communications + CHA bonus.

Noticing the poacher is lying is Communications + INT bonus.

To heal 1D6 Heart Points is Recover + STR bonus (can not be done while in a battle).

To regain 1D6 Star Points is Recover + INT bonus (can not be done while in a battle).

To resist, or avoid, the effects of attacks there are saving checks. Use Recover + STR bonus for Fortitude saves, Physical + DEX bonus for Reflex saves, and saving against Magic (Will save) is Knowledge + INT bonus (or + CHA bonus).

DC Level

- | | |
|----|--|
| 10 | Easy - 50/50 chance of succeeding 1 st time |
| 15 | Moderate - would succeed after several attempts |
| 20 | Difficult - would succeed only with luck on his side |
| 25 | Very Difficult - needs some hefty modifiers, expertise and luck |
| 30 | Extremely Difficult – only possible by the most skilled and powerful |

Pet Dragons ©

Each character may have a magical pet, a companion that accompanies them on adventures. Dragons have the same 4 stats as characters, but only roll 3D6, dropping the lowest die as usual.

Dragoons are unique metamorphic species, or constructs, that grow and gain powers as their master levels up. They start with 3 Creature powers and gain 1 additional power, +1 to all skills, and +1 to any stat for each level the master earns. A Dragoon that grows to a STR 19 or greater can be ridden as a mount. Pick one skill to start at +3. Dragoons have a telepathic link to their master and understand what the masters wishes are without verbal communication.

Starting HP = STR stat + (STR bonus + 1D6)/level (including 1st)

Starting SP = INT stat + (INT bonus + 1D6)/level (including 1st)

Powers

Powers are available to both the PCs and the NPCs. Using a power requires the expenditure of SP. The effect of each power is rated by the amount of SP invested into it. The minimal investment is 1SP and the maximum investment, in a turn, is your level in that power's class, or total level or HD for creature powers. If a power is available in more than one qualifying class then you may combine those levels for determining maximum SP.

Powers can be overcharged by spending SP on successive turns until they are released. When overcharged the maximum SP is your levelx3 or HDx3 (3 turns). You can not move or perform other actions while charging a power.

Once successful, a power may be maintained by continuing to expend SP each successive turn. Moving will not disrupt the power, but using other powers or spells will cause another skill check.

Level Advancement

Players earn experience points (XP) for role playing. During any given session a character may earn up to 5 experience points:

- One point for contributing to moving the story along.
- One point for playing according to the role of their current character class.
- One point for making the players or Dungeoneer laugh and have fun.
- Two points, one for each flaw that is role played during the session.

Add up the XP points earned in every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to the remainder after advancing.

Each level adds:

+1 HP dice + STR bonus to Heart Points

+1 SP dice + INT bonus to Star Points

+1 to 5 different skills

One new power of your choosing from your current class

If the level divides by three (i.e. level 3, 6, 9, etc.) add 1 point to STR, DEX, INT or CHA.

After leveling up a character may continue with the current class or chose any other class to multi-class. Keep track of total level and individual class levels.



Brute Powers

Brute powers come from ancient martial techniques and living in the wilderness.

Power	Description
Acrobatic Strike	Avoid obstacles and hazards to close and immediately attack in one action, 5ft/1SP
Acute Senses	+1/SP search or listen check
Ambush Sense	+1/SP detect traps or ambush check
Backstab	+1D6/SP damage with sneak attack
Battle Cry	-1/SP opponent's AC
Beast Reflexes	+1/SP reflex check
Blacksmith	Add +3 to base weapon damage by sharpening or hardening it, or +1 AC to armor, only useable once per item, 0SP, 20GP
Blind-Fight	+1/SP to sense check to be able to fight and move while blinded, in darkness, or when enemies are invisible
Brawl	+1D6/SP damage in unarmed combat
Bruiser	When attacking you can double your STR bonus by taking -2 to hit, 0SP
Bull Rush	+2 to hit, +1D6/SP damage, -2 AC when doing a full move through combat
Camouflage	+1/SP to hide using foliage and natural terrain to hide even when being watched
Chink in the Armor	-1/SP to opponent's AC with creature lore or armor lore check
Cleave	+ 1 repeat brawn attack this turn/SP, cannot change attack type, also ends if an attack fails
Counterattack	Gain a free attack action when any designated opponent hits you, 1 opponent/SP
Daze	Cause regular damage but also -1/SP to AC for daze, DC 10+SP to recover
Defensive Roll	-1/SP to damage taken from one attack, must declare SP before attack
Dirty Fighting	+1/SP to brawn attack, +1/SP damage
Disarm	Attack disarms opponent, DC 10+1/SP to avoid losing weapon, does no damage
Dodge	+1/SP to AC
Draw Aggression	+1/SP distract check, to force opponent's attention on you
Dual Weapon	Ability to use regular melee weapons in two hands, no shields, 1SP
Evasion	+1/SP to reflex check to avoid all damage (not just half)
Feint	+1/SP to AC and attack bonus with bluff check
Ferocity	fight an additional turn/SP, if reduced to 0 HP
Giant Weapon	Can wield a double-handed weapon single handed or giant sized weapon double handed, 0SP
Grip	+1/SP to resist disarm attacks
Hamstring	Change a critical hit into an immobilizer (damage is not done, but opponent cannot move), 1SP
Hide	+1/SP hide check
Hunter	+1/SP tracking or hunting check
Improvise Weapon	Can find an object that will serve as a weapon, DC 10 for 1D6, DC 15 for 2D6, DC 20 for 3D6 and DC 25 for 4D6, 0SP
Inner Might	+1/SP fortitude checks
Insult	-1/SP to opponent's AC with taunt check
Intimidate	+1/SP intimidate check
Master Climber	+1/SP climb check
Multi-shot	+ 1 repeat target attack this turn/SP, cannot change attack type, also ends if an attack fails
Natural Swimmer	+1/SP swim check
Opportunity Attack	Gain a free attack action when your designated opponent misses, 1SP (must spend before opponent attacks)
Pack Tactics	+1/SP to hit when in combat with Dragoon (Dragoon gains +2 combat)
Power Strike	+1D6/SP damage in armed combat
Quick Draw	Changing or drawing weapons is does not take an action, 1SP
Sneak Attack	+2D6/SP damage for one attack from hiding or ambush
Sneaky	+1/SP move silently check
Sprint	3x speed for 1 round/SP
Total Defense	+1/SP to AC, no other actions allowed that round
Tracking	+1/SP to search check to follow tracks
Trick Shot	+1/SP for ranged attack that is behind cover, very small or other penalty
Trip	Converts an unarmed attack into a trip, causing no damage, making the opponent prone (-4 AC) DC 10+1/SP to avoid
Uncanny Dodge	Get DEX bonus to AC even if ambushed, sneak attack or unseen opponents, 0SP
Woodland Stride	+5ft/SP speed when moving through wilderness, Track DC 10+SP

Burglar Powers

Burglars come by their powers by apprenticeship and practice.

Power	Description
Ambush	+1/SP to hit when already hiding
Ambush Sense	+1/SP detect traps or ambush check
Appraise	+1/SP estimate price check
Backstab	+1D6/SP damage with sneak attack
Chase	+1/SP to pursue checks
Craft Tools	Make tools to help burglarize, +2 Subt, 0SP & 10GP
Craft Traps & Locks	Craft check to make complex traps and locks, 0SP & 100GP/EL, DC 10 for EL1, DC 15 for EL2, DC 20 for EL3, DC 25 for EL4, and DC 30 for EL5
Decipher Script	Able to use Shaman or Hedge Wyzard scrolls at a level equal to the burglar's level, 0SP
Defensive Roll	-1/SP to damage taken from one attack, must declare SP before attack
Disable Device	+1/SP to sabotage check to disarm traps, break gadgets and disable magical contraptions. DC = SP rating for the device + any Obfuscation rating or DC = 10+EL rank. Causes 1D6/SP damage to device.
Dodge	+1/SP to AC
Elude	+1/SP to escape checks
Escape Artist	+1/SP to defend use rope check (DC as Use Ropes), manacles (DC 30), Web (halve DC), Tangle (DC 10+HD or level)
Evasion	+1/SP to reflex check to avoid all damage (not just half)
Feint	+1/SP to AC and attack bonus with bluff check
Filch	Pilfer small valuables (1D6GP/10 minutes), 0SP
Hide in Shadows	+1/SP to hide using shadows and disguise to hide even when being watched
Improvise Burglar Tools	Can find objects that will serve as burglar tools, DC 10 for -1 Subt, DC 15 for +0 Subt, DC 20 for +1 Subt and DC 25 for +2 Subt, 0SP
Improvise Weapon	Can find an object that will serve as a weapon, DC 10 for 1D6, DC 15 for 2D6, DC 20 for 3D6 and DC 25 for 4D6, 0SP
Intuit Direction	+1/SP sense direction check, can orient yourself in city, inside or underground
Jump	+1/SP acrobatics check
Listen	+1/SP perception check
Master Climber	+1/SP climb check
Natural Swimmer	+1/SP swim check
Night Vision	+1/SP to sense check to be able to perform skills, combat and move while blinded, in darkness
Open Locks	+1/SP picking locks check
Parkour	+5ft/SP speed when moving through urban or dungeon environments, Track DC 10+SP
Pick Pockets	+1/SP pick pocket check, DC 10 for food or water, DC 15 for tools or device, DC 20 for weapons and DC 25 for 3D6GP of valuables
Quick Reflexes	+1/SP reflex check
Read Lips	+1/SP perception check, can understand as though they heard the conversation
Scavenge	Find useful items in 10 minutes, DC 10 for food or water, DC 15 for broken tools or device, DC 20 for dull weapons and DC 25 for 1D6GP of valuables, 0SP
Search	+1/SP search check
Sleight of Hand	+1/SP distract check when dealing with objects that can be hidden
Slippery Mind	+1/SP will check against mind reading or control
Snare	+1/SP to set trap check, Can set a quick trap to trip, causing no damage, making the opponent prone (-4 AC) DC 10+1/SP to avoid
Sneak Attack	+2D6/SP damage for one attack from hiding or ambush
Sneaky	+1/SP move silently check
Sprint	3x speed for 1 round/SP
Steetwise	+1/SP local knowledge check to find jobs, contact, rumors, supplier or buyer in urban environments
Total Defense	+1/SP to AC, no other actions allowed that round
Tumble	+1/SP reflex check to avoid damage from falls or area affect attacks
Uncanny Dodge	Get DEX bonus to AC even if ambushed, sneak attack or unseen opponents, 0SP
Use Device	Able to use Shaman, Hedge Wyzard or Tinker devices at a level equal to the burglar's level, 0SP
Use Rope	+1/SP climb, bind or grapple check with rope

Rascal Powers

Rascals have uncanny understanding of people and how to manipulate them.

Power	Description
Ambush	+1/SP to hit when already hiding
Ambush Sense	+1/SP detect traps or ambush check
Appraise	+1/SP estimate price check
Backstab	+1D6/SP damage with sneak attack
Busking	Street performance to earn meals and tips (1D6GP/10 minutes), 0SP
Cause Fear	One creature or character of up to 1 HD or level/SP flees SP turns
Charm Creature	Makes one creature your friend for 1 turn/SP with beguile check
Charm Person	Makes one person your friend for 1 turn/SP with beguile check
Craft Instrument	Make musical instrument, 0SP & +2 perform check/100GP
Decipher Script	+1/SP to use Shaman or Hedge Wyzard scrolls at a level equal to the rascal's level
Defensive Roll	-1/SP to damage taken from one attack, must declare SP before attack
Dodge	+1/SP to AC
Draw Aggression	+1/SP distract check, to force opponent's attention on you
Escape Artist	+1/SP escape check
Evasion	+1/SP to reflex check to avoid all damage (not just half)
Feblemind	-1/SP from subject's INT score for SP turns
Forgery	+1/SP to bluff check to pass off copies of art, jewelry, paperwork and currency
Glamour	+1/SP to CHA bonus for SP turns for beguiling
Glibness	+1/SP to bluff checks while lying
Glitterdust	1 target/SP are blinded for 1 turn/SP, reveals or prevents invisibility and hiding
Gossip	+1/SP local knowledge check
Hide in Shadows	+1/SP to hide using shadows and disguise to hide even when being watched
Hideous Laughter	Subject loses actions 1 turn/SP, must maintain humor each turn
Illusion	Creates mirage, 1 object/SP, +1SP each animated, sound, smell, and thermal effects
Improvise Rascal Tools	Can find objects that will serve as rascal tools, DC 10 for -1 Comm, DC 15 for +0 Comm, DC 20 for +1 Comm and DC 25 for +2 Comm, 0SP
Improvise Weapon	Can find an object that will serve as a weapon, DC 10 for 1D6, DC 15 for 2D6, DC 20 for 3D6 and DC 25 for 4D6, 0SP
Inspire	+1/SP to will saves for friends who can hear (area)
Insult	+1/SP aggravate check, -1/SP to opponent's AC
Intimidate	+1/SP intimidate check
Intuit Direction	+1/SP sense direction check, can orient yourself in city, inside or underground
Jump	+1/SP acrobatics check
Laugh It Off	+1/SP to all fortitude, reflex or will saves (self)
Master Climber	+1/SP climb check
Natural Swimmer	+1/SP swim check
Open Locks	+1/SP picking locks check
Parkour	+5ft/SP speed when moving through urban locals, Track DC 10+SP
Pick Pockets	+1/SP pick pocket check
Prestidigitation	Performs minor tricks for 1 encounter, 1SP
Quick Reflexes	+1/SP reflex check
Read Lips	+1/SP perception check, can understand as though they heard the conversation
Search	+1/SP search check
Sleep	1D6 HD or levels of enemies/SP slumber, DC10+SP to wakeup (area)
Sleight of Hand	+1/SP distract check when dealing with objects that can be hidden
Slippery Mind	+1/SP will check against mind reading or control
Sneak Attack	+2D6/SP damage for one attack from hiding or ambush
Sneaky	+1/SP move silently check
Sonic Blast	1D6/SP sonic disruption ranged attack (area)
Sprint	3x speed for 1 round/SP
Taunt	-1/SP to all opponents skills, powers and attacks with aggravate check
Total Defense	+1/SP to AC, no other actions allowed that round
Tumble	+1/SP reflex check to avoid damage from falls or area effect attacks
Use Device	Able to use Shaman, Hedge Wyzard or Tinker devices at a level equal to the rascal's level, 0SP
Ventriloquism	+1/SP to project voice check from any visible object, 1 turn

Hedge Wyzards

Hedge Wyzards study archaic tomes to learn dangerous spells. Powers in gray are craft powers, the remaining are spell powers.

Power	Description
Brew Potion	Store any non-attack spell known in a drink or ointment usable by anyone, must invest additional SP equal to spell rank embedded, 10GP/SP, max level SP
Craft Wand	Craft wand, 0SP & +2 cast spells check, 100GP
Craft Ward	Craft ward, 0SP & +2 AC, 100GP
Craft Charm	Craft charm, 0SP & +2 resist spells, 100GP
Create Wondrous Item	Permanently enchant magical items with known non-attack spells, user of item must spend SP equal to spell rank embedded, 200GP/SP, max level SP
Enchant Weapon	Permanently enchant weapons with +1 attack/3SP and/or a known attack spells, user of item must spend SP equal to spell rank embedded, 300GP/SP, max level SP
Scribe Scroll	+1/SP to create a scroll of any spell known, must invest additional SP equal to spell rank embedded, 20GP, max level SP
Antimagic Field	Temporarily negates magic within 10 ft. for 1 turn/SP, must be DC of 10+SP of spell or enchantment
Arcane Mark	Inscribes a permanent personal rune (visible or invisible) to indentify object, 0SP
Baleful Polymorph	Transforms target, up to 1HD or level/SP into a frog, chicken, sheep, or bunny for 1 turn/SP
Blink	+5ft/SP move by teleportation
Cause Fear	One creature of 1 HD/SP or less flees SP turns
Charm Creature	Command one creature (move, follow, attack, push, lift, stand) for 1 turn/SP with beguile check
Charm Person	Command one person (move, follow, attack, push, lift, stand) for 1 turn/SP with beguile check
Comprehend Languages	+1/SP speak or read language check
Cone of Cold	1D6/SP ice ranged attack (area)
Crushing Grasp	1D6/SP crush touch attack
Detect Magic	+1/SP, Indicates direction of nearest spells and magic items within 60ft
Dispel Magic	Cancels SP rank of magical spells and effects
Drain	1D4/SP drains target's SP, touch attack, ignores armor
Feather Fall	+1/SP to make SP# of objects/creatures fall slowly for up to SP turns
Feeblemind	-1/SP from subject's INT score for SP turns
Fireball	1D6/SP fire burst ranged attack (area)
Fly	+5ft/SP move through air
Haste	3x speed for 1 round/SP
Heal	+1/SP first aid check, 1D6/SP healing touch
Invisibility	Subject is invisible for 1 turn/SP or until it attacks
Knock	+1/SP to open locked or magically sealed door check
Light	Staff or wand shines like a torch for 10 minutes/SP, until dismissed
Lightning Bolt	1D6/SP electrical bolts ranged attack (area)
Mage Armor	+1/SP to AC for SP turns
Magic Missile	Magical missiles, 1D6/SP damage, ranged (area)
Magic Pocket	Opens a portal to a unique pocket dimension, 1SP
Passwall	Creates 1ft radius/SP passage through wood or stone wall, 1inch thick/SP for SP turns
Scrying	Spies on subject from a distance via Dagoon, 5ft/SP
See Invisibility	+1/SP sense check to reveal invisible creatures or objects
Shapechange	Transforms user into a 1HD/SP creature from the local area Encounter table for 1 turn/SP (you must have encountered that creature before)
Sleep	1D6 HD or levels of enemies/SP slumber, DC10+SP to wakeup (area)
Slow	Makes one creature up to 1 HD/SP move at only 5ft/turn
Sonic Blast	1D6/SP sonic disruption ranged attack (area)
Spell Turning	Reflect 1 spell rank/SP back at caster
Spider Climb	+1/SP climb check to walk on walls or ceilings
Sprint	3x speed for 1 round/SP
Stone Shape	Sculpts 1 CUBFT/SP of stone into any shape
Stoneskin	Ignore SP points of damage per attack for SP turns
Telekinesis	Lift 1D6 pounds/SP for SP turns
Tunnel	+2.5ft/SP move through soil
Web	1D6 HD or levels of enemies/SP cannot move (can attack), DC10+SP to escape (area)
Will-o-wisps	Creates bouncing glow 1 minute, 0SP

Tinkers

Tinkers earn their powers by apprenticeship, study and experimentation.

Power	Description
Appraise	+1/SP estimate price check
Craft Tinker Tools	Craft tools to help tinker, +2 Know, 0SP & 10GP
Craft Traps & Locks	Craft complex traps and locks. Costs 100GP/EL, , max level EL. DC 10 for EL1, DC 15 for EL2, DC 20 for EL3, DC 25 for EL4, and DC 30 for EL5
Create Blunderwagen	Craft a vehicle capable of hauling 1 to 6 passengers and gear up to 50 miles/day, using the sprint, fly, swim, tunnel, or blink powers, max level passengers – every 20 miles it must be refueled which will require purchasing fuel for 10GP, or scavenging the fuel. Any maneuvers will require a pilot check; a failure requires an Operate Dangerous Device check. Cost 0SP, 1000GP and 1 day/passenger
Create Bomb	Craft dangerous explosives with any attack power with area affect, takes 1 day to make, max level SP. must invest additional SP equal to power rank embedded. DC 10 for 1D6 & 50GP, DC 15 for 2D6 & 100GP, DC 20 for 3D6 & 200GP, DC 25 for 4D6 & 400GP, DC 30 for 5D6 & 800GP
Create Clockwerk Device	Craft small items (watches, rings, compasses, pocketknife, coins, jewelry, monocle, goggles...) with any skill bonus, takes 1 day to make, max level SP. Costs 0SP and DC 10 for +1 & 50GP, DC 15 for +2 & 100GP, DC 20 for +3 & 200GP, DC 25 for +4 & 400GP, DC 30 for +5 & 800GP – owner still spends SP equal to skill bonus to power gadget every use
Create Infernal Weapon	Craft dangerous weapons (blunderbuss, belchers, rayguns, electro-blades, grenades, ...) with any class or creature attack power, takes 3 days to make, max level SP. DC 10 for +1 & 50GP, DC 15 for +2 & 100GP, DC 20 for +3 & 200GP, DC 25 for +4 & 400GP, DC 30 for +5 & 800GP – owner still spends SP equal to bonus to power gadget with use
Create RC Construct	Craft clockwork or steam-powered construct capable of following simple commands (command words, whistles, hand-signals): move, follow, attack, push, lift, day. It has no mind of its own (0 INT & 0 CHA). 3D6 STR, 2D6 DEX and 1 HD/1000GP, max level SP – every day it must be refueled which will require purchasing fuel for 10GP, or scavenging the fuel. Cost 0SP
Disable Device	+1/SP sabotage check to disarm traps, break gadgets and disable magical contraptions. DC = SP rating for the device + any Obfuscation rating or DC = 10+EL rank. Causes 1D6/SP damage to device.
Evasion	+1/SP to reflex check to avoid all damage (not just half)
Feeblemind	-1/SP from subject's INT score for SP turns
Fix Device	+1/SP gadgeteering check, 1D6/SP repair HP
Improvise Tinker Tools	Can find objects that will serve as tinker tools, DC 10 for -1 Know, DC 15 for +0 Know, DC 20 for +1 Know and DC 25 for +2 Know. Costs 0SP
MacGyver Device	Combine the functions of a several small sized devices or weapons of any kind to build a new device combining those powers at twice the SP rating. Cost is new level SP. DC = 10+SP rating. Time 1D6 turns.
Multi-shot	+ 1 repeat target attack this turn/SP, cannot change attack type, also ends if an attack fails
Obfuscate Device	+1/SP gadgeteering check to make it harder to disable or sabotage a device by increasing the defense rating by +1/SP
Operate Dangerous Device	+1/SP gadgeteering check. Any time you use an Infernal Weapon or Blunderwagen it will require skill checks, failing a skill check for these devices requires a further check on Operate Dangerous Device or the device will suffer 5D6 HP damage that will need repair to operate again. A Blunderwagen will limp along, at 1D6x5ft/turn until it reaches a place to repair it.
Sabotage Device	Gadgeteering check to cause device to explode, DC = SP rating for the device + any Obfuscation rating. Causes explosion of 1D6 /SP in 30ft area.
Scavenge Parts	Find useful items in 10 minutes, DC 10 for fuel, DC 15 for beams, plates, frames or fasteners, DC 20 for pulleys, gears, levers, fins, or belts and DC 25 for bellows, springs, counter weights, boilers, or mechanism parts, 0SP
Slippery Mind	+1/SP will check against mind reading or control
Transform Device	Change the power of a device of any kind into a new power with the same SP rating, max level SP. DC = 10+SP rating. Cost rating SP. Time 3D6 turns.
Trick Shot	+1/SP for ranged attack that is behind cover, very small or other penalty
Use Device	Able to use any other classes devices at a level equal to the tinker's level, 0SP
Weird Science	+1/SP science check to understand principles of any power or mechanical principle

Shamans

A shaman's divine powers are passed down from their ancestors and favors granted by local spirits. Powers in gray are craft powers, the remaining are spell powers.

Power	Description
Brew Healing Potion	Create a drink or ointment usable by anyone to add +1D6 to recovery checks for SP (star potion) or HP (heart potion), must invest additional SP equal to spell rank embedded, 10GP/SP, max level SP
Brew Potion	Craft check to store any known non-attack spell in a drink or ointment usable by anyone, must invest additional SP equal to spell rank embedded, 10GP/SP, max level SP
Craft Charm	Craft charm, 0SP & +2 resist spells, 100GP
Craft Totem	Craft totem, 0SP & +2 cast spells check, 100GP
Craft Ward	Craft ward, 0SP & +2 AC, 100GP
Enchant Rune/Tattoo	+1/SP to enchant check to store any spell known in a permanent rune on objects or permanent tattoo on person. It is released using a simple trigger you specify, user of rune must spend SP equal to spell rank embedded, 200GP/rank, max level SP
Scavenge Ingredients	Find potion ingredients in 10 minutes, DC 15 for Star Potion, DC 20 for Heart Potion and DC 25 for other potions, 0SP
Astral Projection	Projects you and companions onto Astral Plane, 1 turn/SP
Augury	Learns whether an action will be good or bad (1 yes or no question), GM digression. Costs 1SP
Awaken	Animal or object gains +1 INT/SP (max 18) and speech, for 1 hour/SP
Baleful Polymorph	1 HD/SP to transform subject into harmless frog, chicken, sheep, or bunny, lasts 1 turn/SP
Bane	Enemies have -1/SP on attack rolls and communication + MIND checks against fear for 1 turn/SP
Banish Creature	Sends one creature up to 1 HD/SP to a unique pocket dimension, creature resists at +5
Banish Living Dead	Intimidate check to make one living dead creature up to 1 HD/SP run away for 1 turn/SP
Bless	Allies gain +1/SP on attack rolls and communication + MIND checks against fear for 1 turn/SP
Cure Disease	+1/SP to first aid check to cure disease, living dead can resist at +5
Discern Lies	+1/SP to sense motive check to reveal deliberate falsehoods, lasts 3 turns/SP
Discern Location	+1/SP sense direction check to reveal direction to creature or object, lasts 3 turns/SP
Entangle	Make plants entangle enemies in 10' radius/SP for 1 turn/SP
Ethereal Jaunt	Become ethereal for 1 turn/SP, can fit through tiny spaces, but not solid walls
Faerie Fire	Outlines subjects with light for 5 turns/SP, cancels blur, invisibility, etc. Can be dismissed
Freedom of Movement	Subject moves normally despite impediments or spells for 1 turn/2P, ranged
Guidance	+1/SP to attack roll, +1/SP to skill check. Lasts for 1 turn/SP
Heal	+1/SP first aid check, 1D6/SP healing touch
Neutralize Poison	+1/SP to first aid check to cure poison or detoxify venom in or on subject
Obscuring Mist	Fog surrounds you, provides concealment (DC 25) for 1 turn/SP
Produce Flame	Fire damage 1D6/SP, touch or thrown.
Remove Paralysis	+1/SP to medicine check to free one or more creatures from paralysis or slow effect.
Spying	Spies on subject from a distance via Dragoon, 10ft/SP
Shadow Jaunt	+5ft/SP move by teleportation but only through shadows
Speak with Animals	+1/SP communicate check to talk with animals for 1 turn/SP
Speak with Dead	Speak with corpse. Answers one question/SP with Comm+INT check.
Speak with Plants	Talk to normal plants and plant creatures for 1 turn/SP with Comm+INT check
Summon Creature	1 HD/SP to return last banished creature or random encounter from area if more than 24 hours, lasts 1D6 turns
Summon Swarm	Summons swarm of bats, rats, or spiders for 1 turn/SP
Telepresence	Hear and see at a distance for 5ft/SP with sense check
True Seeing	Lets you see all things as they really are for 1 turn/SP
Word of Recall	Move yourself, touched objects and willing creatures by teleportation any distance, but only to your sanctuary or home, 1 object or person/SP

Creature Powers

These powers are related to the natural or supernatural abilities of Dragoons and creatures. There are three basic kinds of creature powers: skill check bonuses, abilities and attacks.

Power	Description
Acid	1D6/SP dissolve touch attack
Acute Senses	+1/SP search or listen check
Ambush	+1/SP to hit when already hiding
Blink	+5ft/SP move by teleportation
Bonus Attack	+ 1 repeat attack this turn/SP, cannot change attack type, also ends if an attack fails
Brawl	+1D6/SP damage in unarmed combat
Breath Fire	1D6/SP fire breath ranged attack (area)
Breath Water	can breath underwater 1 turn/SP
Bull Rush	+2 to hit, 1D6/SP damage, -2 AC when doing a full move through combat
Camouflage	+1/SP to hide using foliage and natural terrain to hide even when being watched
Charm Person	+1/SP beguile check, command one person (move, follow, attack, push, lift, stand) for 1 turn/SP
Clever	+1/SP Know check
Danger Sense	+1/SP detect traps or ambush check
Deceptive	+1/SP Subt check
Dodge	+1/SP to AC for SP turns
Drain	1D4/SP drains target's SP, touch attack, ignores armor
Fear	Makes one person up to 1 level or HD/SP run away for 1 turn/SP
Ferocity	fight an additional round/SP, if reduced to 0HP
Fly	+5ft/SP move through air
Frost	1D6/SP ice ranged attack (area)
Growl	+1/SP intimidate check
Harden	+1/SP to AC for SP turns
Heal	+1/SP first aid check, 1D6/SP healing touch
Hunter	+1/SP tracking or hunting check
Inner Might	+1/SP fortitude check
Invisibility	Subject is invisible for 1 turn/SP or until it attacks
Lightning Bolt	1D6/SP electrical bolts ranged attack (area)
Master Climber	+1/SP climb check
Natural Swimmer	+1/SP swim check
Pack Tactics	+1/SP to hit when in combat with master (master gains +2 combat)
Paralysis	Immobilizes 1 HD or level of enemies/SP, lasts 1 turns/SP
Quick Reflexes	+1/SP reflex check
Regenerate	+1/SP HP recovery check
Shapechange	Transforms user into a 1HD/SP creature from the local area Encounter table for 1 turn/SP (you must have encountered that creature before)
Slam	1D6/SP crush or stomp touch attack
Sleep	1D6 HD or levels of enemies/SP slumber, DC10+SP to wakeup (area)
Sneaky	+1/SP move silently check
Sonic Blast	1D6/SP sonic disruption ranged attack (area)
Spider Climb	+1/SP climb check to walk on walls or ceilings
Spray	1D6/SP water spout ranged attack (area)
Sprint	3x speed for 1 round/SP
Stinger	1D6/SP poison ranged attack, DC10+SP to resist or take SP damage/turn
Tangle	+1/SP grapple check to immobilize for 1 turn, touch attack, ignores armor
Tunnel	+3ft/SP move through soil
Venom	1D6/SP poison touch attack, DC10+SP to resist or take SP damage/turn
Web	Immobilizes 1 HD or level of enemies/SP, DC10+SP to escape (area)
[Class]	[any ability from the master's class if Dragoon or any class if creature]

Equipment

Brutes start with 1 piece of armor, 1 melee weapon, 1 ranged weapon and 1 knife or dagger.

Rascals & Burglars start with 1 ranged weapon and 1 knife or dagger.

Tinkers, Shamans & Hedge Wyzards start with 1 knife or dagger.

Everyone starts with 1 gear pack of their choice.

Melee Weapons 1D20

Bastard Sword 1D10 35GP

Battleaxe 1D8 10GP

Bowie Knife 1D6 10ft 10GP

Dagger 1D4 10ft 2GP

Flail 1D8 8GP

Great Sword 2D6 50GP

Halberd 1D10 10GP

Hatchet 1D4 20ft 6GP

Heavy Mace 1D8 12GP

Long Sword 1D8 15GP

Morningstar 1D8 8GP

Quarterstaff 1D6 -

Saber 2D4 15GP

Sap 1D6 1GP

Scythe 2D4 18GP

Short Sword 1D6 10GP

Sickle 1D6 6GP

Spear 1D8 20ft 2GP

Warhammer 1D8 12GP

Whip 1D6 1GP

Ranged Weapons 1D8

Blowgun 1D4 20ft 1GP

Crossbow 1D8 80ft 35GP

Darts 1D4 20ft 0.5GP

Hand Crossbow 1D4 30ft 100GP

Shortbow 1D6 60ft 30GP

Sling 1D4 50ft -

Throwing Knife 1D4 10ft 2GP

Throwing Stars 1D6 30ft 0.5GP

Gadget Weapons 1D4

Double-barreled Blunderbuss 3D6/barrel
20ft 1200GP

Flame Belcher 3D6 10ft 600GP needs fuel
each day

Long Blunderbuss 3D6 30ft 600GP

Short Blunderbuss 2D6 10ft 400GP

Armor 1D12

Bracers +1AC 25GP

Breastplate +5AC 200GP

Buckler +1AC 15GP

Chain Shirt +4AC 100GP

Chainmail +5AC 150GP

Helmet +1AC 15GP

Hide +3AC 15GP

Leather +2AC 10GP

Monsterhide +5AC/+2 save vs spells 600GP

Shield +1AC 9GP

Spaulder +1AC 100GP (can wear 2)

Studded Leather +3AC 25GP

Clothing 1D10

Artisan's Outfit 1GP

Cold Weather Outfit 8GP

Entertainer's Outfit 3GP

Explorer's Outfit 10GP

Noble's Outfit 75GP

Peasant's Outfit 0.25GP

Royal Outfit 200GP

Scholar's Outfit 5GP

Traveler's Outfit 1GP

Wyzard's Outfit 10GP



Gear Packs 1D6

Hunter Pack 20GP

- Backpack, Belt Pouch, Bedroll, Lantern (hooded), 10 Oil Flasks, Flint & Steel, Shovel, 2 sets of Caltrops, Signal Whistle, Waterskin, Iron Rations (4 days)

Explorer Pack 20GP

- Backpack, Belt Pouch, Bedroll, 10 Torches, 4 Oil Flasks, Flint & Steel, 10 pieces of chalk, 10" Pole, Mirror, Crowbar, Waterskin, Iron Rations (4 days)

Climber Pack 20GP

- Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, 50. Rope, Grappling Hook, Staff, Waterskin, Iron Rations (4 days)

Tool Pack 20GP

- Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, Tool Kit (choose burglar or tinker), Waterskin, Iron Rations (4 days)

Performer Pack 20GP

- Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, Musical Instrument, Waterskin, Iron Rations (4 days)

Spellcasters Pack 20GP

- Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, Staff, 10 parchments, ink, quill, 3 bottles, Waterskin, Iron Rations (4 days)

Adventuring Gear

Artisan's Tools 5GP	Flask (metal empty) 1GP	Pitcher, clay 0.25GP
Backpack (empty) 2GP	Flint and Steel 1GP	Piton 0.5GP
Barrel (empty) 2GP	Grappling Hook 1GP	Pole, 10 ft. 0.25GP
Basket (empty) 0.5GP	Hammer 0.5GP	Pot, iron 0.5GP
Bedroll 0.5GP	Healer's Kit 50GP	Pouch, belt (empty) 1GP
Bell 1GP	Hourglass 25GP	Rations, trail (per day) 0.5GP
Blanket, winter 5 sp	Ink (1 oz. Vial) 8GP	Rope, hempen (50 ft.) 1GP
Block and Tackle 5GP	Inkpen 1GP	Rope, silk (50 ft.) 10GP
Bottle, wine, glass 5GP	Jug, clay 0.5GP	Sack (empty) 0.25GP
Bucket (empty) 0.5GP	Ladder, 10 ft. 1GP	Sealing Wax 1GP
Caltrops 1GP	Lamp, common 0.5GP	Sewing Needle 0.5GP
Candles, 5 pieces 1GP	Lantern, bullseye 12GP	Signal Whistle 8 1GP
Canvas (3 sq. yd.) 0.5GP	Lantern, hooded 7GP	Signet Ring 5GP
Case, map or scroll 1GP	Lock, average 40GP	Sledge 1GP
Chain (10 ft.) 30GP	Lock, good 80GP	Soap (per lb.) 0.5GP
Chalk, 5 pieces 0.25GP	Lock, simple 20GP	Spade or Shovel 2GP
Chest (empty) 2GP	Magnifying Glass 100GP	Spellbook (blank) 15GP
Compass 10GP	Manacles 15GP	Spyglass 1,000GP
Craftsman's Tools 5GP	Mirror, small steel 10GP	Tent 10GP
Crowbar 2GP	Mug/Tankard, clay 0.25GP	Thieves' Tools 30GP
Disguise Kit 50GP	Musical Instrument 5GP	Torch 0.25GP
Firewood (per day) 0.5GP	Oil, pint flask 0.25GP	Vial, potion (empty) 1GP
Fishhook 0.5GP	Paper (sheet) 4 sp	Waterskin 1GP
Fishing net (25 sq.ft.) 4GP	Parchment (sheet) 0.25GP	Whetstone 0.25GP

Dungeoneer

This section deals with rules that are used by the Dungeoneer, who acts as game master. The goal of the Dungeoneer is to make the game as enjoyable for the players as possible while still having fun themselves.

Combat and Other Hazards

If HPs reach 0 the character, creature or Dragoon goes unconscious and can perform no actions or move. They do not continue to take damage. Any negative HP is reset to 0. Each turn roll a skill check Recover+STR bonus against DC 15 to avoid dying. If healed, before dying, to 1 HP, or more, they regain consciousness and can move or perform actions again. Dead characters must go to be judged in Hell before they return. Nobody has to be dead forever (See Hell page 18).

Initiative:

Use DEX for initiative order. Highest DEX goes first, lowest DEX goes last. Everyone can move and do one additional action each turn; move again, attack, use a skill or power, etc. The initial move can be skipped to a draw weapon or device action.

Attack Values:

Brawn Attack = Tact+STR bonus (- Armor rating*)

Target Attack = Tact+DEX bonus (- Armor rating*)

Mental Attack = Tact+INT bonus (- Armor rating*)

Influence Attack = Tact+CHA bonus (- Armor rating*)

*Spellcasting does not work as well while wearing armor. Any attack that uses spellcasting must subtract Armor rating from attack value.

Attacks Against Armor:

Armor Class (AC) = 10 + DEX bonus + Armor rating.

Touch attacks ignore armor rating.

Add attack value to a 1D20 roll. If higher than your opponent's Armor Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage. Natural 1 is a fumble, roll on the Fumble Table.

Verses Attacks:

Some kinds of attacks resolve like skills and then are opposed by saving checks.

The attacker adds attack value to a 1D20 roll. The defender adds their save check to a 1D20 roll. The winner of the contest is the one with the higher total.

Doing Damage:

Roll damage dice based on weapon or power used. Add STR bonus to melee damage, x2 for 2-handed weapons. Everyone gets one unarmed attack for 1D6 + STR bonus damage if not using weapons or powers.

Powers with area attacks can split the damage over as few or as many targets as the attacker chooses. The damage is split over all targets as evenly as possible. Each target can save independently.

Falling: 1D6 damage per 10', half damage on Reflex save check. DC=depth fallen in feet

Spikes: add +1 point to falling damage per 10' fallen, max +10

Poison: Fortitude save check to avoid or stop continuing damage.

Extreme Heat & Cold: If not wearing suitable protection, Fortitude save check once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

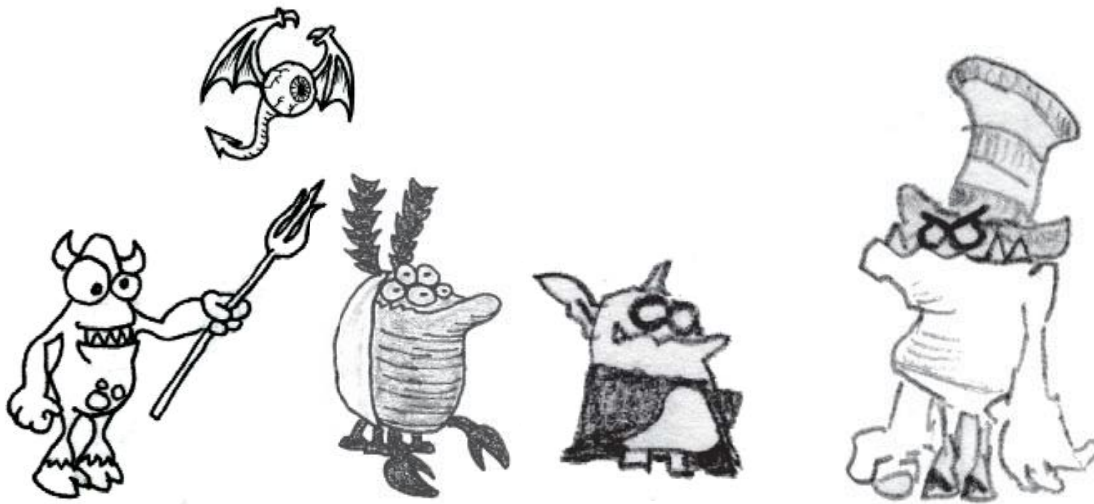
Disease: Fortitude save check to avoid or succumb to pox (-1D6 to each Stat), vampyrism, lycanthrope, shades disease, or toxic zombism

Hell ©

When a character dies they go to Hell to be judged, with full HP, SP and equipment. There are many circles of Hell – roll 3D6 and consult the chart. If you die in Hell you roll for another circle of Hell. Nobody said Hell was fun, but it is funny. Each judge is 6HD, 50HP, 50SP, and AC15 (it is just too hot to wear armor in hell all day). If they run out of HP or SP they will leave for 10 turns to recover. You earn no XP if you do not role-play the 24 hour penalty. Yes, Dragoons, constructs and the living dead can visit Hell.

Each judge can grow bored of watching you try to accomplish your escape task. Each turn they have a 10% chance to attack you in an attempt at spicing things up. They don't call it Hell for nothing.

Roll	Circle of Hell, Judge	Escape	24 hour Penalty
1	Purgatory, Peanuts Slam 18	1D6 Subt+DEX bonus checks in a row	Stinks in 30ft. Radius
2	Abyss, Smedly - Lightning Bolt 18	1D6 Surv+INT bonus checks in a row	Speaks loudly, bad vision
3	Hades, Vixen - 6D6 battle axe	1D6 Phys+STR bonus checks in a row	Gear doesn't return yet
4	Styx, Angus - Bull Russ 18	1D6 Know+INT bonus checks in a row	Gender changed
5	Inferno, Drudley - Breath Fire 18	1D6 Comm+CHA bonus checks in a row	Speaks in rhyme or song
6	Karaoke Bar, Miley - Sonic Blast 18	1D6 Reco+STR bonus checks in a row	Doesn't recognize anyone



Fumbles & Critical Hits

If a player rolls a natural 20 (the actual result on the die) on a skill or combat check the best possible result will happen. This would include maximum damage or effect on rolled dice.

There is a consequence for failure, and rolling a natural 1 on a skill check or combat check will result in disastrous results. There are four categories of fumbles – skill fumbles are just funny things that interfere with your progress, battle fumbles are the result of making mistakes during combat, magical misfires are the result of magic gone wild, and the snafu table is for gadgets and technology that goes wrong.

Roll	Skill Fumble	Battle Fumble	Magical Misfire	Gadget Snafu
1	Costs +1D6SP	Costs +1D6SP	Costs twice as much SP	Gadget needs fixing, DC 15
2	Makes incredibly loud noise	Makes incredibly loud noise	Makes incredibly loud noise	Makes incredibly loud noise
3	Floor breaks open and falls 10ft	Armor falls off	Caster shrinks to ½ size, DC20 to recover	Needs new part
4	Brass pot drops on character's head, 2D6	Drop shield	Causes caster to glow, DC20 to recover	Causes operator to glow, DC20 to recover
5	Angry Imp teleports in to fight	Drop primary weapon	Angry Imp teleports in to fight	Falls to pieces, 20 minutes to fix, DC 15 to fix
6	Blinded for 1D6 turns	Blinded for 1D6 turns	Everyone in 15ft stinks	Everyone in 15ft stinks
7	Slips and falls to ground prone, -4 AC	Slips and falls to ground prone, -4 AC	Causes casters gravity to reverse for 2 turns	Gadget will overheat and explode (6D6) if not repaired in 1D6 turns, DC 20
8	All gear falls off	Pick a random target	Pick a random target	Pick a random target
9	Drop all money	Opponent gets 1 free attack	Becomes twice as powerful, but then causes 3D6 damage	Becomes twice as powerful, but then explodes, 6D6 damage
10	Randomly pick another skill	Pants drop, can't move 2 turns	Randomly pick another spell	Becomes another gadget, DC 20 to repair
11	Drains all SP of skill user	Drains all SP of combatant	Drains all SP of caster	Drains all SP of operator
12	Works opposite of intention	Aggravates all enemies in view to target combatant	Electrocutes caster, 3D6	Electrocutes operator, 3D6
13	Works opposite of intention	Weapon is stuck in obstacle or wall, DC 15 brawn check to free	Caster catches fire, 2D6/turn, DC 10 to put out	Catches fire, 2D6/turn to continue operating, DC 10 to put out, DC 15 to repair
14	Forget how to use that skill for 1D6 turns	Weapon gets stuck in clothes or belt for 1D6 turns	Forget how to cast that spell for 1D6 turns	Blinks out of existence, returns in 1D6 turns
15	Works opposite of intention	Spun around, lose 1 turn	Sputters out, lose 1 turn	Drops to the ground, 1 turn to pickup
16	Believes the skill did work, can't be convinced it didn't by other player characters	False sense of security, -4 AC for 1D6 turns	Dragoon head appears out of portal and breathes fire toward caster 4D6 damage	Rivets, screws and bolts shoot out of it every turn doing 2D6 damage to random target until repaired DC 15
17	Start hiccups, all checks -4 until recover DC 15	Bump friend or Dragoon, causing them to be prone for 2 turns	Ultrasonic sound causes 4D6 HD or levels of creatures to sleep	Ultrasonic sound causes 4D6 HD or levels of creatures to sleep
18	Scared, run away randomly for 1D6 turns	Scared, run away randomly for 1D6 turns	Caster is scared and runs away randomly for 1D6 turns	Shoots/moves away randomly 1D6 turns, Speed 2D6 x5ft/turn
19	Works opposite of intention	Attack a friend, 1 turn	Works opposite of intention	Works opposite of intention
20	5 Angry Imps gate into fight	Attack your Dragoon, 1 turn	Explosion 6D6 damage in 15ft	Explosion 6D6 damage in 15ft, DC 20 to repair

Traps

Whether in a dungeon or in a nobleman's manor house, adventurers can be hurt, or even killed, without encountering a monster of any kind, as many places are filled with debilitating or lethal traps set to keep wayward hands off of the fantastic treasures within. Typical traps of varying Encounter Levels are summarized below.

The entries for traps include the following information:

Name of trap: Attack (damage type), Save DC, Search DC, Disable DC

- Name of the trap.
- Attack shows the traps attack bonus or type of effect.
- Damage shows the amount and type of damage the trap deals.
- Save DC lists the Phys+DEX bonus check DC needed either to avoid the trap entirely, or to take only ½ the listed damage (if this is possible).
- Search DC lists the DC for the Surv+INT bonus check necessary to find the trap without triggering it.
- Disable DC lists the DC for the Subt+DEX bonus check necessary to disarm the trap safely.

EL1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search DC 20, Disable DC 20.

Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.

Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.

EL2 Traps

Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for ½ damage; Search DC 26, Disable DC 26.

Large Net Trap: Atk +5 (—); Save DC 14 to avoid; Search DC 20, Disable DC 25.

Pit Trap: 40 ft. deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL3 Traps

Fire Trap: spell effect (1d4+3, fire); Save DC 13 for ½ damage; Search DC 27, Disable DC 27.

Pit Trap: 60 ft. deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Poisoned Arrow Trap: Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.

EL4 Traps

Lightning Bolt Trap: spell effect (5d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 60 ft. deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.

EL5 Traps

Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17.

Fireball Trap: spell effect (1d4+7, fire); Save DC 16 for ½ damage; Search DC 29, Disable DC 29.

Poisoned Wall Spikes: Atk +16 (1d8+4 plus poison, spikes); Search DC 17, Disable DC 21.

EL6 Traps

Compacting Room Trap: walls move together (12d6, crush); Search DC 20, Disable DC 22.

Lightning Bolt Trap: spell effect (10d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 100 ft. deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL7 Traps

Black Tentacles Trap: spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29.

Chain Lightning Trap: spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for ½ damage; Search DC 31, Disable DC 31.

Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18.

EL8 Traps

Destruction Trap: spell effect (death); Save DC 20 (Phys+STR bonus) for 10d6 damage; Search DC 32, Disable DC 32.

Power Word Stun Trap: spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32.

Well-camouflaged Pit Trap: 100 ft. deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18.

EL9 Traps

Dropping Ceiling: ceiling moves down (12d6, crush); Search DC 20, Disable DC 16.

Incendiary Cloud Trap: spell effect (4d6/round for 15 rounds, fire); Save DC 22 for ½ damage; Search DC 33, Disable DC 33.

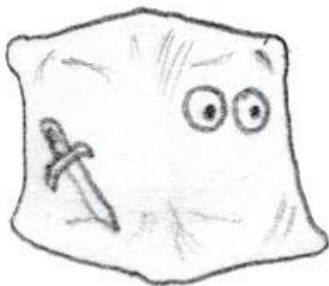
Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL10 Traps

Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20.

Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25.

Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.



Encounters

Metropolis 1D12

1 Boggart	HD 1d8 (4HP)	AC 15	Shortsword +3 (1d6) or sling +1 (1d4)
2 Brainard	HD 1d8+1 (5HP)	AC 13	Slam +2 (1d6+1) or blunderbuss +3 (1d6)
3 Bugg or Spyder	HD 1d8 (4HP)	AC 14	Bite +4 (1d4-2 plus poison)
4 Flunkey	HD 1d8+1 (5HP)	AC 16	Shortsword +3 (1d6) or light crossbow +3 (1d6)
5 Gargoyle	HD 4d8+19 (37HP)	AC 16	Claw +6 (1d4+2)
6 Gnome	HD 1d8+2 (6HP)	AC 16	Waraxe +3 (1d10+1) or shortbow +1 (1d6)
7 Grymm	HD 1d8+1 (5HP)	AC 12	Dagger +1 (1d6+1) or Magic Missile 2
8 Iron Golem	HD 14d10+30 (107HP)	AC 26	Slam +18 (2d10+9)
9 Kobold	HD 1d8+1 (5HP)	AC 15	Morningstar +2 (1d6) or javelin +3 (1d4)
10 Pixy	HD 1d8 (4HP)	AC 18	Bite +4 or Charm Person 3
11 Pooka	HD 1d8+2 (6HP)	AC 15	Frost Raygun +4 or Head Butt +1 (2D6)
12 Skitty	HD 1d8+1 (5HP)	AC 15	Bite +4 (1d4 plus disease)

Dungeons 1D20

1 Angry Imp	HD 3d8+3 (16HP)	AC 17	Morningstar +5 (1d8+2) or trident +3 (1d6+2)
2 Badger or Beavole	HD 1d8+2 (6HP)	AC 15	Claw +4 (1d2-1)
3 Brog	HD 1d8+1 (5HP)	AC 15	Bite +4 (1d4 plus disease)
4 Bugg or Spyder	HD 1d8 (4HP)	AC 14	Bite +4 (1d4-2 plus poison)
5 Dire Maggot	HD 5d10+25 (52HP)	AC 15	Bite +9 (1d6+5)
6 Earth Elemental (large)	HD 8d8+32 (68HP)	AC 18	Slam +12 (2d8+7)
7 Gargoyle	HD 4d8+19 (37HP)	AC 16	Claw +6 (1d4+2)
8 Gelatinous Cube	HD 6d8+48 (52HP)	AC 10	Swallow +6 (2d8+10)
9 Jabberwocky	HD 13d12+39 (123HP)	AC 21	Bite +20 (2d6+7), Claw +9 (1d6+6) or Breath Fire 10d10
10 Kobold	HD 1d8 (4HP)	AC 15	Spear +1 (1d6-1) or sling +3 (1d3)
11 Mup	HD 1d10 (5HP)	AC 16	Bite +7 (1d4)
12 Ogre	HD 4d8+11 (29HP)	AC 16	Greatclub +8 (2d8+7) or javelin +1 (1d8+5)
13 Skeleton Warrior	HD 1d12 (6HP)	AC 15	Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)
14 Snark	HD 3d12 (19HP)	AC 18	Talons +3 (1d6+4) or Drain +2 (2d6 Str)
15 Stone Golem	HD 14d10+30 (107HP)	AC 26	Slam +18 (2d10+9)
16 Tentacle	HD 3d8+3 (16HP)	AC 17	Crush +6 (1d3+3)
17 Troll	HD 6d8+36 (63HP)	AC 16	Claw +9 (1d6+6)
18 Vorpal Bunny	HD 2d8+4 (13HP)	AC 14	Bite +3 (1d6+1)
19 Wyrn	HD 3d10+12 (28HP)	AC 18	Bite +7 (2d6+7 plus 1d4 acid)
20 Zombie	HD 2d12+3 (16HP)	AC 11	Slam +2 (1d6+1) or club +2 (1d6+1), 20% chance to turn catch toxic zombism

Necropolis 1D10

1	Bugg or Spyder	HD 1d8 (4HP)	AC 14	Bite +4 (1d4-2 plus poison)
2	Flesh Golem	HD 14d10+30 (107HP)	AC 26	Slam +18 (2d10+9)
3	Hellhound	HD 4d8+4 (22HP)	AC 16	Bite +5 (1d8+1 plus 1d6 fire)
4	Mup	HD 1d10 (5HP)	AC 16	Bite +7 (1d4)
5	Shadow	HD 3d12 (19HP)	AC 13	Drain +3 (3d6 SP), 20% chance to catch shades disease
6	Skeleton Warrior	HD 1d12 (6HP)	AC 15	Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)
7	Troll	HD 6d8+36 (63HP)	AC 16	Claw +9 (1d6+6)
8	Vampyre	HD 6d12 (39HP)	AC 15	Claw +4 (1d4+2) or Bite +6 (next turn Drain 6) or Charm Person 6, 20% chance to catch vampirism
9	Werebeast (hybrid form)	HD 6d12+7 (46HP)	AC 16	Claw +6 (1d6+3), 20% chance to catch lycanthropy
10	Zombie	HD 2d12+3 (16HP)	AC 11	Slam +2 (1d6+1) or club +2 (1d6+1), 20% chance to turn catch toxic zombism

Wilderness 1D12

1	Badger or Beavole	HD 1d8+2 (6HP)	AC 15	Claw +4 (1d2-1)
2	Bandersnatch	HD 4d8+16 (34HP)	AC 16	Talons +6 (2d6+4)
3	Bugg or Spyder	HD 1d8 (4HP)	AC 14	Bite +4 (1d4-2 plus poison)
4	Bumble Beast	HD 1d8+1 (5HP)	AC 15	Sting +4 (1d6+4 plus poison) or Bite +4 (3D6)
5	Griffon	HD 7d10+21 (59HP)	AC 17	Bite +11 (2d6+4)
6	Hill Giant	HD 12d8+48 (102HP)	AC 20	Greatclub +16 (2d8+10) or rock +8 (2d6+7)
7	JubJub Bird	HD 5d10+25 (52HP)	AC 15	Claw +9 (1d6+5)
8	Ogre	HD 4d8+11 (29HP)	AC 16	Greatclub +8 (2d8+7) or javelin +1 (1d8+5)
9	Pixy	HD 1d8 (4HP)	AC 18	Bite +4 or Charm Person 3
10	Troll	HD 6d8+36 (63HP)	AC 16	Claw +9 (1d6+6)
11	Wolf	HD 2d8+4 (13HP)	AC 14	Bite +3 (1d6+1)
12	Wyvern	HD 7d12+14 (59HP)	AC 18	Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)



Creatures

Skills: Each creature has a bonus to each skill equal to the creature's number of Hit Dice (HD). If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open. If you need a sneaky bugbear, assign the +3 bonus to Subterfuge. If a warrior, give +3 to Tactical. For a spell-caster assign the +3 to Knowledge or Communication and also give levels of Hedge Wyzard or Shaman (see below).

Creature Advancement: To make a tougher creature, add more Hit Dice. Each additional HD adds one to the skill and combat bonuses. For each doubling of the Hit Dice, increase the die size for attacks (ie, d4->d6, d6->d8, etc).

Alternatively, for intelligent creatures, you can add class levels. Start with the base Hit Dice, and add levels of Brute, Burglar, Rascal, Tinker, Hedge Wyzard or Shaman as required.

Create your own: Assign Hit Dice (D8(5HP) for most things, D12(7HP) for Magical Beasts and Living Dead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent creature give it a +3 bonus to one skill. Other skills are just +HD. Add stat bonuses to suit. Equip and add powers as desired.

Legacy Rules

This world setting does not include these races or classes, but some Dungeoneers may wish to add them back for their own settings.

Human	-	Start with 4 powers of your choice
Dwarf	+2 STR	Start with 2 Fighter powers
Elf	+2 INT	Start with 2 Hedge Wyzard powers
Halfling	+2 DEX	Start with 2 Burglar powers
Half-orcs	+4 STR and -2 INT	Start with 2 Fighter powers
Half-elves	+1 DEX	Start with 3 powers of your choice
Lizardmen	+2 STR, +2 DEX and -2 INT	Start with 2 Brute powers
Paladins –	Spiritual Warriors with divine powers. Every 3 rd level pick from Shaman power instead of Brute power. HP dice +1D10/level. SP dice + 1D6/level.	
Rangers –	Skilled woodsmen and hunters and minor spell powers. Every 3 rd level pick from Shaman power instead of Brute power. HP dice + 1D8/level. SP dice + 1D8/level.	
Illusionists –	Spellcasters with a mastery of illusions. Use Hedge Wyzards powers. HP dice +1D6/level. SP dice +1D10/level.	
Druids –	Nature's priests and guardians of ancient secrets. Use Shaman powers. HP dice +1D6/level. SP dice +1D10/level.	
Bards –	Musical entertainers with the wisdom of wandering both near and far. Use Rascal powers. HP dice +1D8/level. SP dice + 1D8/level.	
Sorcerers –	Practitioner of the arcane arts. Use Hedge Wyzards powers. HP dice +1D6/level. SP dice + 1D10/level.	
Wizards –	Practitioner of the arcane arts. Use Hedge Wyzards powers. HP dice +1D6/level. SP dice + 1D10/level.	
Clerics –	Religious servants and casters of divine magic. Use Shaman powers. HP dice +1D6/level. SP dice + 1D10/level.	
Rogues –	Thieves and outlaws. Use Burglar powers. HP dice +1D8/level. SP dice + 1D8/level.	



Race_____ Gender_____

Height_____ Weight_____

Hair Color_____ Eye Color_____

Special Features

Flaws

AC

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[illegible][illegible]

Skills	Rank
Tactics	
Physical	
Subterfuge	
Knowledge	
Communication	
Survival	
Recover	

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newsrpg.wordpress.com

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Dragoons20
1.1 Edition

The unique fantastical world of Bantamwart is filled with wondrous magic and whimsical contraptions. It is inhabited by scallywags, scoundrels and creatures of the imagination.

Players become roguish adventurers, exploring the æyots (floating islands) with rayguns, blunderbusses and magical swords while sailing the ætheric mists in their rocket powered blunderwagens.

- ❖ Play as any of nine fantasy races
- ❖ Build your career in six roguish classes
- ❖ Encounter creatures and beasts of fairy tale imagination
- ❖ Master gadgets, powers and skills that are as personalized as your wildest dreams
- ❖ Frolic and play with the wacky game mechanics
- ❖ Surrender yourself to the chaos and enjoy the fun
- ❖ Compatible with rules and accessories you may already have

Designed and Developed by Randy Angle
www.hoppsbusch.com

ZOMBIEPOCALYPSE

by Mike Berkey (michael.berkey@gmail.com), Copyright 2008. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.microlite20.net>.

This game is based on SpyLite, although MicroModern will work just as well. For more ideas on how to tweak the system to fit that zombie movie feel, see below under “Dials”.

Dials

Default SpyLite is based on the assumption that even first level characters are awesome. Characters should be knife-fighting Nazi spies on the top of a speeding train, sniping foes while hanging upside down from a helicopter in the dead of night during the worst storm of the season...this is SpyLite's default power level...and it's not necessarily very gritty. It's great for a *Resident Evil*-type game, not so much for *Dawn of the Dead*.

This is why ZombiePocalypse has “Dials”. **Enable any or all of the following Dials to tone down the players' capabilities.** Or just use MicroModern as the base rule set instead (or do both):

Fear. Fear is the players' worst foe. In any situation where the players are suddenly confronted with zombies or the supernatural, make a **Fright Check**. Use Int or Str + Phys vs a DC equal to twice the strongest monster's hit Dice plus 10. Add +1d6 to the DC if the monster is part of a group, or +2d6 if the monster is part of a very big group.

The penalty for failing a Fright Check varies depending on how badly the roll went. Effects can range from -4 to hit and skill rolls at the low end all the way up to running away, completely melting down, or even tossing your cookies. Effects will typically last 1d6 rounds or more.

Gearless. Sometimes the players are not part of an Agency. In this scenario, they do not have gear points. Whatever gear they have is limited to what they would reasonably have on them at the start of the adventure or find during their explorations. Talents dealing with gear are not available.

Gritty. HP is calculated by rolling 1d6+Str mods per level instead of the usual MicroLite way.

Gore-Fest. Any hit that does more damage than half the target's total HP sprays everything nearby with blood, bits of bone, and internal organs. Critical hits do maximum damage PLUS the rolled amount. Any attack that does a significant amount of damage (GM's

call) may have additional game effects, such as slowing movement, skill penalties, bleeding, or occasional bouts of unconsciousness.

Unremarkable. The players do not have access to Talents and Action Points may only be used to heal.

Zombies

Zombies come in a variety of flavors. Before adding them into your adventure, you should consider their motivations: Are they after brains? Do they eat flesh? Do they exist to spread the zombie plague? Are they under the control of some agency, such as a wizard or government research agency? Or are they just freak mutants, created by a toxic waste spill?

You also need to decide how fast your zombies move. Shambling zombies are less dangerous than the running variety.

Animated Body Parts. Usually the result of a dismembered zombie refusing to die, most animated body parts have no effective attacks. The entry below is for an animated arm or hand.

Animated Parts. HD 1d6 (3 HP), AC 14, Grab +0 (Str 8) or by weapon -2 if they can hold one.

Zombie, Acid-spitters. This is a template for a zombie capable of spitting acid or poison. Simply add a ranged attack that does 2d6 acid damage. This attack counts as a “bite” attack if the zombie plague is being used (see below).

Zombie, Dog. *HD 2d12+6 (20 HP), AC 12, Bite +3 (1d6+4).*

Zombie, Giant Crocodile. *HD 7d12+49 (95 HP), AC 18, Bite +14 (1d10+10) or Tail Slap +14 (3d6+10).*

Zombie, Gooey. A less resilient version of the normal zombie, suitable for use in shambling hordes.

Zombie, Gooey. HD 1d12+1 (7 HP), AC 10, Slam +0 (1d6+1) or Grab +0 (Str 12). Grab is then followed by Bite +0 (1d6+1).

Zombie, Hulk. Unstoppable, huge and single-minded, this zombie is a tank. For larger versions, add more HD and DR. In the movies, these types of zombies tend to be the result of military experimentation and are usually heavily armed and armored.

Zombie, Hulk. HD 6d12+30 (69 HP), AC 14, Slam +11 (1d6+5) or Grab +11 (Str 20), DR 3.

Zombie, Raven. Avian scavengers feeding on the undead tend to become infected with the disease themselves.

Zombie, Raven. HD 1/4 (2 HP), AC 14, Peck or Claw +4 (1d6-4) or Flutter. If a Peck hits by more than 5 points over the target's AC, the target is blinded for 1d6 rounds. Special Attack: Flutter. Victim takes -1 to AC and to-hit while the raven is using this attack.

Zombie, Raven (Flock). Each flock consists of 2d6 ravens and will attack one target at a time. A swarm of ravens can consist of multiple flocks—in this situation, a “flock” is simply a swarm of multiple birds that attack the same target. Flocks take half-damage from non-flame based weapons and disperse when their HP are exceeded.

Zombie, Raven (Flock). HD 3d12 (19 HP), AC 16. A flock will have 1d3 birds Fluttering each round (for -1d3 to hit and AC per round while the flock is attacking) and will Peck and Claw for +6 (1d6-4) each (making two attack rolls on a given target per round).

Zombie, Regenerating. Treat as another type of zombie, but 1d6 rounds after they're put down, they regenerate and get back up. Body parts slide towards each other, wounds stitch themselves shut. Killing one of these permanently requires special measures, such as complete immolation, encasing in cement and so on.

Zombie, Standard. Your typical off-the-shelf shambling, decomposing horror.

Zombie, Standard. HD 2d12+3 (16 HP), AC 11, Slam +1 (1d6+1) or Grab +1 (Str 12). Grab is then followed by Bite +1 (1d6+1).

Zombie Plague. Not technically a monster, this is an optional effect. If your zombies spread themselves through disease, then zombie bites are toxic. Any character bitten by a zombie must pass a Str + Phys save vs DC 15+the amount of damage or they will become a zombie within 1d10 hours.

If taken below 1/4 HP or killed, this save will be at +5 difficulty and the time to become a zombie goes down to several minutes.

Zombie Hordes

Zombies make excellent candidates for the Combat Scale rules. Instead of fighting a zombie horde directly, players are encouraged to find ways to blockade the horde or split them up into more manageable groups.

Mass Grapple. A common tactic of zombie hordes is the mass grapple. Treat it as a normal grapple, except the larger group gets a bonus to hit equal to twice the difference in their Combat Scales. The larger group also gets the same bonus as a bonus to their effective strength in maintaining a grapple.

A horde cannot be grappled except by another horde.

Threat Level

Zombies, at least in most films, are an environmental hazard that the characters must navigate on their way to achieving a goal. The adventure might be about finding safety, looking for a vital object, rescuing someone...the zombies are an obstacle along the way.

Adventure locations have a Threat Level, the chance every minute during a given scene that one or more zombies are going to come bashing in the doors or crash out of a bit of scenery. It's a number out of 10 and usually doesn't go higher than 5.

Keep it low during the initial parts of the adventure—say at 0-2--and then slowly raise it as things heat up.

The players can also lower the Threat Level by doing something really cool or killing the zombies in a particularly gory or effective way. Doing stupid things (i.e. splitting up, going into the basement) raises it.

Actors

Bartender. Face-2. Str 10 (+0), Dex 10 (+0), Int 10 (+0), Cha 12 (+1). HP 7. AC 11. Club +2 (1d6) or by Shotgun +2 (2d8). Physical +2, Subterfuge +2, Communications +5, Knowledge +2, Science +2.

Cheerleader. Face-1. Str 8 (-1), Dex 12 (+1), Int 10 (+0), Cha 12 (+1). HP 3. AC 11. Punch +0 (1d4-1) or Grab +0 or by improvised melee weapon +0. Physical +1, Subterfuge +1, Communications +4, Knowledge +1, Science +1.

Farmer, Elder. Spy-4. Str 14 (+2), Dex 10 (+0), Int 12 (+1), Cha 8 (-1). HP 22. AC 12. Punch +6 (1d4+2) or Shotgun +4 (2d8). Physical +7, Subterfuge +2, Communications +2, Knowledge +2, Science +7.

Farmer, Young. Spy-1. Str 16 (+3), Dex 10 (+0), Int 10 (+0), Cha 8 (-1). HP 6. AC 10. Punch +4 (1d4+3) or Shotgun +1 (2d8). Physical +1, Subterfuge +1, Communications +4, Knowledge +1, Science +4.

Jock. Soldier-1. Str 14 (+2), Dex 10 (+0), Int 10 (+0), Cha 8 (-1). HP 6. AC 10. Punch +4 (1d4+3) or Grab +4 or by improvised melee weapon +4. Physical +4, Subterfuge +1, Communications +1, Knowledge +1, Science +1.

Kid. Level-0. Str 6 (-2), Dex 12 (+1), Int 10 (+0), Cha 12 (+1). HP 2. AC 11. Punch -2 (1d4-2) or Grab -2 or by improvised melee weapon -2. One skill at +1, all other skills at +0.

Mad Scientist. Thinker-5. Str 10 (-0), Dex 8 (-1), Int 16 (+3), Cha 10 (+0). HP 18. AC 11. Punch +5 (1d4) or Grab +5 or Syringe +5 (save vs DC 20 or be knocked out). Physical +3, Subterfuge +3, Communications +3, Knowledge +8, Science +3.

Nerd. Thinker-1. Str 8 (-1), Dex 8 (-1), Int 14 (+2), Cha 8 (-1). HP 3. AC 9. Punch +0 (1d4-1) or Grab +0. Physical +1, Subterfuge +1, Communications +1, Knowledge +4, Science +1.

Riot Police. Soldier-2. Str 14 (+2), Dex 10 (+0), Int 10 (+0), Cha 10 (+0). HP 11. AC 11 (15 with riot shield). Shotgun +3 (2d8+1) or Hand-to-Hand +5 (1d4+3). Physical +5, Subterfuge +2, Communications +2, Knowledge +2, Science +2. Has body armor (2 charges, +4 to save).

Security Guard. Soldier-1. Str 12 (+1), Dex 10 (+0), Int 10 (+0), Cha 10 (+0). HP 5. AC 10. Nightstick +3 (1d6+2) or Pistol +2 (2d6+1). Physical +4, Subterfuge +1, Communications +1, Knowledge +1, Science +1.

Standard Issue College Student. Level 0. Str 10 (+0), Dex 10 (+0), Int 10 (+0), Cha 10 (+0). HP 3. AC 10. Punch +0 (1d4) or Grab +0 or Improvised Blunt Weapon +0 (1d6). One skill at +2, all other skills at +1.

Improvised Weapons

Characters in zombie movies tend to make more use of items laying around them, partly out of necessity, and partly out of entertainment value.

Blunt improvised weapons are treated as per Spylite—if a blunt improvised weapon not specifically designed to hit things does maximum damage, it breaks.

Impaling. Sharp weapons will not usually break if used properly, but may embed themselves in their target. A DC 10 Str + Phys check is required to remove the weapon, but it does an additional half damage on the way out. It's the GM's call whether or not a given sharp weapon will act in this way and what constitutes an impaling hit.

Weapons List

Baseball/Cricket Bat, 1d8 damage.

Boat Hook, 1d8 damage.

Chainsaw, does 1d6 damage if not turned on (with a chance of breaking), but will do 2d8 damage if turned on (no chance of breaking). Chainsaws are at -4 to hit when turned on.

On a solid hit, you have the option of deliberately leaving the chainsaw in your victim, doing 1d8 damage per round. The victim can make a Str + Phys check vs the attacker's Str + Phys to throw the chainsaw off. At the GM's option, a running chainsaw may get stuck in an opponent if a high enough damage roll is made (treat as an impale).

Chair, 1d6.

Crowbar, 1d8.

Garden Gnome, 1d6.

Garden Weasel, 1d6.

Golf Club, 1d6.

Lawnmower, 1d8 if not turned on, 2d10 if turned on. -6 to hit if turned on.

Pitch Fork, 1d8. Impales if attack roll beats required number by 5 or more.

Power Drill, 1d8 damage, plus additional effects as per Chainsaw (1d4 continuing damage).

Power Saw, 2d6 damage, plus additional effects as per Chainsaw (1d6 continuing damage), -2 to hit.

Pruning Sheers, 1d6. If closed on a limb, 1d10.

Scissors, 1d6.

Shovel, 1d8.

Microlite Tri-Stat

Stats

The main stats of **Body**, **Mind**, and **Soul** remain unchanged.

Stats start at 0, and are purchased with character points. 1 rank in a stat costs 2 character points. Stats must be rated from 1 to 12, with only one Stat rated at 12 at character creation.

Derived Values

The only derived values are health and combat value.

Health: (Body + Soul) x 5

Combat Value: Average of Body, Mind, and Soul (round down)

Character Points

How many character points are available depends on the type of characters the group wants. Are they **ordinary people** (30 character points), **average adventurers** (40 character points), or **high-powered super heroes** (50 character points)? Typically, all PCs will be constructed with the same amount of points. Characters can also select up to 5 defects to gain more points in exchange for flavorful detriments (see below).

Attributes

Ranks for Attributes range from 1 to 3 in Microlite Tri-Stat. Each rank costs a number of character points as indicated in parentheses.

Background (1 point)

Effect: +1 per rank to any check related to the background. Example backgrounds are cop, soldier, test pilot, lawyer, mercenary, etc.

Companion (2 points)

Effect: 15 character points per rank to construct a loyal companion NPC. Can also take up to 5 defects.

Gear (1 point)

Effect: Grants two significant mundane items per rank.

Item of Power (2 points)

Effect: 5 character points per rank to construct a powerful device or item. May grant the item one defect per rank for additional points.

Magic/Psionics (4 points)

Effect: Make a Soul check (Magic) or Mind check (Psionics) to create a variety of supernatural effects depending on the rank.

Rank 1: Minor tricks or feats that can be accomplished with regular checks.

Rank 2: Amazing tricks or feats that would be almost impossible for normal people.

Rank 3: Powerful effects, or recreate a rank 1 attribute on command.

Organizational Ties (2 points)

Effect: Hold rank in an organization who pulls lots of sway in the campaign.

Rank 1: Low rank or minimal connections.
Rank 2: Officer rank.
Rank 3: Commanding rank, or in charge.

Special Attack (3 points*)

Effect: Able to perform a powerful attack, be it innate, from magic, or a potent weapon. Without effects, special attacks are close-range (can only hit at 0 move).

Rank 1: Damage is Combat Value x 2, with a minor effect.

Rank 2: Damage is Combat Value x 3, with 2 minor or 1 major effect.

Rank 3: Damage is Combat Value x 4, with 3 minor or 2 major effects.

Note: Minor effects include enough range to hit someone 1 move away, indirect attacks, etc.

Major effects include extreme range (line of sight as far as you can see), attacking all in range, vampiric (healed for damage dealt), etc.

* Purchasing additional versions of Special Attack cost only 1 point per rank, up to the original's rank.

Special Defense (3 points)

Effect: Powerful protection from harm, either a resistance (half damage from source) or immunity (environmental hazard). This can be tough armored hide, supernatural resilience, a magic barrier, or any other unusual defense.

Rank 1: Reduce damage by Combat Value, and gain one protection.

Rank 2: Reduce damage by Combat Value x 2, and gain two protections.

Rank 3: Reduce damage by Combat Value x 3, and gain three protections.

Special Movement (2 points)

Effect: For every rank, gain one special movement feature.

Exotic Movement: Ability to fly, run on water, burrow, travel through space, etc.

Increased Speed: When performing a Move action, you can travel +1 Move.

Initiative Bonus: React quicker. +1 bonus to Initiative rolls.

Tough (1 point)

Effect: +10 health points per rank. Items of Power add Tough bonuses to the owning character.

Skills

These do not exist in Microlite Tri-Stat, as they are replaced by the Background attribute.

Defects

Characters may be given up to 5 defects to further flesh them out. Each defect gives an additional character point to buy stats and attributes. A character can have more than 5 defects, but only the first 5 grant additional points. If appropriate, a character may take the same defect twice (i.e., a character vulnerable to both fire and holy magic would have the Achilles Heel defect twice, once for fire damage, the other for holy damage).

Achilles Heel

Effect: Character suffers double damage from a specific type of attack.

Awkward Size

Effect: Character is larger than a normal human. Large vehicles will often have this if they stand out compared to other vehicles (such as a giant robot compared to a tank).

Diminutive

Effect: Character is much smaller than a normal human, and has only half their normal health points. If they have the Tough attribute, halve the final value of their health points.

Easily Distracted

Effect: A situation, person, or substance always draws the character's attention, be it an addiction, an obsessive hobby, or a heated rivalry.

Ism

Effect: Character labors under a certain prejudice. This can be due to age (far younger or older than normal), or due to gender, race, creed, etc.

Limited Uses

Effect: One or more of the character's attributes can only be used three times before needing to be recharged, reloaded, regrown, etc.

Marked

Effect: Character has an identifying feature that can be spotted with little effort.

Requirement

Effect: One or more of the character's attributes requires an item or action to function, such as a ritual, a magic wand, approval from headquarters, etc.

Vulnerability

Effect: Character is harmed by a special situation or substance, taking 2d6 damage for each turn of exposure.

Wanted

Effect: Character is actively hunted, either by a lone, powerful enemy, or an influential organization like law enforcement or the military.

Game Mechanics

As the game progresses, the GM will request stat checks from the players, or players will make them to attempt various feats in game. These checks will test either Body, Mind, Soul, or Combat Value.

Stat Check

The basic stat check goes like this:

2d6 + Stat + Background + modifiers vs 10

If the result **exceeds 10**, the character succeeds.

A natural roll of boxcars (double sixes) is an automatic success. A natural roll of snake eyes (double ones) is an automatic failure.

Difficulty

The situation may modify a check to be easier or harder. A positive modifier means the situation is favorable, or success is all but certain, a negative means the task is complex, or many factors are working against the character.

Modifier	Difficulty
+6	Trivial
+4	Simple

+2	Easy
-2	Challenging
-4	Harrowing
-6	Nearly Impossible

Contested Check

When two characters go head to head, it looks like this:

2d6 + Stat + Background + modifiers

vs

2d6 + Stat + Background + modifiers

The highest result wins, ties usually favor the character who's on the ropes, or no one at all. As with stat checks, boxcars and snake eyes are automatic successes or failures respectively.

Combat

Fight scenes are played out in a sequence of turns. Each turn lasts as long as it takes everyone involved to take a significant action. This can be a handful of seconds in a fierce brawl, or upwards of a minute for capital starships battling in space.

Initiative: At the start of the first turn, everyone rolls 2d6 + Combat Value + Initiative bonuses. Play proceeds in the order of highest to lowest.

Attack: Attacker rolls 2d6 + Combat Value + applicable Background vs. Defender's 2d6 roll + Combat Value + applicable Background. If the attacker exceeds the defender's result, the defender is hit.

Damage: Damage with most weapons is Combat Value + gear bonus. Special Attack damage is a multiple of Combat Value. The final damage is subtracted from the defender's remaining health points. A character is taken out if their health points are reduced to 0, but are just wounded or unconscious.

Critical Hit: An attack that rolls an automatic success not only hits home, but deals double the normal damage.

Defense: If the defender has any armor, this can reduce the amount of damage sustained. Special Defense offers the best protection, but mundane armor can work in a pinch.

Dying: A character who sustains enough damage to reduce their health points to -20 has suffered a critical wound, and will die if not tended to immediately. Generally, dying characters can linger long enough to do one more simple action, such as say a few words or hand over an important item. Don't forget to give a dramatic speech before your character buys it for good!

Advancement

After a few sessions, players will likely be in the mood to improve their characters' abilities. The GM should award an additional character point every 2 to 5 sessions, depending on the pacing decided for the campaign.

Relics & Ruins

A rules light post apocalyptic RPG, based on Microlite20 and Microlite74 rules.

Sometime in the far past, civilization ended. Atomic war, natural disaster, alien invasion, no one remembers how or why now. All that is known is the once mighty Ancients are gone. Their legacy lies strewn about blasted ruins, waiting to be claimed once more. You are a child of the wasteland, born of the parch. The wasteland is yours for the shaping, the relics of yesterday yours for the taking. Mercenary, raider, thief, adventurer, relic hunter, slave, king...the future is in your hands.

Making a Character

There are three stats: Strength, Dexterity and Mind.
Roll 4d6, drop the lowest result and add together. Repeat twice more.
Assign the scores between the three stats.
Stat modifier is (Score-10)/2, round down.

Hit Points(HP): Starting hit points equal STR score + 1d6.
Each level advance increases hit points by 1d6 + STR mod. (minimum 1 HP per level).

Armor Class (AC): Armor Class is 10 + DEX mod. + armor modifier (whether from mutation, worn armor or both).

Mental Defense (MD): Mental Defense is 10 + MIND mod. + level.

Action Points (AP): Each character starts with 1 Action Point.

Skills: There are no skills in Relics & Ruins. Players are expected to think like relic hunting mutants and tell the GM what their characters do. The GM then decides whether the action is successful. If the GM decides chance is an element, he may call for a d20 test modified by an appropriate stat modifier and the character's level. If the result is equal to or greater than a Difficulty Class (DC) set by the GM, the action is successful.

Races: Humans or Mutants.

Humans: Pure un-mutated humans. They have no problems using ancient relics (i.e. everything fits the way it's supposed to). Experience base is 20.

Mutants: Can be humanoid, animal or even plant mutants. Mutants receive 4 rolls on the Mutation table, and must take 1 roll on the Defect table.
Experience base is 25.

Equipment

Encumbrance: A character may carry 12 + STR mod. items without penalty. Up to 6 items may be readily available in pouches, hanging from belts, in holsters, slung over the shoulder, etc. Everything else goes into the backpack. Several small things can be group together into a single item (10 chems, 5 grenades, etc.). A week of rations is 1 item.

Starting Gear: Characters start with a backpack, a set of leather armor, one light melee weapon, one week's rations, a waterskin and a set of basic cloths. In addition, each character selects 8 more items from the following:

Upgrade Armor (Lthr to Chain, Chain to Plate)
Upgrade Weapon (Light to Med., Med. To 2-hand)
Add'l. Light Melee Weapon
Add'l. suit of Leather Armor
Shield
Ranged Weapon
Thrown Weapon (x5)
Climbing Kit (rope, grapple, pitons)
Camping Kit (tent, bedroll, etc.)
Healer's Kit (heal 1d4 hp outside combat)
Basic Tool Kit (useful for repairs)
1 Week's Rations
Mundane Relic of choice

Currency: Most of the wasteland operates on a barter economy. There may be a few communities that use some form of currency, which most likely would be useless in other communities.

Low Tech Armor:

Leather Armor: +2 AC
Chain Armor: +3 AC
Platel Armor: +4 AC
Shield: +1 AC

Low Tech Weapons:

Light Melee Weapon: 1d6 + STR mod dmg
Medium Melee Weapon: 1d8 + STR mod dmg
2-hand Melee Weapon: 1d10 + STRX2 mod dmg
Crossbow: 1d10 dmg, requires action to reload
Simple Bow: 1d6 dmg
Small Thrown Weapon: 1d4 + STR mod dmg
Javelin: 1d6 + STR mod. Dmg

Other Low Tech Gear: Refer to any number of medieval equipment guides available.

Animals: Riding and pack animals are available: horses, mules, oxen and giant mutant animals are possible. Up to the GM to determine when and where they can be obtained, and for how much.

Experience & Advancement

Humans have an experience base of 20.
Mutants have an experience base of 25.

Characters earn experience points (XP) when the party defeats monsters, overcomes obstacles, finds or loots relics and for good role-playing. Foes provide 1 XP per hit die. Add +1 XP for each doubling of the foes. GM may add additional XP if the foe had special powers or was particularly powerful.

Characters earn 1 to 5 XP (determined by GM) for obstacles overcome by the party, such as traps or natural barriers that require special effort to pass. The GM may also award bonus XP for good role-playing. relics and treasures found or looted by the party provide 1 to 5 XP each, including broken or non-functional relics, but not relics that are traded for or given to the party. Mundane relics and low tech gear provide no XP.

Total all the XP and divide evenly amongst the entire party. If total XP received equals or exceeds experience base x current level, zero out the XP and advance character one level. For example, a human needs 20 XP to advance to level 2, 40 XP to level 3, 60 XP to level 4, etc. A mutant needs 25 XP to level 2, 50 to level 3, 75 XP to level 4.
Level advancement provides 1d6 + STR mod hit points (minimum of 1 per level).

Also, add a point to one stat of choice every third level (levels 3, 6, 9, 12, 15, etc.).

Combat

Surprise: Roll 1d6 for each party. On a roll of 1 or 2, the party is surprised and may take no actions that round.

Initiative: Roll 1d20 + DEX mod for initiative, highest result acts first. Characters may take one action each turn (attack, move, charge into melee range, activate a mutation, grab something from their backpack, use a relic, etc.).

Action Points: Player characters start with 1 Action Point. Some powerful NPCs might also have Action Points. Before rolling initiative a player may declare he is using an Action Point that round. Spending an Action Point allows the character to take an extra action that round. Action Points are gone for the duration of a battle once used, but are recovered at the end of each fight.

Attack Rolls:

Melee attack = d20 + STR mod + Level vs. AC

Ranged attack = d20 + DEX mod + Level vs. AC

Mental attack = d20 + MIND mod + Level vs. MD

Other modifiers may apply as well. If the total result equals or exceeds the target's AC/MD, the attack hits.

Modifiers:

Poor Visibility -2

Long Range -2

Weapon Power +1 to +5

Back or Flank Attack +2

Target Concealment/Cover -2

Attacker Advantage +2 (e.g. high ground)

Critical Hit: d20 rolls a natural 20. Target takes maximum possible damage (e.g. 2d4+2 results in 10 damage on a critical hit).

Critical Fumble: d20 rolls a natural 1. The attacker fumbles, trips, accidentally hits a friend, or experiences a weapon malfunction. The GM has wide latitude on the exact nature of the fumble.

Ammo: Don't bother tracking ammo for relic weapons. On a roll of 1, the weapon malfunctions. Launchers malfunction on rolls of 1 or 2.

Light Weapons and Dex: Players may choose to use their character's DEX mod when using light melee weapons, instead of STR mod.

Dual Wielding: Players may dual wield two light weapons or two relic pistols, receiving an attack roll at -2 for each weapon. Multi-arm mutants could theoretically have up to four weapons (up to GM's discretion whether to allow this).

Burst Fire: Relic guns (but not launchers or melee weapons) can conduct burst fire attacks. Apply a -4 to the attack roll. If the attack hits, double the damage result. Burst fire attacks result in a weapon malfunction on a roll of 1 or 2.

Area Effect (AoE)/Cone Effect (CoE): Make one attack roll and compare result to all targets (friend and foe) in the area of effect. Any hit take damage as usual. Misses take ½ damage.

Stun Damage: Any combination of regular and stun damage that reduces hit points to zero or less renders the character unconscious. Stun damage heals 1 HP per minute.

Pulse Damage: Pulse damage only affects robots and machines. However, if a character is hit by pulse damage, re-roll condition for any relics he's carrying. Assume that weapons and armor are hardened against or immune to pulse damage.

Sonic Damage: If attack roll misses, target still takes ½ damage.

Poison Damage: To resist poison, roll d20 + STR mod + Level vs. poison's DC. If successful, the character resists the poison's effect. Otherwise the character takes damage. DC for mutant poison attacks is 10 + Level.

Rest & Healing: At least 8 full hours of rest are required to recover lost hit points. All hit points lost from activating mutations are regained. Other damage is healed at 1 + ½ level (round down) HP per 8 hours (increase by 1 hp if someone in the party has a Healer's Kit).

Hazards

Falling: 1d6 dmg per 10' fallen. ½ damage on DEX + level save with a DC equal to number of feet fallen.

Spikes: Add +1 dmg per 10' fallen, max of +10.

Extreme Heat/Cold: STR + level save at intervals decided by GM or take 1d6 damage. DC decided by GM.

Radiation: Radiation automatically inflicts 1d6 damage at set intervals:

Cold 1d6 every hour

Warm 1d6 every turn (10 min)

Hot 1d6 every round (1 min)

Relics

Relic Condition: Whenever a relic is found or looted (even if it just dropped off an enemy) roll 1d6:

Condition	Wpns/Armor	Consumables
Broken	1	1
Malfunctioning	2-5	-
Functional	6	2-6

Whenever a character is subjected to an appropriate stress or shock (such as falling a great height, being swallowed by a giant mutant, falling into a vat of acid, etc.), roll condition for each relic on the character as if they had just found the item, as GM sees fit.

Broken: The relic is obviously beyond repair. However, it can still provide useful parts to repair a malfunctioning relic.

Malfunctioning: Indications that the relic should work (i.e. power light is flashing) but nothing happens when used. These relics can be repaired to make them functional.

Functional: Relic is functional and in good working order.

Repair: Repairing a busted relic requires another copy (kaput or busted) of the exact same relic to use as spare parts. Roll d20 + Mind mod + Level greater than or equal to 20. The duplicate relic is consumed. If a 1 is rolled, the item being repaired is kaput and cannot be repaired (though can still provide spare parts).

Modifying Relic Armor: The higher an armor's AC, the more it comports to the ideal humanoid shape. To modify armor to fit a mutant with unusual body features, roll d20 + Mind mod + Level vs. DC 20 + Armor AC. If failed, the armor becomes busted.

Random Relics:

1	Relic Armo
2-3	Relic Gun
4	Relic Launcher
5-6	Relic Melee
7	Relic Grenade
8-9	Relic Chem
10	Relic Tool

Relic Armor:

1-2	Kevlar Armor; +5 AC; 1 XP
3-4	Alloy Armor; +6 AC; 1 XP
5	Ceramic Armor; +7 AC; 2 XP
6	Composite Armor; +8 AC; 2 XP
7	Reactive Armor; +9 AC; 3 XP
8	Power Armor (+2 STR); +10 AC; 4 XP
9	Storm Armor (+4 STR); +11 AC; 5 XP
10	Crusader Armor (+6 STR); +12 AC; 6 XP

Note: Power, Storm and Crusader armor have communicators and are fully sealed against gas attacks. They use 100 year fusion batteries.

Relic Guns:

d20	Relic Gun:	Dmg	Power	X.P.
1-3	Slugthrower Pistol	2d4	+1	1
4-6	Slugthrower Rifle	3d4	+1	1
7	Sonic Pistol	2d6	+2	2
8	Sonic Rifle	3d6	+2	2
9-10	Laser Pistol	2d8	+3	3
11-12	Laser Rifle	3d8	+3	3
13	Plasma Pistol	2d10	+4	4

14	Plasma Rifle	3d10	+4	4
15	Fusion Pistol	2d12	+5	5
16	Fusion Rifle	3d12	+5	5
17	Stun Pistol	2d6	+2	2
18	Stun Rifle	3d6	+2	2
19	Pulse Pistol	3d6	+3	3
20	Pulse Rifle	4d6	+3	3

Relic Melee:

1-2 Light Relic Melee; 1d10 dmg
 3-4 Medium Relic Melee; 2d6 dmg
 5-6 Two-hand Relic Melee; 2d8 dmg

d10	Melee Type:	Dmg Bonus*	Power	X.P.
1-2	Mono-edged	+2	+1	1
3-4	Vibro	+4	+2	2
5	Laser/Energy	+6	+3	3
6	Plasma	+8	+4	4
7	Quantum	+10	+5	5
8	Pulse	+6	+3	3
9-10	Stun	+4	+2	2

*Don't forget to add STR modifier to damage rolls (x2 for two-hand melee).

Relic Grenades (roll 1d6 grenades found):

1-2	Frag Grenade (AoE 20'); 3d6 dmg; 1 XP
3	Stun Grenade (AoE 20'); 3d6 Stun; 1 XP
4-5	Smoke Grenade (AoE 20'); Poor Vis; 1 XP
6	Pulse Grenade (AoE 20'); 4d6 Pulse; 2 XP
7	Incendiary Grenade (AoE 20'); 4d6 Fire; 2 XP
8	Cyrogenic Grenade (AoE 20'); 4d6 Cold; 2 XP
9	Plasma Grenade (AoE 20'); 5d6 dmg; 3 XP
10	Fusion Charge (AoE 20'); 6d6 dmg; 3 XP

Relic Chems (duration 1 hour unless otherwise stated; all 1 XP):

1	Stimpack (instantly heals 1d6+6 hp)
2	Food Pill (d100; 1 day's ration/pill)
3	Muscle Booster (+4 STR)
4	Reflex Booster (+4 DEX)
5	Brain Booster (+4 Mind)
6	Anti-toxin (immune to poison)
7	Anti-rad (immune to radiation)
8	Reaction Inhaler (+1 Action Point)
9	Pain Suppressor (+2 AC and MD)
10	Alertness Booster (+1 Surprise, +4 Initiative)

Relic Launchers:

1-2	Flamer (CoE 20'); 2d6 dmg Fire; 2 XP
3-4	Grenade Launcher (AoE 20'); 3d6 dmg; 2 XP
5-6	Rocket Launcher (AoE 20'); 4d6 dmg; 3 XP
7	Plasma Launcher (AoE 20'); 5d6 dmg; 4 XP
8	Fusion Launcher (AoE 20'); 6d6 dmg; 5 XP

Relic Tools:

d20	Relic Tools
1	Adv. Toolkit (+2 on tests); 2 XP
2	Vidflex (1 use movie player made of flexible plastic sheet): Roll d6: 1 Action (1d3 XP), 2 Comedy (1d2 XP), 3 Romance (1 XP), 4 Instructional (1d4 XP), 5 Drama (1d2 XP), 6 Political/Propaganda (1d2-1 XP).
3	Trauma Bag (Stabilizes dying characters); 1 XP
4	4 Gravpack (allows 6 more items to be carried without penalty); 2 XP
5	Force Field Generator (creates a 20 HP force field; regenerates 1 HP/hr); 4 XP
6	Gas Mask (immunity to gas attacks while worn and properly sealed); 1 XP
7	Multivisor (Goggles w/ low-light, thermal, magnification, range finder & polarizes against bright light); 2 XP
8	Communicator (Sends and receives audio and video); 2 XP

9	Electric Torch (operates as a flashlight or a lantern); 1 XP
10	Suppressor (Repair roll to attach to slugthrower only, suppresses gunshot flash and sound); 1 XP
11	Regen Ray (Regenerates damaged tissue; heals 1d20 HP, +10 on humans; on roll of 1 the device is busted); 4 XP
12	Multiscanner (Analyzes air, water, soil & biological samples; built in geiger counter); 2 XP
13	X-Ray Visor (can see through 2-3 feet of earth/stone, 2-3 inches of metal and about ½ inch of dense metal (lead, gold, uranium); 2 XP
14	Laser Sight (repair roll to attach to relic gun; +2 on attack rolls); 1 XP
15	Electronic Scope (repair roll to attach to relic rifle; spend a round aiming for +4 on attack roll); 1 XP
16	Enviroshield (creates a force field that keeps out the elements; can take 10 HP of damage before collapsing; large enough to accommodate 6); 3 XP
17	Cloaking Field Generator (creates a light bending field that renders the user nearly invisible (-8 to-hit); field ripples when moving (-4 to-hit), more so when running (-2 to hit); cannot be used with force fields); if hit, field collapses; 5 XP
18	Jump Belt (allows jumps up to 120' horizontal or 60' vertical, ½ for Bigger mutants); 3 XP
19	Psiblocker (+2 MD); 1 XP
20	Psibooster (+2 mental attack rolls); 1 XP

Assume devices run off of 100 year fusion batteries.

Other Treasures (1 XP each):

Ancient relics aren't the only valuables to be found. Adventurers may also find objects that hold value for others and can be bartered in exchange for goods or services. Looted treasures grant 1 XP each. Following are some examples:

Cured Tobacco
 Fermented Beverages
 Hides, carapace, furs, pelts
 Large teeth or tusks
 Old books, maps and documents
 Old paintings or pictures
 Ornate rugs and tapestries
 Spices
 Holistic herbs
 Fabrics
 Tea
 Crafting materials (wood, metal ingots, etc.)
 Everyday relics
 Ancient packaged junk food (enough preservatives to keep it for centuries)
 Aphrodisiacs (which, depending on local custom and tradition, can include some pretty weird stuff)

Relic Vehicles: Relic vehicles are problematic to a campaign because once the party can fly about in a hovercar at hundreds of miles an hour, the wasteland loses a big part of its mystery and danger. Therefore, GMs are strongly discouraged from allowing party members to permanently acquire a relic vehicle. Better to use them as plot devices, a quick means to get to an exotic location, with the vehicle breaking down or returned to its owner once the adventure is complete. If the GM allows players to acquire a working relic vehicle (say, for example, in a Road Warrior-ish setting), fuel and maintenance problems should be ongoing concerns.

Mundane Relics (all 0 XP):

01-02 Holster
 03-04 Utility Belt
 05-06 Solar Calculator
 07-08 Ballpoint Pen
 09-10 Canteen
 11-12 Rifle Sling
 13-14 Bayonet (1d6 hand or 1d10 mounted)
 15-16 Flare
 17-18 Matches
 19-20 Padlock
 21-22 Handcuffs
 23-24 Tuff-E(TM) Garbage Bag

25-26 Penlight
 27-28 Survival Compass
 29-30 Old I.D. Card
 31-32 Empty Soda Bottle w/ stopper
 33-34 Sunglasses
 35-36 Bar Soap
 37-38 Locket
 39-40 Goggles
 41-42 Wall Thermometer
 42-44 Earphones
 45-46 Rubber Ball
 47-48 Action Figure
 49-50 Road Map
 51-52 Swiss Knife
 53-54 Briefcase
 55-56 Wind-up Alarm Clock
 57-58 Whistle
 59-60 Playing Cards
 61-62 Lighter
 63-64 Duffel Bag
 65-66 Combination Lock
 67-68 Sealed Bandage
 69-70 Baseball Cap
 71-72 T-Shirt (w/ logo or frivolous message)
 73-74 Stapler
 75-76 Holepuncher
 77-78 Paper Tablet
 79-80 Box of Paperclips
 81-82 Novelty Item
 83-84 Roll of Duct Tape
 85-86 10' Extension Cord
 87-88 MuseBox (TM) portable music device
 89-90 Metal Road Sign
 91-92 Metal Shopping Cart
 93-94 Plastic PVC pipe
 95-96 Datadisk
 97-98 Set of Keys
 99-00 Scissors

Ruins & The Wasteland

What the Characters Know: They know how to shoot a gun and don armor. Illiteracy is nearly universal. The common language spoken by most is a bastardized version of the Ancient's language. They generally know north, south, east and west. The Earth is flat. The Ancients lived in a golden age that was destroyed by a great cataclysm of some sort. They have little knowledge of the wasteland beyond their village.

The Wasteland: The wasteland is an uncivilized wilderness, with a few scattered villages and towns, like islands on the ocean. Not all of the wasteland is a desert. Much of it is vast untamed forest and jungle or radioactive swamp and marsh, growing over the cities and ruins of the Ancients. It teems with weird, mutated life...most of it hostile, and hungry. Traveling through the wasteland is always a risky prospect. Attacks by slavers, raiders and the voracious wildlife are quite common.

Ancient Cities: These decaying cities hold the greatest treasures of the ancients. Most are irradiated, some are inhabited and all of them are collapsing into ruin. Cities close to settlements are probably pretty well picked over. You need to venture far into the wilderness to find a city ripe for plunder. Radiation and hostiles aren't your only worries either. You never know when a crumbling floor or ceiling will collapse.

Undercity: The Ancient's cities were built upon a warren of sewers, subway lines and service tunnels. While these locations probably didn't hold many relics during the apocalypse, they have certainly become home to many creatures and peoples that do hoard these treasures.

Forgotten Facilities: Military bunkers, lost vaults, abandoned factories, remote laboratories, even old shopping centers or malls, all filled to the brim with treasure (or so the rumors say).

Old Roads: While crumbling and overgrown, many of the Ancient's roads are still traversable. Common wisdom has it that these roads usually lead to

some ruin or ancient treasure trove of relics. Of course, they also make convenient ambush sites.

Ancient Battlefields: While plant life has overgrown much of the Ancient's legacy, their ancient battlefields host no flora. Most have some background radiation and many still have functioning robots roaming about, looking for targets to engage. But for the brave (or foolhardy) they can be a rich source of relics.

Crashed Vehicles: Some of the Ancient's vehicles are large enough to serve as dungeons in their own right. Mobile battle fortresses, stranded sea- going vessels or crashed spaceships (perhaps even alien spaceships).

Communities: Small farming villages are scattered about the wasteland, most with less than two or three hundred people. There are a few larger towns as well, mostly situated on common trade routes, and well defended. Communities provide a base of operations for the party, a place to resupply and to trade off unneeded relics or goods. They're also good launching points for new adventures.

Merchant Caravans: There are a few brave souls trailblazing new trade routes between settlements. They bring hard-to-find goods with them, and even more important, information. They are under constant assault, so they frequently hire escorts for protection.

Raiders: With civilization and trade come those who find it easier to profit off the labor of others. Raiders are becoming an ever greater menace. In the wild, raiders will almost certainly attack if they outnumber the party. Communities might pay well to be rid of these pests.

Slavers: The practice of slavery is tolerated to varying degrees in the wasteland. In some places is accepted practice, in others slavers are killed on sight. Generally speaking though, most people don't like slavers...you never know when you might wind up as inventory. If encountered in the wild, slavers may be willing to trade. But, if the party appears weak, the slavers may try to subdue them to replenish stock.

Nomads: Some groups choose to wander the wilderness, hunting and gathering for sustenance, salvaging what relics they can in their travels to trade at the next settlement. Nomads are generally not immediately hostile, but life in the wastes being what it is, they will be suspicious until good intentions are proven. Other nomads may be pilgrims on their way to a holy site or searching for a promised land.

Cults: Most organized religion disappeared with the Ancients. In that vacuum, all manner of strange wasteland cults have sprung up. Some are helpful, or at least benign, but most seem to be hostile or even malevolent. Relic cults are especially common, where groups of primitives worship some ancient piece of technology. Ritual sacrifice is not unheard of with these groups.

Warlords: In some corners of the wasteland, would-be conquerors strive to create pocket empires, little kingdoms to call their own. Warlords actively seek relics and powerful recruits to help them. Many types of scum flock to their banner with the promise of loot, drink, women and power (or sometimes for the promise of a full belly). Of course, maybe someday the player's will be one of these wanna-be warlords.

Cannibalism: Considered taboo by most cultures and communities, engaged in by mostly primitive or feral peoples. However, some communities have no qualms about eating other intelligent species (which technically isn't cannibalism, to them at least).

Mutants

Any number of SRD monsters will serve quite ably as mutant creatures in a post-apocalyptic setting. You should be able to add them to your campaign with little trouble. Following are a few creations and adaptations to get you started.

Creatures add the number of hit dice as modifiers to any tests. If a creature has aptitude at a particular task, add +3. Intelligent creatures will use relics when they can get them, and probably accumulate other treasures as well.

Create Your Own: Assign a number of Hit Dice (using d8 for most, d12 for larger). Hit Dice = bonus applied to attack and test rolls. Mental Defense equals 10 + HD (or just use AC as MD). Assign one or more mutations if desired.

Clicker: HD: 3d8 (13 hp); AC 12; MD 12; mandibles (+3, 2d6); large insect that can be trained as a mount at an early age

Grabber Beast: HD: 5d8 +10 (27 hp); AC 12; MD 18; tentaclesx3 (+5, 1d8 each); immune to sonic and fire; moves slowly; hides beneath ground and waits for prey to come into range, then pulls them in with tentacles

Howler: HD 3d8+3 (18 hp); AC 15; MD 13; bite (+3, 2d4+1); Howling Chill (+3 mental attack to cause flight); tracks prey empathically over vast distances; large mutant canine

Morloks: HD 2d8 (11 hp); AC 12; MD 16; fist (+2, 1d4+1) or Empathy/Illusion (+6 vs. MD); communicate by telepathy; blindsense; pale ape-like humanoids, blind and hairless; found underground

Olek: HD: 3d8 (13 hp); AC 13; MD 16; by weapon; uses relics or low-tech gear; has four arms and two heads; may have an additional random mutation

Scaleback: HD: 6d8+12 (39 hp); AC 15; MD 16; attack by relic (+6) or sonic blast (+6, 2d4+2); telepathy, immune to sonic; mutant snake-men that like to use relic guns

Talonfiend: HD: 7d8+10 (40 hp); AC 18; MD 17; talonsx2 (+7, 2d6+6); heightened smell and hearing

Xurn: HD: 4d8+6 (20 hp); AC 16; MD 18; by relic (+6); immune to cold; intelligent insect, live in large hives; queen has twice the HD and HP; uses psionic attacks (+8, 3d8+6); they use relics when they can find them, or low tech weapons

Zoms: HD: 2d12 (13 hp); AC 12; MD 12; bite (+2, 1d6+2); immune to radiation, mental effects and poison; inflicts 1d6 radiation damage each round to anyone in melee range; feral irradiated cannibalistic humans

Machines

Note: All machines are immune to mental effects and poisons.

Android, Laborer: HD: 3d8+15 (28 hp); AC 11 + Armor; MD 10; attack by relic weapon (+4)

Android, Leader: HD: 2d8+2 (11 hp); AC 11 + Armor; MD 10; attack by relic weapon (+4)

Android, Soldier: HD: 4d8+16 (36 hp); AC 14 + Armor; MD 10; attack by relic weapon (+6)

Builderbot: HD: 10d8 (60 hp); AC 20; MD: 10; laser drill (+7, 4d6 ranged), saw arm (+7, 3d6) and grabber armsx2 (+7, 2d6); thermal vision; giant construction robot

Docbot: HD: 2d8 (10 hp); AC 12; MD 10; regen ray heals 1d20 damage (+10 on humans); if malfunctioning can reverse polarity and fire a radiation ray that does 2d8 radiation damage

Lawbot: HD: 6d8 (32 hp); AC 18; MD 10; stun pistols x2 (+6, 2d6) and stun grenade launcher (3d6 AoE); low light and thermal vision

Securitybot: HD: 20d8 (110 hp); AC: 23; MD: 10; Fusion Launcher (+13, 6d6, AoE); low light and thermal vision; 20 HP force field

Spiderbot: HD: 4d8 (17 hp); AC 15; MD: 10; laser eye beam (+4, 3d8); low light and thermal vision

Utilitybot: HD 2d8; AC 12; MD 10; mechanical claws (+2, 2d6); thermal vision; general industrial robot

Vendorbot: HD: 2d8 (12 hp); AC: 14; MD: 10; projectile merchandise (+2, 2d4 ranged); uses proximity sensors to target nearby "customers"

Warbot: HD: 80d8 (400 hp); AC: 30; MD: 10; Rocket Launcher x2 (4d6 AoE), Plasma Launcher x2 (5d6 AoE) and Fusion Launcherx1 (6d6,AoE); low light and thermal vision; 40 HP force field; uses grav suspensors to fly about raining death on all

Mutations & Defects

Mutations: Roll 4 times on the following chart. Mutations with (A) after their name must be activated. Activating a mutation costs 4 HP, which can only be recovered after at least 8 hours of rest.

Multiple rolls of the same mutation usually stack (i.e. increase damage, range, weight limits, etc.)

d10	MUTATIONS DESCRIPTION
1	Amazing Stat - +4 to one stat: 1-2 STR, 3-4 DEX, 5-6 Mind
2	Amazing Defense - +3 to: 1-3 AC, 4-6 MD
3	Tougher - +2 Hit Points per level
4	Immunity - Takes no dmg from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Rads, 6 Electricity, 7 Sonic, 8 Psionic
5	Better Senses - One sense is vastly superior 1 Sight, 2 Hearing, 3 Smell, 4 Low light (30'), 5 Thermal (30'), 6 Blindsense (30')
6	Melee Weapon - Natural melee weapon that inflicts 1d8+STR mod; alternatively, player may opt to take this as an activated touch based healing ability instead (1d8 + Mind mod)
7	Ranged Weapon (Activated) - Natural ranged attack that inflicts 1d8 dmg up to 30'; source: 1 Fire, 2 Cold, 3 Acid, 4-6 Normal physical damage
8	Psionic Attk (Activated) - Mental attack that inflicts 1d8+Mind mod up to 30'; sourc: 1 Fire vs. AC, 2 Cold vs. AC, 3 Sonic vs. AC, 4 Elec. vs. AC, 5 Psionic vs. MD, 6 Empathy (no damage, ready & manipulate emotions, 7 Telepathy (no damage, read thoughts/mental comm.), 8 Illusion (no damage, audio and visual illusions only the target can see)
9	Special Mutation - 1 Extra Arms (hold extra wpns or shields), 2 Bigger (use med. Wpns as light and 2-hnd as med.), 3 Prescient (+1 surprise, +4 initiative, 4 Aquatic (gills & webbed digits), 5 Psychic Shield (A) (entire party may use mutant's MD for defense), 6 Regeneration (heals 1 hp/minute as long as alive), 7 Faster (+1 Action Point), 8 Telekinesis (A) (lift 100 lbs +100 lbs./ Mind bonus), 9 Special Move (A) 60' (teleport, fly, jump, etc.), 10 Player's choice
10	Player's Choice - Player may choose specific mutation (i.e. Immunity to Fire)

Defects: Roll once on the following chart. If a character rolls a defect that is the exact opposite of a Mutation the character already has, then re-roll the defect. For example, you can't have both Immunity to Fire and Vulnerability to Fire, but you can have Immunity to Fire and Vulnerability to Cold. Same goes for any Mutations that grant stat and defense bonuses.

d10	DEFECT DESCRIPTION
1	Terrible Stat -4 to one stat: 1-2 STR, 3-4 DEX, 5-6 MIND
2	Poor Defense -3 to 1-3 AC, 4-6 MD
3	Weaker -1 HP per level(min 1hp/level)
4	Vulnerability - Take x2 damage from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Rads, 6 Electricity, 7 Sonic, 8 Psionic, 9 Stun, 10 Player's choice
5	Diminished Sense - One sense is much poorer: 1-2 Vision, 3-4 Hearing, 5-6 Smell, 7 Taste, 8 Touch
6	Clumsy -1 to all tests and initiative
7	Slower -1 Action Point
8	Allergic - Mutant suffers -2 on all tests when in contact with: 1 Ferrous Metal, 2 Non-ferrous Mental, 3 Plastic, 4 Sunlight, 5 Insect bites, 6 Alcohol, 7 Chems, 8 Player's choice

- 9 Special Defect - 1 Hemophilia (-1 hp/round after taking combat dmg), 2 Narcolepsy (falls asleep at very inconvenient times), 3 Phobia (intense fear of specific creature, condition or environment), 4 Poor Respiration (cumulative -1 on attack, damage and initiative rolls after 1st rnd of combat), 5 Smaller (cannot apply STR bonus to melee dmg rolls; penalties still apply); 6 Player's choice
- 10 Player's Choice - Player may choose specific Defect (i.e. Vulnerability to Sonic or -4 Mind)

Acknowledgements

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OmegaLite20

A 'lite' conversion of Jonathan Tweet's *Omega World* to Microlite20 by Ed Green

Background

While not a desolate wasteland, the future post-apocalyptic world is a dangerous and untamed wilderness. You come from a small village of a few hundred. You know the area around your village, but little of the world beyond. Your people manage to scrape out a living through meager agriculture and occasional trade with nomads. However, this is not enough of a life for you and your friends.

You've heard stories, myths and legends from the village elders of a Golden Age of the Ancients that ended centuries ago. It was a miraculous age of wonder, destroyed suddenly in horrific fire. Why it ended that way, no one now knows. But some relics yet remain from that distant age, relics of incredible power.

You know what a gun is and generally how it works, but you've never fired one before. You speak a bastardized version of the Ancient language. Other tribes speak their own dialects, but are close enough to your own that you can usually understand them. Reading and writing is currently beyond your ability, but you've heard there are some out there who understand the writings of the Ancients.

Creating Your Explorer

1) Generate stat scores by rolling 4d6, dropping the lowest die and summing the remaining three. Assign to one stat of your choice. Repeat twice more.

The three stats are Strength (STR), Dexterity (DEX) and Mind.

Stat modifier = (STAT-10)/2, round down.

2) Pick a starting race: Pure Human or Mutant.

Pure Humans represent the ideal, unmutated form, and mutants often revere them (or so the pure strains believe). Humans start with two primary skills (see below). They also have an easier time using relics and interacting with ancient technology, such as robots and computers.

Mutants come in various forms: humanoid, insect, reptile, mammal, even plants. All mutants start with +4 in either STR or DEX (player's choice) and -2 in Mind. Further, roll mutations and defects (see Mutations below).

3) Select one primary skill. This skill starts at +3. All other skills start at +1. Your primary skill increases +1 each level. Other skills increase +1 every even numbered level (i.e. 2, 4, 6, etc.).

The skills are:

Physical – Climbing, swimming, smashing stuff, etc.

Subterfuge – Sneaking, hiding, picking locks or pockets, etc.

Knowledge – Area knowledge, history, book learning, etc.

Communication – Negotiation, diplomacy, lying, inspiring, etc.

Survival – Land navigation, tracking, hunting, dowsing, etc.

Tech – Using, repairing and modifying ancient relics

4) There is no currency in the wasteland, so characters start with no money. Instead, select up to 8 items from the following, plus roll 1 random special item (pure humans get 2 random special items):

Standard Gear:

Good Light Melee Weapon

Upgrade Melee Weapon 1 step

Good Thrown Weapon x5

Good Crossbow (w/ 20 quarrels)

Set of Leather Armor

Upgrade Leather Armor to Half-metal Armor

Upgrade Half-metal Armor to Metal Armor

Shield

50 additional quarrels for crossbow

Camping Gear

1 Week Provisions

Tool kit (tools for the Tech skill)

Climbing Gear

Healing Kit (can be used to bind 1d6 HP after each fight)

Special Items:

01-25 = Hybrid Weapon of choice (x5 if Thrown Weapon)

26-45 = Hybrid Armor

46-65 = Trade Goods (equal to a hybrid weapon or mount)

66-80 = Riding Mount (a Hopper or giant beetle)

81-85 = Battle Mount (a Podog or giant lizard)

86-00 = Random working relic

Wpn Type	Good	Hybrid
Light Melee ¹	1d6	1d8
Medium Melee ¹	1d8	1d10
2-Hand Melee ¹	1d10	2d6
Giant Melee ²	2d6	2d8
Crossbow ³	1d8	1d10
Thrown ¹	1d4	1d6

¹ Add STR stat bonus to damage

² Can only be used by large sized creatures; double STR damage modifier

³ Requires 1 round to reload.

Armor Type

Leather or Hide Armor
 Half-metal Armor
 Metal Armor
 Hybrid Armor
 Shield

AC Bonus

+2
 +3
 +4
 +5
 +1

Mutations

If you choose to play a mutant, roll mutations and defects on the charts below.

You may continue to roll for mutations until you decide to stop or until the cumulative total value of mutations rolled equals or exceeds 10 points.

You must roll for Defects until the total value of your defects equals or exceeds the total value of your mutations.

Note that mutations generally stack, subject to GM discretion. Stat bonuses that apply to damage or healing powers do not stack (for example, STR bonus for Claws)

Some mutations must be activated to use; these are noted with an (A). Activated mutations drain hit points equal to the mutation's total value (including stacking). For example, a mutation with a total value of 8 would drain 8 hit points each time it is activated. These hit points do not heal normally, being fully recovered after 8 hours of uninterrupted rest.

Unless otherwise stated, mutations with duration effects last until the end of the encounter, subject to GM discretion.

d%	Mutation	Summary	Value
01	Amazing Fortitude	+10 on Fortitude saves	1
02	Amazing Reflex	+10 on Reflex saves	1
03	Amazing Will	+5 Mental Defense	1
04	Blindsense	Pinpoint (but can't "see") creatures within 30'	1
05	Chameleon Skin	+10 Subterfuge for hiding and sneaking (when naked)	1
06	Climbing Hooks	10 foot climbing speed	1
07	Double Healing	X2 healing rate	1
08	Fleet Feet	+10 foot base speed	1
09	Immunity Poison	Immune to poison	1
10	Immunity Psychic	Immune to psychic effects and mental attacks (good and bad)	1
11	Keen Ears	+10 to any test involving hearing	1
12	Keen Eyes	+10 to any test involving sight	1
13	Keen Nose	Can track by smell (+20 on tests)	1
14	Low-light Vision	Low-light vision	1
15	Padded Feet	+10 Subterfuge for sneaking	1
16	Resist Radiation	Negate 12 radiation damage per day	1
17	Swimmer	5 foot swim speed	1
18	Prehensile Tail	+5 Physical for climbing; can hold simple implements, such as a torch; cannot attack	1
19	Tentacles/Vines	1d6 tentacles; +1 each to Physical and to grapple attacks	1
20	Tremorsense	Sense movement through solid objects (ground, walls), 30 feet	1
21	Uncanny Dodge	Double DEX bonus to AC	2
22	Blindsight	Can "see" up to 10 feet, even if blinded	2
23-24	Claws	Natural melee weapon, 1d8 damage	2
25	Darkvision	Up to 60 feet	2
26	Dual Brain	+2 Mind, +2 Mental Defense	2
27	Empathy	Sense emotional states (but not thoughts) up to 30 feet	2
28-29	Fur	+2 AC; reduces cold damage by 5 per attack	2
30-31	Horns	Inflicts 2d4 damage; double damage on a charge	2
32	Leech Damage (A)	Touch target, heal 1d10 damage and take damage to your HP	2

33	Overpowering Stench	All creatures within 5' radius suffer -2 on attacks and skill checks	2
34	Quills/Thorns	On a successful grapple attack inflict 1d6 damage	2
35	Spring Legs (A)	+10 foot base speed; +30 jump	2
36-37	Tougher	+4 HP/Level	2
38	Acidic Bite	Bite attack for 1d6 damage, plus 1d6 additional acid damage	3
39	Carapace	+6 AC; -2 DEX	3
40-41	Haste Self (A)	+30 foot base speed; +2 AC; +2 initiative; +2 melee attack rating	3
42-43	Heightened Mind	+10 Mind	3
44-45	Pincers	2 pincers, 1d6 damage, if both hit same target, rend for 2d6 more	3
46-47	Regeneration	At start of mutant's turn, mutant heals 2 damage	3
48-49	Scales	+3 AC	3
50	Shaper (A)	Shape change for 10 minutes; does not affect gear; does not change stats, AC or HP	3
51	Telepathy (A)	Read/speak other's minds up to 60'; mental attack required against unwilling subjects	3
52-53	Force Field (A)	Force field adds +3 AC while active; lasts for duration of combat	3
54-55	Light Warp (A)	+20 Subterfuge for hiding and sneaking for 10 minutes	4
56-57	Lightning Touch (A)	Touch attack for 2d6 + Mind bonus electrical damage	4
58	Psychic Double (A)	You're comatose, your double is incorporeal "ghost" for 10 minutes; can use psychic abilities and interact with other incorporeal entities	4
59-60	Psychic Healing (A)	Touch to heal others for 2d6 + Mind bonus damage	4
61-62	Rage (A)	+10 STR; -5 AC for duration of fight	4
63	Dimension Slip (A)	Go ethereal for 10 minutes; can cancel at will	5
64	Extra Arm	One extra one-hand attack or shield	5
65	Levitate Self (A)	Unencumbered mutant can levitate self slowly up and down for 10 minutes	5
66-67	Poison Bite (A)	Bite attack for 1d6 damage plus save vs. DC 15 or paralyzed for duration of fight	5
68-69	Telekinesis (A)	Slowly move Mind x 25 lbs; mental attack required against unwilling targets	5
70	Time Slip (A)	Mutant disappears for 5 rounds, then reappears with an exact duplicate for 5 rounds	5
71	Wings (A)	Mutant can fly at base speed for 1 minute/hour	5
72-73	Brain Bite (A)	Mental attack; inflicts 2d4 + Mind bonus damage; range 30 feet	6
74-75	Cryogenesis (A)	Mental attack; inflicts 1d6 + Mind bonus damage; Fort save vs. DC 18 or frozen; 30 ft.	6
76	Displacement (A)	If physical attack dice roll against this mutant is odd, the attack misses	6
77	Exoskeleton	+5 AC	6
78-79	Heightened Dexterity	+10 Dexterity	6
80-81	Heightened Strength	+10 Strength	6
82	Life Leech (A)	Area mental attack; deal 1d6 + Mind bonus damage to all within 30 ft.; gain that amount as temporary HP for duration of fight	7
83-84	Bigger	Large size; +8 STR, -2 DEX; +10 foot base speed; melee weapons shift down one size	7
85-86	Energy Drain (A)	Mental touch attack to drain 1 Level/HD from target; +10 temporary HP	7
87	Leech Strength (A)	Area mental attack; leech 1d4 STR from all within 30 ft; add to your STR for combat	7
88-89	Extra Arms	1 extra two-hand attack or 1 extra 1-hand attack + shield	8
90	Light Slip (A)	Invisible for 10 minutes or until concentration is broken	8
91-92	Sonic Blast (A)	30 foot cone; inflicts 2d6 + Mind bonus sonic damage; no attack roll or save	8
93-00	Players Choice	Player's choice of mutation—WOO HOO!!!	-

d%	Defect	Summary	Value
1-4	Distinctive Odor	Mutant can be identified by smell alone; those with Keen Nose can track the mutant from twice as far away	1
5-8	Poor Respiratory System	Mutant becomes fatigued after 5 rounds of combat (-4 on attacks, initiative & skills); requires 1 hour of rest to recover	2
9-12	Slow	-5 ft. base speed	2
13	Sensitivity to Acid	Double damage from acid	2
14	Sensitivity to Cold	Double damage from cold	2
15	Sensitivity to Electricity	Double damage from electricity	2
16	Sensitivity to Fire	Double damage from fire	2
17	Sensitivity to Poison	Double damage from poison	2
18	Sensitivity to Radiation	Double damage from radiation	2
19	Sensitivity to Sonics	Double damage from sonics	2
20-25	Reduced Mind	-5 Mind	3
26-29	Heightened Metabolism	-5 save versus poison/disease; consumes twice as much water, food & oxygen	3
30-33	Stiff Motion	Always misses the first round of combat	3
34-35	Terrible Fortitude	-10 on Fortitude saving throws	3
36-37	Terrible Reflex	-10 on Reflex saving throws	3
38-39	Terrible Will	-5 Mental Defense	3
40-43	Real Slow	-10 ft. base speed	4
44-46	Poor Dual Brain	Defective second brain; -2 initiative; -2 Mental Defense	4
47-49	Frenzy	When reduced to ½ hit points, mutant goes into a frenzy, attacking randomly	6
50-53	Fits	Mutant is overcome with involuntary fits; -2 on attack rolls, skill checks and initiative	7
54-57	Smaller	Small size; -4 STR, +2 DEX; -10 ft. base speed; melee weapons shift up one size	7
58-63	Reduced Strength	-5 Strength	7
64-67	Partial Action Only	Mutant may only make one attack each combat round	8
68-70	Weapon Incompetent	Mutant doesn't 'grok' weapons; -4 attack with non-natural weapons	8
71-76	Reduced Dexterity	-5 Dexterity	8
77-80	Fear Response	When fight is going against the party, or fighting opponents who appear tough, make a moral check or flee	9
81-83	Bleeder	All attacks that hit inflict +1 damage per die	9
84-87	Crude Hands	-4 with all hand-held items (i.e. weapons) or fine manipulation (i.e. relic repair)	10
88-90	Fragile	Double damage from kinetic weapons (not energy weapons)	10
91-92	Terrible Vision	Mutant can only see blurry shapes and outlines; -8 on attacks beyond 30 feet	12
93-94	No Arms	Mutant has no, or atrophied, arms; physical tests that normally require use of arms are at -4; can manipulate tools (but not weapons) with feet at -4	20
95-00	Player's Choice	Pick one defect of your choice. Knock yourself out!	-

Combat

Armor Class (AC) = 10 + DEX modifier + Armor bonus

Mental Defense (MD) = 10 + Mind/2 (round down) (10+HD for monsters, plus any bonus for mutations; robots immune)

Hit Points (HP) = (STR + 1d6/level) x2

Ranged Attack Bonus = DEX modifier + Level

Melee Attack Bonus = STR modifier + Level

Mental Attack Bonus = Mind modifier + Level

1.) Initiative: Roll 1d20 + DEX modifier to determine initiative order, starting with highest result. Everyone can do one thing each turn: move, attack, activate a mutation, use a relic, etc.

2) Attack Roll: Roll 1d20 + Attack Bonus \geq target's AC; if successful, roll damage. Use MD for mental attacks.

An attack roll of '20' is a critical hit, inflicting maximum damage.

Creatures and NPCs reduced to 0 HP are dead or unconscious, at the GM's discretion. PC's reduced to 0 HP are unconscious, near death. Additional damage reduces STR directly. When STR is reduced to 0, the PC dies.

PCs may bind wounds for 1d6 HP after each battle so long as a healing kit is available. If a medkit is available, binding heals 2d6 HP. Characters naturally heal Levelx2 HP per day of rest.

3) Multiple Attacks: If the total attack bonus is 6 or higher, a second attack may be made at -5. If total attack bonus is 11 or higher, a third attack may be made at -10.

4) Dual Wield: Light melee weapons and pistols may be dual wielded. This allows one additional attack with the off-hand weapon at -2.

5) Area Attacks: Weapons with area attacks make a single attack roll against the AC of everyone within the area effect (including friends). If the attack roll exceeds AC, they take regular damage; if under AC they take $\frac{1}{2}$ damage.

6) Stun Damage: Stun damage cannot kill and heals completely after a couple hours rest. A character reduced to 0 or fewer hit points by stun damage is unconscious for 1 minute for each point below 0 (minimum of 1 minute).

7) Power Cells: Most relic weapons use general purpose universal power cells. When the attack roll comes up '1', the power cell is drained (the attack does not go off) and must be replaced. Replacing a power cell requires one combat round.

Hazards

Fortitude Save = STR modifier + Physical

Reflex Save = DEX modifier + Physical

1) Falling: 1d6 per 10' fallen; Reflex save vs. DC equal to feet fallen for $\frac{1}{2}$ damage; if spikes or hard debris is present, add +1 per 10' fallen (max +10 damage).

2) Poison: Fortitude save to avoid or half affect, depending on type of poison; DC depends on type of poison.

Poison Type	DC	Notes
Weak	10	1d6 STR; save for $\frac{1}{2}$
Moderate	15	1d8 STR; save for $\frac{1}{2}$
Strong	20	1d10 STR; save for $\frac{1}{2}$
Lethal	10+HD	Save or die
Paralytic	10+HD	Save or paralyzed 1 hour

3) Extreme Heat/Cold: If lacking suitable protection make a Fortitude save vs. DC 15 (+1 for each previous check) every 10 minutes or take 1d6 STR damage.

4) Radiation: Treat as extreme Heat/Cold, but with different intervals depending on radiation intensity:

Low Intensity = Check every hour

Medium Intensity = Check every 10 minutes

High Intensity = Check every minute

If the save roll comes up '1' the character has mutated; roll d100:

01-30 = Random mutation

31-90 = Random defect

91-00 = Resist radiation mutation

Level Advancement

OmegaLite20 uses the free-form experience system.

Characters gain experience not from killing things and taking their stuff, but from exploring and adventuring.

At the end of each session, the GM assigns experience to the entire party based on how the players interacted with the world, NPCs, creatures, hazards, etc. Everyone in the party gets the same amount of experience.

Nothing Happened: If the party stayed in town or hid in a cave the entire session they get 0 XP; nothing ventured, nothing gained.

Weaksauce Adventuring: The party poked around a bit, hid from everything, avoided most encounters, they get 5 XP for the session.

Standard Adventuring: The party explored, fought things, messed with relics, made contact with villagers (non-violent or otherwise) and generally caused trouble, they get 20 XP for the session.

Epic Adventuring: If the party took on a deathbot and engaged in a spectacular battle that resulted in much destruction, bloodshed and death, they get 50 XP for the session.

Note, PCs gain experience so long as they adventure, regardless of whether or not they 'succeed'.

Advancing a level requires Level x 20 XP. After advancing, reset XP to 0 (GM's discretion whether excess XP is saved or lost). For example, advancing from level 1 to level 2 requires 20 XP; from level 2 to level 3 requires 40 XP; from level 3 to level 4 requires 60 XP, and so on.

Each level advanced adds:

- +1d6x2 hit points
- +1 to all attack rolls
- +1 to primary skills
- +1 to secondary skills every even level (2, 4, 6, etc.)
- +1 to STR, DEX or Mind every third level (3, 6, 9, 12, etc.)

Relics & Technology

1) **Condition:** When a relic is found, roll 1d6 to determine its condition:

- | | |
|-----|-----------------------------|
| 1 | Working and powered |
| 2 | Working but out of power |
| 3-5 | Broken, but can be repaired |
| 6 | Broken beyond repair |

2) **Repair:** Repairing a broken relic requires a Mind + Tech test vs. DC 20 to get the relic in working condition. A tool kit or proper facilities are required to make a repair check. If the repair attempt fails, that character must gain a level before they can try to repair that relic again. If the repair roll is a '1', the relic is permanently broken.

3) **Using Relics:** It was a user-friendly future. Most relics were designed to be as intuitive and easy to use as possible (maybe this is why the Ancients blew themselves up so easily). Generally speaking, characters should be able to figure out how to use most relics with minimal fuss. For particularly complicated devices (such as reprogramming a computer), the GM should require an appropriate Tech skill check (DC 20 is a good start).

4) **Breaking Relics:** Whenever a character is subjected to a significant shock or stress, such as falling off a cliff or being swallowed by a giant mutant, re-roll the condition for each of his/her relics.

5) **Reprogramming Robots:** Robots may be reprogrammed to follow a character's orders. Doing so requires a Mind + Tech check vs. DC 20 + robot's HD. Also, the character must have an appropriate opportunity to reprogram the robot (i.e. it isn't currently attacking them) and a tool kit.

Random Relics

d%	Random Relic
01-20	Munitions
21-30	Relic Armor
31-40	Relic Gun
41-60	Grenades
61-70	Relic Melee Weapon
71-90	Drugs
91-00	Tools

Munitions

d%	Munitions
01-80	Power Cells (1d10 cells)
81-95	Flamer Fuel (1d4 canisters)
96-00	Mini Missile (1d3 missiles)

Flamer Fuel: Small metal canisters of flammable liquid used in flamers. A full tank is good for 6 shots.

Mini Missile: A self-contained single-shot fire-and-forget self-guiding disposable missile launcher (no scatter); 500 foot range; 10d6 damage; 50' blast radius.

Armor

d%	Armor	Armor Bonus
01-10	Combat Shield	+3
11-30	Flex Armor	+6
31-50	Sheath Armor	+7
51-60	Ceramic Armor	+8
61-70	Shell Armor	+9
71-80	Powered Armor	+10
81-90	Class I Force Field	+1
91-95	Class II Force Field	+2
96-00	Class III Force Field	+3

Combat Shield: Light sturdy shield made of advanced plastic, with a clear screen to see through.

Force Field: A belt mounted unit that covers the wearer in a reactive force field, providing from +1 to +3 AC bonus in addition to other armor worn. Runs for 1 hour on a standard power cell. Pulse and Torc weapons knock the field down immediately, draining the power cell, requiring several minutes to reset. Multiple force fields negate one another.

Powered Armor: Like Shell armor, but with mechanical servos that provide STR 20 and base movement speed 40'. Also comes equipped with internal communicator and low-light vision. It Runs off of an internal fusion power plant, good for years of continuous operation.

Shell Armor: Air tight armor with air filtration, providing immunity to airborne toxins and diseases.

Modifying Armor: Many mutants will not be able to wear standard relic armor (specifically *Bigger, Smaller, Wings, Extra Arm/Arms, Exoskeleton*, and *Carapace*, though possibly others such as *Quills/Thorns* and *Tentacles/Vines* at the GM's discretion). The armor must be modified to fit these mutants.

Modifying armor is a Mind + Tech check with a DC equal to 20 + Armor Bonus. Force fields do not have to be modified, they'll fit anyone. If the roll comes up '1', the armor has been ruined and cannot be salvaged. A tool kit is required.

Tools

d%	Tool	Notes
01-10	Anti-grav sled	Carries up to 20 tons
11-15	Command Ring	Bypasses robots and security
16-30	Communicators	Transmit sound, text & images; x2
31-35	Adv. Toolkit	+2 on Tech related checks
36-45	Goggles	Various modes of enhanced vision
46-50	Regen Ray	Regenerates 2d6 damage
51-60	Analyzer	Requires Tech skill to use
61-70	Solar Recharger	Recharges 1 power cell/day
71-75	Sonic Imager	See below
76-80	Life Ray	See below
81-90	Tractor Wand	Tractor beam w/ 20 STR, 30' rng
91-00	Medkit	Binds for 2d6 damage

Advanced Toolkit: An advanced form of techkit. Provides a +2 bonus to any Tech skill check that requires the use of a tool kit.

Analyzer: Requires Tech skill of 4 or higher to interpret results. Analyzes air, water, soil and biological samples, as well as illness, injury & radiation levels. 1 foot range.

Anti-grav sled: 10'x5' sled that floats 5' off the ground; carries 20 tons; must be pushed or pulled to move.

Command Ring: A ring containing security codes and a micro-transmitter, used to bypass military/security robots and security systems. A Mind + Comm test is required vs. an appropriate DC (15 for low sec, 25 for high sec); pure humans receive +2 to the test. Note, command rings do not work on Deathbots...they take orders from no one.

Communicators: Transmits and receives sound, text and images up to several miles. Usually come in pairs.

Goggles: Low-light vision, darkvision to 60', flash protection and tinting, short range magnification and long range telescopic vision.

Life Ray: A miraculous pistol-like device that can sometimes restore the dead to life. It has a base chance of 50% to restore someone to life, provided they've been dead no more than 24 hours. If the body has not taken extensive physical damage (such as death from poisoning or asphyxiation), the

chance is 75%. If death was messy (such as a flamethrower or grenade), the chance is only 25%. If there's nothing left to be brought back (i.e. blown to bits or disintegrated), the chance is 0%. Each use drains a power cell.

Medkit: Can bind wounds after each combat for 2d6 damage. On a roll of 2 or 12 (double '1's or double '6's), the medkit runs out of supplies.

Regen Ray: Another miraculous pistol shaped device, similar to a Life Ray, which regenerates damaged cells, with a range of 10 feet. Each use heals 2d6 damage, regrowing lost body parts, setting broken bones and repairing radiation damage. Whenever double 1's or 6's are rolled the power cell has been depleted and must be replaced.

Sonic Imager: 1'x1' tile, slightly flexible, that displays the internal structure of objects. Can display a rough outline of rooms through walls or the inner workings of machines.

Tractor Wand: A tractor beam that lifts and moves objects, with a base STR of 20 and a range of 30'. Reflex save (DC 20) to avoid the initial grab; after that it's strength against strength.

Relic Guns

d%	Gun	Damage	Range	Notes
01-10	Blaster Pistol	4d6	30'	
11-20	Blaster Rifle	6d6	60'	
21-30	Auto Pistol	2d6	30'	
31-40	Assault Rifle	3d6	60'	
41-50	Laser Pistol	3d6	60'	
51-60	Laser Rifle	4d6	120'	
61-65	Flamer	4d6	30' Cone	If attack roll \geq AC, normal damage; if attack roll $<$ AC, $\frac{1}{2}$ damage; 6 shots
66-70	Sonic Pistol	2d6	30' Cone	Sonic damage; hits automatically (roll to see if power cell dies)
71-75	Sonic Rifle	3d6	30' Cone	Sonic damage; hits automatically (roll to see if power cell dies)
76-80	Stun Pistol	3d6	30'	Stun damage; negated by force fields; no effect on robots or plants
81-85	Stun Rifle	4d6	60'	Stun damage; negated by force fields; no effect on robots or plants
86-88	Black Ray Pistol	4d6	30'	Negated by force fields; Fortitude save DC 18 or die
89-91	Black Ray Rifle	6d6	60'	Negated by force fields; Fortitude save DC 22 or die
92-94	Torc Rifle	3d6	60'	Negated by force fields; Fortitude save DC 16 or be disintegrated
95-97	Pulse Pistol	4d6	30'	Only effects robots and machines; causes force fields to collapse
98-00	Pulse Rifle	6d6	60'	Only effects robots and machines; causes force fields to collapse

Grenades

d%	Grenades (#)	Damage	Radius	Notes
01-40	Frag (1d8)	4d6	30'	
41-70	Blaster (1d4)	6d6	20'	
71-80	Stun (1d6)	3d6	20'	Stun damage; blocked by force fields; no effect on robots or plants
81-90	Pulse (1d4)	6d6	20'	Only effects robots and machines; causes force fields to collapse
91-95	Black Blast (1d3)	4d6	10'	Negated by force fields; Fortitude save DC 18 or die
96-00	Torc (1d3)	3d6	10'	Negated by force fields; Fortitude save DC 16 or be disintegrated

Relic Melee Weapon

d%	Melee Weapon	Damage	Notes
01-40	Vibro blade	3d6	Medium melee; a force field shaped like sword; blocked by force fields
41-70	Energy Mace	4d6	Two-hand melee
71-90	Stun Whip	2d6	Stun damage; negated by force fields; no effect on robots or plants; medium melee
91-00	Laser Sword	3d6	Light melee; you don't have to call it a 'laser sword' ;)

Drugs

d%	Drugs (doses)	Notes
01-30	Stimpack (1d6)	Heals 3d6 damage (not disintegration or drain from using mutations)
31-40	Alertness Booster (1d6)	+5 initiative, spot, listen, search
41-50	Anti-Rad Serum (1d4)	Cures 5 radiation damage per use; +10 save vs. radiation if taken before exposure
51-60	Anti-toxin (1d12)	+10 save vs. poison; if already poisoned, allows another immediate save at +10
61-70	Haste Inhaler (1d4)	Grants +1 attack, +2 AC, +5 initiative and doubles base speed; lasts 1 minute
71-75	Muscle Booster (1d6)	+4 Strength for 1 hour
76-80	Brain Booster (1d6)	+4 Mind for 1 hour
81-90	Restoration Fluid (1d10)	Each dose heals 1d6 ability damage
91-95	Immune Booster (1d8)	+10 save vs. disease; if already diseased, allows another immediate save at +10
96-00	Sustenance Pill (d100)	1 day's nutrition in a pill

Monsters

Any number of monsters from D&D, such as giant animals and insects, readily serve as Omega monsters as well. You can use some of them, such as many of the humanoids, as stock races to which you can add mutations and defects. What follows are monsters unique to Omega.

1) Skills: All creatures have a skill bonus equal to their Hit Dice. If the creature is intelligent, add +3 to one skill. These may be modified by the GM as logic dictates.

2) Create Your Own: Assign Hit Dice (d8 for most things, d12 for large creatures). Attack bonus and skill level equals the number of Hit Dice. Add +3 to one skill if intelligent; add stat bonuses to suit.

Monster	Hit Dice	A.C.	Attack/Notes
Android, Thinker	2d8+2 (11 hp)	15	Vibroblade +2 (3d6+1) or Blaster Pistol +2 (4d6); +3 Tech
Android, Warrior	4d8+16 (34 hp)	19	Vibroblade +7 (3d6+6) or Blaster Rifle +2 (6d6); +3 Subterfuge
Android, Worker	3d8+15 (28 hp)	15	Knife +6 (1d6+4) or Laser Pistol +3 (3d6); +3 Physical
Ark	4d8+12 (30 hp)	16	Large club +4 (1d10+4); Leech Life; Telekinesis; Control Weather
Badder	2d8+6 (15 hp)	19	Claws +6 (1d4+3) or Crossbow +5 (1d8)
Blaash	2d8+2 (11 hp)	13	Radiation hazard, check every round; immune to radiation
Hisser	6d8+12 (39 hp)	15	Bite +9 (2d4+6); Sonic Blast (2d6+2); telepathy; immune to sonic & lasers
Hoop	3d8+3 (16 hp)	13	Sword +3 (1d8+1); Crossbow +3 (1d8); touch transforms metal to rubber
Hopper	3d8+9 (20 hp)	11	Kick +6 (1d6+4); can carry a human rider; STR +Phys DC 15 to stay on
Latterbug	7d8+56 (87 hp)	17	Bite +10 (1d8+9); sensitive to cold (x2 dmg); haste self (5 rounds)
Orlen	3d8 (13 hp)	13	2 giant weapons +4 (2d6+6); telekinesis, telepathy, dual brain
Podog	6d8+19 (46 hp)	13	Bite +8 (2d4+7); sonic mimicry; can carry a human as a battle mount
Sep	7d8+7 (38 hp)	15	Bite +8 (2d4+6); move = burrow 40 ft.; tremorsense 300 feet
Spider Bot	3d12 (19 hp)	15	Blaster eye +3 (4d6); darkvision 60'; low-light vision
Stalker Bot	20d12 (120 hp)	23	Blaster +13/+8/+3 (8d6); darkvision 60'; low-light vision; Class III force field
Deathbot	80d12 (600 hp)	26	Multiple attacks; darkvision 1000'; low-light vision; class X force field
Vendor Bot	3d8 (15 hp)	13	No attacks; 25% of attracting nearby monsters each minute

Ark: 10' tall mutant dog-people who relish the taste of human hands. Will only use relics if working with others who show them how they work.

Badder: Mutated humanoid badgers with poor disposition. Live in feudal societies centered around their burrows, some of which are in Ancient ruins. It is possible to trade with them if you show enough force and aren't easily intimidated.

Blaash: A big moth whose abdomen glows with radiation. All within 30' radius must make radiation checks each round.

Deathbot: A giant robot bristling with weapons. Some roll on massive treads, some fly. Fires 10 points worth of weapons each round which hit automatically; Reflex save vs. DC 20 allowed for ½ damage; include force field armor bonus to save roll. Also launches 1d6 mini missiles each round.

Weapon	Cost	Damage	Notes
Blaster Cannon	2	15d6	
Black Ray Can.	6	15d6	Fort save DC 30 or die
Hvy Torc Guns	8	8d6	Fort save DC 26 or disintegrate
Pulse Cannon	2	15d6	Force fields & robots only

Hisser: 10' long mutant snake-men. Many are equipped with relics (not shown in stats). They often search ruins for relics. Hisser colonies are run by a matriarch, the only female. Hissers rely on telepathy for communication.

Hoop: 7' tall intelligent mutant rabbit.

Latterbug: 10' giant round beetle that fly about somewhat slowly.

Orlen: 7' mutant humanoids with two heads and four arms. They will use relics when available. They will barter peacefully and treat honestly with travelers. Some have an additional random mutation.

Podog: A mutated dog big enough to carry a human. 1% have dual brains and telepathy, making superior mounts. If hit by sonic attack, it may copy the attack and send it back towards the original source.

Sep: Mutant 'land-shark' that 'swims' through the soil. Will lunge out the ground, take a bite, and dive back in again.

Spider Bot: Utility bots that look like black round balls with articulated spider-like legs; can produce a thin manipulator arm with a vice grip hand.

Stalker Bot: Hunt down enemies/fugitives or patrols important installations. Capable of powering down and remaining in stasis for indefinite periods of time.

Vendor Bot: Mobile vending machines with bright, flashing holographic signs and loudspeakers extolling the virtues of bygone products, creating a racket that may attract nearby monsters. If attacked it sounds a piercing alarm which will attract any monsters or security robots in the vicinity.

Campaigns

One way to begin of a game of OmegaLite20 is to start off the party in their home village and then have them move out and explore the wasteland, in a sandbox hex-crawl style campaign. The party knows the hex their village occupies and is familiar with the surrounding terrain (each adjacent hex), but the rest of the world is completely unknown to them.

The GM then fills in the blanks as the party moves and explores, using random rolls to determine what, if anything, is in each hex. The world can be pre-made by the GM, only revealing terrain as players enter a hex, or the map can be generated through random dice rolls as the party progresses. The resulting hodge-podge terrain could be explained by the massive cataclysm that shook the world during the apocalypse.

Alternatively, the GM can run a more straight forward campaign with an overarching plot, story elements, returning villains, etc. The theme of such campaigns are numerous, including fighting a great evil (such as preparing for the imminent arrival of a Deathbot), rebuilding civilization (perhaps all the party members are pure humans from a recently opened vault or bunker), forging an empire (the PCs start off working for a regional warlord and gradually work their way up the chain of command, until they get to the top), preserving ancient knowledge (retrieving relics and documents, then protecting them from raiders) or working to advance the aims of an organization or relic cult (such as members of a genocidal mutant group, striving to wipe out all remaining pure humans).

Optional Rules

Following are optional rules for your consideration.

1) No Critical Hits: Since the GM rolls attack dice more often than the players do, critical hit rules tend to favor the GM. You may want to consider playing without them, in which case a natural 20 only guarantees a sure hit, regardless of the target's AC.

2) Currency: The world of Omega has no minted currency, being primarily a barter economy. However, players do often like the heft and clink of gold coins in their character's purses, so if you want to add currency to your game, go ahead. Use standard M20 money conversion and prices for primitive items. Working relics are simply too valuable to part with, and so will almost never be available for sale-- unless it's a player doing the selling, in which case finding a buyer with enough gold might be a problem. However, broken relics may be available for sale, which the players can then try to repair. Even broken relics will fetch hundreds, or even thousands, of gold pieces. Figure that 100 coins equal 1 item for encumbrance purposes.

3) Cryptic Alliances: You may want to use the traditional cryptic alliances in your campaign:

Alliance	Description
Archivists	Venerate relics as holy objects, collecting them and displaying them on pedestals.
Brotherhood of Thought	Attempt to spread the goals of equality, self-determination, diversity, freedom and respect for sentient life.
Created	Androids working to create a perfect world for androids. No one else need apply.
Followers of the Voice	The voice of God speaks through computers, and as such computers are to be venerated and obeyed.
Friends of Entropy	Chaos, death, destruction...it's all going to end someday anyways, so why not have some fun? Enemy of just about everyone.
Healers	Committed to mending body, mind and spirit.
Iron Society	Mutant humans who believe they are the next step in evolution; pure strains need to get out of the way...permanently.
Knights of Genetic Purity	Pure humans who want to purify the gene pool by wiping out mutant humans.
Radioactivists	Worships radiation, believing God remade the world through the apocalypse.
Ranks of the Fit	A mutated bear, styling himself as Napoleon, has created a fearsome army to conquer the world. All are welcome, but mutant animals possess all the authority.
Restorationsits	Collect and restore relics, attempting to rebuild the old world, shooting anyone who gets in the way.
Seekers	Relics come from an age of sin, poisoning the world, and are to be destroyed. Seekers still use relics, but only to advance their cause.
Zoopremacists	A bunch of mutated animals who believe everyone else is no better than a slave...or dinner.

4) Casting Spells: If you want to run a really gonzo campaign, you can let characters learn how to cast spells. This can either be a science-fantasy hybrid campaign, or you can think of spell casting as being a highly advanced long-lost science which, to the uninitiated, appears to be 'magic.'

Learning a spell, either Arcane or Divine, requires a Mind modifier + skill rank test vs. DC 20 + Spell Level. If the test fails, the PC must gain another level before attempting to learn that spell again.

Arcane spells use the Knowledge skill.

Divine spells use the Communication skill.

A character may attempt to learn a spell of any level and may learn a maximum number of spell levels equal to their Mind score plus their level (i.e. a level 5 character with Mind 18

could learn a maximum of 23 levels of spells, Arcane and Divine combined). Spells are acquired from ancient writings in books, scrolls or on/in monuments or from willing teachers. A known spell may be 'dropped' in order to open up slots to learn a new spell.

Casting spells drains hit points equal to 1 + Spell Levelx2. These hit points cannot be healed normally, rather being regained after 8 hours of uninterrupted rest (similar to using activated mutations). Explorers do not get signature spells.

Spell Level	1	2	3	4	5	6	7	8	9
HP Cost	3	5	7	9	11	13	15	17	19

Difficulty class for all spells is 10 + skill rank + Mind modifier.

5) Relic Vehicles: Relic vehicles are problematic to a campaign because once the party can fly about in an air car at hundreds of miles per hour, the wasteland loses a big part of its mystery and danger. Therefore, GM's are strongly encouraged to allow relic vehicles only for special, one-off purposes, such as to whisk the party away to an exotic, far-off adventure location, and then return them when the adventure is complete. Upon returning, the vehicle's fuel cells are depleted, it breaks down or is returned to its owner. If GM's do allow PCs to obtain air cars, jet cycles and shuttles, they should be expensive and time-consuming relics to maintain.

6) Crusader Armor: This is a suit of really badass power armor, which you may not want to let players get their hands on, or perhaps only let them use for special one-off encounters.

As powered armor, but with the following: AC Bonus +12; built in Class III force field (for an additional AC bonus of +3); a laser pistol in each forefinger (runs off suit power, counts as dual wield); grenade launcher with up to 20 grenades (determine type randomly), launcher has 50 ft. range increments; built in relic goggles; flight (100 ft.); a mini missile launcher on the right arm with up to 10 mini missiles; and a built-in stimpack dispenser (can use as a free action once per round, holds up to 6 stimpacks). Runs on an internal fusion power supply good for years of continuous use.

7) Alternative Torc Damage: Torc weapons require a saving throw to avoid being disintegrated (i.e. instantly killed). As an alternative, disintegration damage can only be healed via regeneration (either the mutation or a relic with regenerative healing, such as a Regen Ray). Binding wounds, resting and using stimpacks will not restore disintegration damage. Note, however, that this alternate rule has a bigger impact on PCs than it does on NPCs.

8) Alternative Black Ray Damage: Black ray weapons require living beings to make a save or die instantly (the good ol' death ray). As an alternative, a failed save drains one experience level or Hit Die from the target. Targets reduced

to 0 levels/HD die. Again, this impacts PCs more than NPCs, but for high level PCs it's better than instant death. Rumors that those drained to 0 level by black ray weapons rising up as some sort of 'undead' are, of course, completely unfounded. You can't believe everything you hear.

9) Critical Hit Alternative: Borrowing an idea from David Bezio's *X-plorers* sci-fi RPG, when a PC is reduced to 0 HP, instead of going unconscious and deducting additional damage from STR, roll on the following chart. Roll each time the character takes additional damage while at 0 HP.

Roll 1d20 + STR modifier; subtract 5 (cumulative) for each additional roll on the chart during the battle.

Roll	Result
4 or less	BOOM, head shot! Character dies instantly
5-8	Bleeder! Character will die in 1d6 rounds
9-11	Lost limb! One random appendage blown or hacked off
12-15	Knocked unconscious for 1d6x10 minutes
16-19	No effect
20+	Second wind! Character gains 1d6x2 hit points. At the end of the combat hit points are reduced to 0 and the character loses consciousness for 1d6x10 minutes

10) Alternative Mutations and Defects: If you prefer, you can use Darth Cestual's Microlite20 Mutations instead of the mutations presented herein. Though his mutations are also based on *Omega World*, Darth Cestual added several mutations and defects of his own, and they are a little more rules-lite than the OmegaLite20 mutations.

Acknowledgements

OmegaLite20 is a conversion of Jonathan Tweet's *Omega World*, published in *Dungeon* #94/Polyhedron #153 (available in PDF format at Paizo.com for about \$5.00, well worth the money if you like post-apocalyptic RPGs), with numerous tweaks and changes to lighten and/or condense the rules M20 style. *Omega World* is based on the original *Gamma World* by Jim Ward and Gary Jaquet. No claim of ownership is made on Gamma World, Omega World or Microlite20. This is a work of fan fiction, believed to reside within fair use.

In addition, I referenced Darth Cestual's *Microlite20 Mutations* for guidance when I was stuck on how to condense particular mutations and defects. I also drew inspiration and ideas from numerous other places, including various OD&D blogs and the aforementioned David Bezio's *X-plorers* RPG, a good 'old school' style sci-fi RPG (there's also a free trial PDF version available at <http://greyarea.webs.com/downloads/X-Free.pdf>).

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OmegaLite20 Monsters

Just to mix things up, feel free to roll random mutations for any of these monsters. If you feel they're too weak, give them maximum hit points instead of the listed hit points.

Name	Hit Dice	Armor Class	Attack/Special
Animal (small)	1d8+2 (6 hp)	AC 15	Claw +4 (1d3-1)
Ankheg	3d12+12 (30 hp)	AC 18	Bite +7 (2d6+7 plus 1d4 acid)
Ankylosaurus (Dinosaur)	8d8+50 (86 hp)	AC 19	Clubbed tail +8 (3d8+8)
Ant, Giant	3d8+3 (19 hp)	AC 17	Mandible +3 (1d8+3)
Bear	5d8+12 (34 hp)	AC 15	Claw +8 (1d8+4) or bite +5 (2d6+3)
Beetle, Giant	3d8 (14 hp)	AC 18	Bite +3 (3d6)
Brontosaurus (Dinosaur)	25d8+100 (210 hp)	AC 15	Stomp +20 (4d10+20)
Cannibalistic Ghoul	2d12 (13 hp)	AC 14	Bite +2 (1d6+1) or bite +0 (1d4), plus paralysis DC 12
Centipede, Giant	4d8+4 (22 hp)	AC 19	Bite +4 (3d6, plus Lethal poison DC 14)
Choker	3d8+3 (16 hp)	AC 17	Tentacle +6 (1d3+3)
Constrictor Snake, Giant	11d8+14 (63 hp)	AC 15	Bite +13 (1d8+10) or constrict (1d8+10 automatically)
Crabmen	2d8 (10 hp)	AC 15	Claws +2 (2d4); swim; breath underwater
Deinonychous (Dinosaur)	4d8+16 (34 hp)	AC 16	Talons +6 (2d6+4)
Electric Eel, Giant	2d8+3 (12 hp)	AC 12	Bite +2 (1d3) or electric discharge (3d6 area)
Fire Ant, Giant	4d8+3 (24 hp)	AC 18	Mandible +4 (1d10+4) or fire spit +4 (2d6)
Giant Crocodile/Alligator	7d8+28 (59 hp)	AC 16	Bite +11 (2d8+12) or tail slap (1d12+12)
Green Slime	5d8+10 (32 hp)	AC 14	Drop attack +5 (1d8 damage each round automatically); immune to physical attacks
Humanoid	1d8 (4 hp)	AC 11	Club +1 (1d6+1); some use relics
Humanoid, Giant	4d8+11 (29 hp)	AC 16	Giant club +8 (2d6+4) or big rock +1 (1d8+4)
Insect (small)	1d8 (4 hp)	AC 14	Bite +4 (1d3-1 plus Weak poison)
Mammoth	12d12 (80 hp)	AC 14	Trunk +12 (1d10), gore +16 (3d6+4) or trample +16 (3d6+4)
Megaraptor (Dinosaur)	8d8+43 (79 hp)	AC 16	Talons +9 (2d8+5) or bite +4 (2d6+2)
Otyugh	6d8+9 (36 hp)	AC 17	Tentacle +4 (1d6, plus disease DC 16)
Owlbear	5d12+25 (60 hp)	AC 15	Claw +9 (1d6+5)
Poisonous Snake, Giant	6d8+6 (33 hp)	AC 15	Bite +6 (1d6+4, plus Lethal poison DC 16)
Purple Worm	15d12+100 (210 hp)	AC 15	Bite +15 (4d6) or stinger +15 (1d10+10, plus Lethal poison DC 25); swallow whole if attack total exceeds target AC by 10 or more; tunneling
Radiation Zombie	2d12+3 (16 hp)	AC 11	Slam +2 (1d6+1) or bite +2 (1d6+1)
Rat, Giant	1d8+1 (5 hp)	AC 15	Bite +4 (1d4, plus disease DC 11)
Saber-tooth Tiger	7d8+15 (50 hp)	AC 13	Claws +10 (2d6+4) or bite +10 (3d6+4)
Scorpion, Giant	10d8+30 (75 hp)	AC 20	Claw +11 (1d8+6) or sting +6 (2d4+3, plus Lethal poison DC 20)
Scorpion, Large	5d8+10 (32 hp)	AC 16	Claw +6 (1d6+4) or sting +1 (1d6+2, plus Lethal poison DC 15)
Shambling Mound	8d8+24 (60 hp)	AC 20	Slam +11 (2d6+5), constrict (2d6+7 automatically)
Spider, Giant	8d8+16 (52 hp)	AC 16	Bite +9 (2d6+6, plus Paralytic poison DC 18)
Spider, Large	4d8+4 (22 hp)	AC 14	Bite +4 (1d8+3, plus Paralytic poison DC 14)
Stirge	1d8 (4 hp)	AC 16	Touch +7 (attach); automatic 1d6 damage each round
Triceratops (Dinosaur)	16d8+124 (196 hp)	AC 18	Gore +20 (2d8+15)
Tyrannosaurus (Dinosaur)	18d8+99 (180 hp)	AC 14	Bite +20 (3d6+13)
Velociraptor (Dinosaur)	6d8+20 (48 hp)	AC 16	Bite +8 (1d8+6) or claw +6 (1d6+4)
Walking Tree	7d8+35 (66 hp)	AC 20	Slam +12 (2d6+9)
Wasp, Giant	3d8 (14 hp)	AC 16	Stinger +3 (1d6+1, plus Weak poison DC 10), flight
Wolf/Canine	2d8+4 (13 hp)	AC 14	Bite +3 (1d6+1)
Wolf/Canine, Giant	6d8+18 (45 hp)	AC 15	Bite +11 (1d8+10)

Omegalite20 Wilderness Encounters

Check for encounters once during the day and once during the night. An encounter occurs on a d6 roll of 1 or 2:

d20	Grass/Plains	Desert/Wastes	Swamp Marsh	Forest
1	Event	Event	Event	Event
2	NPC Encounter	NPC Encounter	NPC Encounter	NPC Encounter
3	NPC Encounter	Cannibalistic Ghouls (2d4)	Frog, Giant (1d6)	Bear (1d4)
4	Herd Animals (3d6)	Fire Ants, Giant (d100)	Slug, Giant (1d4)	Poisonous Snake, Giant (1)
5	Ants, Giant (d100+10)	Animal, Small (1d4)	Electric Eels, Giant (1d6)	Spider, Large (2d4)
6	Insect Swarm (d1000)	Scorpion, Large (1d8)	Insect Swarm (d1000)	Spider, Giant (1d4)
7	Wasp, Giant (2d6)	Scorpion, Giant (1d4)	Croc/Alligator, Giant (1)	Ant, Giant (d100+10)
8	Stirge (3d6)	Lizard, Giant (1d4)	Crabmen (2d6)	Stirge (3d6)
9	Beetle, Giant (1d4)	Deinonychous (1d6+1)	Scorpion, Large (1d6)	Walking Tree (1d6)
10	Purple Worm (1)	Insect Swarm (d1000)	Constrictor Snake, Giant (1)	Wasp, Giant (2d6)
11	Megaraptor (1)	Wasp, Giant (2d6)	Poisonous Snake, Giant (1)	Wolf/Canine (2d4)
12	Ankheg (1)	Beetle, Giant (1d4)	Shambling Mound (1d3)	Wolf/Canine, Giant (2d4)
13	Mammoth (2d4)	Ankheg (1)	Stirge (3d6)	Owlbear (1)
14	Saber-tooth Tiger (2d4)	Purple Worm (1)	Spider, Large (2d4)	Velociraptor (2d4)
15	Velociraptor (2d6)	Radiation Zombies (3d6)	Ant, Giant (d100+10)	Triceratops (1d6)
16	Triceratops (1d6)	Stirge (3d6)	Choker (1)	Ankylosaurus (1d4)
17	Ankylosaurus (1d4)	Ants, Giant (d100+10)	Otyugh Pit (1)	Tyrannosaurus (1)
18	Tyrannosaurus (1)	Stalkerbot (1d3)	Brontosaurus (2d4)	Saber-Tooth Tiger (1d4)
19	Deathbot (1)	Deathbot (1)	Megaraptor (1)	Stalkerbot (1d3)
20	Roll twice*	Roll twice*	Roll twice*	Roll twice*

d20	Jungle	Hills/Mountains	Ruins	Event
1	Event	Event	Event	Eerie Temple
2	NPC Encounter	NPC Encounter	NPC Encounter	Fog
3	Shambling Mound (1d3)	Cannibalistic Ghouls (2d4)	NPC Encounter	Storm
4	Fire Ant, Giant (d100)	Stirge (3d6)	NPC Encounter	Radiation Storm
5	Ants, Giant (d100+10)	Wolf/Canines (2d4)	Cannibalistic Ghouls (3d6)	Village
6	Saber-Tooth Tiger (1d4)	Wolf/Canine, Giant (2d4)	Radiation Zombies (4d6)	Crude Fort
7	Beetle, Giant (1d6)	Bear (1d4)	Rats, Giant (5d6)	Forgotten Vault
8	Walking Tree (1d4)	Owlbear (1)	Spider, Large (3d4)	Radioactive Zone
9	Constrictor Snake, Giant (1)	Saber-tooth Tiger (1d4)	Scorpion, Large (1d8)	Ancient Battlefield
10	Choker (1)	Spider, Large (2d4)	Stirge (4d6)	Explorer Camp
11	Centipede, Giant (1d4)	Scorpion, Large (1d6)	Ants, Giant (d100+10)	Earthquake
12	Ankylosaurus (1d4)	Velociraptor (2d4)	Centipede, Giant (1d4)	Meteor Shower
13	Velociraptor (2d4)	Walking Tree (1d2)	Wolf/Canine (2d4)	Dilapidated Building
14	Triceratops (1d6)	Ants, Giant (d100+10)	Otyugh Pit (1)	Forbidden Shrine
15	Brontosaurus (2d4)	Purple Worm (1)	Spider, Giant (2d4)	Shipwreck
16	Insect Swarm (d1000)	Radiation Zombie (3d6)	Vendor Bot (1)	Lost Bunker
17	Tyrannosaurus (1)	Spiderbot (1d10)	Spiderbot (2d6)	Slave Camp
18	Poisonous Snake, Giant (1)	Stalkerbot (1d3)	Stalkerbot (1d3+1)	Solar Eclipse
19	Spiderbot (1d10)	Deathbot (1)	Deathbot (1)	Enigmatic Structure
20	Roll twice*	Roll twice*	Roll twice*	Roll twice

* Roll twice on chart; creatures may be allies, enemies or indifferent towards one another

d20	NPC Encounter	Description
1	Explorers	1d4+2 members; roll 1d6 for level; moderate relics
2	Explorers	1d6+2 members; roll 2d4 for level; many relics
3	Raiders/Bandits	1d6+6 in band; roll 1d3 for level; few relics
4	Raiders/Bandits	2d6+6 in band; roll 1d3+1 for level; moderate relics
5	Slavers	1d4+2 in band; roll 1d3 for level; few relics; 2d6 slaves
6	Slavers	1d6+4 in band; roll 1d3+1 for level; moderate relics; 4d6 slaves
7	Savages	3d6 in band; level 1d3; no relics; superstitious and territorial; probably cannibals
8	Nomads	1d6x10 in tribe; leader is Level 1d4+4; half are hunters (level 2) rest are level 1; few relics
9	Caravan	1d4 pack animals; caravan master is level 1d4+1; two guards per animal (level 1d3)
10	Pilgrims	1d3x10 pilgrims; all level 1; few relics; will flee if attacked
11	Android Party	1 Thinker; 2d4 Warriors; 2d6 Workers; many relics; tries to avoid contact with others
12	Hunting Party	2d6 in party; level 1d3; no relics; will only attack if attacked first
13	Scavengers	1d4+1 in group; level 1d3; moderate relics; will trade if approached openly
14	Diplomats/Envoys	1d4 diplomats and two guards per diplomat (level 1d4); moderate relics; in a hurry
15	War Party	2d4x10; Warlord is level 1d4+4; 1 lieutenant (½ Warlords level) per 10; rest level 1
16	Refugees	4d6 refugees; few possessions or relics; will flee if attacked
17	Wandering Prophet	Prophet is a level 10 mutant; 2d6 followers of varying levels; moderate relics
18	Relic Cultists	3d6 relic cultists; level 1d4; moderate relics; may be friendly or hostile
19	Strange Travelers	Weird, unusual travelers; possibly aliens or time travelers
20	Roll twice*	Roll twice; NPCs may be allies, enemies or indifferent towards one another

Events

1) Eerie Temple: A creepy temple, crudely constructed from salvaged materials or built in an old ruin. Possibly abandoned, but if not the occupants are almost certainly up to no good.

2) Fog: A thick bank of fog rolls in, reducing vision to just a few dozen feet.

3) Storm: A storm looms on the horizon and rolls in 1d3 hours later. Type of storm depends on terrain (i.e. desert = sand storm, jungle = monsoon, etc.).

4) Radiation Storm: A radiation storm sweeps in suddenly. The party only has minutes to find shelter. If they can't, treat as low intensity radiation for 1d6 hours.

5) Village: A small village of d100 inhabitants; they have a few relics for possible trade, or to fight back with if the party attacks them.

6) Crude Fort: A small fort made of rocks or salvaged materials constructed at a strategic location with 1d4x10 soldiers garrisoned within. They may demand a toll from travelers. Their leader (level 1d4+4) has relics.

7) Forgotten Vault: The party stumbles across the entrance of a long forgotten vault of the ancients. Who knows what treasures may yet remain within?

8) Radioactive Zone: The party passes through a radioactive zone, which they might detect if they have Geiger counters. Treat as medium intensity radiation exposure for 1d6x10 minutes.

9) Ancient Battlefield: The party has stumbled across an ancient battlefield, now overgrown. However, the rusted hulks of giant fighting machines are still recognizable. Beware! Ancient robots may still patrol the battlefield, alert for any sign of the enemy.

10) Explorer Camp: The party comes across the camp of other explorers. Treat as NPC Encounter #2 above, though the NPC explorers have set up guards so will see the party coming. They may be willing to trade, or at least share a campfire.

11) Earthquake: An earthquake rocks the region. Roll 1d6:

1-3 = Mild; you can feel it but no damage done

4-5 = Moderate; party has trouble standing; flimsy structures will collapse; animals will panic

6 = Strong; the earth splits open, sturdy structures may collapse; party stumbles and falls

12) Meteor Shower: A bright meteor shower sweeps across the sky, visible even during the day. No harm done, but superstitious types may read it as an omen.

13) Dilapidated Building: A crumbling old building of the ancients. Probably occupied by humanoids or animals. Might still contain some relics. It looks as though it could collapse at any moment.

14) Forbidden Shrine: A macabre shrine to some obscure god, foul looking with an aura of evil.

15) Shipwreck: The half buried remains of a ship. Something still lives in it though, and it may hold wondrous relics within. It can be either a crashed space ship or a seagoing vessel (even if it's in the middle of a desert or high up on a mountain).

16) Lost Bunker: A small bunker, most likely constructed by the ancients. It isn't very large, but could still contain relics. Someone, or something, also likely calls it home.

17) Slave Camp: A fortified camp of slavers. The slave master is level 1d4+4 with plenty of relics. He commands Levelx5 level 1 slavers, armed mostly with primitive weapons. There are also 1d6x10 slaves present, held in pens or crude wooden cages. If the party appears weak, the slavers will try to capture them. Otherwise, the slavers are willing to engage in trade.

18) Solar Eclipse: A full or partial solar eclipse occurs, blocking out the sun for a few minutes; considered by most to be a bad omen. Malevolent cultists will be looking for someone to sacrifice in order to appease their mercurial gods.

19) Enigmatic Structure: A strange and mysterious structure of unknown design or construction. It could be a gleaming silver tower, a pyramid of black rock, a foreboding gateway or portal, a giant statue, or any number of things. Go crazy; have fun.

Monsters

Frog, Giant: HD 5 (25 hp); AC: 12; bite +5 (1d8); swallows a man-size creature whole on a critical hit; giant leap 100'

Insect Swarm: AC: 10; A swarm of d1000 nettlesome, biting insects descends on the party. Everyone not in completely enclosed armor suffers 1d4 points of damage each round until they escape or dissipate the swarm. Each point of damage kills 1 insect, though cone and AoE weapons kill 10 insects per point of damage.

Lizard, Giant: HD 4d8+5 (25 hp); AC 15; Bite +5 (2d4+2)

Slug, Giant: HD 10 (50 hp); AC: 11; Acid spit +8 (3d6, plus reroll armor condition each hit)

RABID

"It started a couple of months ago, reports of a new bug going around. You know, third world crap, not my problem. But wherever this bug went, everything seemed to go to hell.

"Then it came here, in the cities first. Hospitals overloaded, rioting in the streets, police overwhelmed. After that the military stepped in, and they seemed to have it contained. Quarantine zones, airstrikes, and I heard they even dropped The Bomb in a couple of places, or that's the rumor anyways.

"But then, just when it seemed like the worst was over, it spread again, only this time like wildfire. It was everywhere. It jumped the quarantine zones. The military couldn't isolate themselves from it, and when they started getting infected it was game over, man. The damn thing had gone airborne, and there was no containing it after that.

"What was that? Eh, thought I heard something. This whole thing is making me jumpy

"Where was I? Oh, the infection, right. Now, a few of us, maybe five or ten percent, are immune to the bug. We won't...change... into those things. Just remember we aren't immune to being eaten or torn apart.

"So now what? Well, we gotta find other survivors, get weapons and supplies and find a place to hole up until those things starve to death. Christ, I hope they can starve to death. And don't even think about going out there to find your lost spouse or best buddy. Forget it, they're either holed up somewhere safe like us, or they're dead...or worse. So don't even go there.

"What's that!? Oh God, they found us, they're here. We have to go, we have to go NOW!"

Welcome to the end of civilization. A mutated airborne strain of rabies has swept across North America, and presumably the rest of the world as well. But not everyone is affected. You are one of the immune. An average person, one of the 'lucky' survivors, swept up in extraordinary circumstances. But your struggle is only just beginning...

Rabid is intended to be run as a 'day zero' campaign, ideally run by GMs comfortable with improvisation. The idea is that the characters find themselves unexpectedly in the middle of a zombie invasion, and the GM asks them "What do you do next?"

Creating Your Survivor

Survivors are ordinary people caught up in extraordinary events. Your character is not a Special Forces operative, secret agent or even a SWAT team member. In fact, most police and government agents are already dead or infected, being the first to respond to the crisis and overwhelmed by the infected. Your character is just a regular person, immune to the infection, and lucky enough not to have been killed by the infected...yet.

Primary Stats:

Per standard Microlite20 rules, there are three primary stats: Strength (STR), Dexterity (DEX) and Mind (MND).

Since the character's are average people roll only 3d6 for each attribute, but assign them to attributes as desired.

Stat modifier is (Stat-10)/2 round down.

Skills: Skills are determined differently in Rabid. Because the PCs are normal people from a modern post industrial society, it is not assumed that everyone knows how to fight equally well. There are five skills: Shooting, Physical, Subterfuge, Knowledge and Communication. The Physical skill includes close combat ability, enhances defense (AC) and increases hit points.

Players place +1 in one skill of their choice. Thereafter they may 'age' their characters to gain additional skill points. Assuming a starting age of 18 or so, for every 5 to 10 years added in character age (the exact number is not important), subtract 1 from either the Strength or Dexterity stat. In exchange, add 1 to either the Mind stat or the Shooting or Physical skill, or add +2 to the Subterfuge, Knowledge or Communication skill. Players may do this as often as they like, but a too weakened character will likely die fast.

For example, Pete is a new character. Pete's player places his first +1 into Physical. He decides to age Pete 6 years (making him 24), reducing Strength by 1 and adding 1 to Pete's Shooting skill. He ages Pete another 5 years, subtracting 1 from Dexterity and giving +2 to Knowledge.

Shooting – Using any ranged weapon

Physical – Physical tasks and melee combat

Subterfuge – Sneaking about, picking locks, deception

Knowledge – Local area knowledge, how to use things

Communication – Negotiation, social interaction

Skill tests involve rolling d20, plus adding an appropriate stat modifier and the appropriate skill rating. The total must equal or exceed the Difficulty Class (DC) established by the GM.

Hit Points: Characters start with Hit Points equal to their Strength score plus Physical skill rating.

Armor Class (AC): Armor Class is largely irrelevant when dealing with the infected. It only comes into play when fighting other survivors. AC = 10 + DEX mod + Physical skill

Background & The Hook: Players are encouraged to come up with short backgrounds for their characters. However, all characters must have a hook, which can be worked into the character's background. A hook is a liability or complication in the character's life, such as a family member, a lover, a condition that requires medication or some other obligation; something that requires the character to journey into infected areas to resolve the obligation or complication. Hooks should require a significant effort on the character's part to resolve. Hooks are subject to GM approval.

Equipment: Characters start with any equipment that is reasonable considering their skills, background and starting location. Assuming your campaign is set in a developed nation, access to a vehicle of some kind is almost certain. Most characters will certainly have at least an apartment if not a house, though they probably won't want to stay in them for long. Improvised melee weapons should be easy to come by.

After the campaign starts, characters will have to go out and get whatever equipment they want. Generally, guns should be easy to

get (they'll probably just be lying around all over the place), but ammo should be scarce. In fact, this should be the golden rule of any Rabid campaign...*guns common, ammo scarce*.

Microlite20 Modern has a good list of guns to pick from. Or reference firearms guides or catalogs. Just make a note of the weapon's caliber and magazine capacity.

Money, gold and precious stones will have virtually no value in this setting. The only things that will have value are items that help people survive, or provide simple luxuries and pleasures, like booze, smokes, drugs, music, DVDs, batteries, etc.

Encumbrance: Survivors can carry a number of weapons/items equal to their Strength stat without being encumbered. Players will really, really want to avoid being encumbered. Otherwise they will be overrun by the infected. Up to six small items can be grouped together as one item in a pouch, purse, satchel, etc. Particularly large or heavy gear may count as two or more items. Very small items, like a book of matches, shouldn't count against a character's encumbrance (though carrying a case of matchbooks would count).

Combat

Initiative: Roll d20 + MIND mod for initiative (against zombies, its more about coolness under pressure and presence of mind than quick reflexes). The character with the highest total may act first (or hold action). Infected always act last each combat round.

Combat Round: A combat round is only a few seconds long, allowing only one action: attacking, running (up to 20'), reloading a clip fed weapon, a brief discussion, drawing a weapon, retrieving something from a pouch, etc.

At the GM's discretion, a character may multi-task. For example running and shooting at the same time, or shooting and shouting instructions simultaneously. When multi-tasking, all tests are -2.

The infected will always move up to 20' as directly as possible towards the nearest survivor. They'll run through fire, climb obstacles, even try to jump across rooftops if they spot survivors on an adjacent rooftop. When they reach melee range with the survivors they immediately and automatically hit for 1 point of damage each round (use combat scale for large groups).

Attack Rolls:

Ranged weapon attacks = d20 + DEX mod + Shooting skill

Thrown weapon attacks = d20 + DEX mod + Physical skill

Melee combat attacks = d20 + STR mod + Physical skill

The total result (including any modifiers) must equal or exceed the target's Armor Class (AC) to hit and inflict damage.

Attack Modifiers: Any situation that makes attacking more difficult, such as shooting at a moving target, or poor visibility or a long ranged attack incurs a -2 penalty on the attack roll. Anything that makes an attack easier, such as firing from cover or high ground or taking an action to aim a shot, gives a +2 bonus to the attack roll. Modifiers are cumulative.

Damage: If the attack successfully hits, determine damage:

Pistol Ammo

.22/.32 Caliber = 2d4

9mm/10mm/.38/.45/.357 = 2d6

.44 Mag/.50 Action Express = 2d8

Shotgun Shells

12 Gauge = 2d8

10 Gauge = 2d10

Rifle Ammo

5.56mm/.223 = 2d8

7.62mm/.30 = 2d10

.50 Caliber Rifle = 2d12

Melee Weapon Damage*

Light Melee Weapon – Knife, club, lead pipe, etc. = 1d6

Medium Melee Weapon – Baseball bat, machete, cricket bat = 1d8

Two-hand Melee Weapon – Samurai sword, fireaxe, etc. = 1d10

Chainsaw = 2d8 damage (running); 1d8 (off)

*Remember to apply STR mod to melee damage rolls

Note: Unarmed combat against the Infected is completely impractical, even for well trained martial artists.

Body Armor – Useless against the infected; against other survivors reduces damage taken by 4, but with -2 AC

Fragmentation Grenade – 4d6 damage to 20' radius

Molotov Cocktail – 3d6 damage to a 10' radius; sets area on fire for 1d4+2 rounds, inflicting 2d6 damage per round

Light Weapons: Survivors may wield two light ranged weapons (pistols, machinepistols, or sub-machineguns), allowing an attack with each hand. Each attack incurs a -2 penalty to the attack roll. Melee weapons *may not* be dual wielded.

Burst Fire: Firing a burst uses 10 rounds. The attack receives +4 on the attack roll and doubles the damage inflicted. Particularly good against a large group of infected. But remember, guns common, ammo scarce.

Critical Hit: A roll of 20 on the d20 is a critical hit. Critical hits inflict maximum damage.

Fumble: A roll of 1 on the d20 results in a fumble: the character's gun jams, or the character slips or drops his weapon, etc. Generally an action is required to recover from a fumble.

Area Effect Attacks: Make a single thrown weapon attack roll against an AC of 10. If the attack misses, roll 1d6 for scatter direction (1-2 long, 3-4 short, 5 right, 6 left) and 2d6 feet for scatter range. Infected will make no attempt to take cover from grenades or avoid Molotov cocktails. Survivors may make a DEX mod + Physical test with a DC equal to the total attack roll for ½ damage.

Falling: Characters take 1d6 damage for every 10' fallen. If they fall on something sharp, such as broken glass, add +1 to the die roll. If characters take more than 10 points of damage from a fall, they might break a bone. Make a STR mod + Physical test vs. DC of 10 for the character to avoid breaking a bone. GM has discretion on which bone is broken if the test fails.

Healing: Survivors can heal all hit point damage after a full day's rest. Alternatively, they may attempt to treat their wounds by making a Knowledge + MIND mod test with a DC of 15. Add +2 if the survivors have some sort of first aid kit; add +4 if they have access to a hospital, medical clinic or similar fully equipped facility. If successful they heal 2d6 hit points. Heal checks may only be made

once after each instance of a wound being received (generally, once after each battle).

Healing tests are also required to set broken bones. Broken bones will take several weeks to fully heal. Failing to set broken bones will have dire consequences, up to infection and death.

Painkillers: Healing tests take several minutes to complete, so cannot be done in combat. However, as an action, characters can pop a dose of painkillers to provide some quick healing. Consuming a dose of painkillers immediately heals 6 hit points of damage. However, painkillers take a toll. Each dose consumed incurs a cumulative -1 penalty to all tests (but not damage rolls). A full day's rest removes the penalty.

Incapacitation and Death: A survivor reduced to zero hit points is incapacitated and must be carried. A successful healing test will restore 2d6 hit points and revive them. If left behind, they will almost certainly be killed by the infected. Survivors reduced to negative hit points die.

Experience and Advancement

Experience Points (XP): Survivors gain experience points by resolving hooks and accomplishing objectives. Killing the infected does not grant XP, though coming up with a resourceful way to kill or neutralize a large number of them can be an objective.

Resolving a hook grants 10 XP to the character, and to any other character that helped to resolve the hook. The manner in which the hook is resolved has no bearing on the XP reward. For example, Pete's hook is his wife, who was at home when everything went to hell. Pete finally manages to make his way home only to find that his wife was attacked and became infected. Attacked, Pete was forced to kill her. Though it isn't a happy ending, the hook is resolved and Pete (and his buddies) receive 10 XP each.

Once a survivor's hook is resolved, the player may opt to take a new hook, but they are not required to do so. Nor are they required to take a new hook right away. They can take a new hook whenever they're ready, but players need to work out the details with their GM. Hooks are always subject to GM approval.

Objectives award from 1 to 5 XP each for each character that contributes towards achieving the objective. A contribution can be as simple as waiting in the car with the engine running so the group can make a quick getaway.

An objective is usually meeting some immediate need. For example, one of the survivor's first objectives will probably be finding guns and ammo. Another objective could be finding a car and hotwiring it, finding food, getting medicine from the zombie filled hospital, finding safe shelter for the night, rescuing trapped survivors, getting to a radio to call for help, coming up with a clever way to kill or neutralize a lot of infected, etc.

The players will usually set their own objectives; the GM just decides if they warrant an XP reward and how much. If the GM creates a pre-planned adventure, then the GM should establish most of the objectives for the adventure.

Advancement: To advance a level, characters need to accumulate 20 XP times their current level. For example, advancing from level 1 to level 2 requires 20 XP; from level 2 to level 3 requires 40 XP, level

3 to level 4 requires 60 XP, etc. Each time a character levels, reset their XP to 0. Excess XP is retained.

Each level advanced provides the following benefits:

- 1) +1 Hit Point
- 2) Add +1 to Shooting or Physical skill, or +2 to Subterfuge, Knowledge or Communication skill
- 3) Every third level (3, 6, 9, 12, etc.) add +1 to STR, DEX or MIND (player's choice)

The Infected

The infection has turned once normal people, your neighbors, your friends and even some of your family, into insanely aggressive, homicidal maniacs, and they want to kill you (and probably eat you, too).

Infected: 1 HD (5 HP); AC 10; melee attack (biting, clawing, scratching, punching, etc.); Infected attacks hit automatically each round for 1 HP damage; Infected are heedless of injury, and therefore must take at least 5 HP of damage in a single attack to die; otherwise just ignore the damage; infected always act last in combat

Infected are 'fast zombies'. They run, jump, climb, leap and pull themselves up onto ledges. They are fairly listless when there isn't any stimuli (i.e. survivors), but when 'stimulated' they will rush at survivors completely heedless of pain, injury, fear or danger. They'll even run through fire or over the roof edge of a building. Infected are attracted by bright, flashing lights, loud noises and rapid movement.

Individually, infected actually aren't that dangerous, provided you're prepared. But in groups, particularly large groups, they become extremely dangerous. Note, they aren't undead zombies, so it is not necessary to make head shots to kill them. None-the-less, they ignore pain and injury, so they'll keep coming if you don't do enough damage to put them down in one attack.

Use mass combat rules for large groups of infected (say, more than 10 in an area). Multiply damage inflicted by the group by the Combat Scale multiplier. Note, infected groups inflict damage against everyone they are in melee range with.

Number in Horde	Group Damage Each Round
11-20	5
21-40	6
41-60	7
61-80	8
81-99	9
100+	10
Etc	

For example, if survivors are fighting a horde of 20 infected, and the infected are in melee range of the survivors, each character will take 5 points of damage from the infected each combat round they remain in melee contact with the infected.

Each attack against an infected group that inflicts at least 5 HP of damage kills one of the infected for each multiple of 5 damage. For example, an attack that inflicts 12 HP of damage kills 2 infected. An attack that inflicts 16 damage kills 3 infected. As infected are killed, the group's damage rating will decrease.

If the party can find a way to bottle neck the infected group, then reduce its Combat Scale appropriately. Other tactics that survivors can use to mitigate the danger of large groups of infected is to run and gun them (i.e. kiting), fire from high ground, or lure the infected into some kind of trap.

Alternatively, survivors may attempt to sneak past the infected, but the more infected there are the harder it is to get past without being spotted. And it only takes one to set the entire horde on the party. Make a DEX mod + Subterfuge test against a DC of 10 +1 for each infected in a position to possibly see the survivors.

As a final recourse, survivors can simply run away from the infected. Note, this is akin to a full on sprint, not a long distance endurance run. A survivor can only run for a number of combat rounds equal to their Strength stat (i.e. if Strength is 10, they can run for 10 rounds), at which point they will slow to ½ movement and the infected will catch up to them. Survivors will have to rest for several minutes before being able to run again. Encumbered survivors have no hope of outrunning infected.

Infection Level: Every area the survivors enter, whether a building, park, city street, sewers, whatever, will have an Infection Level ranging from 0 (completely cleared of Infected) to 10 (wall-to-wall Infected). Any safe areas or sanctuaries will have an infection level of 0, though the area immediately outside the sanctuary could have a very high infection level (think of the nice safe farmhouse surrounded by zombie hordes trying to get in).

Roll d10 equal to the area's Infection Level to determine the number of Infected in the area (i.e. Infection Level 3 means 3d10 infected in the area). If the area is open, like a park, then the Infected will spread around the area, but in a building they would be spread out in different rooms. Very large buildings can have a different Infection Level for each floor.

Sample Infection Levels:

Safehouse/Stronghold/Survivor Community = 0

Wilderness = 0 to 1

Individual House/Small Building = 0 to 1

Rural Area = 1 to 2

Small Town Streets = 1 to 3

Suburban Streets = 2 to 4

City Streets = 3 to 5

Factory/Warehouse/Sewer = 1 to 3

Park/Trainyard/Compound = 2 to 5

School/Campus = 4 to 6

Office Building = 3 to 5 per floor

Police Station = 4 to 7

Fire Station = 2 to 4

Apartment Building = 1 to 4

Mall/Shopping Center/Big Lot Store = 7 to 10

Military Base = 5 to 10

Emergency Shelter = 8 to 10

Hospital = 7 to 10 total, or 4 to 6 per floor

Running a Campaign

Day Zero: Day Zero is the intended campaign style for Rabid. The player characters are going about their daily business when they suddenly and quite unexpectedly find themselves in the middle of horrific events, just when the crisis reaches critical mass. The exact circumstances the PCs find themselves in will depend on when the GM starts the campaign. If it's during the day, then they will likely be at work. If during the night, then they'll probably be at home.

Once things start, the GM sets up the situation and then lets the players decide where to go from there. The GM's initial task will be to contrive a way for the player's characters to meet. The easiest way to do this is to simply assume all the PCs are at the same location when it hits the fan. For example, they all might be eating lunch at the same restaurant, or going to the same dentist or waiting at the same garage for their cars to be repaired.

Once the party is together the GM will have to decide what happens based on the player's actions. This will require a great deal of improvisation on the GM's part, at least initially.

The players should establish their own initial goals, and can earn XP for accomplishing their objectives, determined by the GM depending on the difficulty. For example, an immediate goal could be to get out of the office building and to the garage alive. The next goal might be to find weapons or get to a police station for help. Some players may want to act on their character's hooks, racing home to locate loved ones or friends.

Note that players don't have to type out their objectives in triplicate to the GM. It's as simple as a player saying "I get out of the building and head for my car in the parking garage." That's the goal; the GM describes what happens on the way to the garage, and then decides how much XP, if any, is warranted for accomplishing the objective.

When running the initial stage of the campaign, keep in mind that everything has gone to hell. There are infected everywhere, attacking people, eating them, screaming, fires, shooting, explosions, sirens. And the players will have to navigate all that to achieve their objectives or resolve their hooks. Also keep in mind that the police and virtually all government infrastructure is gone, shattered or overwhelmed. 911 gives an automated response telling callers to go to the nearest FEMA shelter (overrun with infected, naturally). Hospitals, police stations and fire stations are infested with rampaging zombies. The highways and roads are blocked with abandoned or wrecked cars, with infected attacking fleeing motorists in all directions. Fires burn unchecked, gas mains explode, and in the midst of all this you have looters and the criminal element taking advantage of the breakdown in law and order. And just how long will the power stay on? So, play up the chaos and confusion.

In these first few chaotic hours and days, the GM should have the survivors meet a few NPCs, most of whom will be red shirts, present only to die horrible deaths to impress upon the players on just how dire the situation is. If the players get to know a NPC a little first, so much the better for delivering the desired impact when the NPC is ripped to shreds by a horde of infected.

Eventually the players will get past the chaos of the first few days. They'll run into fewer and fewer survivors. They'll find a secure place to fort up and hold out. The pandemonium of the last few days will gradually be replaced by an eerie calm, broken only by the soft rattling breath of the infected or the occasional gun shot. At this point you may need to shift gears, providing more structured adventures. For example, the players may decide to make a run at the nearest military base to get some serious firepower, so you'd have to plan that out in greater detail.

You should also make the players describe their plan to you. Just how do they plan to get to that base. Are they driving? Where will they get the vehicles? What vehicles do they bring? Do they have enough gas? What route are they taking? Who does what when

they get there? Will their vehicle break down? Have other survivors already looted the base? Their route may be blocked, other survivors may have already claimed the base, or maybe (probably) it's overrun with infected. Their car might break down, they may run into a large group of infected, encounter other survivors who need help, etc.

Generally speaking, the better their plan, the better things should go, though there should always be at least one or two unexpected complications. If they don't have a plan, or a very poor or unrealistic plan, then introduce more complications. Hopefully they'll learn to plan things out better in the future.

A final note, you may want to consider starting the campaign in the area you and your gaming group lives. The advantage of this is that your group is familiar with the area, so it will be easier to bring things to life. Instead of your players asking you if there is a gun store nearby, they can say "I head for the Fred's Guns on Main and 4th." It can help the players establish their initial objectives, and it can make it easier for the GM to improvise and set the scene. Eventually you'll probably want to expand the campaign beyond your home town, but it can provide a useful starting point.

Land of the Infected: In this type of campaign, the infection has been ongoing for some time, and most of civilization has collapsed. The players have an established safehouse or live in a fortified community. They also have whatever weapons they want (provided they aren't too exotic; naturally ammo is still scarce). There may be some government bunkers or strongholds still. Perhaps some billionaire built a fortified hideout and hired a bunch of mercenaries to protect him/her. This is essentially a post apocalyptic setting.

In such a setting, the infected will only be one of the player's problems. Other survivors will be a greater problem, as some will be raiders, willing to attack the survivors for their weapons, ammo and food. Perhaps some people are doing more depraved things in some places. This is more of a 'humans are the real monsters' setting, and the infected are more of a natural obstacle to be overcome.

The player's motivations can be simple survival, scrounging enough food and ammo from the ruins to get by another day, or luxuries like alcohol and tobacco to trade with other survivors. Or maybe that billionaire survivor wants some rare painting/ document/book/ movie/convenience/etc. and is willing to trade a lot of food and ammo to whoever can retrieve it for him. Maybe the party hires on as guards for caravans that travel between the remaining communities. Or maybe they hear of government strongholds in the north and decide to try to reach them.

In this type of campaign, character hooks can (and probably should) be tied into more long term survival objectives or employment prospects. For example, if they're hired to retrieve a rare painting from the city art museum, then that becomes the group's hook. If they decide to head north to look for a safezone, that becomes their hook.

Ultimately, there are plenty of opportunities in such a campaign for players to either profit off the corpse of the old world, or to help rebuild it. Finally, a Day Zero campaign, if played long enough, should eventually morph into a Land of the Infected style campaign.

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Quick Reference Sheet

Damage

Pistol Ammo

.22/.32 Caliber = 2d4

9mm/10mm/.38/.45/.357 = 2d6

.44 Mag/.50 Action Express = 2d8

Shotgun Shells

12 Gauge = 2d8

10 Gauge = 2d10

Rifle Ammo

5.56mm/.223 = 2d8

7.62mm/.30 = 2d10

.50 Caliber Rifle = 2d12

Melee Weapon Damage*

Light Melee Weapon – Knife, club, lead pipe, etc. = 1d6

Medium Melee Weapon – Baseball bat, machete, cricket bat = 1d8

Two-hand Melee Weapon – Samurai sword, fireaxe, etc. = 1d10

Chainsaw = 2d8 damage (running); 1d8 (off)

*Remember to apply STR mod to melee damage rolls

Fragmentation Grenade – 4d6 damage to 20' radius

Molotov Cocktail – 3d6 damage to a 10' radius; sets area on fire for 1d4+2 rounds, inflicting 2d6 damage per round

Skills

Shooting – Using any ranged weapon

Physical – Physical tasks and melee combat

Subterfuge – Sneaking about, picking locks, deception

Knowledge – Local area knowledge, how to use things

Communication – Negotiation, social interaction

Common Tests

Initiative = d20 + MIND mod; highest total acts first

Ranged weapon attacks = d20 + DEX mod + Shooting skill vs. AC

Thrown weapon attacks = d20 + DEX mod + Physical skill vs. AC

Melee combat attacks = d20 + STR mod + Physical skill vs. AC

Healing Test = d20 + MIND mod + Knowledge vs. DC 15

Sneaking = d20 + DEX mod + Subterfuge vs. DC 10+1 per infected

Modifiers

Attacker Advantage = +2 on attack roll

Defender Advantage = -2 on attack roll

Dual Wield = -2 on attack roll for each weapon

Burst Fire = +4 on attack roll

Multi-tasking = -2 on all tests

Painkillers = -1 on all tests, cumulative

Medical Kit = +2 on Healing Test

Medical Facility = +4 on Healing Test

Experience & Advancement

10 XP for resolving hook

1 to 5 XP for completing objectives

Levelx20 XP to advance to next level

+1 Hit Point on leveling

+1 to Shooting or Physical or +2 to Subterfuge, Knowledge or Communication on leveling

+1 to one stat of choice every 3 levels (3, 6, 9, etc.)

The Infected

Infected: 1 HD (5 HP); AC 10; melee attack (biting, clawing, scratching, punching, etc.)

- Infected attacks hit automatically each round for 1 HP damage
- Infected are heedless of injury, and therefore must take at least 5 HP of damage in a single attack to die; otherwise just ignore the damage
- Infected always act last in combat
- Infected move 20' each combat round; they automatically hit when they reach melee combat range

Mass Combat Damage

Number in Horde	Group Damage Each Round
11-20	5
21-40	6
41-60	7
61-80	8
81-99	9
100+	10
Etc	

Infection Levels

Roll 1d10 per Infection Level to determine the number of infected in the area (i.e. Infection Level 3 = 3d10 infected in the area). May be grouped together or spread throughout several rooms in a building.

Safehouse/Stronghold/Survivor Community = 0

Wilderness = 0 to 1

Individual House/Small Building = 0 to 1

Rural Area = 1 to 2

Small Town Streets = 1 to 3

Suburban Streets = 2 to 4

City Streets = 3 to 5

Factory/Warehouse/Sewer = 1 to 3

Park/Trainyard/Compound = 2 to 5

School/Campus = 4 to 6

Office Building = 3 to 5 per floor

Police Station = 4 to 7

Fire Station = 2 to 4

Apartment Building = 1 to 4

Mall/Shopping Center/Big Lot Store = 7 to 10

Military Base = 5 to 10

Emergency Shelter = 8 to 10

Hospital = 7 to 10 total, or 4 to 6 per floor

AoE Scatter

1d6 for direction:

1-2 = Long

3-4 = Short

5 = Right

6 = Left

2d6' for distance

Falling Damage

1d6 per 10' fallen; add +1 per die if landing on something sharp; if more than 10 damage taken in the fall make a STR mod + Physical test vs. DC 10 to avoid breaking a bone

Microlite20 VERMIN: Tooth and claw in the streets.

"Could you be just a little more quiet, Barkhead," growled Trom, the rat. "It's not like we're *begging* to get noticed or anything."

Barkhead snickered, "Sure... like there's anything awake in this alley in the middle of the night. Let's just go in, grab the ham and get out. I don't even know why I'm helping you guys. I don't even eat ham."

"Because, you, you, you're our friend," squeaked the little mouse sneak Keiter. "And, and, we smelled pine nuts. Promise."

Barkhead scrambled up the wall unto the windowsill. "Ok... grab this rope and get up here," he said, concentrating for a moment. "... ..," he appeared to scream. "... ..," he said, pressing a paw against the glass and concentrating again, until the window shattered in without a sound. "Looks like we're home free," he said, scrambling down the rope, as he dropped down the other side and out of the zone of silence.

The rat growled as he struggled to climb down the rope. "I can smell it. Roast ham and honey--and a dozen smelly humans, all in this one little tavern. Treat-time." The trio skittered across the floor, hungry and oblivious to the imminent danger in the window.

A brown tabby peered in the broken hole as Trom began to gorge himself. Barkhead greedily chewed up a strawberry as Keiter noticed the cat. "G-g-guys..."

The three turned as the cat put his paw against a shard of glass. "No, no, no, Alex... come 'n," begged the squirrel. "I gave you all the information you wanted just last week--and I got a friend to clean up that nasty case of mange." Alex grinned. "Sorry, chumps," he hissed, pushing the piece of glass out.

Down...

down..

down... it tumbled, and...

Shattering against the floor with a deafening sound in the near-silence of the room, shards flew everywhere, nearly hitting Keiter in the leg as he leaped away. Clomping footsteps plodded across the upstairs floor, and started down the stairs.

"Funknuttty," growled Barkhead.

Introduction

Vermin is a M20 game set in the streets of a dark fantasy city. Unlike most fantasy games, this one's set at dirt level--you play the tiny beasts, the dirty vermin of the city. Players can choose between Rats, Mice, Sparrows, Squirrels, Toads, Roaches, and Lizards.

These vermin are a bit different from the ones you and I know--they have human level intelligence, and tool-making ability. That said, they're smart enough not to let humans (the biggest enemy of all) find out about all this. (Hmm... adventure hook already.)

Vermin was written so that it is a stand-alone game, but can fit into any fantasy city (or modern city, if you can accept that animals have secret mystical powers). It might actually be interesting to run it and not specify, seeing how long it takes your characters to see the difference between Lankhmar and New York City from the ground level. It can be used for a stand-alone campaign, or an interesting diversion for players to get a new perspective on your existing campaign.

It uses the basic and expert Microlite20 rules. I hope you enjoy it--and find out exactly high dirt gets in the street when you're only two inches tall.

Stats

There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Skills

There are just 5 skills : Physical, Subterfuge, Knowledge, Communication and Survival. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Races

Lizard	+2 Dex, -2 Mind
Mouse	+2 Mind, -2 Str
Rat	+3 Str, -1 Comm
Roach	+2 all skill rolls
Sparrow	+2 Comm, -2 Str
Squirrel	+2 Know, -2 Mind
Toad	+2 Str, -2 Dex

Lizards

More alien than any other vermin, lizards are the sole reptiles not reviled by the rest of the vermin. Still, their reptile heritage puts them at a disadvantage when trying to relate to their warm-blooded associates.

Personality: Lizards' slick reptile brains put them at a disadvantage comparing smarts to mammals. Still, they have a long racial memory, and know their way around the cities. While wary

of others, they are loyal to a fault to the few friends they make, and are usually regarded as good, if dense, creatures.

Relations: Lizards get along with most anyone, although they tend to be a bit standoffish at first. Their long memories do not let them forget rat abuses, though, and they usually take a while to warm up to the large rodents. Lizards, like their tremendous brethren, the dragons, usually build a small lair that they let few into, where they hoard their possessions. (This lair also gives them a place to rest during the cold night hours.)

Names: Lizards take alien names with many consonants. K'kyrra, Monomonomo, and Ssssh are all good lizard names.

LIZARD RACIAL TRAITS

- +2 Dex, -2 Mind
- Base speed of 40 inches. Lizards are some fast-moving folk during the day.
- Cold-blooded: In any chilly situation, including most nights, lizards become lethargic, garnering a -2 to all actions, including combat, and slowly to a base speed of 20 inches. Lizards may make a burst of speed, eliminating all negative modifiers and moving at full speed, for one round by making a Fortitude save vs a DC of 15 (or higher for very cold environments). This can only be done (level) number of times per day.
- Regenerating tail: Whenever a lizard is caught by the tail, he can let his tail break, allowing him to escape. This causes only one point of damage to the lizard, and his tail will grow back over the span of a week.
- Natural weapons: Bite--1d4 damage, claws--1d3/1d3 damage.

Mice

Tiny, quick, and everywhere, mice have the advantage of numbers. Their strong little hearts and a huge number of ancestors gives them spiritual strength and the ability to persevere anywhere.

Personality: Mice are friendly little vermin,

although a bit high-strung and worrisome. They avoid danger, and cling to each other in numbers for protection. Mice judge another mice by inner strength, which is often shown by unusual physical features--an all-white or all-black coat, albinism, a withered limb, or unusually colored eyes. They can trace back their huge ancestry easily, and tend to associate a mouse with the ancestors he physically resembles.

Relations: Mice get along with almost anybody, although they cling to their larger brethren, the rats, for protection. They judge vermin by their individual traits, as opposed making generalities based on racial characteristics.

Names: Mice have a myriad of names, which change all over the world, often being a variation on local human names. They tend to name themselves after ancestors they resemble, and are usually thought of as the embodiment of that person, a concept hard for other vermin to understand. Examples: Pred, Nob, Yohn, Macques, Naylor.

MOUSE RACIAL TRAITS

- +2 Mind, -2 Str
- Small: +1 to attack, +1 to AC, +4 to Hide. However, they can only use Small weapons, and can only carry 2/3 of what a normal-sized vermin can carry.
- Base speed of 20 inches.
- Racial skills: At character creation, choose 1 point to put into one skill, this is in addition to the bonus for the mouse's class. This skill is inherited from an ancestor.
- Natural weapons: Bite--1d3 damage, Claws--1d2/1d2 damage.

Rats

Big, nasty, and pervasive, rats are the born rulers of the vermin kingdom. Known for their brawn and bite more than for their charm, rats stalk the night, taking what they want from human pantries, garbage heaps, and bedrooms.

Personality: Rats tend to be short-tempered and mean. Gluttonous, they take the spoils of any find and gorge themselves on rubbish. Still,

individual rats take on a group of vermin they protect as "their gang." (Whether or not the rat actually is the leader of the gang is irrelevant--they think they do.) Rats tend to be bullies, and although they often have a kinder side, they are loathe to show it, and get snappish with anyone who would point it out.

Relations: Rats get along well with their smaller kin, mice, living in a symbiotic relationship with them--mice are good scouts and good diplomats, while rats can give them protection. They often hold the flighty sparrows in disdain, especially for their closeness with men. Rats that try to get along with other vermin often make a display of their greatness or of their wealth, trying to ply friends with gifts or protection.

Names: Rats take guttural names, often with a suffix to denote one of their attributes.

Examples: Rukk the Wide, Tuk the Tricky, Koff the Infectious.

RAT RACIAL TRAITS

- +3 Strength, -2 Comm
- Base speed is 30 inches.
- Darkvision: Rats' red eyes let them see in the dark up to 60 inches. They can function well with no light.
- Infectious bite: Rats' bite usually carries virulent strains of nastiness. Anyone bitten by a rat must make a Fortitude check of 5 + the level of the rat + points of damage caused by the bite. If this check is failed, the wound will become inflamed, and cannot be healed normally, or through standard magical healing. *Remove disease* or *heal* must be cast in order to stop the disease. Each day the wound persists, the victim must make another Fortitude check--if failed, the victim loses one point of Strength and Constitution. If either of these scores reaches zero, the victim dies. (Three successful checks in a row means that the infection has been defeated by the victim's immune system. Strength and Constitution are regained at the rate of one point per day.)
- Natural weapons: Bite--1d6 damage,

Claws--1d4/1d4 damage, Tail--1d3 subdual damage.

- Skill bonus: Rats receive a +4 to Intimidation checks.

Roaches

Roaches, the ultimate survivors, have an even bigger advantage in numbers than mice. Unlike mice, though, who derive strength from their ancestry, the clannish nature of roaches make them virtual copies of each other. The roach that breaks away from his brothers to become an individual is rare, and generally thought poorly of by other roaches.

Personality: Roaches are generally insular around other vermin, and follow strict social guidelines, doing nothing that all other roaches will not do with them. That said--some roaches strike out for an individual life, but are reviled by their brethren. Roaches do not have a hierarchal social structure, though--their short lifespans do not allow for it. All roaches within a caste are equal, and consider themselves brothers, subordinate only to their queen.

Relations: As above, roaches do not get along particularly well with any other vermin--but they don't get along particularly poorly, either. They are indifferent, except toward the sparrows, who they have a bit of a problem with (something about dinner once.) The vermin roaches most dislike are individual roaches.

Names: Roaches do not have names. They have their own names for the different roles they play, which all roaches in that caste are called by: Brute/Protector-- *Thrak*, Sneak-- *Waka*, Mystic-- *Boko*, Storyteller-- *Taka*, and Trickster (which are rare among roaches)-- *Hele*. Roaches that strike it out on their own often take the names of other vermin, or get nicknames such as Shellback, Rocky, or Bobo.

ROACH RACIAL TRAITS

- Base speed is 20 inches.
- Small: +1 to attack, +1 to AC, +4 to Hide. However, they can only use Small weapons.
- Roaches have the unusual ability to carry

twice the amount as a normal vermin on their shell.

- Antennae vision: While roaches can see normally with their eyes, they also are very sensitive to vibration, and can move around and fight with no penalty in the dark or against invisible creatures.. This vision extends out 30 inches, so they can still be surprised by something leaping from a distance.
- Shell: Roaches' tough exo-skeleton give them a +2 to their Armor Class.
- Skill bonus: +3 to Climb checks.
- Save bonus: +2 to resist poisons.
- Save penalty: Because of roaches' general lack of identity, they have a hard time keeping a strong self-image. Whenever a roach has to save against in order to keep his self-identity, or has to save versus an Trick or Mystic power affecting the mind, he has a -2. This should be enhanced in role-play as well.
- Natural weapons: 1d3 bite.

Sparrows

The flighty sparrows are the only vermin that can take to the skies of the city, giving them a perspective not from the feet of men, but from far above their heads, where they look no more like giants, but like insects. Sparrows see everything through this same sort of vision: they see nothing as of much importance on its own, but see the stories that things weave as a whole. This makes other vermin think of them as simple and flighty. They are flighty, interrupting conversations, ignoring complaints, and generally--well, flying around, but simple they aren't.

Personality: The most important thing to sparrows is that the world is much smaller than it looks to the vermin on the ground. Anything that seems really important probably isn't, and anything that seems like a huge danger is nothing to worry about. Even humans--the biggest danger of all--look small from above, and, plus, you can poop on them.

Relations: Sparrows get along with anyone,

although roaches and rats sometimes don't reciprocate those feelings. They enjoy a good joke that flies over lizards' heads, and are best friends with mice, whose tendency to worry amuses the sparrows. They respect squirrels greatly, the only vermin that ever manage to get a trick over on them.

Names: Sparrows usually take nature-based names, such as Needle-beak, Grey-feather, and Sky-leaf. The fiercest sparrow of all time was known as Roach-scurge, and the roaches still have a hard time with this.

SPARROW RACIAL TRAITS

- +2 Comm, -2 Str. Sparrows' hollow bones break quite easily.
- Base speed on the ground is only 15 inches, but sparrows can fly faster than a man can walk (very fast.) Sparrows are awkward walking.
- No hands: Sparrows have no front paws. Therefore, they cannot do many of the things other vermin can, especially use weapons (although they can get pretty inventive with their beak and claws, dropping things, and carrying a sharp stick while flying to poke things with.)
- Natural weapons: 1d4 damage beak, 1d3 damage claws.
- Natural weapon: wings. Wings can be used to buffet a foe, flapping them all around his head. This does only 1 point of subdual damage, but if the victim is successfully "hit" with this attack, he must save vs. a DC of 10 + 1d6 + Strength bonus or be stunned for the next round.

Squirrels

Squirrels, pranksters and clowns all, live more in the treetops and parks of the city than in the streets. Although they disdain the practice of trash-diving for food (they prefer acorns and fallen scraps in the park), they get along well with their fellow vermin--as long as they're playing pranks.

Personality: Squirrels are jokers. They jump

from tree to tree, carefree of danger, throw acorns at serious rats, steal bread from lazy-eyed humans, and get in elaborate high-flying punching matches with each other. They're the swashbucklers of the vermin, and a bit loopy. Danger never fazes a squirrel--at least not that he'd let on.

Relations: Squirrels think they get along with everyone, although it's not always the case. They're regarded as not just a bit unreliable, prankish, and prone to theft. Still--they can make loyal friends, and only a vermin who takes himself too seriously (like most rats) has a real problem with them--although they usually keep an eye open when a squirrel's around.

Names: Squirrels take nonsense names, with a little tree-ness thrown in for flavor. Examples include Boboak, Nutkin, Pinehead, Smokey, and Cholono.

SQUIRREL RACIAL TRAITS

- +2 Know, -2 Mind
- Base speed is 40 inches.
- Skill bonus: Squirrels receive a +5 to Climb checks and a +2 to Jump checks.
- Tail: Squirrels also receive a +3 to Balance because of their tail, and can use it to swing from tree limbs.
- Bipedal: While squirrels scurry along on four feet often, they have no problem standing on two feet. Their front paws are prehensile, and they can use weapons without the normal -2 modifier
- Natural weapons: 1d4 damage bite, 1d4 subdual damage punch.

Toads

Making their way in the urban swamp, toads are looked up to by all vermin. Rats respect their size and strength, mice see their numbers, sparrows like the fact that they don't seem to worry, and squirrels think that tongue thing is just funny.

Personality: Steadfast and somewhat slow to answer, toads are the kind uncles of the vermin kingdom. They're not stupid, but quiet and patient. They're not all serious, though--the dry

wit and one-line remarks of a toad humorist can beat all.

Relations: Toads are outsiders, used to a more wet atmosphere than most of the city, and are somewhat out of place among all the mammals. They usually do nothing to cause bad relations, though, and generally get along with all the vermin.

Names: Toad names vary, but usually have some reference to water, ponds, or bugs in them. Bugstick, Scumrod, and Soupeyes are all good examples.

TOAD RACIAL TRAITS

- +2 Str, -2 Dex. Although they have strong legs, toads are not as agile on land as many other vermin.
- Base speed is 30 inches.
- Skill bonuses: +5 to Swim, +5 to Jump checks.

Classes of Vermin

Brute: A vermin who lives on his combat ability and intimidation alone. **Brutes** wear any kind of armour and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls.

This increases by +1 at 5th level and every five levels on

Mystic: In touch with their spiritual side, mystics are able to use Gifts for healing, protection and divination. **Mystics** can cast divine spells (gifts) and gain +3 bonus to Communication.

Protector: Guardians of other vermin and their camps, these able fighters are also excellent hunters. **Protectors** are +1 to hit and damage with ranged weapons and only incur a -1 to hit penalty when fighting with 2 weapons. They have a +3 bonus to Survival.

Sneak: Sneaks are just what they sound like--vermin who are good at not being seen. They also make excellent scouts. **Sneaks** have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack.

Storyteller: Storytellers keep the history of the vermin kingdom, and can usually get by on the

virtue of their anecdotes alone. **Storytellers** gain a +2 bonus to Communication, Subterfuge, and Knowledge. A storyteller can counter sound-based effects within a 30' radius. A storyteller can use his song to charm person or remove fear up to 3 times (total) per day. Beginning at 6th level, a storyteller casts spells as either a Druid or Illusionist (player's choice, from the M20 expert rules) of 5 levels lower.

Trickster: The trickster uses supernatural Tricks to play jokes, win food, and help/annoy others. **Tricksters** can cast arcane spells, and gain a +3 bonus to Knowledge

Equipment

Truth be told, the majority of creatures in the vermin kingdom use no more equipment than their own claws, and maybe a rock sometimes to bash open something. Quite a few vermin, though, have learned the skills to craft tools.

It is forbidden for a vermin to use a tool or weapon in the sight of a human--if humans were to know they had learned the secrets of tool use, extermination would be quick and devastating. A vermin caught doing this, more often than not, ends up dead, drowned in the river or chewed up in a back alley. The worst sin in the vermin kingdom is to endanger the vermin kingdom, and justice is severe.

Materials

The majority of tools and weapons are made from wood, as it is soft and easy to carve, even with tooth and claw; rock, as it is plentiful and easily sharpened; and bone, as it is hard, yet easy to shape. Metal-working is incredibly rare--only one bellows is rumored to have been ever made in the vermin kingdom. Metal items fetch much in barter, and anyone who owns a metal object made by vermin is a wealthy vermin indeed.

Leather is another oft-used material--vermin let few things go to waste when one of them dies, and bone and leather are plentiful from the recycling of the dead. Leather is used for shelters, and, very rarely, belts, vests, scabbards, and the like. Vermin are loathe to wear such human-esque trappings, as it is unnatural, and increases the danger of being

caught.

Weapons

The most common weapons made are, by far, spears. It is easy to find a solid stick of wood and attach a sliver of bone or rock to it.

Sharpened sticks, much like javelins, are also often made. It is much more rare to ever see a dagger or sword, and even rarer to see a metal-crafted one. A few bows have been seen in the hands of the fiercest warriors, but the bipedal nature of most vermin makes these difficult to use.

Weapons use the same statistics as they have in the M20 weapon list. However, bone weapons in general and rock piercing weapons take a -1 to damage (minimum 1 point.) All-wood weapons are -2 to damage (minimum 1 point.)

Monsters of Vermin

Choose an appropriate (scale) monster from the M20 monster list to fit the situation and add any applicable special attacks and abilities. For example:

dog = M20 wyvern with no sting attack.

Adventure ideas

I have purposefully done two things in *Vermin* to (possibly) help you out: left the setting very sketchy, and dropped plot hints all over the place. Here's what comes to mind for me, but I suggest, and hope, you come up with your own unique adventures:

- The Vermin King (or possibly the Vermin Boss for your block) has fallen ill. An old sparrow storyteller swears that it's human poison and that he knows a dusty old building where an antidote could be found--but it's inhabited by an old warlock and his cat--can you make it in and out, and figure out what in the world it is that you need?
- It's war in the streets as the Roaches finally split into two factions. They both want your favor, but the vermin are split among turf and racial lines. How will your (race-mixed) party fall?

- A legendary Toad assassin has gotten possession of twin metal curved swords, rumored to be magical, and is taking down vermin for the highest bidder.

Unfortunately, the highest bidder's a giant water moccasin snake, and on top of that, word on the streets is that he was sighted by a human.

- A member of your party was stealing trash outside a window the other night when he heard cries. Climbing up onto a windowsill, he saw a wicked, wicked man beating a smaller man, probably one of his brood. It's human business--but it's wrong. What will you do? How can you stop a huge man, you worthless nothings? The main thing to remember is that the crap gets awfully high real quick when you're 4 inches tall. Keep your players busy and keep them digging their way out. Have fun, and feel free to send any comments!

AFTERWORD

This setting is not mine, I just converted it from the original documents at:

<http://files.crngames.com/cc/vermin/vermin.html>

I couldn't find any names on the ste to credit, but I didn't want to take more credit than was my due.

HAVE FUN!!!
---copycat042

Where No Man Has Gone Before 2.0

by Mike Berkey (michael.berkey@gmail.com), Copyright 2009. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.microlite20.net>.

"Space, the final frontier. These are the voyages of the starship Enterprise, her five-year mission to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before."

This is a game about a five year mission, a world where special effects never progressed beyond painted Styrofoam blocks and cheap double-exposures. The 70's were still The Future and Klingons had smooth foreheads. The idea of a Star Trek movie was a laughable proposition and nobody thought twice about planets full of Nazis and space hippies.

Adventures take place in Episodes, over the course of a Season. If you're comfortable with the Shatnerian school of acting, can spontaneously hum snippets of the original soundtrack during appropriate scenes and have no problem with outrageous accents, this is the place for you.

The goal of this game is to create something relatively quick and dirty, simple to set up and fast to run, using the Microlite20 system for accessibility and to allow access to the vast amount of pregenerated d20 content.

Hopefully, it strikes a balance between camp and grit: while much of this game is pretty silly, much of it isn't. This is, after all, a television show that brought us both "The City On The Edge Of Forever" and "Spock's Brain."

Thanks to a post by Gorillacus on Rpg.net for the idea that sparked this conversion—until that point not only was I stuck on how to handle character types in an intuitive way that remained true to the spirit of the show, I also had no idea I even wanted to do a d20 conversion of this sort in the first place.

For sources, I've poured over Franz Josef's original Starfleet Technical Manual, the Daystrom Institute of Technology (ditl.org), Okuda's Star Trek Encyclopedia and Memory Alpha for information. I've even spent time mining the Klingon Academy instruction manual for ship combat ideas.

In the end, though, this game is based largely on my mostly hazy (but fond) memories of watching the show as a kid. If I can briefly, if only for a second, catch the spirit of those thrilling Sunday afternoons, then this game will have been a success.

Special thanks goes out to Avram Grumer for giving me much needed feedback and editing. I'm becoming convinced that errors, typos and ambiguously worded entries are every bit as threatening as those pesky Romulans.

Most importantly, remember that this game is your sandbox: there is no right or wrong way to play it, only what's fun.

Contents

1. Characters
2. Combat, Action Points And The Rest Of The Core Rules
3. Ship Combat
4. Equipment
5. Enemies and Allies
6. Appendices

Characters

Stats

Where No Man Has Gone Before uses four stats: **Strength, Dexterity, Intelligence, and Charisma.**

Roll 4d6, dropping the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for the remaining stats.

Your stat bonuses are **(STAT-10)/2, rounded down.**

Species

The Federation is made up of many member species, but most can be treated as variants of human beings—albeit human beings with odd makeup effects such as prosthetic foreheads and ears.

Andorians are a tough-minded species of blue-skinned humanoids from a frigid planet. Their antennae give them enhanced senses and their harsh homeworld makes them tougher than the norm.

- **Cold Adapted:** +2 bonus on all arctic survival-type rolls. Their tolerance for cold also allows them to handle temperatures up to 40 Centigrade degrees colder than humans with relative comfort.
- **Durable:** Andorians gain +1 HP/level.
- **Sharp Senses:** Their range of hearing is far superior to humans, both low and high frequencies are detectable. As such, they gain a +2 bonus to any skill rolls affected by their keen hearing.
- **Stern:** Andorians tend to come across as rather proud and humorless to other species. -2 Cha.

Humans are the “default” species of Star Trek. They are known for their remarkable flexibility and drive to explore.

- **Drive:** One extra Action Point per episode.
- **Flexibility:** One bonus Talent at first level.

Tellarites are a porcine species of humanoids renowned for irascibility and their prowess with engineering.

- **Argumentative:** Tellarites have a grasp of social etiquette that...differs...from that widely held by other species. -2 Cha.
- **Culture of Engineering:** +2 bonus on all skill rolls involving engineering (including rolls not involving the actual Engineering skill).

- **Fur Coat/Thick Hide:** +2 natural armor.
- **Strong:** +2 Str. Tellarites are very solidly built.

Vulcans are a species of pointy-eared humanoids who pursue logic and reason as a means to raise themselves above their savage past.

- **Alien Strength:** The Vulcan homeworld has a substantially higher gravity than normal—skill rolls involving strength are increased by +2 and the character can lift twice as much as a normal character.
- **Arrogant:** -2 Cha.
- **Desert Adapted:** Vulcans gain a +2 bonus on desert survival-type rolls and a general immunity to the effects of blinding light.
- **Lack of Emotion:** Vulcans have difficulty in dealing with emotions—in any situation where emotion plays a factor, a Vulcan will take a -2 penalty (bluffing, negotiations, persuasion, fathoming motives, etc.).
- **Highly-evolved Brain:** +2 Int.
- **Psychically Endowed:** The Vulcan species has an unusually high number of individuals with psychic abilities. All characters start out with the Psychic talent as a bonus.

Other Species

Oddly shaped ears or strange skin colorations notwithstanding, most other alien species in Star Trek tend not to vary too far from the human norm. Most can be treated as identical to human beings, with all the usual bonuses and limitations.

Quite a few of them vary enough, though, that it sometimes pays off to make a new racial template. If there is a need to stat a new alien species, use the following guidelines, which will produce a species of about the same level of capability as the four “main” species:

Each species can have 2 special abilities. If you want your species to have more, then you have to take a penalty of some kind to balance it out.

Special abilities should all be on the same level of usefulness, equivalent to a +2 stat bonus or a free Talent. If an ability is on the weak side, it's okay to "bundle" another lesser ability with it (as is the case with the Andorians' cold adaptations).

All members of your new species will now have these base abilities. The only real limitation is that the species has to have some role-playing hook and the group must agree to it (it's their world, too, after all).

Example: One of the players really wants to play a Deltan similar to Ilia from Star Trek: The Motion Picture. The GM and the other players are okay with that, so the player creates a new species template.

Deltans are a highly charismatic species but slight of build, with innate psychic abilities and the ability to influence others through the use of pheromones.

In game terms, they gain +2 Cha, and the Psychically Endowed ability (as Vulcans) to reflect the Deltans' inherent telepathic powers. They also gain a new special ability called Pheromones, which will give the character the ability to subliminally influence other humanoid beings.

Since these add up to 3 separate special abilities, the player adds one penalty: Deltans take a -2 Str penalty to reflect their slight build.

Classes

There are three classes—**Blue Shirt**, **Red Shirt** and **Yellow Shirt**. Characters begin at whatever level the GM sets the campaign at.

1st or 2nd level characters would be cadets, still attending Star Fleet Academy. 3rd level characters would be equivalent to new Star Fleet officers just embarking on their career.

A typical campaign centering on a Star Fleet bridge crew would usually involve more experienced characters in the 5-7th level range.

Each character can choose one skill from the next section as their initial Trained Skill: Communication, Engineering, Knowledge, Medicine, Physical, or Subterfuge.

Characters start with (Str+1d6) hit points, 2 Talents and their racial abilities. They also gain one additional Talent for every 2 levels past the first (3, 5, 7, 9, etc).

Blue Shirts are the brains of Starfleet and are in the business of knowing things. Whether it's the intricacies of star formation in a globular cluster or the inner workings of the human heart, they are the best at what

they do.

There are two primary branches: Medical and Science.

Examples: Spock, McCoy.

Red Shirts are the heart of a Federation vessel—they are the engineers that keep the ship running and the security guards that keep peace on board ship. They are stalwart and dependable when needed, the backbone of Starfleet.

Red Shirt has two separate career paths, treated as completely different occupations: Engineering and Security.

Examples: Scotty, Uhura, the endless stream of disposable muscle in each episode.

Yellow Shirts are a varied lot. Commanders, pilots, and diplomats make up the bulk of this class and are therefore the most visible branch of Star Fleet. They tend to be fast on their feet, mentally and physically.

Examples: Kirk, Chekov.

Skills

There are six skills: **Communication**, **Engineering**, **Knowledge**, **Medicine**, **Physical** and **Subterfuge**.

Communication skill covers interaction with other people. Bluffing, seduction, diplomacy, bribery, out-and-out lying, it's all here.

Engineering. There's a bit of overlap between this skill and Knowledge—where Knowledge is about knowing things, Engineering is about actually doing them. Knowledge will teach you the mathematical reasons why a warp drive works. Engineering will let you build one. This skill covers such things as gadgetry, inventing, tuning star ships, repairing items and so on.

Knowledge is your grasp of the academic arts. It covers everything from languages to archeology, code-breaking to zoology. Knowledge is always relative to your character's background and interests—if the GM knows something is in your field of expertise, he can give you a bonus to your roll. The reverse is also true.

Medicine. Just as Engineering is the ability to fix machines, Medicine is the ability to heal the body. It also covers a fair amount of chemistry and other related disciplines.

Physical. If it's something physical that you do, this skill probably covers it. Jumping, piloting a ship, climbing and so on.

Subterfuge. The dark side of the skill sheet. Skulduggery, sneaking around, disarming traps and other such things.

Trained Skill. Each character must choose 1 skill they are best at (called your “**Trained Skill**”). Your rank in that skill will be at your level+3. All other skills will be at half your level, rounded down, plus one ((Level/2)+1).

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Roll equal to or higher than the given Difficulty Class to succeed. Difficulty Class (or DC) is a number chosen by the GM to represent the difficulty of a skill roll. It ranges from 10 on the low end (dead easy) to 30 – 40 on the high end (nearly impossible). An average DC would be around 20.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + INT bonus. Disabling a trap is either Subterfuge + DEX bonus or Science + INT, depending on the nature of the trap. Note that there are no “saving throws” in this game; use Physical + STR or DEX for Fortitude and Reflex saves. Will saves are usually Know or Subt + INT.

Taking 10. When your character is not under direct pressure or otherwise being distracted, you can “take 10”. Instead of rolling d20 for the skill roll, treat the result as 10 and calculate the skill check accordingly.

Taking 20. If the task in question allows the leisure of repeated attempts and you have plenty of time—at least 5 – 10 times more than usually required to perform a skill and are not under direct pressure or otherwise being distracted, you can “take 20”. Instead of rolling d20 for the skill roll, treat the result as a 20—this does not count for regaining Action Points.

Talents

You get 2 Talents at first level and an extra one every 2 levels thereafter. Some Talents may be taken more than once—in that case, the effects stack. If they can be stacked, it will say so in the description.

General Talents can be taken by any class. Each class also has access to its own Talent list.

General

1. Catch Phrase
2. Cool Under Pressure
3. Enlightened
4. Ethnic Pride
5. Heroic
6. Life of Riley
7. Manly Chest/Long Legs, Short Skirt
8. Mind Meld
9. Psychic
10. Psychic Ability
11. Ripped Shirt
12. Specialist
13. Trained Skill
14. Vulcan Nerve Pinch

Catch Phrase. The character has one catch phrase (“Dammit, Jim. I’m an x, not a y!”) that he can utter once an episode. Doing so will allow the character to gain one Action Point, so long as the catch phrase can reasonably be used in context and refers to the situation in which the Action Point was spent.

A character can’t have more than one catch phrase except with GM permission. Optionally, the GM can allow the character to change his catch phrase throughout the season, although care should be taken to not allow catch phrases to be changed often. After all, a catch phrase that is changed every episode is not a catch phrase—it’s dialogue.

Cool Under Pressure. Choose one non-combat task that you’re especially good at (e.g. sneaking, first aid, baking cookies, etc). From now on, whenever you attempt that task, you can take 10 on the roll, no matter how stressful the circumstances. This Talent can be taken multiple times—each time applies to a different task.

Enlightened. You have outgrown one limitation of your species, if your species has any. Perhaps you’re the Vulcan that has become in touch with his emotions, or the Tellarite that has learned diplomacy (and thus lost the -2 Charisma penalty). Some limitations, particularly physical ones can’t be grown out of—they’re innate. The GM is the final judge of which ones qualify.

Ethnic Pride. Not all people of a given ethnic group have this Talent, but those that do can harness their ethnic pride, gaining +2 to an ability score of their choice if that bonus can be justified within their ethnic stereotype. Possessing this Talent almost always requires bad accents and tacky set furnishings for the character’s living quarters. This Talent can only be taken at character creation.

Heroic. You start each adventure with 1 more Action Point than usual. Each time you take this Talent, you gain another Action Point.

Life of Riley. You live a charmed life. Once per episode, if you fail a roll by rolling a 1, you can instead treat that roll as a natural 20. This is not considered a natural 20 for purposes of regaining an Action Point.

In addition to this, you gain a +1 on all saves and rolls that may be influenced by blind luck—this is up to the GM's discretion, but should be used somewhat sparingly. Taking this Talent multiple times allows more than one use per day—the +1 luck bonus never increases.

Manly Chest (Long Legs, Short Skirt). If the “Being On Every Planet” optional rule from the Appendix is being used, members of the appropriate sex will be at +5 DC penalty to save against your charms. If the “Being On Every Planet” optional rule is NOT being used, it applies to your character (but without the DC bonus).

Mind Meld. This Talent requires the Psychic Talent and is usually restricted to Vulcans. Given a minute of uninterrupted time with a willing target and a successful Int + Know check vs DC 15, you can perform a Mind Meld, reading surface thoughts and conveying your own thoughts to the subject. During consecutive minutes, you can perform additional actions with a skill check vs DC 20. Each minute that passes beyond that—due to failed rolls or multiple actions—adds 5 to the DC.

Possible actions include reading deep thoughts (either subconscious or repressed memories), implanting or editing a memory, transferring your katra to a friendly target, or other actions as considered appropriate by the GM.

If the target is fighting the mind meld, the DC is increased by the target's Intelligence bonus and any bonuses from the Psychic Talent.

Drastically failed skill rolls can potentially harm the target or the character performing the mind meld.

Psychic. The character can open himself to psychic impressions. In practice, this amounts to the GM informing the character of psychic impressions from the environment or as part of a plot point. It also gives the character a +1 bonus to resist psionic attack and manipulation. This bonus increases by +1 for every 5 levels.

Psychic Ability. This requires the Psychic Talent. Each time you take this Talent, your character gains one ability. The effect of such an ability will usually be similar to one or more spells from the SRD and must be

a) approved by the GM and b) have an appropriately Star Trek feel to it. The GM might make adjustments to fit the feel of the show.

For example, Fireball would never be appropriate, but a Cure Wounds ability would, particularly if the character took 1 point of damage for every 2 points healed. If the ability is more powerful than a 0th level spell effect, then an Int + Know check should be required for successful use; the DC would depend on how powerful and dramatic the effect.

Ripped Shirt. Once per fight, and no more than once per episode for every 5 levels (round up), the character can either deliberately rip a revealing article of clothing or take advantage of a revealing rip in an article of their clothing and gain +1 to hit and damage and an extra 5 hit points. The to hit and damage bonuses increase by +1 for every 5 character levels. Temporary hit points and other bonuses disappear at the end of combat.

Specialist. Describe one task that you're especially good at. From now on, you get a +2 on all skill checks or combat to-hit rolls dealing with that task.

Examples: Sneaky, Languages, Starship Piloting, Dirty Fighting, Force Field Technology. Specialties should be fairly narrow. Taking this Talent multiple times gives you different specialties—the effects never stack.

Trained Skill. When this Talent is taken, one skill of the player's choice is now considered to be Trained. Every time this Talent is taken, it applies to another skill.

Vulcan Nerve Pinch. This Talent is usually restricted to Vulcans. If your opponent is caught unaware or is otherwise defenseless and you are behind them, you can force them to make a Str + Phys save vs a DC equal to 10 + your Str + Know. Failing the roll results in loss of consciousness for a few hours.

Blue Shirt

1. Bedside Manner
2. Behavioral Analysis
3. Breakthrough
4. Empathy
5. Exploit Weakness
6. Field Medic
7. “He’s Dead, Jim.”
8. Plan
9. Pure Logic
10. Recollection

Bedside Manner. Your bedside manner has earned you a deserved reputation for good advice. Once per Episode, if you have a few moments to speak alone with someone you may grant them a bonus to an upcoming action of their choice equal to your Int bonus or +1, whichever is greater. If they do not use this bonus by the end of the Episode, it is lost. Every 5 levels in Blue Shirt increases this bonus by +1.

Behavioral Analysis. This requires the Empathy Talent. Your keen insight into psychology allows you to make an Int + Know roll to predict the likely future behavior or delve into the personality traits of any given individual. The target DC will be 15 + the target's Int bonus. The GM may modify this number up or down depending on circumstances. For example, if the target is behaving unusually erratically due to outside influence, the GM might assess an additional +2 to the DC.

Succeeding on this roll will allow you to ask the GM one question for every 5 points you succeeded by. The answer will only be given in a yes/no/undecided format.

Breakthrough. You receive credit for a scientific breakthrough that earns you the recognition of your peers. It can be in any field of study that fits the background of your character. When dealing with others with a reasonable amount of familiarity with that field, you gain a +2 bonus on social rolls due to your reputation.

When dealing with any situation pertaining to that field of knowledge, you may spend an Action Point to give the usual +5 skill bonus to anyone who is capable of listening to and following your advice, including yourself. This bonus disappears once used and is **in addition** to any Action Points spent by other players (or yourself) to boost their own skill rolls.

This talent may be chosen more than once, each time applying to a different field or subfield.

Example: S'Vek has made a life study of Warp Field Theory, a subfield of Physical Sciences. When at a convention of Star Fleet sciences personnel, it's likely that anyone with any knowledge of Physical Sciences will seek him out for discussion.

Later on in the campaign, the U.S.S. Bridger is caught in a field of destabilized space. The ship's warp drive itself is causing the fabric of reality to unravel. S'Vek and the ship's engineer are in the Jeffries' tube attempting a last ditch effort to recalibrate the warp coils to let them escape. S'Vek, a noted expert in Warp Field theory, spends 1 Action Point to activate Breakthrough. He gives the +5 bonus to the engineer for the repair roll.

"Commander Tavek, if you integrate the space-time curvature of this region with the energy signature of the warp baffles, I believe..."

Empathy. You have an uncanny ability to see into the hearts of others. This talent provides a +2 bonus on checks involving any interaction skills (such as diplomacy, intimidation, perform, sensing motives, persuasion and so on), provided you spend at least 1 minute observing your target prior to making the skill check. Every 5 levels in Blue Shirt increases this bonus by +1.

Exploit Weakness. Your intellect and eye for detail allows you to identify key weaknesses in a specific opponent, provided you take a round to study it first. Make a Sub+Int check (DC 15). If the check succeeds, for the rest of the combat you can use your Int bonus instead of your Str or Dex bonuses on attack rolls or AC as you try to out-think your opponent. You can only use your Int bonus for one or the other, never both at the same time.

Field Medic. You can now use your Action Points to heal other characters in emergency situations, given a reasonable amount of equipment and a few undisturbed minutes. The amount healed is equal to half the character's lost hit points.

"He's Dead, Jim." This Talent requires the Field Medic Talent. When using the Field Medic Talent, make an Int + Medicine skill vs DC 25. If successful, you get the Action Point back.

Pure Logic. Choose an area of study. Whenever the GM would allow you to take 10 on a skill check in that area of study, substitute your Int score instead for the d20 roll. Whenever you are allowed to take 20, your die roll is automatically your Int +10. Taking this talent multiple times gives additional specialties.

Plan. If you have time to prepare a plan prior to a dramatic situation, you can grant a bonus on all skill checks and attack rolls made by you and your allies. Make a skill check vs DC 10, using Int plus whatever skill is appropriate to the situation (usually Knowledge).

If successful, the bonus will be +1, plus another +1 for every 10 points the roll was over the DC (i.e., whatever you rolled divided by 10, rounded down). This bonus lasts for the first 3 rounds of the situation and then goes down by 1 every following round (minimum 0) as entropy slowly unravels your plans.

Recollection. You have read a vast amount of material on every subject conceivable. Once per Episode, on any skill roll involved with or aided by remembering scientific or academic information, you can roll twice, taking the better of the two rolls.

Red Shirt

1. Brawler
2. Breakthrough
3. Durable
4. Flurry
5. Intuition
6. Judo
7. Jury Rig
8. Miracle Worker
9. Power Attack
10. Pride of the Fleet
11. Red Shirt
12. Starfleet Commendation
13. Stiff Upper Lip
14. Worried Engineer

Brawler. Your unarmed attacks are upgraded from 1d4 to 1d6 damage. You can take this one more time to upgrade your unarmed damage to 1d8.

Breakthrough. As per Blue Shirt.

Durable. You are a damage sponge. +1 hp per level, can be taken multiple times. Changes in hit points are retroactive.

Flurry. Choose one type of attack: melee or ranged. With those types of attack, you can perform a flurry. A flurry allows you to gain an additional attack per round in exchange for a -2 to hit on all attacks per round. Taking this Talent again lets you perform a flurry with the other type of attack (melee vs ranged).

Intuition. You have an innate ability to sense trouble in the air. Once per adventure per level, you can make a Int + Subt roll vs DC 15. If successful, you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. In addition, all initiative rolls for the character will be at +1.

Judo. If you successfully grab an opponent, you can perform your next grapple action immediately instead of waiting for the next round.

Jury Rig. A Red Shirt with this Talent gains a +2 bonus on skill checks made to attempt temporary or jury-rigged repairs. Every 5 levels in Engineering Red Shirt increases this bonus by +1.

Miracle Worker. Spend an Action Point and a repair takes half the time it normally would. Take this

Talent twice, and you can spend 2 Action Points to take a quarter of the time. If this reduction in repair time would reduce repair time to less than 1 round, then the Red Shirt can repair the damage in a single action.

Power Attack. You can take a penalty to your attack roll and add the same amount to your damage roll, assuming you hit. Up to one-half your total attack bonus can be transferred this way. This Talent represents a predilection for risky maneuvers in combat and covers such things as drop kicks, dirty tricks, haymakers, trick shots and so on.

Pride of the Fleet. This Talent requires Worried Engineer or Miracle Worker. Any ship that you've been in charge of for more than a few weeks increases in capability. Choose one specific benefit of your tweaking, such as strong shields, phaser tuning, faster engines, whatever.

If SR or WR are improved, they are increased by +2 or 10%, whichever is greater.

Highly-tuned warp engines can be pushed harder than untuned warp engines—when engaged in high warp pursuit, the rolls for pushing past maximum warp increment at .2 instead of .1.

Any other increased systems will grant a +2 with appropriate rolls or add an additional 10% capability, whichever makes more sense.

These benefits are lost after a few weeks if you leave. This benefit is also temporarily lost if the ship is seriously damaged. Every time this Talent is selected again, choose another benefit. These benefits can all be active at the same time.

Red Shirt. If your character is killed by alien monsters or heroic sacrifice, he will be replaced in the next appropriate scene by a character with exactly the same stats, skills, talents, equipment and experience but with different physical features and name.

Essentially, if your character is eaten by that Mugato, you can pencil out his name and description on your character sheet and continue on in the next scene that a replacement could reasonably be beamed or shipped in as if nothing happened. For accounting purposes (e.g. accumulated experience for a session), both PC's can be considered to be the same character.

If you run out of ideas for your next Red Shirt, consult the table on the following page.

Starfleet Commendation. Your acts of bravery under fire have earned you recognition and you serve as an example to others. Choose an event in which you demonstrated your skill—it need not be something that

actually occurred in the campaign. You can “retcon” events that occurred before the Series began. Describe the event briefly for future reference.

You now have a +1 bonus to any skill rolls that may benefit from having a heroic reputation or a reputation for the type of skill you demonstrated.

During any situation resembling the events that earned you your commendation—the GM will be the final judge as to what qualifies—you will gain one temporary level during that scene. Any Talents, hit points and other bonuses resulting from the temporary level disappear at the end of the scene.

This Talent may be taken more than once, but each additional event must be notably different than any previous Commendations.

Stiff Upper Lip. Once per Episode, any single damage roll inflicted on your character can be rerolled, taking the lower of the two rolls.

Worried Engineer. You can spend 1 Action Point and reroll any damage roll to your ship, including weapons damage taken, critical hits, system damage, pushing the ship's systems beyond spec and shield damage. You must, however, accept the second roll.

The Random Red Shirt Table

When you find yourself at a loss for Red Shirt details...

Roll d10 for each column	First Name	Last Name	Skin	Hair	Major Personality Trait	Hobby
1	John	Smith	Pale	Red	Resigned	Guns
2	Jane	Johnson	Pale	Red	Stern	Chess
3	Jim	Williams	Tanned	Blond	Aggressive	Music
4	Sally	Jones	Tanned	Blond	Boisterous	Drinking
5	Tom	O'Connell	Olive	Brown	Intellectual	Sports
6	Nancy	Brown	Olive	Brown	Innocent	Hiking
7	Gene	Davis	Light Brown	Brown	Paranoid	Fencing
8	Mary	Miller	Light Brown	Black	Melancholy	Gambling
9	Michael	Wilson	Dark Brown	Black	Braggart	Travel
10	Alice	Moore	Dark Brown	Black	Cheerful	Knitting

Yellow Shirt

1. Agile
2. Bluff
3. Brawler
4. Command
5. Defensive Roll
6. Flurry
7. Inspirational Speech
8. Judo
9. Measure of a Man
10. Plan
11. Power Attack
12. Space Jockey
13. Starfleet Commendation
14. Unorthodox Maneuver

Agile. You are excellent at dodging attacks. +1 AC, can be taken multiple times.

Bluff. You have a knack for fighting dirty. If you can communicate with an opponent, you can attempt a Cha+Comm roll vs the opponent's resisting skill roll. If successful, you can use your Charisma bonus as either a bonus to hit, damage or AC for one attack. How this looks can vary from cheap shots all the way up to out and out trickery.

Brawler. As per Red Shirt.

Command. Once per day, you can give an order to someone. Should they choose to follow your command, they get a +1 bonus to achieve that action. At every level evenly divisible by 4, this bonus goes up +1 and an additional order per day can be given.

Defensive Roll. This requires the Agile Talent. If you are in a position to dodge out of the way of an attack but it hits you anyway, you can spend 1 Action Point and completely avoid damage.

Flurry. As per Red Shirt.

Inspirational Speech. Once per Episode, you can make an Inspirational Speech about a single topic (“Let’s kick these alien bastards back across the Neutral Zone!”, etc).

The speech takes at least a couple of minutes and those affected must be within earshot. Any nearby allies gain a +2 bonus on one skill check, save or attack roll of their choice. If not used by the end of the Episode, this bonus will be lost. For every 5 levels of Yellow Shirt, the number of times this bonus may be used per audience member increases by +1 additional use.

Judo. As per Red Shirt.

Measure of a Man. You are an accurate judge of character. Once per Episode, you may study one individual. This process takes several minutes. After that point, at any time during that Episode that you must make a skill or attack roll versus that individual, you gain a +2 bonus.

You may also make an Int + Know roll once per scene to read their intentions and general capabilities. The target DC will be 15 + the target’s Int bonus. The GM may modify this number up or down depending on circumstances. For example, if the target is behaving unusually erratically due to outside influence, the GM might assess an additional +2 to the DC.

Succeeding on this roll will allow you to ask the GM one question for every 5 points you succeeded by. The answer will only be given in a yes/no/undecided format.

Plan. As per Blue Shirt.

Power Attack. As per Red Shirt.

Space Jockey. This Talent gives you the ability—once per Episode—to roll one ship piloting skill check twice, taking the better of the two rolls. Taking this Talent multiple times gives you additional uses of this ability.

Starfleet Commendation. As per Red Shirt.

Unorthodox Maneuver. The things you do in ship-to-ship combat situations tend to become named after you and taught in Starfleet Academy.

Assuming you have time to prepare an unorthodox plan of action, you may spend an Action Point and make an Int + Know skill vs skill roll against your opponent. If successful, you automatically gain a surprise round on your enemy. For every additional 5 points you beat your opponent’s roll by, you gain an additional +2 bonus on your first action against that opponent.

Example: Jefferson Gomez, captain of the U.S.S. Abu Bekr, has been harried by the Romulans for the last two days. Cornered in a dense asteroid field, he devises a desperate plan: he modifies the warp signature of a photon torpedo to resemble that of his ship. His plan is to fire the torpedo out of the asteroid field in such a way that it resembles his ship fleeing to safety. When the Romulan vessel attempts to ambush the “ship”, Gomez will turn the tables, blindsiding them.

He gains GM approval and spends 1 Action Point. His Int + Know roll comes up 23. The Romulan rolls 16. Now when combat begins, the Abu Bekr will swoop in, seemingly from nowhere, and gain a surprise round on the Romulans. Since he rolled 7 points over his opponent on the Tactics roll, the crew gains a +2 bonus on the ship’s first action against the Romulans, in this case, a barrage of phaser fire.

This Talent may only be used once per Episode and the trick used will usually only work once, ever, against a given opponent.

This is not to say that that unorthodox plans require this Talent to work—it’s just that characters with this Talent have a knack for unconventional strategy.

The GM has final say in whether or not a new Unorthodox Maneuver is crazy enough to actually work. In any case, you get to name the maneuver.

Combat, Action Points And The Rest Of The Core Rules

Hit Points = STR Stat + 1d6/Level. If HP reaches 0, you are unconscious and near death. Further damage directly reduces STR. If that reaches 0, you are dead.

A combat round lasts 6 seconds. The order in which characters and NPC's act is called "initiative order".

Roll d20 + DEX bonus for initiative order.

Highest total acts first, then next highest, etc. Only roll once, on the first round of combat—the order stays the same for subsequent rounds.

Everyone can do one thing each round: move, attack, dodge, operate a vehicle, etc.

Melee attack bonus = STR bonus + Level

Ranged attack bonus = DEX bonus + Level

Armor Class (AC) = 10 + one-half your level, rounded down + DEX bonus.

Add attack bonus to d20 roll. If equal to or higher than your opponent's Armor Class (AC), it's a hit. Natural 20 is automatically a critical, doing maximum damage.

This version of Microlite does not use iterative attacks. If you want to make more than one attack per round, use a Maneuver (see below). All additional attacks through maneuvers occur more or less simultaneously.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Ranged Combat. Shooting a ranged weapon into a crowded melee is not a good idea—if you don't take a -4 to hit, there's a 50% chance you'll hit a friendly instead of an opponent.

Ranged Penalties. If your target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using (judgment call), take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Maneuvers

Maneuvers are things you can do in combat in lieu of a normal attack.

Aim. Taking a full round to aim with a ranged weapon will add +2 to hit, but while doing so your AC will be at 10 because you can't move around.

Autofire. Allows you to make iterative attacks with an automatic or energy-based weapon. In other words, if your total bonus is +6 or more, a second attack can be

made with a -5 penalty. If the total bonus is +11 or more, a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made when autofiring at +12/+7/+2. All of these attacks occur simultaneously and can be split amongst multiple targets, if desired.

Projectile weapons burn a number of rounds equal to twice the attacks you make, if such details as ammunition are being tracked. Energy weapons will burn a number of charges equal to the number of attacks made.

If you are not high enough level to have iterative attacks, then you merely gain one extra attack at -5 while burning 4 rounds (or 2 for energy weapons).

Dodge. You can forgo your next attack at any time and dodge out of the way. Roll Dex + Phys. The total is your effective AC until your next attack comes up. If it's lower than your real AC, well, you zigged when you should've zagged.

The GM may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

Grab. Make a hit roll on your target. If successful, the target and attacker make opposed Phys+Str rolls. If the attacker wins, the target is grappled and loses his Dex bonus to AC (if positive). If the target wins, the grapple fails. Every time the target's action comes up he can make another opposed roll to either throw off the grapple or reverse the grapple.

Every time the attacker's action comes up, he can do something, such as inflict unarmed damage, strip an item from them, or move or throw the target somewhere (potentially also doing unarmed damage). It's the GM's judgment call if an action is reasonable or not.

Sneak attack. If you successfully sneak up on someone, or otherwise catch them unawares, the first hit adds your ranks in Subterfuge as bonus damage.

Take Cover. If you duck behind an object, you can gain +2 to +10 to your AC depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this AC bonus may also apply to saves if the GM allows it.

Throw an explosive. These weapons (usually grenades) require the attacker to make a Missile Attack (no penalty) targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast

radius (see the explosives details in the SRD) can make a Dexterity Check (DC is listed with the explosive) and only take half damage.

Two weapons. You can wield two light weapons and attack with both in a round if you take a -2 penalty on both attack rolls. It's up to the GM what counts as a light weapon.

Action Points

Characters begin each session with 2 Action Points (more if they have the Heroic Talent or are Human). Each Action Point can be used in several ways:

- Add +5 to any roll, but only before the GM declares the results of the roll.
- Add +5 to AC for one round.
- Recover half your lost hit points instantly. You spend your current action catching your breath.
- Bring your character back from the dead...in the next adventure.

Only 1 Action Point can be spent per round.

Recovering Action Points

- **Moral High Ground:** Whenever a character or group of characters make a difficult moral decision or behave in risky ways consistent with Starfleet behavior they will regain 1 Action Point.

For example, allowing an enemy the first strike in starship combat to fully ascertain their intentions, following the Prime Directive even though it would be a lot easier to circumvent it, refraining from taking life needlessly, even if it is an enemy.

The GM decides when to award Moral High Ground, but it should be a situation where taking the high road causes the group a great deal of inconvenience.

- **Railroad Bonuses:** This is another reward for genre emulation, in the same vein as the “Moral High Ground” rule above. The GM can bribe players with Action Points to go along with events that further the plot.

For example, a Klingon is holding you hostage at disruptor point. Even though both you and the GM know quite well that your character isn't really in much danger from a single disruptor blast (disruptors only do 3d8 damage, after all—not much of a threat for even a mid-level character), the GM might award the “hostage” an Action Point in exchange for treating the threat seriously.

- Every time your character does something particularly impressive or achieves a goal of some sort, the GM may award one or more Action Points.
- Every time you roll a natural 20, you gain 1 Action Point.
- Every time you start a new session, the Action Point pool is fully refreshed. Any unused Action Points from the previous session will be lost.

Don't hoard your Action Points—they're meant to be used!

Other Hazards

Falling: 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet, maximum DC 30, maximum damage 20d6.

Extreme Heat & Cold: If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Lava: 2d6 damage per round exposed; much more if completely immersed. Damage continues until lava is removed or quenched.

Poison: Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Radiation: Lose 1d3-1 STR per round, DC 20 STR+Phys save for half (round down). Damage is potentially much higher in very hard radiation (1d6, 1d8, etc). STR recovers at a point per day if properly treated. A radiation suit reduces damage by 2 points (minimum 0).

Level Advancement

Every time a player character completes an Episode in which they did something noteworthy or heroic, give them one XP. If something exceptional was involved, such as heroic sacrifice, saving the galaxy or the Federation, give them another one or two XP on top of that.

Every time this total equals twice the character's current level, they can advance one level, gaining the level-based benefits or potential promotions listed below.

After advancing, reset the character's XP total to 0.

Each level adds:

- +1d6 to Hit Points
- +1 to all attack rolls
- +1 to your Trained Skill(s)
- +1/2 to all other skills
- +1/2 to AC

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX, INT or CHA.

A new Talent is gained at levels 3, 5, 7, 9, 11, 13, etc.

Rank

To simplify matters, rank is loosely related to experience level. If you need to know the stats for a lieutenant, then you can assume—unless there's a good reason not to—that they're level 6. A random ensign crew member will most likely be either 3rd or 4th level.

These level ranges are mostly a suggestion, however—actual characters may vary 1 or 2 levels either way. For example, a captain's level usually ranges from 6-10th level (or even 5th!), depending on the type of vessel he's assigned to.

It's a good idea to keep the PC's at the same experience level. If one player wants to be the captain, while the rest are bridge crew, simply assign the captain the higher rank regardless of his or her actual level.

Promotions. Generally speaking, if you advance to a new level and have a good performance record, and you desire the promotion, you will earn the next higher rank.

Ship Combat

Ship to ship combat operates much like normal combat—everybody who's “on screen” rolls initiative to determine order, with high rolls going first. Rounds last approximately six seconds, but may vary in length if the GM feels it to be dramatically appropriate.

Opponents who have the advantage of surprise automatically get a free round to act.

Each player may choose one action on their turn (a list of typical actions is included later in this section). Actions may be held until the end of the round.

A character will generally only perform actions appropriate to their personal abilities and their roles on the bridge: Commanders, for example, usually give orders or man empty stations as necessary. The helmsman maneuvers the ship, nervously states shield damage and fires weapons. Engineers perform repairs

Starfleet can and will occasionally railroad high-level characters up to a higher rank, simply on seniority or as a political move. It is also not uncommon in Starfleet for an officer to turn down promotion to remain on a particular ship.

Level	Rank
1	Green Cadet
2	Cadet
3	Green Ensign
4	Ensign
5	Lieutenant Junior Grade
6	Lieutenant
7	Lieutenant Commander
8	Commander
9	Captain
10	Commodore*
11	Rear Admiral*
12	Vice Admiral*
13	Admiral*
14	Fleet Admiral*

** Accepting a rank higher than Captain usually involves moving the character to a desk job and out of the series. A character can opt to simply remain a Captain when advancing beyond 9th level.*

and jury rig systems. The ship's doctor treats injuries and so on.

Crews on other ships are abstracted since they are usually “off screen”, so to speak. You can often get by with just rolling initiative for the enemy's helmsman if it's not an important fight. For major fights, you may wish to stat out an entire enemy bridge crew.

A note on range. Ranges are handwaved in this game. Rather than note down exact distances in kilometers, imagine how the enemy ship would appear on the view screen. Does it fill the entire screen? Then it's at point blank or short range. Is it a mere dot in the center of the ship's screen? Then we're talking long range.

Moving between ranges takes only an action or two on the part of the helmsman. If the other ship's helmsman doesn't want this to happen, then make a skill vs skill roll between the two helmsmen.

Typical Actions

Actions are usually played out as orders given by the captain and carried out by the member of the bridge crew controlling the appropriate station. For example, the U.S.S. Bridger is fired upon by Romulans. The captain yells “Evasive maneuvers!”, but it's the helmsman who has to make the pilot check to avoid the incoming plasma torpedo.

Aid Another Character. Your character helps another character in some way. The Captain gives tactical advice or a particularly insightful command. The science officer scans an enemy vessel for weaknesses. The engineer boosts energy to phasers or routes energy to the warp drive. And so on.

Basically, make a skill roll. If successful, another character's next action gets a +2 bonus. If it makes sense, this bonus can be “saved” until later in the encounter. The only limitation is that you can't perform the same Aid twice in the same encounter.

“Beam over a landing party!” If the enemy ship's shields go down, the order can be given to the chief engineer to send over a boarding party. A boarding party typically consists of a number of Red Shirts or PC bridge crew.

A typical transporter bay has 6 pads and it requires one round to send a party through it. If more than 6 people need to be sent, it will take consecutive rounds to send them all; should the ship's shields go back up during that time, only a partial boarding party will be sent.

Beyond that point, the boarding party will either be handled “off-screen” as considered appropriate by the GM, or will be handled as a typical adventure location.

“Evasive maneuvers!” The helmsman can make a pilot check (Dex + Phys) to take evasive maneuvers, potentially avoiding an incoming attack. The result of the pilot's check replaces the DC of the attack roll. The first time this maneuver is used in an Episode, roll 1d6: on a 1, the ship takes damage. Every additional time this maneuver is taken, this chance goes up 1 in 1d6, up to a maximum of 3 on d6.

Example: Lieutenant Commander Avira Kael, the helmsman of the U.S.S. Bridger, is dodging a volley of photon torpedoes from a Klingon D-7. In order to hit the Bridger at medium range, the D-7's helmsman has to equal or beat a DC of 26 (Medium range = 20, +4 from Avira's Dexterity, and another +2 because

the Bridger is a Hermes class starship and highly maneuverable).

The Klingon helmsman has a +12 skill total and he rolls 14 on d20 for a total of 26. This would normally be enough for one torpedo to hit. However, the photon torpedo was fired on initiative count 11, giving Avira until count 8 to react. Luckily, Avira was holding an action.

Avira performs Evasive Maneuvers. Her skill bonus is +16 (Dex + Phys, and another +2 due to skill specialization). Her total is 32. 32 is greater than the Klingon's 26, so both torpedoes miss.

Now, let's rewind a bit. Let's say the Klingon rolled a 20 on his attack roll, for a total of 32 and Avira had rolled poorly, say a 5 (for a total of 21). 32-21 is equal to 11—both torpedoes would have hit, since Avira's evasive maneuvers caused her to jink the ship into their path.

Unfortunately, Avira's evasive maneuvers caused the ship's communications relay to temporarily go out of alignment—she rolled a 1 on d6 to see if any damage had been done and the damage roll came up 12: Communications. Until it is repaired, the ship's communications will only be at 50% efficiency.

“Fire phasers!” Firing phasers is a skill roll performed by the helmsman—Dex + Phys vs DC 15-25, depending on the ship's range: 15 for Short, 20 for Medium range, 25 for Long and so on for farther ranges (GM's call) .

The opposing ship gets their helmsman's Dex bonus as a modifier to the DC and another +2 if the ship is particularly maneuverable. If the ship is not very maneuverable or is very large compared to the attacker, reduce the DC by -2 or more. The GM may also decide that ships at long range or farther can't be hit by phasers—in that case, you can either close the distance or use photon torpedoes.

Phasers can not be used at warp speeds—to attack during warp flight, use photon torpedoes.

“Fire photon torpedoes!” This is resolved almost exactly as firing phasers. If the helmsman's attack roll is successful, one torpedo hits, plus one extra for every 5 points the DC was exceeded by, up to the ship's number of torpedo banks. The torpedoes take 3 initiative counts to hit—if the helmsman has an action that takes place in that time (he can hold an action), evasive maneuvers can be attempted.

Most photon torpedoes have a WR of 25. Total each torpedo's WR that hits before calculating damage.

“Go to warp!” Going to warp is an action with an initiative count of 2, dropping out of warp doesn't take any appreciable amount of time.

“Open a hailing frequency!”

“Raise shields!” A ship's shields are usually down unless the ship is on Red or Yellow Alert.

“Reinforce Fore/Aft Shields!” Choose which part of the ship's shields to reinforce—the shields will deflect attacks from that direction at either +2 rating or +10%, whichever is greater. Attacks from any other direction, however, will be defended at -2 or -10%, whichever is greater.

“Run away!” / “Follow them!” There are actually two separate systems to deal with pursuit situations.

At **impulse speeds**, the pursuit is resolved by a test of skills between the helmsman of every ship involved with the chase.

There are 10 points of Lead. The ship being chased is called the Prey; the ship that is pursuing is the Hunter. If the Lead increases to 10 or higher, the Prey gets away. If the Lead reaches 0, the Hunter catches up, gets a free attack and combat resumes as normal.

The Lead usually starts out at 5, but the GM can decide to use a different number as starting Lead if one side has an advantage.

Both sides make skill checks each round. Usually these skill checks will be versus static DC's, representing maneuvers.

The highest successful skill check total wins 1 pt of Lead, either towards the Hunter's or the Prey's advantage.

Depending on what these maneuvers are, additional benefits or penalties may accrue in the following round.

A “round” in either type of chase is defined as a “dramatically appropriate length of time”—for some types of chases, a round could be a matter of seconds, in long-distance warp pursuits, hours.

If neither skill check passes, the Lead remains unchanged and additional unpleasant effects may ensue as expected for a failed skill roll (crashing into an asteroid, damaging the ship's engines, whatever).

If only one side fails their check, one or more extra points of Lead may accrue to the other side depending on how badly the roll failed by.

Applicable Bonuses:

A significant speed advantage (e.g. .75c capable Impulse vs .5c) gives a +5 bonus to pilot rolls.

A crushing speed advantage (.75c capable Impulse vs .25c, for example), gives a +10 bonus.

A warp-capable ship racing against a sublight-only vessel will always have a crushing speed advantage.

The second chase situation is when two or more vessels are racing at warp speeds. Instead of a contest between pilots, it becomes a test of nerves and of the ships' capabilities—who can go to the highest warp speed for the longest time without burning out their ship's drive systems.

The ship being pursued has to gain a Lead of 10 to evade the pursuers; the chase starts with the Lead at 5. Every round the pursued ship is running at a warp faster than its pursuers adds 1 to the Lead. Every round where the pursuers are faster reduces the Lead by 1. If the lead drops to 0, the pursuers are within weapons range (short distance) and may fire. If the lead hits 10, the pursued starship may escape.

If a ship stays at maximum warp, there is a 1 in 10 chance per round that the ship's warp engines take damage. Every .1 increment past maximum warp increases the odds by 1 in 10. So, if a ship capable of Warp 8 is holding 8.2, then there is a 3 in 10 chance per round that the engines take damage and drop the ship out of warp—1 in 10 for maximum warp, plus an extra 2 in 10 for the .2 over maximum warp.

Other actions. For the most part, just give a +2 or -2 to an appropriate roll if a plan sounds good. Resolve other situations with common sense. It's more important to keep the action going.

Taking Damage

A ship will typically have a force field protecting it. Shields start at 100 shield points, a number which degrades as the ship takes damage. After a solid minute where no damage is being taken, shields regenerate 10 shield points per minute up to their normal maximum of 100.

For purposes of description, you can refer to these shield points as a percentage, but that's flavor only—the system is set up to make it easy for players to blurt out things like “Captain, the shields are down to 34%!”

When a ship runs out of shields it begins to take hull damage. Hull damage is more serious than shield damage, because it must be repaired and is usually accompanied by system damage—it does not automatically regenerate.

When a ship takes damage, compare the Weapon Rating (WR) of the attack to the target ship's Shield Rating (SR) on the following table:

Table 1: WR vs SR

If the WR is...	...Damage taken is...
1/2 SR	1d6
Less than SR	1d10
Roughly the same*	2d10
Greater than SR	4d10
x2 SR	6d10
x3 SR	8d10
x4 SR	10d10
x5 SR	12d10
x6 SR	14d10

** Give or take 10-20%. No need to break out a calculator—just eyeball it. If the comparison goes way off the table in either direction (x7, x8, etc), feel free to keep increasing the damage bonuses.*

If the dice total gets really high (e.g. 18d10), then group the dice in multiples to make it more manageable (18d10 = 9d10x2, for example).

So, if a photon torpedo (WR 25) hits a Federation class dreadnought's shields (SR 23), then the blast would do 2d10 damage, since they're roughly the same. The same torpedo (again, WR 25) hitting a Hermes class scout's shields (WR 5) would do 12d10 damage since it's more than five times the ship's Shield Rating.

Note: shield points will always be at a maximum of 100, no matter what the ship. The SR determines how tough the ship's shields are. A Federation class dreadnought may have the same 100 shield points as a Hermes class scout, but the difference between the two ship's SR scores make a world of difference when it comes to determining how fast those shield points will disappear in a fight. It helps if you think of SR as a Armor Class and shield points as hit points.

Some of the attacks in the Ship Weaponry or Enemies and Allies section do not follow this guideline—see the individual entries there for further details.

If the shields are up, subtract the indicated damage from the current shield point total.

If shield damage is greater than 15, the ship is Shaken. Everybody on board who happens to be “on screen” and standing must make a Dex+Phys roll vs DC 20 or fall down and take 1d6 damage.

If they're already seated, the DC is only 15 to avoid being thrown from their chair and taking damage. If the ship takes a LOT of damage per hit (say, greater than 40), the DC increases to 25 and 20, respectively.

Any character that fails their roll and is Shaken will take a -2 on their next action, if appropriate.

If damage is greater than 30, not only is the ship Shaken, it takes damage—one roll on Table 3 for every 10 points over 30. This is called a Shield Pierce—the damage of the attack is so great that some of it gets through.

Critical Hits. Critical hits in Ship-to-ship combat do maximum damage and always cause at least one Section Damage roll.

If the shields are reduced to 0 points or below, the remaining damage is applied as Section Damage. For every 10 points rolled on the damage dice (rounding up, using Table 2), roll once on the following table to see what happens:

Table 2: Section Damage Rolls

d20	Station	Console?	System
1 – 2	Helm	Yes	d6: 1-2 Warp*, 3-4 Impulse*, 5-6 Maneuvering thrusters
3 – 4	Navigation	Yes	d6: 1-2 Computer, 3-4 Sensors, 5-6 Hull Damage (as below)
5 – 8	Weapons	Yes	d6: 1-2 Phaser bank damage, 3-4 Photon torpedoes, 5-6 Shield Generators
9 – 10	Science	Yes	d6: 1-2 Computer, 3 Sensors, 4 Life Support, 5-6 Hull Damage (as below)
11 – 12	Communications	Yes	
13 – 16	Engineering	Yes	d6: 1-2 Warp*, 3 Impulse*, 4 Tractor Beam, 5 Transporters, 6 Life Support
17	Environmental	Yes	Life Support
18 – 20	Hull Damage	No	Pick a random deck from the ship and report casualties or injuries as appropriate to the amount of damage. Higher damage hits may cause hull breeches, block corridors or completely remove sections of the ship.

** Possible radiation leak. This chance is 25% for a level 2 hit and 50% for a level 3 hit. Characters in the vicinity take radiation damage as noted under “Other Hazards” at the end of Chapter 2.*

Each system has a damage level attached to it. The first time it's hit, it goes to level 1 damage. The second time it's hit before being repaired, it goes to level 2. The final time, it goes to level 3 and is completely destroyed.

Think of it as a 3 strikes policy. If a system comes up two or more times on a section damage roll, go immediately to a higher level of damage without stopping at lower damage levels.

A system at level 1 is at 50% effectiveness until it is repaired or jury-rigged. Fumbling or failing a roll with a system at level 1 could, at the GM's option, move it to damage level 2.

A system at level 2 immediately causes the console attached to it to explode for 1d10 damage, stunning anybody sitting at that console for a round and causing them to fall down. A Phys+Dex roll vs DC 20 is required to avoid these effects. The system itself is rendered mostly useless until repaired or jury-rigged.

A system that goes to level 3 is completely obliterated and will require extensive repairs outside of combat to be operational. It may not even be repairable without docking at repair facilities. The console attached to that system will also explode, this time causing 2d10 damage, with a roll vs DC 25 to avoid effects.

It's up to the GM as to what effects a partially damaged system will have. Weapon systems might be at half damage or fail to activate half the time.

Shields might operate at half SR or only give coverage to parts of the ship. Damaged life support might vent noxious gases into the living areas. Damaged transporters might fail to operate 50% of the time or scramble the patterns of anything beamed through them. Just go with whatever sounds fun or interesting.

Massive damage. After a certain point—and there is no hard and fast rule for this—a ship can be considered completely disabled. Usually this happens after it's no longer capable of firing weapons, defending itself or moving. If the ship continues taking damage beyond that point, roll a couple of dice and rule that it explodes or crumbles into debris after that many minutes.

Fights in the the original Star Trek series only rarely get to this point—ship combat usually only goes until negotiation becomes a viable option, either because one side surrenders or shields drop, allowing boarding parties to beam over.

General System Failures. In the event that a system fails by some method other than collision, explosion or enemy attack, then simply take it to the appropriate damage level without the pyrotechnics and personnel damage. In any other respect, it is treated exactly the same with regards to repair and game effects. This is mostly likely to come into play due to plot devices, such as when aliens are tinkering with the various systems.

Repairs

Any system at **damage level 1** can be fixed in one of two ways:

Jury-rigging: With an Engineering roll at DC 20, it can be jury-rigged in 1d6 combat rounds. The jury-rigging will last until the end of the scene and then it must be fixed fully at the normal time rate. Any jury-rigged system that is hit again will immediately move to damage level 3 instead of 2. There is a 50% chance that it can be implemented from the bridge without having to go to the section in question.

Full Repair: A system at damage level 1 can be repaired fully in 3d6 minutes, at DC 15. For a full repair, access to the bridge station and the area of the ship housing the system is required.

Systems at **damage level 2** can also be fixed by Jury-rigging or Full Repair.

Jury-rigging a damage level 2 system will restore the system to half functionality until the end of the scene, after which it will require full repair. A damage level 2 Jury-rigged system that is hit again will immediately go to damage level 3 and then cause another 1d3 damage rolls on the table above.

Jury-rigging a damage level 2 system requires an Engineering roll vs DC 25 and 4d6 combat rounds once the affected system is reached. Jury-rigging a damage level 2 system will always require going to the source of the damage and may involve navigating some serious obstacles, such as radiation-flooded Jefferies Tubes or crossing the exposed hull of the ship...oftentimes during pitched combat. This maneuver at this level is not for the faint of heart.

Full Repair of a damage level 2 system requires a DC 20 Engineering roll and 2d6 hours of time to restore it to damage level 1. At the GM's option, even then it might not be possible to repair it to full functionality without a trip to a star dock or for supplies.

A **damage level 3 system** cannot be jury-rigged and even full repair might be impossible—the system is simply obliterated. The more vital ship functions such as Life Support can be repaired in 3d6 hours. Other functions such as warp might only be repairable at a suitably-equipped star dock.

Ships and Ship Technology

Cloaking Devices. Engaging or disengaging a cloaking device takes two initiative counts and immediately disables the ship's shields and weapon systems.

Detecting the presence of a cloaked vessel requires a DC 20 roll with sensor equipment—however, this sensor roll must specifically be made, it is not automatic.

Getting a precise enough reading to enable an attack roll is far more difficult—DC 30 or higher. At that point, an attack roll can be made with a +5 DC penalty.

The GM can also declare that a blind fire into an area of space that **may** contain a cloaked vessel has a small chance of hitting, say 1 in 10 or 1 in 20.

Plasma Torpedo, Heavy. A plasma torpedo is a Romulan invention, a blast of shaped plasma capable of locking on to and tracking a moving target. While powerful at close ranges, it rapidly dissipates after launch. The force required to launch a plasma torpedo requires that the launching ship drop out of warp and disengage its cloaking device.

Only one plasma torpedo may be launched at a time and it is not effective at long ranges. Once launched, it behaves like a photon torpedo in terms of travel speed, initiative counts and targeting capabilities. However, the attack roll will always be at +5 to hit due to its ability to lock on to its target.

If the Helmsman of the targeted vessel has a held action or his normal action falls during the travel time of the plasma torpedo, he may attempt evasive maneuvers.

Evasive maneuvers are treated as a Dex + Phys skill check with normal maneuver bonuses vs the Romulan's unmodified attack roll (that is, the +5 to hit bonus from the plasma torpedo is disregarded).

If successful, the plasma torpedo's WR is reduced by 5 for every point the evading vessel beats that roll. If not successful, the plasma torpedo hits for full damage. A successful evasion attempt will take up one full round. An unsuccessful attempt will take up the same amount of time, only with a really big explosion at the end.

A heavy plasma torpedo is 60 WR at point blank range, 50 WR at short range and 40 WR at medium range, with the GM deciding how far away the attack is coming from.

Example: The USS Cygnus is on patrol along the Neutral Zone when a Warbird decloaks at short range and fires. The Warbird's initiative count is 7. The plasma torpedo has an initiative count of 3 and since the Romulan vessel is at short range, it will hit at 50 WR.

If the Helmsman can act on count 4, 5, 6 or 7 or has a held action, he can attempt to take evasive maneuvers. In this case, he had a held action ready.

The Navigator of the Warbird rolled a 26. With the +5 bonus for being a plasma torpedo, this is modified to a 31 hit roll, meaning it could easily hit the Saladin class ship. The Cygnus' Helmsman rolls his own pilot roll, using his ship's maneuverability bonus of +2. He rolls a 33, 7 points over the Romulan's attack roll (26—the 5 point bonus is disregarded for purposes of evasive maneuvers) and enough to reduce the damage by 35, bringing the torpedo's WR down to 15.

Tholian Web. The amount of time required to weave a Tholian web depends on the number of Tholian ships. For every Tholian ship working on the web, add 1 to a running total at the end every round. The web is completely woven when this total reaches 20.

If the target ship attempts to leave before the web is woven, roll a d20. If the result is less than or equal to the points accumulated, the ship takes 5d10x4 damage

(no WR necessary, just roll and subtract), but is free.

If the web is fully woven, this number increases to 5d10x8.

At the GM's option, a small ship can attempt to leave the web by flying between its strands. This would take a maneuvering DC of 30, with damage resulting as above if the roll is failed.

Once the web is woven, the ship is completely immobilized and can be towed wherever the Tholians desire at any speed the Tholian ship is capable of. At the Tholians' option, the web can also be contracted doing damage as above every round until the ship is destroyed.

The web itself can be considered to have an SR of 40. When the shields are reduced below 0%, the web disperses. Using photon torpedoes on a Tholian Web will damage the captive ship. The captive ship can easily be fired upon from outside. To fire from inside out, the defenses of the web must be overcome.

Tractor Beams. Tractor beams are primarily used to haul inert objects of up to, say, double the mass of your ship from point to point at impulse speeds.

Ship Write-ups

Size: Brief information about the ship's dimensions and number of decks.

Typical Crew: Typical crew loadouts and levels.

Cruise Speed: The maximum level of warp that can be sustained without strain to the ship's systems.

Emergency Warp: Refer to the pursuit rules in Ship Combat to see the effects of holding at maximum warp.

Impulse: Maximum sub-light speed.

Shield Rating: The ship's SR.

Armament: The ship's weapons loadout, along with WR's and ammo capacity listed, if necessary.

Note: Other details about the ship. If the ship's note mentions a quality, then a +2 or -2 might apply to appropriate checks, or some similar level of bonus. For example, a ship class noted for maneuverability would grant a +2 to piloting checks relating to maneuverability. A ship that's notorious for durability might grant a 50% change to ignore the first serious Section Damage roll in a combat, or perhaps give a +2 to repair rolls. Another class of ship may handle like a garbage scow, imposing a -2 on all piloting checks. Otherwise, assume a ship is average in any respects not mentioned above.

Federation Ships

Constitution Class

Size: 600 kilotons, 289m long, 127.1m wide, 72.6m high, 21 decks.
Typical Crew: 430 total, 9th level Yellow Shirt Captain, bridge crew 6-8th level, bulk of crew 3-5th level.
Cruise Speed: Warp 6
Emergency Warp: Warp 8
Impulse: .5c maximum impulse (900,000 km/round)
Shield Rating: 18
Armament: 6x Type VI phaser banks (WR 20), 2 Photon Torpedo Banks (WR 25 per torpedo, 120 torpedoes carried).

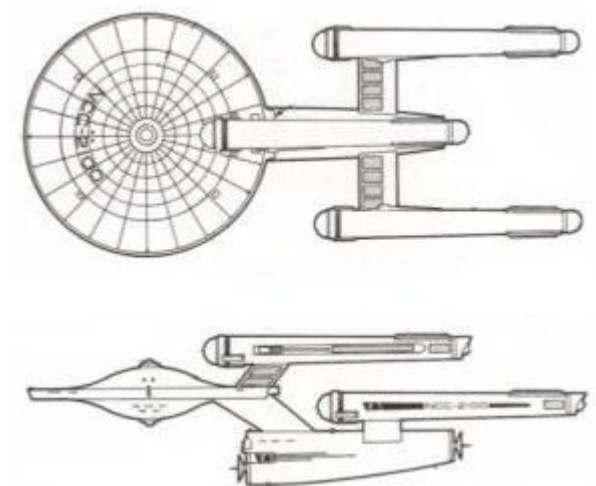
Note: The Constitution class ship has a reputation for durability.



Federation Class Dreadnought

Size: 900 kilotons, 320m long, 140m wide, 87m high, 16 decks.
Typical Crew: 500 total, 10th level Yellow Shirt Captain, bridge crew 6-9th level, bulk of crew 4-5th level.
Cruise Speed: Warp 8
Emergency Warp: Warp 10
Impulse: .5c maximum impulse (900,000 km/round)
Shield Rating: 23
Armament: 10x Type VII phaser banks (WR 35), 4 Photon Torpedo Banks (WR 25 per torpedo, 190 torpedoes carried).

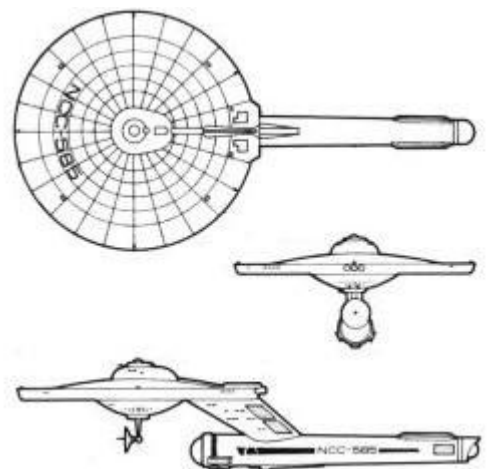
Note: Like the Constitution class, Federation class dreadnoughts also have a reputation for extreme durability.



Hermes Class Scout

Size: 295 kilotons, 242.5m long, 127.1m wide, 60m high, 16 decks.
Typical Crew: 195 total, 7th level Yellow Shirt Captain, bridge crew 5-6th level, bulk of crew 3-5th level
Cruise Speed: Warp 6
Emergency Warp: Warp 8
Impulse: .65c maximum impulse (1.17m km/round)
Shield Rating: 5
Armament: 2x Type VI phaser banks (WR 5).

Note: Highly maneuverable, but since it's not a combat vessel, somewhat fragile. Enhanced Sensor Array—+2 to all sensor rolls. With an hour of persistent work, sensors can be optimized for a specific situation. The bonus to sensor rolls increases to +5, but all other types of rolls receive no bonus until the optimizations are removed.



Miranda Class Medium Cruiser

Size: 520 kilotons, 230m long, 127.1m wide, 51m high, 8 decks.

Typical Crew: 220 total, 8th level Yellow Shirt Captain, bridge crew 6-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 5

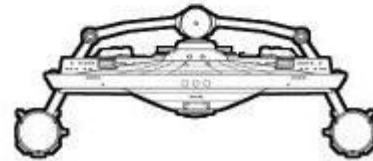
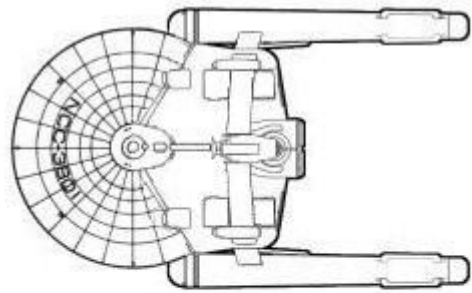
Emergency Warp: Warp 7

Impulse: .55c maximum impulse (990,000 km/round)

Shield Rating: 14

Armament: 6x Type VII phaser banks (WR 15), 2 Photon Torpedo Banks (WR 25 per torpedo, 40 torpedoes carried).

Note: Almost as maneuverable as the Hermes class, but of only average durability.



Saladin Class Destroyer

Size: 300 kilotons, 242.5m long, 127.1m wide, 60m high, 16 decks.

Typical Crew: 200 total, 8th level Yellow Shirt Captain, bridge crew 6-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 6

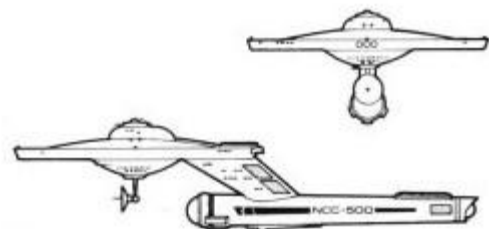
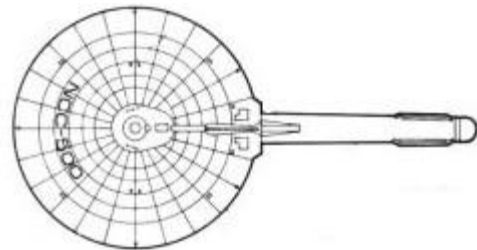
Emergency Warp: Warp 8

Impulse: .60c maximum impulse (1,080,000 km/round)

Shield Rating: 10

Armament: 6x Type VI phaser banks (WR 15), 2 Photon Torpedo Banks (WR 25 per torpedo, 30 torpedoes carried).

Note: Just as maneuverable as the Hermes class ship, but much more heavily armed.



Ptolemy Class Transport/Tug

Size: 274 kilotons, 222m long, 127.1m wide, 66m high, 12 decks.

Typical Crew: 220 total, 7th level Yellow Shirt Captain, bridge crew 5-6th level, bulk of crew 3-5th level.

Cruise Speed: Warp 6

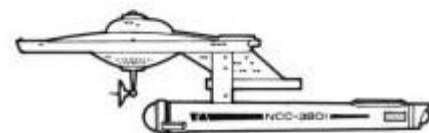
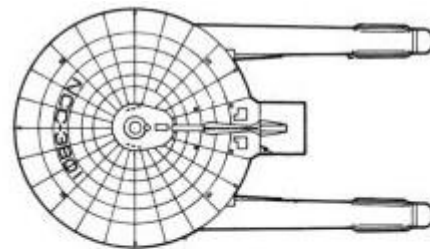
Emergency Warp: Warp 6.5

Impulse: .40c maximum impulse (720,000 km/round)

Shield Rating: 5

Armament: 4x Type VI phaser banks (WR 10)

Note: Containers tend to weigh an additional 10-200 kilotons each and add additional crew depending on type. A Tug typically can carry only one or two at a time (multiples are chained together, end to end). For purposes of tractoring, consider this ship to have 3 times its mass. Tugs are also rather slow and not very maneuverable.



Gorn

Gorn Destroyer

Size: 350 kilotons, 168m long, 102m wide, 54m high, 6 decks.

Typical Crew: 75 total, Seasoned Gorn Commander, bridge crew 6-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 6

Emergency Warp: Warp 8

Impulse: .60c maximum impulse (1,080,000 km/round)

Shield Rating: 12

Armament: 8x Type VI phaser banks (WR 15). May have 2 banks of photon torpedoes (WR 25 per torpedo) or the equivalent of a Heavy Plasma Torpedo.

Note: If you look very, very closely in the picture to the right, you can see the Gorn ship's appearance in "Arena". Gorn ships are highly durable and heavily armored, if a bit ungainly when maneuvering.



Klingon

D7 Class Cruiser

Size: 307 kilotons, 228m long, 160m wide, 60m high, 18 decks.

Typical Crew: 430 total, Seasoned Klingon Commander, bridge crew 6-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 6

Emergency Warp: Warp 8

Impulse: .50c maximum impulse (900,000 km/round)

Shield Rating: 10

Armament: 10x Mark 7 disruptor cannons (WR 30), 2 Photon Torpedo Banks (WR 25 per torpedo, 260 torpedoes carried).

Note: May have cloaking device, depending on how early in the series it appears.



Orion

Scout Ship

Size: 280 kilotons, 178m long, 112m wide, 112m high, 6 decks.

Typical Crew: Unknown total, Seasoned Orion Commander, bridge crew 6-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 6

Emergency Warp: Warp 10

Impulse: .65c maximum impulse (1.17m km/round)

Shield Rating: 10

Armament: 4x Type VI phaser banks (WR 15).

Note: Unique spinning propulsion systems gives this ship great speed and maneuverability. Hull is composed of high density tri-tritanium, making it nearly impossible to penetrate with sensors (add +20 to any DC's involving scanning the ship).



Romulan

“Bird of Prey” Class Cruiser

Size: 200 kilotons, 192m long, 180m wide, 51m high, 5 decks.

Typical Crew: 75 total, Seasoned Romulan Commander, bridge crew 5-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 3.6

Emergency Warp: Warp 4

Impulse: .50c maximum impulse (900,000 km/round)

Shield Rating: 5

Armament: No beam weapons, 1 heavy plasma torpedo launcher .

Note: Has cloaking device. Highly maneuverable. The improvised nuke used in the episode “Balance of Terror” would do roughly WR 25. Real nuclear bombs do a lot more damage (roughly WR 400 or higher for a “typical” one and WR 2400 for the biggest hydrogen bombs).



Romulan Warbird (D-7)

Size: 307 kilotons, 228m long, 160m wide, 60m high, 18 decks.

Typical Crew: 430 total, Seasoned Romulan Commander, bridge crew 6-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 6

Emergency Warp: Warp 8

Impulse: .50c maximum impulse (900,000 km/round)

Shield Rating: 10

Armament: 10x Mark 7 disrupter cannons (WR 30), 2 Photon Torpedo Banks (WR 25 per torpedo, 260 torpedoes carried).

Note: Has a cloaking device and may optionally be armed with a heavy plasma torpedo launcher instead of photon torpedoes.



Tholian

Tholian Ship

Size: 25 kilotons, 42m long, 16m wide, 12m high, 1 deck.

Typical Crew: 3 total, Unexceptional Tholian Commander, remaining crew 6-8th level.

Cruise Speed: Warp 5

Emergency Warp: Warp 7

Impulse: .40c maximum impulse (720,000 km/round)

Shield Rating: 5

Armament: 6x Type V Tholian phasers (WR 5), Tholian Web.

Note: Behold the terrifying Tholian shuttlecraft. Rather fragile, but highly maneuverable.



Miscellaneous

Generic Civilian Ship

Size: 74 kilotons, 80m long, 22m wide, 39m high, 7 decks.

Typical Crew: 25 total, Unexceptional Commander, bridge crew 4-5th level, bulk of crew 2-4th level.

Cruise Speed: Warp 4

Emergency Warp: Warp 5

Impulse: .40c maximum impulse (720,000 km/round)

Shield Rating: 4

Armament: Usually none. Depending on function of ship may have a bank of outdated phasers (WR 5) or other such weapons.

Notes: Tend to be rather fragile and in dubious mechanical condition.



Federation Space Station (K-7)

Size: 451 kilotons, 815m diameter, 200m high, 50 decks.

Typical Crew: 800-1000, Commanding officer is a Captain rank Yellow Shirt, commanding crew 5-8th level, bulk of crew 3-5th level.

Shield Rating: 6

Armament: 4x Type VI phaser banks (WR 25)

Note: This is a small, relatively lightly armed outpost. Other stations can be quite heavily armed and armored. Space stations do not move, but tend to be rather durable.



Ship Quirks

d10	Ship Reputation	Features	Crew Culture
1	Cursed	AI Bugs	By-the-book
2	Infamous	Custom Paint Job	Gung Ho
3	New ship	Haunted	Innovative
4	Notorious	None	Laid Back
5	Similar name to a much more famous vessel	Mysterious Squeak	Normal
6	Steadfast	Optimized for alien crew	Normal
7	Unremarkable	Prototype System	Odd ship-board traditions
8	Unremarkable	Unusual Feature	One step up from pirates
9	Unusual history	Weird Internal Layout	Rowdy
10	Roll Twice	Roll Twice	Shifty

Roll d10 for each column. If there is no entry below for a given result, then assume it does what it says on the tin.

AI Bugs. The ship's computer is quirky and sometimes difficult to deal with. Roll on the "Major Personality Trait" column of the Random Red Shirt table for the computer's personality and overplay it a bit.

Cursed. This ship has had a remarkably unlucky past. The few veteran crew members who remain on board have some rather hair-raising stories about the number of disasters the ship has (barely) survived, ranging from freak energy storms, surprise plasma breeches, plagues, rifts in the time-space continuum and what have you. Whether undeserved or not, the universe seems to hate this vessel.

Custom Paint Job. Perhaps there's one ship in Star Fleet that paints its kills on its hull. Perhaps a previous captain was so proud of his crew that he had the unit logo painted on the hull. In any case, your ship stands out in a crowd due to its unique look.

Haunted. Something about the ship is oddly disconcerting. The lights are a bit darker and flicker at odd moments. The engine noise has a bit of a wail to it in the wee hours of the morning. Whether or not it's an unintended design feature or actual ghosts is up to the GM.

Infamous. Under previous commands, the ship has been engaged in either some spectacular failure(s) or breaches of Starfleet protocol. Whatever the cause, the ship and sometimes the crew who has served on it has a black mark in the public eye.

Innovative. The crew has a reputation for creative solutions, but probably is not as disciplined as other ships.

New ship. Fresh out of the docks, this ship hasn't even been broken in properly. Whenever a new system is used for the first time, **roll d10**—on a result of 1, the affected system goes to damage level 1. On a result of 2, it goes to damage level 2 (exploding consoles optional). On a 3 or better, it works fine. On the other hand, if a result of 10 turns up, the system is a prototype--give all rolls dealing with it a +2, 10% or whatever other slight upgrade may be appropriate.

Notorious. This is a famous ship and its previous captain (or captains) was a commander of some note.

Odd Shipboard Traditions. Whether it's because the crew incorporates a lot of alien culture or simply because the ship's crew has elaborate and hair-raising

initiation rituals for every occasion, there's always a bit of culture shock when signing up for this commission.

Optimized for alien crew. The ship's facilities and default environment are optimized for a Federation race other than humans. **Roll d6:** 1-2 Andorian, 3-4 Tellarite, 5-6 Vulcan.

Prototype System. The ship has one upgraded system. Roll on the Section Damage Table for specifics. Give all rolls dealing with that system a +2, 10% or whatever other minor upgrade may be appropriate.

Shifty. The crew has a large percentage of surprisingly dodgy characters, probably including a thriving black market and Starfleet's biggest still in the Engineering department. For lateral thinking and sheer inventiveness however, this crew is unrivaled.

Similar name to a much more famous vessel. "What? We were named after Admiral Samantha Entleprise. Yeah, we get that a lot."

Steadfast. The ship has developed a well-deserved reputation for durability over the years. All repair rolls involving the ship are at +2.

Unidentifiable Squeak. There's a difficult to track down squeak in one or more random areas of the ship.

Unusual Feature. Roll d8: 1 Larger than usual botany labs, 2 Outdated System—as per Prototype System, except the affected system takes a -2, 10% penalty or some other quirkiness that seems appropriate, 3 Bridge located in odd location, 4 The galleys are far better than the usual ship galleys, 5 Unusually nice rec room, 6 Ship outfitted with mysterious alien technology, 7 Ship specialized for a specific type of mission, such as atmospheric work or work in a star's corona, 8 Unusually helpful computer on board.

Unusual History. Roll d8: 1 Previous crew just disappeared during a previous mission without a trace, 2 Refit of an earlier vessel, 3 Site of a breakthrough scientific discovery, 4 Famous pivotal role in a battle, 5-6 Famous crew member (**Roll d6:** Noted for 1 Military, 2 Scientific, 3 Artistic, 4 Civilian, 5 Political, 6 Diplomatic achievements), 7 The ship is something of a weirdness magnet—if anything strange is going on in the sector, it will most likely happen here, 8 Roll Twice.

Weird Internal Layout. For the first d6 rolls involving repair or just finding your way around, a new person on board takes a -2 penalty. After that, they adjust, and most likely grow somewhat fond of the odd design decisions.

Equipment

For the most part, Trek isn't really about gadgets. It pays to know at least the basic details of any technology used in an Episode, but when it comes down to it, it isn't terribly important whether a tricorder can sense life at 30 meters or at 31.5 meters. What is important is that you know that a tricorder has interesting knobs and dials, a readout, makes a sound when used and the sorts of information it gives.

Read up on the devices that characters will be using but handwave the details. As long as you get the general idea correct it's okay. In the end, it's the story that counts.

Here follows a very brief list of devices common to the series and notes on how to handle them:

Communicators. A true marvel of future technology. A small hand-held device that allows one to communicate with an orbiting space ship or one's fellow shipmates. It can be easily jammed or confiscated.

Disruptors. Disruptors are primarily used by villainous alien types such as Klingons or Romulans. They mostly work exactly like Phaser mark II's, except they look more sinister. While they do have stun settings, they generally aren't set for stun.

Medical Devices. Federation doctors have a wide array of medical gadgets such as hyposprays, anabolic protoplasmers, hand-held medical scanners and a variety of laser scalpels and miracle drugs.

For the most part, you can assume that a doctor will have the appropriate tools with them when they are performing their duties, even in the field. If they aren't, then they won't be able to use the full range of their abilities, or will, at the least, take a skill penalty.

With a fully stocked medical bay, most characters can be fully healed between episodes—in a matter of days, or at most a week for all but the most serious injuries.

Medical Devices, Hyposprays. Hyposprays can inject all sorts of useful drugs even through clothing and light armor. Powerful sedatives, tranquilizers and antidotes are all possible payloads.

Phasers. Phasers have two primary settings. They can be set to stun or to kill.

If set on **stun**, a successful hit forces the target to make a Str + Phys check vs (DC 15 + rolled damage) or go unconscious for a significant length of time (whatever works for the story, minutes to hours). The attack itself

does no damage although the character may suffer a lingering hangover after they wake up.

If desired, a character can burn an Action Point to resist the effects of a stun—the character grits their teeth and fights unconsciousness, or perhaps dodges away at the last moment.

If set on **kill**, a phaser hit will immediately disintegrate unimportant NPC's. Everyone else takes the listed damage and dodges out of the way. If this damage would take them below -10 hit points, then and only then are they disintegrated.

Phasers can also be used as a welding device, to heat rocks and can be set to overload and explode as a grenade (6d6 damage, 30 ft radius, DC 20 Dex + Phys save for half). At their most minimum setting, they produce a sharp jolt, sufficient enough to break up fights without causing lasting harm.

For the most part, it's safe to ignore ammo capacity on phasers, unless you really enjoy exercises in accounting. When that sort of thing comes into play, it's more useful to just think of it as a plot device. For example, you're stranded on a deserted planet with only 10 shots in your phaser left and must survive until the ion storm ends and your ship can return...

Side note: Ship phasers can also be set on stun. A salvo from a ship can render an entire city block unconscious almost instantly.

Phaser, Mark I. Mark I phasers do 2d8 damage plus as above, hold around 50 charges and weigh only 1 lb. They are small, palm-sized devices strongly reminiscent of electric shavers.

Phaser, Mark II. Mark II phasers do 3d8 damage plus as above, hold around 100 charges and weigh around 3 lbs. They look more or less like small pistols.

Phaser Rifles. Phaser rifles do 4d8 damage plus as above, hold around 150 charges and weigh roughly 10 lbs. They have a better range than Mark I or II phasers but aren't terribly conspicuous.

Phaser Cannon. A less-powerful and mobile version of the ship's phaser banks. No damage or statistics are listed—this is primarily a siege weapon and usually only has one of two effects: it either makes a hole in something that you're trying to enter or has no effect at all, in order to show how superior alien technology is. If one somehow comes into play during ship-to-ship combat, treat it as a phaser bank with a very short

range and only WR 3 damage.

Transporter Beams. Allows one to move up to six characters and cargo from one place to another nearly instantly. It requires one round to dematerialize at the source and rematerialize at the destination end. A Federation transporter has a maximum range of 25,000 kilometers or so, can not be used at warp speed and is easily blocked by force fields.

Certain other environmental characteristics can also seriously reduce a transporter's effectiveness at the GM's option, extending the time of the transport over several rounds and several skill rolls.

Tricorders. Allows the user to perform sensor scans at a local level. It can also store a massive amount of information, whether from a scan or uploaded from the ship's computer banks.

There are several different varieties of tricorders, each optimized for its specific field of study: medical, psychology and science.

If a tricorder could reasonably be useful to the task it's applied to, then give a +2 to the skill roll. Some tasks might actually be impossible without an appropriate tricorder.

For example, if you're attempting to determine cause of death when examining Ensign Jackson's corpse, a medical tricorder would give you a bonus...and probably return more complete information than a physical examination with no equipment at all would. It might, for example, point out that the Ensign died from heart failure caused by Mugato poison.

A science tricorder might pick up the chemical compounds in the Ensign's body, but it would draw no conclusions about whether or not such compounds actually belong there.

Universal Translators. A shiny metal baton only hauled out when questions arise of just how, exactly, one is managing to communicate with an alien species. At the GM's option, certain languages may be difficult to translate accurately, or at all. The full Universal Translator does not require to be preprogrammed—it can adapt to any form of new language using Star Fleet's vast experience with alien civilizations.

A limited form of Universal Translator, which can be programmed to translate only a handful of languages at a time, can also be implanted subcutaneously.

Or better yet, you can simply handwave any questions of language as unimportant to the plot.

Mysterious Alien Devices

Occasionally devices surface that boggle the mind. Enigmatic remnants of long extinct alien species, they follow scientific principles centuries beyond anything Starfleet is capable of reproducing. They are often the seeds of great adventures; their very alienness producing a unique window into the psyche of your ship's crew.

Of course, you can also make them up completely at random if you're stuck for ideas or just need something interesting for next week's session.

Roll d10 for each column:

D10	How big is it?	What is it shaped like?	What is it doing?
1	Ring-sized	Blocky/pillar/cube	Nothing
2	Hand-held	Amorphous	Surrounded by sparkles
3	Loaf of bread	Spherical	Hovering
4	Toaster	Ring-shaped	Playing Random Images
5	Television	Blocky with a window or door	Transparent
6	Refrigerator	A Ray Gun/Cannon	Making Noises
7	Car	A Vehicle	Emitting A Low Hum
8	House	A Pyramid	Blinking Lights
9	Mansion	A Door	Emitting heat
10	Skyscraper	A Pit	Roll Twice

1d20 What does it do when turned on?

- 1 Nothing
- 2 Goes "ping"
- 3 Creates a force field
- 4 Allows time travel
- 5 It's an alien computer, probably quite intelligent
- 6 Transmogrification (changes things into other things):

Roll 1d6: It transmogrifies...1-2 People, 3-4 Objects, 5-6 Energy.

Roll 1d6 again: 1-3 Just one type of transformation (and back), 4-6 Many types.

- 7 It's a beacon
- 8 Weapon system designed to hunt down intruding life forms
- 9 Controls the aging process
- 10 Can send or retrieve people from the Mirror Universe
- 11 It eats things.
- 12 Emits smoke and loud noises.
- 13 It melts (Roll 1d6: 1-3 itself, 4-6 other things)
- 14 Can upgrade or repair machinery
- 15 Creates androids
- 16 Controls the speed of time
- 17 Warps the fabric of space
- 18 Modifies the mind:

Roll 1d8: 1-2 mind control, 3-4 possession by alien identity, 5-6 switches peoples' minds, 7-8 inserts alien knowledge

Roll 1d6: 1-3 permanently until specifically reversed, 4-6 for an hour.

- 19 Replicates itself
- 20 Roll Twice

...and is this a good thing or a bad thing?

1d6 Well, is it?

- 1-3 Yeah, great.
- 4-6 Good lord, no.

Sample item:

The various d10 rolls come up (4) Size of a toaster, (2) amorphous, (8) covered in blinking lights (6), has powers of transmogrification, (5) can transform energy (5) into many different types of energy. Good thing or bad thing? (3) Good thing.

The away team is investigating an odd energy pattern on the surface of Cestus XII. Buried beneath the rubble of an ancient temple, it finds a depression filled with a strange fluid, covered in drifting red lights. Attempting to discern the material's composition, they hit it with a very light phaser beam. The alien device transforms the energy of the phaser beam into a pleasant tone and a cascade of warm light.

Later, on board the ship, they discover that touching the various drifting lights allows the transformation of any type of energy into any other type of energy, almost without loss.

Second example:

The various d10 rolls produce... (3) Size of a loaf of bread, (1) blocky, (10, then 8) covered in blinking lights, (and 4) plays random images. (10) Can send or retrieve people from the Mirror Universe. Good thing? (5) Not good.

The ship is shaken by an unknown force when traveling past a time-space anomaly. With a flash of light, an object appears on the floor of the bridge. It's roughly the size of a loaf of bread, composed of a strange metal and is covered with blinking lights and buttons. A screen near one end plays random images, scenes of conquest and war.

When disturbed, it randomly sends 1d6 nearby people to the Mirror Universe. Will they come back? Who knows.

Enemies and Allies: Templates, Species and Supporting Cast

Android

Androids are relatively common in Star Trek. In the original series they tend to be fairly sinister—machines are meant to serve, but often things go horribly wrong.

- **Stat Adjustments:** +8 Str, +2 Dex, -4 Cha.
- **Construct:** Since they are machines, Androids gain 10 bonus hit points. Since they have a machine-based metabolism, certain things such as poisons, diseases or fatigue don't affect them as much (if at all).

They are also subject to all effects that computers are subject to in this setting (such as electricity or being damaged by logic puzzles if the “This Does Not Compute” optional rule is being used).

Androids do not need to eat or breathe, but may require recharging. Androids can not swim unless specifically designed to do so. They can not heal naturally; they must be repaired.

- **Alien Strength 2:** Since Androids are machines, they are substantially stronger than most other humanoids—skill rolls involving strength are increased by +4 and the character can lift five times as much as a normal character—enough to easily toss a rock the size of a refrigerator twenty or thirty feet.
- **Computerized Brain:** +2 racial bonus on Knowledge and Engineering skills. Androids also have eidetic memory—they do not forget things once experienced. In cases when a specific piece of information is essential to a skill check, Androids gain a +2 bonus.
- **Naive:** Androids show a woeful lack of understanding about human beings and what drives them. This can be a minor flaw to crippling, depending on the situation.

Augments

Survivors of the Eugenics War, these are genetically modified humans, bred to be the ultimate warriors—stronger, faster, smarter, tougher than even the best humanity has to offer. A flaw in their DNA makes them naturally aggressive and violent.

For these reasons, genetic engineering has been banned for several centuries.

- **Stat Adjustments:** +4 Str, +2 Dex, +2 Int, +2 Cha.
- **Acute Senses:** +2 to most sensory rolls due to keen senses of smell, hearing and sight.
- **Aggressive and short-tempered:** This can be a very minor flaw to extremely crippling, depending on how much the GM wants to play this up.
- **Arrogant:** -4 to social rolls where arrogance would be a negative factor.
- **Great Fortitude:** Due to their vastly improved constitution, Augments gain a +2 to saves against diseases, poisons, fatigue and stunning.

At the GM's option, it might be possible to genetically engineer a partial Augment, with a few boosted statistics, but none of the dangerous down-sides of Khan's people.

A partial Augment may have a +2 racial bonus to one ability score, one special ability of their choice (similar in power to the above) and one free Talent. In exchange, they have the social stigma of being an Augment—in this time period people are still rightfully edgy about the genetically engineered.

Gorn

Gorns are a reptilian species of humanoids. Not much is known about them other than that they are strongly territorial and have technology on par with the Federation.

- **Stat Adjustments:** +4 Str, -4 Dex, -2 Cha.
- **Alien Strength 2:** The Gorn physiology is substantially stronger than most other humanoids—skill rolls involving strength are increased by +4 and the character can lift five times as much as a normal character—enough to easily toss a rock the size of a refrigerator twenty or thirty feet.
- **Armor:** Gorns have thick hide (+4 natural armor).
- **Slow:** Gorns move at roughly half the speed as most other humanoids.

Highly-Evolved

This isn't any specific species—it instead represents any number of frail, usually egg-headed, aliens of advanced intellect and technology.

- **Stat Adjustments:** -4 Str, +6 Int.
- **Bonus Talents:** Psychic, plus one additional Psychic Ability.
- **Frail:** Not only do they take a -1 HP per level penalty, HE's also can never have Physical as a trained skill.
- **Superior Technology:** HE's usually have access to technology far in advance of Starfleet. In addition to this superior technology they also have a +2 bonus on all science and technology-related rolls.
- **Complete inability to fathom humanity's motives.**

Orion

Once a great civilization with advanced technology, the Orions have fallen into decadence. Orions are widely known for three things: piracy, slavery and the savage charms of their women.

Orions have green or blue skin, with dark hair. The men are bald and tend to be rather large and burly. The women are beautiful, great dancers and masters of seduction.

Orion, Female

- **Stat Adjustments:** -2 Str, +2 Dex, +2 Cha.
- **Pheromones:** Makes men of most species (but not Vulcans) susceptible to suggestion and more aggressive. Gives a +5 to any skill check an Orion female may make to persuade men to do something, within reason. It may take multiple rolls and suggestions to “nudge” the target into action.

Since they must be inhaled, the effect takes some time to kick in. Gives women of most species a roaring headache.

Orion, Male

- **Stat Adjustments:** +2 Str, -2 Cha.
- **Durable:** +1 hp/level.
- **Decadent:** +2 to skill rolls involving swindling, haggling and defrauding others.

Klingon

The classic villain species of science fiction. Aggressive, unprincipled and dangerous—these are the smooth foreheaded villains from the original series and not the bumpy-foreheaded warrior-philosophers of the later Star Trek series. If you want to use the later iteration, see the notes at the end of this entry.

- **Stat Adjustments:** None.
- **Aggressive:** Klingons have +2 to all initiative rolls.
- **Durable:** +1 hp/level.
- **Skill Penalty:** -1 Knowledge. Klingon culture doesn't encourage non-martial pursuits.
- **Violent Culture:** Bonus Talent—either Brawler or Specialty with melee weapons.
- **Note:** These are for smooth-foreheaded TOS Klingons. If you insist on having TMP-era or later Klingons, then add +2 Str and -2 Cha to the stat adjustments and replace the Aggressive special ability with **Brak'lul** (Vital Organ Redundancy). A character with Brak'lul is considered to have an extra 5 points of Strength when reduced to 0 hit points, but only for the purpose of determining point of death.

Prehletoric

This template devolves the species in question into a caveman state. They get bigger, bumpier and more ill-tempered.

- **Stat Adjustments:** +6 Str, -4 Int, -2 Cha.
- **Alien Strength:** Skill rolls involving strength are increased by +2 and the character can lift twice as much as a normal character.
- **Choose one: Claws/Fangs** which give a natural attack of 1d6 (plus Str bonus), or **Gregarious** (once per encounter, a group of these can call in an additional 2d6 tribe members—these tribe members will not have the Gregarious ability available for that encounter).
- **Skill Bonuses:** +2 Bonus on climbing, jumping and survival rolls.
- **Tough Hide:** +2 natural armor.

Romulan

A mysterious off-shoot of the Vulcan species, from the savage times before the Vulcans devoted themselves to the pursuit of logic.

- **Stat Adjustments:** None.
- **Desert Adapted:** Romulans gain a +2 bonus on desert survival-type rolls and a general immunity to the effects of blinding light.
- **Duplicitous:** +2 on skill checks where a natural proclivity towards deceit and trickery could come into play, such as most subterfuge rolls.
- **Hierarchical Society:** Romulan society is highly stratified—any Romulan gains a +2 to all rolls when attempting to give an order to a Romulan of lower standing. In addition, any use of the Command or Inspirational Speech Talents on a Romulan will be at +1.
- **Xenophobic:** Due to their xenophobic nature, Romulans take a -2 penalty on most social rolls with other species and most social rolls dealing with Romulans will be at -2. This penalty does not necessarily apply to all situations—for example, some social situations such as intimidation or bluffing might not be affected by xenophobia.

Tholian

Tholians are medium sized humanoids, but possessing a truly alien physique—they are based on a mineral composition, existing at very high temperatures (177 Celsius or 350 Fahrenheit). If exposed to low temperatures for too long, they take damage and their carapace cracks.

Exposure to temperatures around the boiling point of water or below has the same effects as freezing temperatures on humans. Tholians have six legs and communicate through radiation emissions instead of vocal chords. Their ability to communicate through these methods allow them to communicate over long distances as if via communicators.

- **Stat Adjustments:** +2 Dex, -2 Str.
- **Alien Physiology:** The unique Tholian physiology conveys the following benefits: Resistance 10 (Fire), Resistance 5 (Energy) and immunity to temperatures up to 700 to 800 Celsius.
- **Darkvision** up to 60'.
- **Hard Carapace:** +4 natural armor.

- **Xenophobic, Alien Mindset:** Tholians are known for three cultural traits: punctuality, xenophobia and inscrutability. All social rolls with other species are at -2. All social rolls dealing with Tholians will be at -2.

Supporting Cast

The following NPC's are designed to be as generic as possible, in order to speed game preparation. Need a Klingon Thug? Take the Low Rent Goon, apply the Klingon racial template and off you go. You've wandered into Andorian space and need an Andorian starship captain? Take the Commander and apply Andorian stats. Attacked by a bunch of 1950's style claw-fingered metal robots? Take a Run-of-the-Mill Goon, apply the Android and Prehistoric templates and off you go. Simple.

Another good source of aliens would be the various Monster Manuals. Just because the original Star Trek didn't have the budget to have a fifty foot long plasma-breathing lizard doesn't mean your game can't have one. And if you change enough surface details your players will never know. Sure, you know the Kalendian Vaprak is a displacer beast, but your players never will, seeing that it's a seven foot long amoeba with spider legs and a single eye on the end of a tentacle...

Ordinaries vs. Heroes

When building supporting cast members, at least of the humanoid variety, there are two types of NPC's: **Ordinaries** and **Heroes**.

For simplicity's sake, rather than assigning them a specific class, choose a level and then list their class either Ordinary or Hero.

Ordinaries are important enough to have stats, but not important enough to have any significant screen time. They have 1d6 (average 3.5) hit points per level, adjusted by their Str bonus (or penalty). They do NOT usually gain Talents or Action Points.

If you're in a rush, use average stats except for whichever stat the Ordinary uses most, which will get a 12-14. Use level 1 for the lowest rung in their professions. If you need a more seasoned Ordinary, add levels. 2-4 would be appropriate for more experienced types.

In some cases, it may be appropriate to give Talents to Ordinaries, but don't go overboard with it. Ordinaries have as many Trained skills as necessary to perform their tasks.

Some sample Ordinaries are given in the **Face in the Crowd**, **Generic Crew Member** or **Goon** sections.

Heroic NPC's are built almost exactly the same way as player characters. They get Talents and may or may not get an Action Point or two, depending on how important they are to the plot. Heroics will have one Trained skill at 1st level, just like player character classes and start out with Str hit points +1d6 per level.

Talents may be chosen from any of the Talent lists, regardless of class as long as it's appropriate to the character.

A heroic NPC is important enough to get significant screen time, so they should have at least one “hook” to them. For example, “Shakespeare-quoting Klingon Admiral” or “Weaselly travelling salesman with an addiction to dubious money-making schemes.”

Both Ordinaries and Heroes get a stat point every 4 levels if the issue of level advancement ever comes up.

For example:

Starfleet Bureaucrat, High Level. Ordinary-7. Str 8 (-1), Dex 10 (+0), Int 14 (+2), Cha 10 (+0). HP 18. AC 13. **Trained Skills:** Communications, Knowledge.

Klingon Fleet Commander. Hero-12. Str 16 (+3), Dex 14 (+2), Int 10 (+0), Cha 14 (+2). HP 82. AC 18. **Trained Skills:** Physical, Subterfuge. **Talents:** Aggressive, Brawler, Command, Durable, Ethnic Pride (Klingon), Inspirational Speech, Skill Penalty (-1 Knowledge rolls), Specialist (Underhanded Tactics), Stiff Upper Lip, Trained Skill (Subterfuge).

Stock Characters

Alien, Generic

Need some color to fill out a crowd or to flesh out a new civilization when the details aren't particularly important? Roll away.

“Generic Alien” is mostly meant to provide ideas for new alien species—for actual stats, use one of the other stock character types such as Faces, Goons, etc.

Roll d10 for each column

Makeup Effects	Wardrobe	Cultural Traits
1 Funny shaped ears	Togas/Silk Robes	Warlike and Aggressive
2 Odd skin color	Starfleet Type Uniforms	Pacifist
3 Antennae or Horns	Hooded Robes	Epicurean
4 Scales or Thick Fur	Tribal	Paranoid
5 Feathers	Leather	Logical
6 Funky hair	Chain mail and tunics	Friendly and Outgoing
7 Tail	Furs	Weaselly
8 Extra limb(s)	Conservative business suits	Arrogant
9 Bumpy forehead	Middle-eastern	Aristocratic
10 Roll Twice	Silver/Metallic jumpsuits	Inquisitive

Cloud Monster

“Cloud Monster” is short hand for any number of mysterious aliens that tend to show up in Star Trek episodes. It doesn't represent just the traditional semi-intelligent cloud of energy (such as the “Companion” from “Metamorphosis”). It can also represent mysterious alien devices such as Nomad, tribble-like creatures, giant alien probes with a hump-back whale obsession or what have you.

Cloud Monsters tend to be more plot devices than anything else. For the most part, assume that standard attacks do nothing to them. They're either immune to normal weapons (such as your typical Star Trek cloud monster) or killing them won't make a difference to the plot (e.g. Tribbles breed too fast). They'll have one or more additional powers related to their nature and an Achilles' heel which must be discovered and exploited if they're ever to be stopped.

A properly designed Cloud Monster, however, does more than just menace—it points out human foibles. Whether it allows the plot to address Melville-esque obsession, explore the folly of prejudice and hatred or perhaps questions the role of humanity in the universe, a Cloud Monster is more than just a block of numbers to overcome during the course of an adventure.

Of course, you could always just roll one up randomly instead.

Example: *The GM needs a mysterious alien creature for the next episode. Running through the dice rolls on the table on the following page, we get 7 (Indigenous Creature), 2 (Man-sized), 6 (Devours All Before It), 14 (Can Summon Help) and 3 (Human level intelligence).*

The result of “Can Summon Help” reminds the GM of ants or bees—perhaps the creature is part of a hive. The GM names it an “Altaran Hive Worker.”

Running with the Hunger and Indigenous Creature results, he decides it's an insect-like animal roughly the size of a man that can metabolize anything—it eats everything it finds and excretes either a web-like substance that hardens into hive material if inorganic or a honey-like substance if it eats something organic.

It is now only one of many insectoids that have run amok on the Altaran colonies of Deneb VII. As a collective, the hive workers have a human level intellect and are motivated by species survival. To stop them, the players will either have to destroy the entire hive at once or negotiate with it—destroying any individual worker will have no real effect on the situation.

Oh my God, what the hell is this thing?! **(Roll d10)**

- 1 Crystallized hatred
- 2 The soul of an ancient criminal
- 3 Naive alien
- 4 Robot
- 5 Computer
- 6 Space-Time Anomaly
- 7 Indigenous Creature
- 8 Strange visitor from another galaxy
- 9 The vanguard of an invasion force
- 10 The psychically-fueled figment of a random cast member's subconscious mind

Sweet Jesus, It's... (Roll d6)

- 1 Tiny
- 2-3 Man-sized
- 4 Enormous (bigger than man-sized, but smaller than...)
- 5 Colossal (starship scale)
- 6 Beyond Description (can change size as needed)

What in the world is it doing here? (Roll d10)

- 1 It feeds on emotion
- 2 Protecting something or someone
- 3 Searching for someone
- 4 On a quest for knowledge
- 5 Settling a score
- 6 Devours all before it
- 7 Survival/Procreation of the species
- 8 Looking for its mate
- 9 Obeying the last command of its creator
- 10 **Roll Twice**—the first motive is a red herring. The second roll is the Cloud Monster's true motive.

It has amazing powers of...(Roll d20)

- 1 Emotion control
- 2 Read and Control Minds
- 3 Feeds on energy
- 4 Can cause illusions
- 5 Shape-changing
- 6 Assimilation (can absorb a random substance)
- 7 Possession
- 8 Telekinesis
- 9 Warping space
- 10 Warping time
- 11 Control/Modify Machinery
- 12 Can Destroy Anything It Can Swallow
- 13 Death Ray
- 14 Can Summon Help
- 15 Advanced Scientific Knowledge
- 16 Hitting Things Really Hard
- 17 Can create evil clones of crew members
- 18 Can shift target into an out-of-phase state which disables them for a period of time
- 19 Cuteness
- 20 Roll Twice

Is it intelligent? (Roll d6)

- 1 Nope
- 2 Slow-witted
- 3-4 Human level
- 5 Yes
- 6 Extremely

Commander

He's the commander of his vessel, a leader of men (or aliens), a diplomat and a warrior. Unless noted otherwise, like other minor NPC's, Commanders are Ordinaries.

There are two basic varieties of commanders: "aggressive" and "talker". An aggressive commander is usually action-oriented. Talkers are more diplomatic.

The purpose of a vessel has a great influence on what sort of commander is in charge. The captain of a ship dedicated to medical research is going to have a very different knowledge base than the captain of a Klingon battlecruiser, even if both are "aggressive" commanders.

Commander, Unexceptional. These are the most commonly encountered commanders—they fulfill the qualifications of commanding a ship, no more, no less.

- **Aggressive.** Ordinary-7. Str 12 (+1), Dex 14 (+2), Int 13 (+1), Cha 10 (+0). HP 32. AC 15. **Trained Skills:** Physical, Knowledge.
- **Talker.** Ordinary-7. Str 10 (+0), Dex 12 (+1), Int 14 (+2), Cha 13 (+1). HP 25 AC 14. **Trained Skills:** Communications, Knowledge.

Commander, Seasoned. Seasoned commanders typically have years of experience, perhaps even seen some serious action. They are highly competent at what they do.

- **Aggressive.** Ordinary-10. Str 12 (+1), Dex 14 (+2), Int 14 (+2), Cha 12 (+1). HP 45. AC 17.

The Random Face Table

d10	Occupation	Trained Skills
1	Scientist	Knowledge
2	Diplomat	Communications
3	Criminal	Subterfuge
4	Entertainer	Roll 1d6: 1-2 Communications, 3-4 Knowledge or 5-6 Physical (depending on type of entertainer)
5	Merchant	Communications, Knowledge
6	Lawyer	Communications, Knowledge
7	Administrator	Communications
8	Medic	Medicine
9	Paper-shuffler	Roll 1d6: 1-3 Communications, 4-5 Knowledge, 6 Both
10	Laborer	Roll 1d6: 1-2 Physical, 3-4 Engineering, 5-6 Both

Trained Skills: Physical, Knowledge.

- **Talker.** Ordinary-10. Str 10 (+0), Dex 12 (+1), Int 14 (+2), Cha 14 (+2). HP 35. AC 16. **Trained Skills:** Communications, Knowledge.

Commander, Grizzled. Grizzled commanders are quite rare—they are as competent as you can get without moving into the Heroic category. Typically, they have had decades of experience.

- **Aggressive.** Ordinary-13. Str 12 (+1), Dex 12 (+1), Int 14 (+2), Cha 14 (+1). HP 59. AC 17. **Trained Skills:** Physical, Knowledge.
- **Talker.** Ordinary-13. Str 10 (+0), Dex 12 (+1), Int 16 (+3), Cha 16 (+3). HP 46. AC 13. **Trained Skills:** Communications, Knowledge.

Face In The Crowd

The Face In The Crowd. It might be a civilian, a random bystander or a noncombatant. It's a catch-all term for any number of non-heroic types. When you need a bunch of civilians and you need them fast, this is where you go.

Faces will typically be 2-3rd level, with average hit points (7-10). Ability scores will be 8, 10, 10, 12, arranged in any order that seems appropriate.

If you don't have any set occupation in mind, roll on the table on the next page. Otherwise, just choose whatever Trained Skills will be necessary for that character to perform their job.

Generic Crew Member

Choose an appropriate rank in the proper class (Blue Shirt, Red Shirt, Yellow Shirt or Ordinary). Assume average hit points and arrange the following stats in any order that makes sense for that character: 8, 10, 12, 12. If the character is relatively high level (over fifth level level), use 8, 10, 12, 14 for their stats.

Generic Crew Members are always Ordinaries and will never have Action Points. They only have Talents when necessary and will be Trained in any skills they may require to perform their job.

Example: Captain Smith and his bridge crew have beamed down to Tau Ceti V's smaller moon to investigate the unexplained loss of power at a scientific research station. Ensign Rho from Security is accompanying them. Since ensigns are typically 4th level according to the rank table, Rho is a 4th level Security Red Shirt. She has average hit points (14 + 4 for the Str bonus = 18 hp) and the following statistics: Str 12, Dex 13, Int 10, Cha 8 (+1 point for being 4th level).

She is Trained in Physical, which she probably won't have time to use much before the cloud monster eats her in scene one.

God

Any alien entity sufficiently advanced can be indistinguishable from a god. Some have followers, some are merely enigmatic beings roaming the galaxy seeking knowledge.

For the most part, Gods can be built in two steps: Determine what the God appears as and stat that out, then layer on additional powers and abilities as appropriate from the "Godly Powers" table.

For example, a child with the ability to wish anything away may be statted up as a typical 1st level child with attributes of 6-10 all the way across. Appropriate powers might be Innocuous, Alter Set and Mind Control.

Another God might be a giant glowing pyramid that speaks in a thunderous voice. It's too large to stat out as a PC, so the GM might write it up as a starship with mental attributes (and tough enough to challenge or overwhelm the PCs' ship), adding in the Zap, Teleport Self/Others and I Know Things Beyond Mortal Ken abilities.

God, Almighty

Typically appears as a giant megalomaniacal floating head. As long as it stays in that form, stat it out as a starship with better stats than the PC's ship.

If it manifests in human form or interacts with the player characters in any way where stats would be important, then use the following:

Hero-15. Str 18 (+4), Dex 14 (+2), Int 30 (+15), Cha 30 (+15). HP 86. AC 19. **Trained Skills:** Communications, Engineering, Knowledge, Medicine. **Talents:** Command, Cool Under Pressure (Pontificating), Durable, Psychic, Specialist (Pontificating), Specialist (Philosophizing), Trained Skill (Communications), Trained Skill (Engineering), Trained Skill (Medicine)

Has the following Powers: Cunning (already factored in), I Know Things Beyond Mortal Ken, Impressive Soliloquy, Mind Control, Teleport Self or Others and Zap.

Almighty Gods typically have hubris as a weak spot and are surprisingly easy to trick.

God, Irritant

One of a large class of advanced beings that enjoys plaguing starship captains with conundrums and puzzles. Vulnerable enough to outwitting that it's surprising there's not a class on how to do it in Starfleet Academy.

Powers may include Alter Set/Prop, Invulnerable, Parlor Tricks, Shapechange, and Teleport Self or Others. They typically appear as a nondescript man of between 5-10th level with average physical stats, low charisma and genius to superhuman intelligence.

God, Metal

For some reason, alien civilizations often build their own gods. Invariably, when their civilizations collapse, their metal gods remain behind to guide and control. They usually appear as a stationary physical construct with 20 or more Hit Dice and a notable lack of insight into the human motivations. Powers may include Cunning, Followers, Drones, I Know Things Beyond Mortal Ken and Zap, with the occasional display of Mind Control or Invulnerability.

God, Petty

The classic God, loud-mouthed, wears togas and demands worship. Usually 10-15 Heroic levels with impressive physical statistics and high Charisma. Powers usually include Grow, Mighty, Impressive Soliloquy, Parlor Tricks, Teleport Self or Others and Zap.

Goon

Security guards, Klingon muscle, mafia thugs, goose-stepping Nazis, hired alien mercenaries or barbarian warriors—a Goon is all these things and more. When you need muscle, and you need it now, and you need a lot of it, the Goon's your man.

Godly Powers

Alter Set. As a standard action, the God can change the set from anything to anything. If you were in a cave, you're now in a castle. If you were on the bridge of your starship, you're now in a jungle. Note that this does not necessarily mean that your location has changed, only the scenery.

Alter Prop. As a standard action, the God can transmute an object into something else. A phaser becomes a poisonous viper, a Starfleet uniform becomes a lovely silk gown, you name it.

Cunning. The God is a trickster. Add 30 points to the God's Intelligence or Charisma in any combination desired.

Followers. The God has followers: for the most part, they amount to 2d6x10 Faces and Goons (roll randomly for occupations, if necessary).

Grow. The God can enlarge itself. Every standard action increases the God's size by another multiple—x2, x3, x4, x5, etc. For every increase in size, add +4 to the God's Strength (and hp). and +2 to any rolls to intimidate or awe others. Only the GM's sense of drama limits the God's ability to grow.

Drones. Basically, the same as normal followers, except they can't be reasoned with, are completely mindless and have some sort of gimmick. For example, robots, demons, clones, brainwashed followers, zombies, whatever.

Invulnerable. Whether it's due to a force field surrounding the God, armored skin, insubstantiality or something even stranger, this God cannot be killed by hit point damage, only by plot considerations. Nuking this guy from orbit will only make him laugh now—the PC's will have to be subtle.

I Know Things Beyond Mortal Ken. The God has technology so advanced, it's nearly magical. A warp drive the size of a walnut, the ability to create a force field strong enough to hold off an attacking fleet without letting even the slightest bit of radiation go through, moving planets across entire galaxies—if it's impressive, the God knows how to do it.

Impressive Soliloquy. The God can fascinate audiences with their incredible speechifying skills. The skill roll used is Int + Comm, DC is the targets' Intelligence + Know or Comm skills

• **Goon, Low Rent.** Ordinary-2. Str 14 (+2), Dex 12 (+1), Int 10 (+0), Cha 8 (-1). HP 11 AC 12.

Trained Skills: Physical. **Talents:** None.

• **Goon, Run-of-the-Mill.** Ordinary-4. Str 14 (+2), Dex 12 (+1), Int 10 (+0), Cha 8 (-1). HP 22 AC 13.

Trained Skills: Physical. **Talents:** Brawler.

• **Goon, Burly.** Ordinary-6. Str 16 (+3), Dex 12 (+1), Int 10 (+0), Cha 8 (-1). HP 39 AC 14.

Trained Skills: Physical. **Talents:** Brawler, Specialist (primary weapon attack).

(whichever is higher). Failing a roll means the characters can't do anything but listen for a few minutes while the God continues to speak at which point they may attempt another roll.

Innocuous. For some reason, nobody considers this God a physical threat—perhaps the God is a child, a beautiful woman, or a harmless old man. Whenever someone attempts to attack the God in physical combat, they must overcome a DC 30 Int+Know check or they can't bring themselves to do it.

Mighty. The God is truly a titan. Strength is increased by 20 points and the God has an additional 3 points of DR.

Mind Control. The God can dominate or control minds as appropriate to the plot. He is also usually (but not necessarily) fully telepathic, being able to read and send thoughts. Important characters can resist by rolling Int + Know + any bonuses from psychic abilities as appropriate.

Parlor Tricks. Miscellaneous abilities, usually duplicating spells from the d20 SRD as needed. They can be true magic, abilities granted by super-science or psionic in nature as appropriate.

Shapechange. The God can be anything or anyone it wants, changing itself as a standard action. Its hit points, defenses and vulnerabilities remain unchanged, but it gains new abilities as appropriate to the form it is in. Depending on the nature of the God and the necessity of the plot, a detailed sensor scan may or may not detect the transformation.

Teleport Self or Others. The God can, as a standard action, transport itself or any others within line of sight (including vessels) anywhere as required by the plot.

Zap. If it can be seen, it can be smitten with furious anger. 5d6 damage, ranged attack. Range is line of sight. If the target is a ship, then count it as a phaser attack with an appropriately huge WR (say, WR 40 for a Constitution-class vessel, WR 30 versus a Hermes-class scout, etc). The special effects can be pretty much anything: a giant hand shaking the ship, a lightning bolt, a death ray, whatever.

Nemesis

This is the Khan to your Kirk, an opponent worthy of your crew. He's always a little (or a lot) better than you but has an Achilles' heel that will prove to be his downfall.

- **A Nemesis will always be a PC grade Heroic character with Action Points and Talents.** He will often have followers, a mixture of tough Goons and Faces, all built with higher than usual stats (often using special templates, such as "Augment", "Android" or "Klingon").
- **Level:** The Nemesis' level is always 2 higher than the highest leveled character.
- **Fatal Flaw:** choose a fatal flaw for this character. arrogance, two-dimensional thinking, greed, whatever. Whenever a skill check or attack roll comes up related to this flaw, treat the dice roll as the worst possible result. This will only work 1d6 times during an episode, so don't take it for granted.

- **Ability Scores:** Each of the Nemesis' ability scores will be equal to the highest score possessed by any of the PC's. One score is linked to the Nemesis' Fatal Flaw—that score will be equal to the lowest of the PC's scores. So, if there are 4 PC's, the Nemesis has a Fatal Flaw of "arrogance" (linked to Charisma) and the PC's have the following statistics:

- 8 Str, 10 Dex, 16 Int, 9 Cha
- 10 Str, 14, Dex, 13 Int, 9 Cha
- 11 Str, 15 Dex, 8 Int, 11 Cha
- 14 Str, 12 Dex, 14 Int, 15 Cha

...their Nemesis will have 14 Str, 15 Dex, 16 Int, and 9 Cha and he will be two levels higher than the highest leveled character.

These scores are before any modifications due to templates, species or level.

Appendices

Not all ideas are created equal. Here's a grab bag of optional rules that might or might not be fun to include in play. Warning: even though the base game assumes a certain base-line of camp, these additions will nudge the game into parody if overdone.

A Being On Every Planet

Whenever a relatively friendly group of NPC's is encountered in an episode,* the most appropriate member of that group with the highest Charisma must make an Int+Know roll or fall madly in love with the first male or female player character they meet.

The DC is equal to 10 + the character's Charisma modifier plus level. If that save is made, go round-robin around the bridge crew (as appropriate) until they fall for that character or resist all party members. There may be more than one appropriate NPC per group, so be sure to roll checks for them as well.

* Or, for that matter, whenever the GM feels like it would be amusing to apply this rule. This can hinder the mission just as often as it can help the player characters (if not more).

TV Ratings: Fun With The Nielsen

After every episode, roll a die to find out how the show did in the ratings war, or simply assign one based on a snap value judgment or show of hands:

On 1d6:

- | | |
|-------|-----------------------|
| 1 | Terrible (-4) |
| 2 | Poorly (-2) |
| 3 – 4 | Average |
| 5 | Successful (+2) |
| 6 | Smashing Success (+4) |

Then roll again with a d20 on the next page to find out if the Network Executives plan to do something about it, adding in the bonuses given in parentheses.

If the roll is greater than 19 or less than 2, roll on the table (d20) below to see what dreadful changes are wrought. If the ratings were good, the players have veto power on the first roll (but must accept the second result).

Example: After a particularly demanding adventure where the crew is forced by a species of Greek gods to fight lizard men alongside a group of Klingons, the GM rolls d6 to determine ratings.

The result is a 1: terrible ratings (-4). He rolls a d20 with a -4 modifier and the roll is -3. The Network Executives have spoken. The GM rolls an additional d20 and the result is 1. Ensign Bubbles, the new monkey crew member, starts next episode and everybody had better act happy about it, at least until they can arrange an "accident."

This Does Not Compute

Computers are easily destroyed by simple word puzzles. Every time a successful word puzzle involving a logical contradiction is role played, any computer, robot or android within earshot takes 3d6 electrical damage each round until they shut down or steps are taken to resolve the logical conflict.

Technobabble

If a technological device or solution is needed to resolve an issue, then any reasonably technologically-skilled character can Spout Technobabble and gain a bonus to their next relevant skill check. Every significant detail of their description will give a +1 to bonus to the roll, up to +3.

Example: "Captain, if we realign the photon matrix (+1) then we might just conceivably slow the anomaly's rate of decay (+2) long enough to open a recursive time-space loop (+3) and escape!" Three major details, +3 bonus to skill check.

While this is mostly a Next Generation cliché, some people expect all their Trek to have it.

Theme Music

If a significant number of players spontaneously burst into the appropriate bit of Alexander Courage background music at the right time, all friendlies get a +2 bonus to whatever they are currently doing.

TV Ratings Result Table

1d20 Result

- 1 Monkey sidekick.
- 2 Crew member fired and replaced by (**roll d6**: 1-2 member of opposite sex, 3-4 member of different ethnic group, 5-6 new species). New crew member will be as nearly identical to original character as possible, save for the different species/sex/ethnic group.
- 3 Costume changes.
- 4 Kid sidekick.
- 5 Laugh track added/removed.
- 6 Show needs more cowboys.
- 7 New love interest for random character.
- 8 Show too confusing—narrator added.
- 9 Budget cuts—scripts now recycled from old Shakespeare plays and "I Love Lucy" episodes for the next 1d6 episodes
- 10 More budget cuts—for the next d6 episodes, sets will be recycled from (**roll randomly each episode, 1d6**: 1 Roman set, 2 cowboys and Indians, 3 war movies, 4 "modern" 60's era set, 5 gangster movie, 6 H. R. Pufnstuf).
- 11 Show not sexy enough—short skirts and bulging chests for everyone.
- 12 Show too sexy. Tone it down or face the consequences.
- 13 Networks demand that every episode have an explicit moral.
- 14 Hot shot actor/actress makes cameo. Choose one at random. Bonus points for bad caricatures and impressions.
- 15 Show not British enough
- 16 Show too British, make it more French.
- 17 Show needs to be more educational
- 18 Show not religious enough, Jesus added as new character.
- 19 Annoying robot sidekick added.
- 20 Roll twice.

The Random Episode Generator

Stuck for an idea? Roll away. Bonus points if you can frame the resulting plot seed as a metaphor for a social issue. **Warning: actual plots generated via this method not guaranteed to make any sense.**

What happened (d100)? (Plot seed).

01 - 05	Crew member's body switched*
06 - 15	Space/time anomaly**
16 - 25	Federation outpost/colony attacked
26 - 35	Ship hijacked/captured
36 - 45	Ship attacked
46 - 55	While transporting an important individual somewhere... ***
56 - 62	New civilization discovered
63 - 72	Responding to distress call
73 - 77	Potentially fatal plague with unpleasant side effects. ****
78 - 82	Monster loose on ship
83	Crew member's brain stolen
84 - 87	Crew finds a Mysterious Alien Device (see Equipment section)
88 - 98	While on shore leave... (Roll again to see what happens)
99 - 00	Roll twice

* **Roll d6:** 1-2 Transporter malfunction switches brains, 3-4 Mirror universe selves, 5-6 Androids.

** **Roll d6:** 1 Ship trapped, 2 Transports the ship into the past, 3 Across the galaxy, 4 Alternate universe, 5 Alien artifact, 6 Warps reality in strange and surprising ways.

*** **Purpose:** Roll d6: 1-2 Negotiate peace treaty, 3 Attending a conference, 4 Transporting to new post, 5-6 Protection. Roll on “By Who” table to find out what this important individual is, rerolling insane results. **Roll again** on table above to see what happens while transporting the important individual.

**** **Roll d8:** 1-2 Rapid aging, 3-4 Drunken, evil behavior, 5-6 Reverse evolution, 7—8 Random hallucinations.

By who? (d100) (Actors).

Skip this step if it wouldn't make sense, otherwise keep rolling until you have enough actors to make things fun. Entries don't have to be taken literally either—a “Space Hippie” can just as easily represent a member of a pacifist environmentally-aware advanced alien species as it can represent a thinly-veiled group of 1960's counterculture stereotypes. A “Space Viking” would represent a war-like alien species with a love of plunder and loot.

01 - 03	Space Amazons
04 - 06	Space Hippies
07 - 09	Space Nazis
10 - 12	Space Romans
13 - 15	Space Vikings
16 - 18	Gods
19 - 23	Gorns
24 - 33	Klingons
34 - 43	Romulans
44 - 48	Tholians
49 - 58	Cloud Monster
59 - 68	Robots or Computers
69 - 78	Relative/Old Acquaintance Of A Random PC*
79 - 83	Member of Starfleet
84 - 95	Mysterious Advanced Species
96 - 100	Unscrupulous Merchant

- * **Roll d8:** 1 Parent, 2 Sibling, 3 Mentor, 4 Classmate, 5 Clone, 6 Ex-significant Other, 7 Old Drinking Buddy, 8 Roll Twice (multiple individuals). **Roll d8 again** for gender, if desired: even = male, odds female.

Plot Twist (d20):

1-14	No plot twist—everything is as it seems.
15-16	Good guys are bad.
17-18	Bad guys are good.
19	Bad guys are in league with another group of bad guys.*
20	Bad guys are actually another type of bad guy in disguise.*

- * **Roll again** on the “By Who?” table to find out who.

Actor Motivations (Optional, d20):

You can skip this if you already have an idea why an actor is in an episode or if the reason they are there is fairly obvious (or unnecessary to the plot).

1-2	Seeking revenge*
3-4	Seeking payment*
5-6	Seeking information*
7-8	Protecting something*
9-10	Protecting someone* and ** to determine who.
11	Irrational motivations
12-13	Fulfilling a mission
14-15	Meeting someone**
16-17	Hiding from someone or something*
18-19	Seeking treasure, loot or other resource
20	Roll twice

- * **Roll d8:** 1-2 From the PC's, 3-4 From another existing actor, 5-6 From a new group of actors (roll above), 7-8 From a set of actors from a previous episode/or acquaintance of the PC's.

- ** **Roll d6:** 1-3 Similar to the actor themselves (i.e if Klingons, then protecting a Klingon), 4-6 another actor (roll above). **Roll d6 again for details:** 1 Child/Young, 2 Royalty, 3 Important Scientist, 4 Diplomat, 5 Political Refugee, 6 Military importance.

Example: The GM rolls 51 on the Plot Seed table: transporting an important individual somewhere. A subsequent roll of d6 comes up 6, indicating that the ship's crew is protecting that individual from something. A second roll on the Plot Seed table shows that the ship is attacked while transporting this individual to its destination.

Two rolls are then made on the “By Who” table, one for the important individual and one for the enemies of the episode: the rolls are 11 and 41, respectively. The ship is attacked by Romulans. In this case, a “space roman” would most likely be a snobbish, arrogant diplomat from a betogaed civilization with a penchant for classical architecture and gladiatorial fights.

A roll on the Plot Twist table comes up 15, the good guys are bad. In this case, the “Roman”, who we've been led to believe is a distinguished diplomat, has a

hidden record of war atrocities which will come to light during the episode. That's enough to go on.

Another Example: The GM, stuck for Episode ideas, rolls on the Plot Seed table. The d100 comes up 61: the crew discovers a new civilization. He could stop here, but continues rolling to see if something interesting comes up. The next roll, on the “By Who” table comes up 53...huh. Cloud Monster.

He flips back to the Enemies and Allies section and generates a random Cloud Monster. It's apparently the vanguard of an invasion force, with a size beyond description, protecting something. For powers, it can shift targets into an out of phase state and uses death rays. It has human level intelligence.

The Cloud Monster is there, protecting...something ...which is important to an invading alien species.

Running with the phase power, the GM decides the invading alien force is from another dimension. The cloud, which he now arbitrarily names Vor-Shak, is protecting the interdimensional gateway they will arrive through.

The alien civilization on the planet is now caught between the invading alien force and whatever the Federation starship must do to protect the sector. Will destroying the portal destroy the planet, as well as its millions of inhabitants?

At this point, the GM decides the plot is complex enough and doesn't require a roll on the Plot Twist table.

And there we have it. The science fiction RPG nerd's I-Ching.

Random Planets And Locations

Sometimes you need a detailed planet, something more than the usual "It's mountainous and there's a factory in the distance."

This is not intended to be a realistic planet generator. It's designed to produce interesting backdrops and sets for the initial beam-in of the landing party and a jumping point for the adventure. Since it's randomized, planets generated are not guaranteed to be plausible or make much sense for the adventure in question. This is solely here to jog your imagination.

So feel free to fudge the results.

Anything interesting in the neighborhood?

If the subject comes up, you can assume the planetary system has 1d4-1 gas giants of varying size and 1d8-1 rocky worlds which may or may not have atmospheres. For the most part, you can skip detailing them unless it's absolutely necessary.

In addition, roll once on the following table:

d20	Interesting Things
1-9	Nothing
10	A nebula
11-14	1d2 other habitable worlds
15-18	1d2 asteroid belts
19	Space anomaly
20	Roll twice

Okay, that takes care of the neighborhood...now, on to the fun stuff:

What does it look like from orbit?

Step 1. The Sun

Roll 1d6	Sun
1-2	Sol-sized
3	Giant
4	Dwarf
5	Double System (roll again, twice, ignoring double/triple system results)
6	Triple System (roll again, 3 times, ignoring double/triple system results).

Roll again for color, 1d6 for each star: 1-2 Red, 3-4 Yellow, 5 Blue, 6 White.

Step 2. The Planet's Basic Details

Roll 1d10 for each column on the following table for Overall Color, Size, Number of Moons, Rings, and Cloud Cover of the planet.

1d10	The Sky's Color	Size	Moons*	Rings	Clouds
1	Black	Moon-sized	0	No	None
2	Indigo	Mars (50% Earth)	0	No	Scarce
3	Blue	Mars (50% Earth)	1	No	Thin
4	Blue	Earth-sized	1	No	25%
5	Light Blue	Earth-sized	2	No	25%
6	Green	Earth-sized	2	No	50% (Earth-like)
7	Yellow	Larger than Earth (+25%)	3	Yes, very faint	50% (Earth-like)
8	Light Red	Larger than Earth (+25%)	4	Yes, thin	75%
9	Red	Very large (x2 Earth)	5	Saturn-like	Full coverage
10	Dark Red	Very large (x2 Earth)	6	Double, intersecting	Thick/soupy

* **Roll 1d6 for the size of each moon:** 1 Speck, 2 Tiny, 3 Small, 4 Moderate, 5 Large (Earth's moon), 6 Huge

Step 3. Terrain

Roll 1d6 for the total number of different types of terrain on the planet.

Roll on the following Terrain table for each one, keeping duplicates:

Roll 1d6	Terrain
1	Rocky/barren
2	Earth-like
3	Water
4	Desert
5	Frozen
6	Volcanic

Then roll another 1d6:

On a 1-4, one of the terrain types is dominant—choose one at random. 3/4 of the planet's surface is composed of that terrain. The rest of the terrain types are split evenly amongst the rest of the surface.

On a 5 or 6, the terrain types make up the planet's surface in even proportions.

First beam-in location: Flesh Out The Backdrop

Now that you know what the planet looks like from orbit, you can determine what the characters see when they first beam in.

4. What time is it? Roll 1d6: 1-2 Day, 3-4 Dawn/Dusk, 5-6 Night.

5. What does the sky look like?

Think of this step as determining the matte painting in the background of the initial shot of the planet's surface. Use the overall color rolled in the previous step as the base color of the backdrop's sky. When describing the sky, be sure to include the moons, clouds and rings, if any were rolled. Obviously, full cloud cover will obscure any

rings or moons the planet may have.

6. What's the weather like? Roll 1d6: 1-4 Fine, 5 Windy, 6 Wind storm. If it's cloudy, then assume a 50% chance of rain in more temperate terrains, snow or sand storms in others.

7. What does the terrain look like?

If the previous steps determined the matte painting in the background, this one determines what's nearest to the screen, the things the characters will actually interact with.

If there is no dominant terrain type, roll randomly for one—that's in the background. Otherwise, choose the most interesting one or roll randomly.

If there are different types of terrain on the planet, then there's a 2 in 6 chance of details of some of the other terrains being present (roll separately for each one).

Roll 1d3 times for other interesting details in the backdrop.

If there are other types of terrain in the background, roll once on the following table for each.

1d10	None
1 - 3	Nothing
4 - 5	Terrain Feature*
6	Cityscape** #
7	Building** #
8	Enormous Statue or Statues
9	Energy Discharges
10	Sinister Cloud or Clouds

* Here's a list of some possibilities:

Predominant Terrain Type

Rocky/barren: Roll 1d6: 1 jagged mountains, 2 chasms nearby, 3 a cave entrance, 4 enormous boulders dotting the landscape, 5 towering cliff in the distance, 6 roll twice.

Earth-like: Roll 1d6: 1 a mist-shrouded mountain, 2 forested hills, 3 forest, 4 enormous trees, 5 a rainbow, 6 a distant storm, 7 a majestic waterfall, 8 roll twice.

Water: Roll 1d10: 1 water spout, 2 storm, 3-6 tropical island(s), 7-10 cloud-wrapped mountain in the distance.

Desert: Roll 1d10: 1 dunes, 2 rugged mountain, 3 hill of rubble, 4 mesas, 5 oasis, 6 dust storm, 7 dust devil, 9 boulders dotting the landscape to the horizon, 10 landscape is cracked in oddly geometric patterns by the unrelenting heat of the sun.

Frozen: Roll 1d4: 1 glacier, 2 icy mountain in the far distance, 3 boulders dotting the frozen landscape to the horizon, 4 strange and enigmatic ice formations.

Volcanic: Roll 1d8: 1 jagged mountains, 2 chasm, rocked with occasional tremors and rumbling, 3 lava flows, 4 erupting volcano, 5 towering cliffs, 6 waterfall of lava, 7-8 roll twice.

** Ruined if the planet is uninhabited. If the planet is inhabited, though, there's only a 1 in 6 chance the city is ruined.

Roll for type:

1d12 Type of Buildings

- 1 Domed
- 2 Medieval
- 3 Spires and minarets
- 4 Distinctly alien (1d6: 1-2 hive-like, 3-4 organic/plant-like, 5-6 formed from solid energy)
- 5 Cyclopean
- 6 Anachronistic Modern Earth (19th or 20th century)
- 7 Looks like a Buddhist monastery
- 8 Pyramids
- 9 Faux-Roman
- 10-12 Futuristic, like something out of a 1960's World Fair brochure.

8. Where are the characters?

Roll 1d6 The Characters Appear...

- 1-2 Just outside an important building (if you rolled under footnote # above, then stick with that style, otherwise roll under that footnote)
- 3-4 Indoors (roll under the Random Interior Set Generator)
- 5-6 Underground (roll under the Random Cave Generator)

Interior chambers will always have at least one exit, unless it's useful to the plot to have none.

Random Interior Set Generator

1d10	Size of Room	Style of Decorations	Window?
1	Cramped	Medieval	None
2	Small	Tribal (furs, spears, leather, etc)	None
3	Medium	Faux-Greek/Roman	None
4	Medium	Faux-Greek/Roman	None
5	Medium	Anachronistic Earth (19th or 20th century)	Yes, small
6	Large (dance hall)	Futuristic (curves and circular architecture)	Yes, several small
7	Large (auditorium)	Futuristic (curves and circular architecture)	One large
8	Large (auditorium)	1950's Science Fiction	One huge
9	Large (football stadium)	Middle-eastern*	Several huge
10	Vast (extends far into the distance)	Sparsely decorated, almost empty.	Wide open along one wall to the outdoors

* Naturally, this will be the 1960's American concept of the Middle East—lots of silk hangings and cushions.

Random Cave Generator

1d10	Size of Cave	Features
1	Cramped	None
2	Small	Chasm
3	Medium	Massive Stalagmites/Stalactites
4	Medium	Strewn with rubble
5	Medium	Immediate exit to outdoors
6	Large (dance hall)	Odd Crystalline Formations*
7	Large (auditorium)	Flames and Smoke**
8	Large (auditorium)	Machinery***
9	Large (football stadium)	Building inside the cave#
10	Vast (extends far into the distance)	Building inside the cave#

* **Roll 1d6:** 1-2 Walls, 2 Floors, 3 Ceilings, 4 Floating in mid-air, 5-6 Roll Twice.

** **Roll 1d6:** 1-2 Sparse, 3-4 Intermittent but fierce, 5-6 Thick.

*** **Roll 1d6:** 1-2 Crude and mechanical, 3-4 Mysterious pipes running to and from large metal machines, 5-6 Advanced—electrical lattices, signs of heavy computerization.

Either partially or fully depending on the cave's size. Roll under footnote # under Step 7 for type of building.

Putting it all together...

For the first step, we take a look around the neighborhood. The system has 3 gas giants, 6 insignificant rocky planets and...a space anomaly, which may or may not be important later on.

For the next step, we determine what the sun looks like: (5), it's a double system. The two suns are (3, 2) a red giant and (2, 1) a smaller Sol-type red star.

We then roll the planet's details: 8 (light red atmosphere), 2 (Mars-sized, about half the size of Earth), 3 (only 1 moon), 5 (no rings), and 3 (thin cloud cover).

Next is the terrain. We roll 1d6 and get 6 types: desert, water, desert, volcanic, desert and volcanic again. In other words, desert, water and volcanic.

We roll 2 on the next roll, meaning that one type is dominant. Rolling d3 (the closest to the number of different types of terrain for our planet), we get 75% desert, with the remaining land mass an even mix of water and volcanic terrain.

So far, the view from orbit is a fairly forbidding one:

From orbit, the small planet is mostly sand with a few small mountain ranges. It's lit by the hellish amber

glow from its twin red suns. A few small oceans, barely large enough to deserve that designation, are the only thing to break the endless sand dunes.

As the ship swings across the divider between night and day, several spots of fire flare up across the surface—erupting volcanoes.

We continue to the Beam-In Location...

In Step 4, we start building the backdrop. Since we've already determined some of these details, we know what the sky looks like. We roll the local time: a 1 on 1d6. It's day when the party beams down. The sky is light red, almost salmon. There's only one moon, but it's large and cratered. A single thin cloud stands over the horizon to the north.

Moving on to Step 6 we fill in the ground's details...

The dominant terrain type for our planet is desert. We roll d6 for the other two types, volcanic and water, to see if they're present in the background and get a 4 and a 2. Water isn't, but volcanic terrain is present.

In Step 7, we check for weather—the roll comes up 3, so there's no wind. And now we roll for details...rolling 1d3, we find 3

significant background details:

6, 3, 5: a cityscape, nothing and a terrain feature.
Rolling on the Cityscape footnote, we get Faux-Roman.
Since there is no life on this planet, it's abandoned, a ruin.

Referencing the Terrain Feature footnote, we look under "desert" and roll a 10. The landscape is cracked in oddly geometric patterns by the unrelenting heat of the suns.

For the volcanic terrain, we get one roll on the background detail table and it comes up a 7, a building. We stick with the Faux-Roman and decide it's a large statue.

Finally, under step 7 we get a 2—the characters are just outside an important building. Since we rolled Faux-Roman before, we'll stick with it.

Should we step inside said building...we roll under the random building generator and get 9, 4, 1
The building's interior is large, about the size of a football stadium, still Faux-Greek/Roman and there are no windows.

Putting it all together...

You materialize on the planet below. Underneath a dusty salmon sky, the desert stretches to the horizon. A single thin cloud stands over the horizon to the north. To the south, a jagged mountain range stands. One of the peaks is smoking. At its base stands a statue of an alien woman, one arm raised high in greeting.

The ground underfoot is cracked, its hard clay broken into irregular patterns by the unrelenting heat of the twin suns. Surrounding you on all sides are the ruins of a massive city, its broken columns and statues lining once grand streets.

The buildings are square and majestic, built of marble and limestone. Even in their ruined state, they hold a sad grandeur. Before you is a building that could be a temple. Steps rise to the massive front gate, which is now hanging partially open. From where you stand, you can see a dimly lit room, large and filled with pieces of statues and urns.

Of course, this still leaves us that pesky space anomaly. Could it be the cause of the alien civilization's fall? Or is it completely unrelated?

Lifepath Generator

This system generates a randomized background for a character. It's a strictly optional part of character creation and is mostly intended to flesh out your character and to spark ideas. If you don't like a result, or it doesn't match the concept of your character, just pick something you do like instead, or reroll...or come up with a more compelling option.

It works a bit like Mad Libs. Follow the parts in red and roll on the indicated table where appropriate. Once you get to the Tour of Duty section, roll once per level for levels 3 and 4, twice per level for levels 5 through 7 and three times per level for every level beyond that.

Once you're done, do the exit questionnaire, particularly if your GM allows the mechanical bonuses. Now that you have a mass of random, but hopefully interesting data, flesh it out and turn it into a story.

I was born on (1), and/but raised on (2).

Table 1. Birth World. Roll d6 for your birth location

d6	Result
1	A frontier world not yet a part of the Federation
2	An established colony
3 – 4	Your species' homeworld
5	Deep space, on a ship
6	On a space station

If from Earth, roll for a continent. **Roll d8:** 1 Africa, 2 Asia, 3 Australia, 4 Europe, 5 North America, 6 South America, 7 Space station in Earth orbit, 8 the Moon. Once a continent is determined, just pick a good location from that continent (e.g. Chicago, Iowa, France, whatever).

If from another planet, just make up a cool sounding name, or pull a place from Memory Alpha if it has a detailed enough write-up.

Table 2. Where you were raised...

Roll d6: 1-3 Same as what came up in Table 1, 4-6 Reroll on Table 1 for where you grew up.

My parents were (3)...

Table 3. Parents. Now to find out who your parents were. Roll for both of them.

D20	Result
1	Archaeologist
2	Athlete
3	Bureaucrat
4	Businessman
5	Criminal
6	Diplomat
7	Doctor
8	Laborer
9	Lawyer
10	Military, non-Starfleet
11	Musician
12	Not your biological parent*
13	Pilot, non-Starfleet
14	Politician

15	Scientist
16	Starfleet Officer, Blue Shirt
17	Starfleet Officer, Red Shirt (Engineering)
18	Starfleet Officer, Red Shirt (Security)
19	Starfleet Officer, Yellow Shirt
20	Teacher/Professor

* **Roll d6:** 1-3 I know who my biological parent was—roll again for that one, too. 4-6 I don't know who my biological parent is. **Roll d6 again:** 1-4 Same species as you are. 5-6 Different species (choose one at random—**d6:** 1 Human, 2 Andorian, 3 Vulcan, 4 Tellarite, 5 "Enemy" species, 6 make a new species).

After that, roll another d6: On a 1-2, roll on the table below. 3-6, nothing remarkable, go on to step #4.

d6 Result

1	...but my parent died when I was a child.*
2	...but they later changed careers (roll again on above, ignoring “not your biological parent”).
3	...was famous.
4	...left mysteriously.*
5	...disappeared mysteriously.*
6	...was divorced (d6: 1-3 remarried, 4-6 still single).

* **Roll d6 again to see who raised you if both parents disappeared/died/left:** 1 One legal guardian, roll above for profession, 2 - 3 Two legal guardians (again, roll above for profession), 4 Passed along through several families, 5 - 6 a close relative of one of your parents (roll randomly for side, **d6:** 1-3 Mother, 4-6 Father).

My childhood was (4)

Table 4. Childhood.

d10 Result

1	Happy
2	Lonely
3	Spent moving from place to place
4	Depressing
5	Full of adventure
6	Dull
7	Pretty typical
8	Spent studying and reading books
9 – 10	Roll twice

I... (5)

Table 5. Upbringing Quirks.

d8 Result

1	Had a pet.
2	Was rather spoiled.
3	A lot of friends.
4	Spent a lot of time in detention at school.
5	Was always exploring, looking for new things.
6	Had strange hobbies.
7	Had a lot of siblings.
8	Roll twice

Starfleet Academy...(6)

Table 6. Random Things About Your Early Starfleet Academy Years.

1	Joined Starfleet at a younger age than usual
2	Failed the entrance exam a few times before being successful
3	Had a nemesis (the Finnegan to your Kirk)
4	On a sports team (d6 : 1-2 Successful, 3-4 Mediocre, 5-6 Awful)
5	Champion in an endeavor appropriate to your class (boxing champion, three dimensional chess champion, etc)
6	Gained a mentor (d6 : 1 - 2 Blue Shirt, 3 - 4 Red Shirt, 5 - 6 Yellow Shirt)
7	Missed a semester due to illness
8	Graduated in record time
9	Had a famous person in your class
10	Notorious for exploits
11	Notorious for love life
12	Disciplinary problems
13	Head of class
14	Embarrassing nickname
15	Got into an adventure
16	Inspirational moment with somebody famous (e.g. talked to Spock after a lecture)
17	Took a semester off-world
18	Absolutely nothing remarkable happened
19	Roll twice
20	Roll three times

Upon graduating from Starfleet Academy, you're now 3rd level and ready for your first tour of duty!

My first tour of duty... (8)

Table 8. Tour of duties.

d20	Result
1	Space/time anomaly discovered. Roll d6 : 1 Ship trapped, 2 Transports the ship into the past, 3 Across the galaxy, 4 Alternate universe, 5 Alien artifact, 6 Warps reality in strange and surprising ways.
2 - 3	Federation outpost/colony attacked by...
4	During a rather dull posting at Headquarters... (roll again, disregarding weird results)
5	While being transferred to next posting... (roll again, disregarding weird results)
6	Bad assignment (roll d6 : 1 assigned to a lesser ship, 2 – 3 lonely outpost, 4 menial duties on a star base, 5 desk assignment, 6 Starfleet recruiter), now roll another d6 to find the reason: 1 Starfleet politics, 2 disciplinary problems, 3 random bad luck, 4 personal choice, 5 Starfleet was simply under-staffed, 6 bureaucratic mistake. Now roll another d6 : 1 – 3 Completely uneventful, don't roll any more, just move on to next tour of duty, 4 – 6, roll again on this table, disregarding results that don't make any sense.
7	Ship hijacked/captured
8 - 9	Ship attacked
10	Stuck at headquarters, pushing papers. Uneventful—move on to next tour of duty.
11 - 12	While on a diplomatic mission... (roll again, disregarding weird results)
13	New civilization discovered
14 - 15	Responding to distress call
16	Rescued a colony from a potentially fatal plague.
17	Crew found a Mysterious Alien Device (see Equipment section in WNM)
18	Party to an important scientific discovery
19	Party to an important archaeological discovery

20 Uncovered an enemy spy

If the roll above requires a villain, roll below to see who it was:

d10 Result

- 1 - 4 Klingons
- 5 - 6 Romulans
- 7 Cloud Monster
- 8 Rogue Starfleet Crew Member
- 9 Starfleet Member Species (**d6**: 1 Andorians, 2 Vulcans, 3 Tellarites, 5 - 6 some other species that gets even less air time such as the Tiburonians or Caitians)
- 10 Civilians of some sort (**d6**: 1 Criminal, 2 Rebel, 3 Shadowy Conspiracy, 4 Religious Cult, 5 Spies, 6 Terrorists)

I...(9)

d10 Result

- 1 Displayed great courage.
- 2 Displayed great sacrifice.
- 3 Saved the lives of many civilians.
- 4 Saved the life of my captain.
- 5 Saved the life of several fellow crew members.
- 6 Prevented the destruction of my ship.
- 7 Showed great inventiveness and creativity.
- 8 Saved the day at the last minute, while under heavy fire.
- 9 Saved the day, but made an enemy out of a fellow crew member.
- 10 Showed great promise and gained a mentor and ally in Starfleet.

For tours of duty that require posting aboard a star ship , roll...

d6	1st	2nd roll	3rd roll and above
1	Ptolemy	Ptolemy	Hermes
2	Hermes	Hermes	Saladin
3	Hermes	Saladin	Miranda
4	Saladin	Saladin	Constitution
5	Miranda	Miranda	Constitution
6	Constitution	Constitution	Federation

Names:

d10	Ptolemy	Hermes	Saladin	Miranda
1	Al Rashid	Anubis	Alexander	Britain
2	Aristarchus	Bowie	Darius	Lantree
3	Copernicus	Bridger	Hamilcar	Majestic
4	Galilei	Carson	Saladin	Miranda
5	Ptolemy	Crockett	Sargon	Nautilus
6	Cassini	Hermes	Xerxes	Reliant
7	Kepler	Sacajawea	Ares	Saratoga
8	Messier	Aries	Loki	Shir Khar
9	Luyten	Taurus	Siva	Sitak
10	Thales	Pegasus	Tamerlane	Tian An Men

d10	Constitution	Federation
1	Constellation	Affiliation
2	Constitution	Compactat
3	Enterprise	Confederation
4	Excalibur	Directorate
5	Exeter	Federation
6	Farragut	Konkordium
7	Hood	Star Empire
8	Intrepid	Trusteeship
9	Republic	Unificatum
10	Yorktown	Alliance

Then roll the other tours of duty.

Roll once per level for levels 3 and 4, roll twice per level for level 5 – 7, and three per level for levels 8 and above. On following tour of duties, roll another ship if the tour does not makes sense on your character's current ship (or if you just want the character to be transferred to another vessel).

Exit questionnaire:

1. Pick one thing your character is **most proud of** from his background. It can be something about your childhood, your parents, your Starfleet career. At the GM's option, you get a +2 bonus to related rolls. Example: "I was born on a starship; my father and mother were both pilots. That's why I never get lost." = +2 to all navigation rolls. This bonus should not come up extremely often--if it's being used all the time, then you should spend a Talent and get Specialization in that area.
2. Pick one thing your character is **least proud of**. This is the skeleton in your closet or the thing that makes your character grind their teeth, gets them into fights, whatever. At the GM's option, if this issue comes up in an adventure and is dealt with in a dramatic way, you can either get an extra Action Point for that Episode or an extra experience point.
3. Another useful step is to go through and outline **plot threads**. Interesting parts of the character's background that may be interesting or fun to explore in that character's further adventures. Things like repeated encounters with a certain type of enemy, or mysterious childhood events and so on.

Where No Man Has Gone Before 2.0: Controlled Implosion

by Mike Berkey (michael.berkey@gmail.com), Copyright 2012. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.microlite20.net>.

"We've got to risk implosion. It's our only chance!"

"It's never been done."

"Don't tell me that again, Science Officer! It's a theory! It's possible! We may go up into the biggest ball of fire since the last sun in these parts exploded, but we gotta take that one in 10,000 chance!"

– *"The Naked Time"*

It's been three years since the second version of *Where No Man Has Gone Before* has been released. Since that time, I've continued writing—my hard drive is strewn with oddments and ideas, some of them fun and/or interesting, many that can only be put under the label "Kill With Fire."

This document collects many of those odds and ends: several tidbits from the Animated Series, some optional rules, more ships, more Talents, bits and pieces from the previous versions of the game that didn't make it into the new version. And more random tables, of course.

In other words, this is something of a grab bag supplement, the RPG equivalent of a casserole. Think of it as an extension of the Appendix from the core rules: you can use or ignore anything from the following pages as you please. In fact, I encourage cherry-picking. So, pull up a chair, put some relaxing music on and dig in.

And, of course, thank you to everyone who has read and played *Where No Man Has Gone Before*. It's good to know that somewhere out there red shirts' lives are being numbered, planets full of Space Nazi's and Klingons are being thwarted, alien princesses are being romanced, shirts are being ripped and new frontiers explored.

Contents

1. New Life
2. New Worlds
3. New Ships
4. Optional Rules

Disclaimer: If you're the sort of person who worries about such things, this expansion is somewhat less "canon" than what's in the core document. Proceed with caution.

New Life

Player Species

Caitians are a feline humanoid species, slightly smaller than the human average. Their fur coloration ranges from tawny to brown, with vertically slit yellow eyes. They do not typically wear footwear and have tails.



- **Lithe:** +2 to Dexterity. Caitians have fast reflexes and are highly agile.
- **Sharp Senses:** Caitians have exceptionally sharp senses, gaining a +2 to rolls when detecting faint noises and seeing in low-light conditions.

Edosians are a species of three-armed and three-legged aliens, hailing from the planet Edos. They are a peaceful species, known for their longevity. They are polytheists, having many gods.



- **Calm:** Your typical Edosian is rather unflappable. Once per day, they can take 10 on any non-combat skill-roll, no matter how stressful the situation. This is in addition to "Cool Under Pressure", if they choose to take that Talent.
- **Trilateral Symmetry:** Edosians have an extra arm or leg when they need it. They gain a +2 bonus on any rolls to avoid falling, slipping or holding on to things.

Tiburonians are very similar in appearance to humans, but slightly taller on average. They have scalloped, elaborately shaped ears. Males are often bald.

Tiburonians are known for two things: hedonistic tendencies and great expertise with technology, particularly in the areas of robotics. Owing to their species' history of surviving alien conquests, they



have a great dislike of intolerant or authoritarian regimes.

Tiburonians tend to make good explorers, science officers and negotiators. They have a sly sense of humor and prefer to solve problems with the most labor-efficient solution possible. They don't consider themselves to be great fighters, only resorting to violence as a last resort.

- **Charming:** +2 to Charisma. Tiburonians are naturally easy-going and relate well with others.
- **Subversive:** Tiburonians have difficulty coping with authority. Once an Episode, a Tiburonian can gain a bonus Action Point when attempting to defy or subvert an authority figure. However, this tendency means they take a -2 penalty when dealing with authority figures in social situations—Tiburonians don't always fit well into a chain of command.
- **Technologically Adept:** +2 bonus on all skill rolls involving technology, particularly in the area of robotics.
- **Weak Immune System:** Tiburonians are not as hardy as other species. -2 to all rolls to resist diseases, poisons and fatigue.

Building Non-StarFleet Aliens

Tired of playing Starfleet personnel? Need a fully statted alien NPC with Talent progression? Are your players clamoring for the chance to play characters on the other side of the red/yellow/blue divide?

The first option would be to allow such a character to choose any Talent within reason as they advanced. The second option would be to rename the normal Talent lists to their alien equivalent. "Red Shirt" would become "Gorn Warrior," for example.

A somewhat less arbitrary approach would be to build a custom Talent list. This is highly recommended if such a character class can be chosen by the players.

The first step should involve defining what kinds of things such a class should be able to do and then ensuring enough Talents are on the list to support them all.

For example, Yellow shirts have 3 general types of Talents on their list: **an action-type leader** (a Kirk), **a more thoughtful type of leader** (Picard) and **pilots** (Sulu, Chekov). Players aren't required to

specialize, but there are enough Talents listed to support a player going “all in” on that type of character.

For example:

Action Leader: Agile, Brawler, Defensive Roll, Flurry, Judo, Power Attack, Starfleet Commendation

Thoughtful Leader: Agile (it's fine if there's overlap in archetypes), Bluff, Command, Inspirational Speech, Measure of a Man, Plan, Starfleet Commendation, Unorthodox Maneuver

Pilot: Agile (appropriate since pilots tend to have great reflexes), Defensive Roll, Judo, Space Jockey

A good Talent list should be flexible enough to anticipate the sorts of characters a player will build, while still restricting the choice of Talents enough to keep classes from becoming too similar to each other.

Example:

Let's start with a generic Klingon class. We'll call it simply “Klingon.” It's going to represent the sort of Klingons most frequently met in the original series. As they're portrayed on the show, they tend to be good fighters, but rather ruthless and deceitful.

We write down the archetypes and then skim through the list of existing Talents, assigning them as we go:

Warriors: Brawler, Durable, Flurry, Judo, Power Attack, Stiff Upper Lip

Ruthless: Brawler, Intuition, Plan, Power Attack

Deceitful: Bluff, Measure of a Man, Plan, Unorthodox Maneuver

Also available is “**IKS Commendation**”, the Klingon equivalent of “Starfleet Commendation.”

Looking at the list, you can tell right away there's a problem: the **Ruthless** and **Deceitful** lists are pretty short. Here's where the fun starts—coming up with a few new Talents that reinforce the concept of “ruthless” and “deceitful.”

New Talents should be somewhat in line with the game's default Talents in terms of power and utility. They shouldn't duplicate existing Talents—if you need to do that, then rename an old Talent.

Let's call our first new Talent “**In The Back**”. Once per fight, you can reroll one damage roll of any kind, taking the higher of the two results. This Talent can be taken only once and only applies to damage you do to others—it's purely offensive.

Another appropriate Talent might be “**Klingon Diplomacy**.” Nobody holds a weapon more menacingly than a Klingon. When holding a weapon in a threatening manner, you can easily face down any number of foes.

As an action, the character can brandish his or her weapon, making a Comm + Cha roll vs the opponent's highest skill + Int or Str (whichever's higher). If successful, the enemy is cowed for one action. If successful by 5 points or more, the opponent surrenders. The GM can rule that some opponents will never be cowed, only run away, hesitate or retreat.

If the Klingon tries to threaten more than one opponent at a time, give the opponents a bonus to their save equal to +1 for every person in the group

Our final result is this:

Klingon

1. Bluff
2. Brawler
3. Durable
4. Flurry
5. Intuition
6. IKS Commendation
7. In The Back
8. Judo
9. Klingon Diplomacy
10. Measure of a Man
11. Plan
12. Power Attack
13. Stiff Upper Lip
14. Unorthodox Maneuver

And there you have it. A Talent list suitable for any well-rounded Klingon. If you were to run a full Klingon-only campaign, it would probably be appropriate to make other classes, such as “Klingon Scholar” or “Klingon Beast-Tamer,” to add more variety.

New Worlds

Sometimes an adventure will go off the map...and the worthier the players are of being called "Starfleet Personnel," the farther off said map it will be.

As much fun as this can be, it can be a bit of a strain having to come up with a star system on the spot. That's where this section comes in.

These tables are designed to work from the "top down." The first few steps can be quickly rolled with a small fist-full of dice and are design so you can "drill down" for more detail as the players investigate.

Each step of this series of tables is completely optional. If you decide there's an alien civilization there, then there's an alien civilization. If you decide there's nothing on that moon the players have decided to investigate, then there's nothing on that moon.

If the first interesting thing the players investigate is enough to get the adventure moving, you can just decree that it's the only point of interest in the system and stop rolling or that the other points of interest aren't actually all that interesting.

To speed things along, you can also opt to not roll for things the players are not actively investigating. If they don't bother to investigate that interesting gas giant, then you shouldn't bother to roll to see what's on it. On the other hand, if the dice say there's a ship and a planet in the same system, then maybe they have something to do with each other.

Feel free to veto (or choose) entries that do not make sense within the context of the local star sector. If you're only 10 light years away from Federation headquarters, then maybe that alternate history planet of cowboy and Roman space god's isn't likely to exist.

You can also jump straight to a subtable if there's a need for it. For example, if the players decide to check out the third moon in a planet they're on, you could roll on the planet chart and see if there's something there or just call it a "space station" and adjust the flavor text.

Feel free to use the episode generator from the appendix of the main rules when appropriate to flesh in detail. There are various points where it would be highly useful to roll on the enemies and motivations tables.

Step 1. Determine type of star system.

Table 1. Description of star system. Roll d20:

1-2	Single star, M-type (red dwarf)
3	Single star, K-type (orange)
4-7	Single star, G-type (similar to our sun)
8	Single star, F-type (white)
9-10	Single star, Giant (d6 : 1-4 Red, 5 Blue, 6 White)
11-12	Double or Triple star system (d6 : 1-4 double, 5-6 triple, roll multiple times on this table to determine star types, disregarding this result)
13	Orbiting a black hole or pulsar (50% either type) (roll again for type of companion star—disregarding this result. Black holes and pulsars will generally not have planets of their own)
14	In a nebula, which plays havoc with the ship's shields and sensors (roll again for type of star system)
15	On the verge of a time-space anomaly. Roll d8:

- 1 ...it's an entrance to an alternate universe
- 2 ...it randomly opens gates to other times
- 3 ...visitors are stuck in a loop in the space-time continuum
- 4 ...it's a pocket universe
- 5 ...created by an alien device for nefarious purposes.
- 6 ...visitors have a habit of running into alternate-universe version of themselves
- 7 ...due to the nature of the fabric of space, technology behaves very differently here, effectively stranding visitors until they can figure it out.
- 8 ...causes minor bits of continuity to change. **Roll once per scene, d6:** 1 something major about the crew and/or ship changes for the rest of the adventure, 2-3 1d4 minor details are altered, 4-6 nothing happens. The discontinuities slowly revert after the ship leaves the system.

16 System has an unusual composition. **Roll d10:**

- 1 Planets are in an odd configuration unlikely to have arisen naturally
- 2 System is largely composed of antimatter
- 3 The sun is long dead; the planets that are habitable are only habitable because of high levels of volcanism or technology
- 4 System is formed of an entirely new state of exotic matter which may have unexpected effects on technology and/or life forms
- 5 Planets and asteroids are improbably rich in rare elements
- 6 System contains a living planet. May or may not have god-like powers
- 7 System is a construct, such as a ring world or Dyson sphere
- 8 The star or one of the planets themselves has an unusually high gravitation field which may cause navigational problems
- 9 Contains an enormous gas giant, big enough to have its own system of planets (**d6** planets, **d20** smaller moons, any number of moonlets) – roll again to see type of system, disregarding this result
- 10 System is the spawning ground of a space-faring animal species.

17 Home system of a very advanced alien species (space gods, basically), roll again on this table to determine the type of system. Space gods will make their presence known upon entering the system. **Roll d8:**

- 1 ...they waylay travelers and force them to have gladiatorial fights with other waylaid space travelers.
- 2 ...they are territorial and paranoid. Intruders are sent packing.
- 3 ...inquisitive, but not in a good way. Intruders are studied intensively.
- 4 ...they love travelers. Probably a bit too much.
- 5 ...they have their own problems to deal with. Explorers must tread carefully or become embroiled in an war.
- 6 ...great, an entire civilization of Q's and Tremaynes.
- 7 ...Space Gods in a classical sense. Roll for ancient civilization. **Roll d6:** 1 Greek, 2 Indian, 3 Egyptian, 4 Norse, 5 Chinese, 6 Vulcan
- 8 ...misguidedly altruistic. They sense the savagery in the explorers and decided to help them "fix" it, whether they want the help or not.

18 The system is the site of an ancient battle—local space is strewn with alien mines, wrecked vessels, and abandoned/ruined bases. Roll again to determine the type of system.

19 Site of an ancient highly advanced civilization, long defunct, but full of strange and enigmatic ruins and mysterious alien devices. Roll again to determine the type of system.

20 A famous incident or other event of note occurred in this system. **d6:** 1 the site of a famous diplomatic triumph/incident, 2 the site of a famous war, 3 disappearance of an exploratory vessel occurred mysteriously here, 4 system has religious significance for a random species, 5 an infamous natural disaster, 6 a colony mysteriously disappeared in this system. Roll again for type of system.

Now roll a d8. On a result of 1, one of the stars in the system is having some kind of disturbance, such as a massive solar flare, emitting massive amounts of radiation, gravity waves or what have you. It could even be about to go nova. This might threaten one of the planets, or the ship itself.

Step 2. Determine number of interesting features.

Roll d4-1 (minimum 0) for total number of interesting features. Grab that many six-sided dice and refer to the following table...

Table 2. Interesting System Features. Roll d6:

1-3	Planet
4-5	Ship
6	Station

Sensors will generally pick up only the broadest details of a system feature, so there's no need to roll until the players choose to investigate. Of course, sometimes it can help jog creativity to roll ahead of time. For example, two planets with civilizations on them could be at war with each other.

Step 3. Minor fluff useful for parroting off sensor scan info-dumps.

A system will typically have 1d20 planets and d4-1 (minimum of 0) asteroid belts. Feel free to adjust these numbers if what you roll seems off for the type of system. **Planets, if important, will have 1d6-2 moons (minimum 0) for normal rocky planets, and d20 bigger moons for gas giants. Gas giants will also have a host of small planetoids and orbiting rocks and a 50% chance of having rings.** Again, don't bother rolling for moons and rings if the players seem unlikely to investigate more closely.

Note that this does NOT correspond to interesting features. Anything that is not an interesting feature is a "barren rock" or a "lonely gas giant." For example, if you roll "ship, ship, station" for features and the system has 14 planets, then they're all barren rocks and lonely gas giants.

If any of the interesting features requires a planet, then randomly pick a planet from what you just rolled. In other words, if you determine that there's an inhabited world in the system and you roll 11 planets, then pick an arbitrary number and use that planet to host the civilization.

Step 4. What's interesting about the feature?

Roll on the following tables to determine what the interesting features are. Table 3 deals with planets, table 4 with ships and table 5 with space stations.

Table 3. Planets. Roll d20:

1-4	Earth-like
5-6	Desert planet
7	Water world
8	Habitable moon orbiting a (roll d6: 1-4 gas giant, 5 large uninhabitable planet, 6 large habitable planet)
9-10	Ice world
11	Gas giant, any life living there will either be avian or living in giant buildings hovering in the atmosphere
12	Poisonous atmosphere, all life is underground or in domes
13	Ruined world. Great natural disaster or global war wiped out all life.
14	Ruined world. Destroyed by unknown external agent (roll d6: 1-3 long ago, 4-5 recently, 6 being destroyed right now).
15	Giant city spans entire planet's surface
16	Giant ruined city spans entire planet's surface
17-19	Federation planet (roll d8: 1 military outpost, 2 research outpost, 3 resupply base, 4 prison, 5 colony world, 6 mining outpost, 7 manufacturing facility, 8 resort world), reroll on this table with a d12 for type of planet. If outside Federation territory, then replace "Federation" with appropriate local interstellar government.
20	Parallel Earth, physically identical to Earth in nearly every way, except...

Culture identical to (roll d8:

- | | |
|---|------------------------|
| 1 | WWII |
| 2 | Wild west |
| 3 | 1960's America/Britain |
| 4 | Ancient Rome |
| 5 | Medieval Europe |
| 6 | Native America |
| 7 | The 1920's |
| 8 | Ancient Egypt) |

due to (roll d6:

- | | |
|---|--|
| 1 | Tampering with the time-stream |
| 2 | Evil central computer |
| 3 | Space god(s) |
| 4 | Accidental/purposeful Federation tampering |
| 5 | Pure coincidence |
| 6 | Parallel evolution) |

Table 3.1. Planets—What's going on here? Roll d20 if not immediately clear from previous table's entry. Re-roll or disregard entries that don't make sense.

1	Klingons stirring up trouble with easily exploitable/intimidated natives
2	Native civilization has not yet achieved first contact. The Prime Directive is in play. Crew feels compelled to study them and gets embroiled in local drama/discovered by the natives.
3	Native civilization has not yet achieved first contact. The Prime Directive is in play. Civilization is beleaguered by topical social issue (roll d6 : 1 overpopulation, 2 racism, 3 greed, 4 starvation, 5 social diseases, 6 gambling)
4	Civilization is embroiled in world war
5	Civilization is being manipulated or enslaved by another, more advanced, local civilization for profit
6	Civilization fighting off off-world invaders
7	Dictator fiercely determined to maintain status quo. Dictator is a (roll d6 : 1 space god, 2-3 misguided or evil computer, 4 ex-Starfleet officer who maintains his position with advanced technology, 5 mysterious and powerful alien, 6 cloud monster)
8	Native civilization is fighting off a terrible plague (standard effects—chills, weakness, eventual death, etc)
9	Primitive natives are the fallen descendants of a mighty star-faring civilization. The ruins surround them and they don't even realize it.
10	Civilization is primitive compared to the Federation in all but one field, in which they vastly excel
11	Local natives eager to meet invaders...too eager... roll d6 :
1	<i>Because they want to assimilate them into their robot collective</i>
2	<i>Because there is a local mind-controlling plant or animal that feeds on human emotion</i>
3	<i>Local civilization is a virtual utopia, except for one taboo...which they refuse to talk about. Every time a crew member does anything, roll 1d6. On a 1, they've violated the taboo and are sentenced to death.</i>
4	<i>Locals are addicted to a substance or technology and want to expand their market</i>
5	<i>Locals make their living by waylaying passers-by</i>
6	<i>Locals want to convert travelers to their religion. They may be harmless...or not...</i>
12	Local population beleaguered by dangerous creatures
13	Mysterious stranger lives here by himself or with a trusted companion, but he has a secret...
14	Native disease, highly contagious, unpredictable effects (roll d8 : 1 causes evil, drunken behavior, 2 reverse aging, 3 rapid aging, 4 causes victims to devolve into cavemen, 5 euphoric behavior and then death after a few days, 6 hallucinations, 7 insomnia and eventual madness, 8 narcolepsy)
15	Mysterious alien artifact (roll on Mysterious Alien Device table or choose)
16	Survivors of a crashed vessel (roll on Table 4)
17	Unscrupulous scientists test out new technology with little heed for locals or other bystanders
18	Locals misunderstand native creature, leading to adventure
19	Military outpost of a long dead alien species seeks to defend its territory
20	Hidden species of highly advanced aliens kidnaps and studies any new specimens that pass their way.

Table 3.2. Planet Quirks. Roll d20 d4-1 times (minimum 0).

1-4	Nothing interesting to see here. Move along.
5	Unusually beautiful
6	Fabulously dangerous plant life
7	Beautiful rings
8	Very large and occasionally angry local animal life (roll d8 : 1 carnivorous reptiles, 2 enormous marine life, 3 amoebas, 4 flying monsters, 5 dragons, 6 herbivores, 7 apes, 8 roll for a Cloud Monster)
9	Site of an important event in Federation history
10	Largest geographical feature in this sector (roll d6 : 1 mountain, 2 canyon, 3 river, 4 mountain range, 5 volcano, 6 moon)
11	Harsh, barely liveable climate
12	Frequent terrible storms
13	Surface completely uninhabitable, everybody lives underground in caves
14	Planet's day is exactly in sync with its year. The sun never rises or sets.
15	Planet's surface is surprisingly smooth—there's very little surface relief.
16	Planet's surface is extremely mountainous. There are very few places to land a ship.

- 17 High gravity planet.
- 18 Low gravity planet.
- 19 Planet is low in one or more common elements.
- 20 Planet has an abundance of one or more natural resources.

Table 3.3. Alien Culture Technology Level. Roll d10 if needed.

- 1-3 Primitive, cave man
- 4-5 Dark ages
- 6 19th century Europe
- 7 20th century America
- 8 Not as advanced as Federation, but still futuristic
- 9 Federation-level
- 10 Advanced

Table 4. Ships. Roll d20:

- 1-4 Federation vessel (**roll d8:** 1 Hermes, 2 Saladin, 3 Miranda, 4 Constitution, 5 Federation, 6 Ptolemy, 7 outdated vessel such as a Daedalus, 8 advanced but untried prototype ship)
- 5-8 Enemy vessel (**roll d8:** 1-2 Klingon, 3-4 Romulan, 5 Gorn, 6 Tholian, 7-8 unknown alien species)
- 9-10 Criminals (**roll d6:** 1-2 Orions, 3-4 Smugglers, 5-6 Pirates)
- 11-13 Civilian vessel (**roll d8:** 1-3 merchant, 4-5 freighter, 6 courier, 7 explorer, 8 luxury liner)
- 14-15 Ship of unknown, advanced origin. **Roll d10:**
 - 1 *Probe from advanced civilization obsessed with random extinct Earth species, on its way to Earth to find out what happened*
 - 2 *Automated alien death machine*
 - 3 *Prototype vessel from enemy species (roll on "enemy vessel" entry above to find out who) on a test run*
 - 4 *Ship is from another universe or from the far distant future*
 - 5 *Ship is actually a giant living creature, possibly sapient*
 - 6 *God-like being, possibly of the giant floating head variety*
 - 7 *Vast colony ship from an advanced space-faring species. Society on board is utopian, but deeply flawed*
 - 8 *Crewed by androids*
 - 9 *Design is impossible according to current science, possibly non-Euclidian*
 - 10 *It's the crew's vessel, except from the future and heavily upgraded*
- 16 Colony ship, alien and vast but technologically backwards
- 17 Armada (**roll d6:** 1 Klingon, 2 Romulan, 3 Gorn, 4 Tholian, 5 Federation, 6 Unknown species)
- 18 Automated distress beacon. Somewhere in the system is a crashed vessel (**roll d6:** 1 long dead, 2 completely obliterated on the surface of a nearby moon or asteroid, 3 survivors have colonized a nearby planet, using the bits of their ship to build their colony, 4 recently crashed, 5 ship in imminent danger of being dragged into the sun, 6 no signs of where the ship has gone)
- 19 Ancient freighter from Earth bearing 20th century humans in cold sleep. When revived... (**roll d6:** 1-2 passengers are evil brigands intent on taking over a modern ship, 3-5 passengers are fish out of water and only want to go on with life, 6 ...Khaaaaaaaaannnn!)
- 20 Probe sent out by humanity in the 20th or 21st century, returning to maker, vastly upgraded by mysterious civilization and with a bone to pick (**roll d6:** 1-2 small, 3-4 starship-sized, 5-6 vast)

Table 4.1 What is it doing? Roll d20 if not immediately clear from previous table's entry:

- 1-2 Derelict (**roll d6:** 1 abandoned, 2 corpses all over the place, 3 apparently haunted, 4 scrapped, 5 evidence for reasons of abandonment meticulously cleaned up, 6 mutiny). Roll on Table 5.1 if necessary to see what happened.
- 3 Escorting diplomatic envoy to other system
- 4-7 Passing through system/on patrol
- 8 Exploring the system
- 9-12 Attacking...either you or another vessel of random type

- 13 Seeking help for some mission
- 14-16 Emergency (**roll d8**: 1 life support failure, 2 random system disabled or malfunctioning, 3 crew is suffering a plague (refer to Table 5.1, result 2), 4 warp core melting down and about to explode, 5 strange alien artifact acquired by one of the crew causing havoc (refer to Table 5.1, result 7), 6 critically under-supplied, 7 about to explode after being disabled in a fight, 8 trapped in a strong gravitational field and about to crash)
- 17 Phasing in and out of time-space continuum
- 18-19 Defending something
- 20 Fleeing from a greater threat

Table 5. Stations.

Feel free to replace “Federation” results with the local interstellar government if outside of Federation space. Likewise, adjust “Enemy” results appropriately.

Roll d10 3 times:

	Purpose	Size	Who runs it (or used to)?
1	Colony	Tiny	Federation, military
2	Trading outpost	Tiny	Federation, civilian
3	Military Post	Small	Friendly aliens
4	Research Outpost	Small	Unfriendly aliens
5	Shipyards	Small	Enemy***
6	Espionage*	Medium (roughly starship scale)	Androids
7	Manufacturing facility	Medium	Large-scale Computer AI
8	Mining facility	Medium	Nobody
9	Destroyed**	Large	Coalition of species
10	Abandoned/Derelict**	Enormous	Ownership in dispute****

* If not friendly, it will be very difficult to detect. It could be cloaked, hidden within an asteroid, or on the dark side of a moon.

** Roll again on this column, except with a d8 to find out what type of station it was.

*** Choose the nearest neighboring enemy according to your game. If you don't know or care, then **roll d6**: 1-2 Klingons, 3-4 Romulans, 5 Gorns, 6 Tholians.

**** Roll twice on this column. Duplicate results indicate two factions are disputing it.

Table 5.1 Stations—What's going on here (or happened, if destroyed/abandoned/etc)?

d12 Situation

- 1 Nothing of note (or the evidence has been carefully destroyed/cleaned up)
- 2 Plague (**roll d10**: 1 -2 “standard” plague—fever, chills, eventual death, that sort of thing, 3 causes evil, drunken behavior, 4 slowly transforms victims into alien species, 5 causes victims to go into suspended animation, 6 causes victims to devolve into cavemen, 7 euphoric behavior and then death after a few days, 8 fever and then spontaneous combustion, 9 childlike, obsessive behavior, 10 rage and violence)
- 3 There's been a spate of murders...who's responsible?
- 4 Under attack by aliens
- 5 Facilities are breaking down and in desperate need of repair
- 6 There's a spy, assassin or saboteur causing havoc
- 7 Strange alien artifact acquired by one of the crew causing...**roll d10**:
 - 1 Increasing dementia to all who stay on-board longer than one day
 - 2 Terrible nightmares that eventually come to life
 - 3 Random visions of other times and places
 - 4 Random doorways to other times and places
 - 5 Random rooms become trapped in time-space loops
 - 6 Monsters! All over the place.

- 7 *Causes bits and pieces (or all) of the station/ship to go out of phase with reality*
- 8 *Serious computer problems*
- 9 *Artifact manufactures wealth and/or happiness. This is causing a terrible squabble.*
- 10 *Increases the intelligence of anyone nearby vastly and gradually, eventually turning them into evil psychic gods.*

- 8 Monster on the loose
- 9 Out of supplies
- 10 Tribbles
- 11 Hidden war criminal or other type of notorious fugitive outed by ship's crew during initial visit
- 12 Cover-up. Nobody wants to admit what's really going on. Roll again, disregarding this result.

Table 5.2. Station Quirks. Roll d20 d3-1 times (minimum 0).

- 1-5 Nothing interesting to see here. Move along.
- 6 Unusually spacious rooms and corridors
- 7 Much of it still under construction
- 8 Cramped
- 9 Very crowded
- 10 Odd smell
- 11 Has something of a Star Wars cantina feel to it
- 12 Best bar in the sector
- 13 Seedy, frontier-type environment. Everything goes.
- 14 Very modern and well-equipped
- 15 Lushly-appointed
- 16 Eerie place. More superstitious crew members might think it was haunted.
- 17 Filled with gardens and botanicals
- 18 Station's computer systems unusually belligerent
- 19 Baroque interior layout unusually hard to navigate
- 20 Local regulations are strict and obsessively detailed

Federation Ships

Daedalus Class Explorer

Size: 105 kilotons, 121m long, 48m wide, 40m high, 10 decks.

Typical Crew: 165 total, 8th level Yellow Shirt Commander, bridge crew 6-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 4

Emergency Warp: Warp 6

Impulse: .5c maximum impulse (900,000 km/round)

Shield Rating: 2 (polarized hull plating)

Armament: 4x Type II Magnusson Class Laser Cannons (WR 5), 2 banks Mod 2 spatial torpedo tube (outdated design—WR 10 per torpedo and +2 to dodge with modern ships, 24 rounds).

Note: Starfleet's first major exploration vessel after the NX class. Outfitted with the latest technology at the time—such as a Warp 6 capable drive, transporters and tractor beams, it was limited by its relatively short-range subspace communicators. Its capability for deep exploration would often outstrip its ability to call for backup.



Ranger Class Explorer

Size: 450 kilotons, 227m long, 130m wide, 55m high, 14 decks.

Typical Crew: 287 total, 8th level Yellow Shirt Commander, bridge crew 6-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 5.5

Emergency Warp: Warp 7

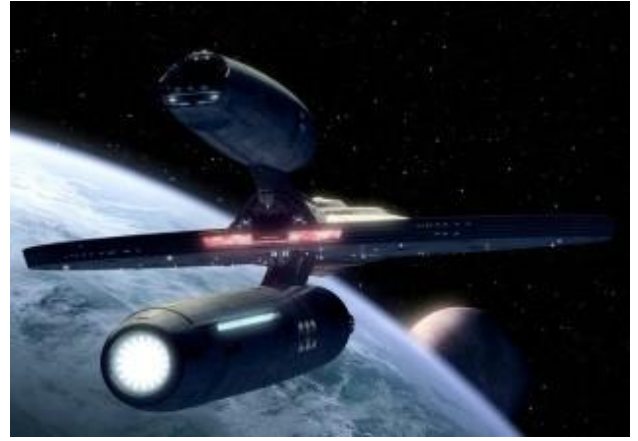
Impulse: .6c maximum impulse (1.08m km/round)

Shield Rating: 10

Armament: 5x Type VI phaser banks (WR 12), 2 Photon Torpedo Banks (WR 25 per torpedo, 30 torpedoes carried).

Note: Yes, I know that the Ranger class is traditionally a double-nacelled design. I'm going to lump it in with the Kelvin anyway (but not use the new-Trek ship scales since they are rather large). If you like the older double-nacelled version more, feel to use that instead—the stats are more or less the same.

In any case, this is a slightly dated ship design. As their tours end, Starfleet has been mothballing them, but they are still not an uncommon sight on patrol.



Huron/Antares Class Freighter/Survey Ship

Size: 45 kilotons, 56m long, 20m wide, 25m high, 6 decks.

Typical Crew: 20 total, Unexceptional Commander or 7th level Yellow Shirt, bridge crew 4-5th level, bulk of crew 2-4th level.

Cruise Speed: Warp 4.5

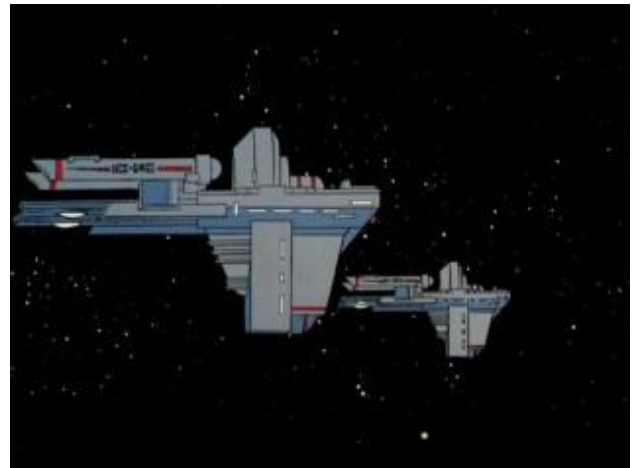
Emergency Warp: Warp 6

Impulse: .4c maximum impulse (900,000 km/round)

Shield Rating: 4

Armament: None.

Note: An aging ship design, not known for great agility, and typically unarmed. Typically used to haul small amounts of freight or for minor surveying jobs. Very occasionally used as a short-distance passenger transport.



Klingon Ships

D-5 Class Cruiser

Size: 283 kilotons, 155m long, 124m wide, 34m high, 6 decks.

Typical Crew: 225, Unexceptional Klingon Commander, bridge crew 5-6th level, bulk of crew 3-5th level.

Cruise Speed: Warp 5

Emergency Warp: Warp 7

Impulse: .60c maximum impulse (900,000 km/round)

Shield Rating: 8

Armament: 1 x combined forward weapons port capable of both heavy disruptor fire and launching torpedoes, 360 degree rotating twin disruptor cannons, dorsal disruptor array. Disruptor fire is WR 15, photon torpedoes are WR 25 per torpedo (80 carried, but only 1 bank).

Note: In service since the mid-22nd century, this vessel is somewhat dated and is slowly being phased out in favor of the more heavily-armed D-7's.

It is highly maneuverable, especially when compared to the D7. May have a cloaking device, depending on how early in the series it appears. A deuterium tanker variant also exists--this version is somewhat slower and of only average maneuverability.



qa'Hos (Relentless) Class Light Cruiser

Size: 280 kilotons, 198m long, 70m wide, 69m high, 7 decks.

Typical Crew: 280 total, Unexceptional Klingon Commander, bridge crew 5-6th level, bulk of crew 3-5th level.

Cruise Speed: Warp 5

Emergency Warp: Warp 7

Impulse: .60c maximum impulse (1,080,000 km/round)

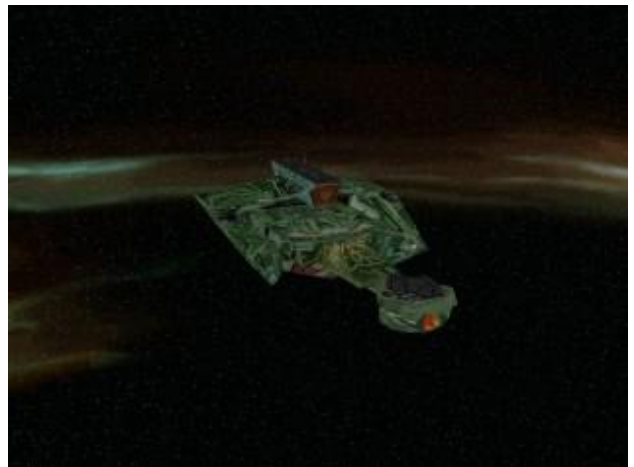
Shield Rating: 14

Armament: 6x Mark 5 disruptor cannons (WR 15), 2x Photon Torpedo Banks (WR 25, 60 carried).

Note: May have a cloaking device, depending on how early in the series it appears. Its reliability and sturdiness gives anyone attempting to repair it a +2 on repair rolls and repairs will take place 25% quicker than normal.

The qa'HoS class Light Cruiser has been in service for well over 70 years. Originally a main line battleship, it is now used primarily for long patrol missions along the Klingon Empire's various border zones due to its proven reliability and ability to operate in the field for long periods of time.

Over the years, it has acquired a reputation for durability that makes it a favorite of veteran warriors. There have been many accounts of qa'Hos cruisers limping back from missions with crippling damage--spewing plasma from containment breaches, large patches of the hull torn off or missing--damage that should have completely obliterated the vessel but did not.



Raptor Class Scout

Size: 90 kilotons, 105m long, 63m wide, 18m high, 4 decks.

Typical Crew: 24 total, Unexceptional Klingon Commander, bridge crew 5-6th level, bulk of crew 3-5th level.

Cruise Speed: Warp 5

Emergency Warp: Warp 7

Impulse: .65c maximum impulse (1.17m km/round)

Shield Rating: 4

Armament: 2 x Mark 5 disruptor cannon (WR 10), 1 x photon torpedo bank with 40 rounds (WR 25).

Note: Like the D-5, this design has been in service since the mid-22nd century and is slowly being phased out. It is highly maneuverable and fast. May have a cloaking device, depending on how early in the series it appears.



Optional Rules

As with the original Appendix, not all ideas are created equal. Here's some more optional rules that may or may not be fun to use.

Warning: these rules are intended to be optional. Some of them can change the tone of your game significantly.

Aspects

Aspects are qualities that define your character. They can give you bonuses to perform certain actions or give the GM a “hook” to complicate the Episode.

Much like certain varieties of the FATE system, Aspects come in two different flavors: **Qualities** and **Challenges**.

Qualities are positive traits. Examples would be “Best pilot in the galaxy”, “Ready for anything”, “Speak softly, but carry a big stick”. They are short phrases that define your character's strengths.

Give your character two or three of these. Try to keep them relatively specific.

Challenges are things your character has difficulty with. They have to be outside the usual baggage of being a Starfleet officer. “Protecting the weak”, for example is not a Challenge; it's expected. “Difficulty with understanding human emotion,” however, is a

decent Challenge. “Unable to say no to a bet,” might be another. Other examples might be “shady background,” “woman in every starport” or “bad luck.”

Try to give your character at least one.

Under this optional rule, Hero Points only give a +2 bonus to rolls. However, if you can plausibly tie spending a Hero Point into one of your positive Qualities, you get the full +5.

Likewise, the GM can randomly invoke one of your Challenges to complicate the adventure. In exchange, you get another Hero Point.

Grittier Feel

One of the things that people occasionally ask for/or bring up is that they prefer their Trek with a grittier feel. The default feel of this game assumes a high-ish level of camp and low player fatality.

Allow some or all of the following rules to achieve a grittier feel:

Grit Rule #1. Disallow or Ignore the Silly Stuff.

This mostly boils down to the sillier Talents in the player section (Ripped Shirt, Red Shirt, Catch Phrase, etc) and a lot of the random GM-oriented stuff like the entry on Cloud Monsters and most of the material in the Appendix.

Grit Variant Rule #2. Death's Door.

The basic rules assume that once you run out of HP, you go unconscious and start taking STR damage. It also assumes you automatically stabilize, because it's not really a very harsh combat system.

With this rule in play, once you're reduced to that point, you lose 1 point of STR per turn (in addition to any further damage you're taking). Once you run out of STR, you're dead.

Medical treatment will stop the STR loss.

Grit Variant Rule #3. Injuries.

Any single attack that causes STR or more damage potentially causes an injury to some body part.

Make a STR + Phys check vs a DC equal to the damage taken.

If the roll is successful, there is no injury and no penalties are accrued.

If the roll is failed, the injury is temporary. It lasts a few days (a sprained ankle, for example).

If the roll is failed by 10 or more, the injury is more serious and lasts for a few weeks. Example: a broken ankle.

If the roll is failed by 20 or more, the injury permanently damages that body part (but might be fixable in sick bay). Example: arm blown clean off.

If it's not immediately obvious from the context where the attack hits, then roll a d6 and compare:

- | | |
|---|-----------|
| 1 | Head |
| 2 | Left Arm |
| 3 | Right Arm |
| 4 | Torso |
| 5 | Left Leg |
| 6 | Right Leg |

Examples of injuries:

Head: Eye injury, hearing, concussion, broken/sprained jaw, bloody/broken nose, nasty bleeding gash.

Arms: Sprained arm, broken wrist, broken fingers, bleeding wound.

Legs: Sprained ankle, broken knee, bleeding wound.

Torso: Broken rib, nasty wound, sprained back.

Penalties vary from a -2 or -4 to an appropriate action to a 50% chance that you simply can't do something related to that injury because a necessary body part just isn't working right.

The GM may also decide that multiple smaller wounds may "stack" to force an injury check. For example, if Lieutenant Smith takes a severe beating during a barroom brawl, the GM might decide that the 15 or so hp worth of damage he took from various punches and kicks may "stack" into one injury roll. If he fails, then he might suffer a cracked rib or a dislocated jaw.

The GM can also "dial" the DC's to his desired level of deadliness. If you really want the game to be more punishing, then instead of using 0/-10/-20 for the various level of injuries, you can try using 0/-5/-10 or some other split.

Of course, this means after a few combats, half the crew's going to be hobbling around with peg legs and eye patches...

Grit Variant Rule #4. Hull Breaches.

An area of the hull blows wide open in a random area within a given department. Anybody within close proximity to the Hull Breach takes 3d10 damage from the explosion. If they pass a DEX + Phys save vs DC 20, they only take 1d8 damage from the explosion.

Unless the GM has a reason to be specific about who is close to the hull breach, just assume a 50% chance that 1d6 crew members are nearby (use a smaller dice range for ships with less crew than a Constitution class starship).

If steps aren't taken to fix the hull breach, all air in that section bleeds into space within 2d6 minutes. Anybody within the same room as the hull breach has to make an opposed STR + Phys roll to avoid being sucked into the cold vastness of outer space by the escaping air.

The opposing roll has an effective STR + Phys total equal to 3d6-3 (minimum 0, roll separately for each character, but only roll once per character per event).

The GM may adjust this number up or down depending on how far away the character is from the breach. The GM may also give the character a bonus if they find something to hold on to.

Failing the roll on a given turn drags that character 10' closer to the hole. If they pass through the hole, they have been shot into the vacuum of space and without adequate protection will begin to die in the usual ways.

Even if the character successfully resists the pull, the GM may call for another roll that turn for anything they're holding onto.

Successfully making the roll means that not only does the crewman avoid getting sucked closer to the breach, they may also (depending on context) move slowly towards an exit or an appropriate control panel.

Movie Mode

So, you've had a successful series, and you're ready to shake things up?

Here's some guidelines:

1. There's a narrative gap. Some time will have passed before the movie. Long enough that things will have changed. Ask each crew member what their character has been doing in the year or so of down time. Have they been promoted? Have they taken a leave of absence to deal with personal matters? Did they get reassigned by Star Fleet?

2. Ground Rules Can Be Changed. Things have gotten bigger and more explosive. Budgets are higher and maybe some special effects have been redesigned. Now's the time to make changes: are your Klingons now bumpy-headed? Is there some new sort of technology, such as transwarp, to deal with? Do phasers now work different because of...

3. Refits. Technology does not stand still (more importantly, special effects crews get grumpy when they have to rehab the same model over and over again). Once a 5 year mission ends, Starfleet makes the call on whether a round of upgrades is appropriate for a vessel.

The general rule of thumb is that a refit increases the SR and WR of a ship by roughly 25%. Impulse maximum speeds improve by .1 or .2c. Warp speeds are increased as well by one or two points. Update other flavor text (such as phaser model numbers) to reflect the fact that your ship is now bigger and badder. It's also new, shiny and full of untried technology. Fun!

Shakedown quirks (Roll d10):

- | | |
|-----|--|
| 1-2 | No bugs. Phew! |
| 3 | Roll on the Section Damage Table. The system indicated is flawed on the new ship. Every time that system is used, roll d6. On a 1, it goes down. Which system is flawed will be a complete mystery to anyone until it breaks down. |
| 4 | Roll on the Section Damage Table. The system indicated is not only flawed as indicated above, it's also tied into the warp drive, which also goes down at the same time. |
| 5 | The new ship's computer is incredibly buggy. And annoying, to boot. |
| 6 | Random nonessential shipboard facilities don't work right. For the next d3 weeks until engineering can get to them, doors occasionally don't open, the toilets flush intermittently, climate control is off-kilter, and every chair has an irritating squeak. |
| 7 | 1d2 systems flat out don't work , not even once. Again, you have no idea which until the first time you try to use them. |
| 8 | 1d2 systems work only at half effectiveness , again, without warning. |
| 9 | You couldn't get certain parts requisitioned in time. Roll d8: (1 no photon torpedoes, 2 phasers at half damage, 3 warp drive can only go up to warp factor 5, 4 sensors only work half the time, 5 SR is only half what it should be, 6 transporters don't work right, 7 you only have one shuttle, 8 the view screen they installed on the bridge has a big crack down the center, but it still works...kind of). |
| 10 | You won the lottery. Congratulations! Roll twice. |

Shakedown quirks can be fixed by engineering. It just takes time, some swearing and perhaps some dramatically risky repairs (if in the heat of battle).

Every time a ship is refitted, roll d6. If the die comes up equal to or less than the number of times it's gone through a refit, then that's the last one: at the end of its current tour, Starfleet will mothball it.

If a ship is on its last refit it's almost the crew's responsibility to ensure it goes out with a bang instead of being sent out to pasture.

Step 4. ...But everything else gets bigger and badder, too. You think the Klingon empire is standing still? They're refitting their own vessels (and launching newer models). And so is the Federation! Your Constitution class may have just gotten an upgrade, but the Excelsior is now on the drawing boards.

Generally speaking, a new model of ship will be in the same ballpark as the previous generation's ships of the same class with several refits under their belt. They may also introduce new technologies that do more than simply add more to the basic numbers.

Step 5. There's a good chance that somebody's gonna die. Roll d6: if a 1 comes up, then one of the PC's are going to die in a very dramatic, tear-jerking way at the end of the movie. They will either be reborn in the next one as part of the plot or be replaced with a very similar character at the end of the film. It's probably a good idea to have the player involved be on board with this.

Step 6. If you're jaded enough that a randomly rolled movie plot sounds appealing to you...

Roll d2:

- 1 A random crew member
- 2 The entire crew

...must...

Roll d6:

- 1 ...come face to face with their deepest fears...
- 2 ...deal with great loss...
- 3 ...risk their career and rank...
- 4 ...risk their families...
- 5 ...pass the torch to a new generation...
- 6 ...come to terms with their greatest failure...

...while...

Roll d10:

- 1 ...the series' most dangerous enemy (up to that point)...
- 2 ...a mysterious alien ship...
- 3 ...a highly advanced space whale...
- 4 ...the Klingons...
- 5 ...the Romulans...
- 6 ...the Gorns...
- 7 ...the Tholians...
- 8 ...a conspiracy of Starfleet officers...
- 9 ...Malcolm McDowell (or—**fine**—a mad scientist of some sort)...
- 10 ...(roll twice)...

Roll d8:

- 1 ...hatch(es) a plan to destroy Earth.
- 2 ...get(s) revenge on the Captain.
- 3 ...plot(s) to collapse the Federation.
- 4 ...travel(s) back in time to prevent the Federation from forming.
- 5 ...incite(s) a war between the Federation and (**roll d6:** 1-2 Klingons, 3-4 Romulans, 5-6 both).
- 6 ...plot(s) to destroy the (or a) sun.
- 7 ...steal(s) a potentially destabilizing technology and plan(s) to sell it to the highest bidder. (Roll twice).
- 8

The plot will deal with...

Roll d20, 3 times:

- 1 The line between machine and man
- 2 Unlikely allies
- 3 The farthest reaches of space
- 4 Shakespeare
- 5 Diplomats
- 6 Enormous spacecraft
- 7 Wretched hives of scum and villainy
- 8 Pre-contact cultures and the Prime Directive
- 9 20th Century Earth History
- 10 Religion
- 11 Unwinnable scenarios
- 12 The Neutral Zone
- 13 Space ninjas
- 14 Time-traveling
- 15 Untamed Wilderness
- 16 Dune buggies on a desert planet
- 17 Exciting chase sequences
- 18 Dinosaurs
- 19 The galaxy's most forbidding prison
- 20 An assault on an impregnable fortress

Non-Random Ability Scores

If random ability scores don't fit your gaming style or that of your group, or you simply prefer something more fair than blind luck, you can choose one of the following ability score arrays instead:

Option #1: 18, 14, 8, 8

Option #2: 18, 12, 10, 8

Option #3: 16, 14, 10, 8

Option #4: 16, 12, 12, 8

Option #5: 16, 12, 10, 10

Option #6: 14, 14, 10, 10

Abilities can be arranged in any order—don't forget to adjust for level and species.

Ramming Speed, Captain!

This is a new space combat maneuver for the truly desperate.

You do damage equal to your ship's SR x4 to your opponent. If successful, you take your opponent's SR x4 as damage. You will always take at least one Section Damage Roll.

The enemy ship must be within point blank range and the pilot must succeed in a Pilot vs Pilot skill check against the enemy ship. If the GM deems the enemy to caught by surprise, this roll will be at +4.

Space Terrain

Not all fights take place out in the empty void of space. Here's some alternate venues.

Nebulae. Ships within a nebula are treated as if they have a partially effective Cloaking Device due to the shifting nature of the gases and clouds.

Treat all ships within the nebula as having a cloaking device, but with a +1d10 bonus to detect them. Roll for the bonus every time a sensor roll is attempted—the clouds shift unpredictably by the moment.

There is also a 1 in 6 chance each round the clouds part enough that for 1d4 rounds, the cloaking effect disappears for all ships within Point Blank range of each other.

Any ships within Point Blank range of each other that are obscured will have a 1 in 6 chance of being **so close** they are in danger of colliding. See “**Ramming Speed**” above for guidelines, DC 20 piloting check to avoid. Each pilot has to make the roll. If **both are successful**, the ships do not collide. If **only one makes it**, the ships do not collide and the winner of the roll gets a free broadside at +2 with either photons or phasers (50% chance of either being available).

In addition to these effects, true Cloaking Devices are disabled and Shields are at 1/2 SR due to the ionization (except for the purposes of determining ramming damage).

Ranges will be much tighter and impulse speeds are divided by 10 to reflect the lack of visibility and the random system interference.

Using an engineering roll to boost the sensor array will aid sensor rolls by +2 for the duration of the scene.

Stars. This environment causes damage every round. WR 10 if in the outer fringes of the corona, WR 20 deeper within. When very deep within the corona, the shields take WR 40 damage per round.

Once the shields go down, d2-1 (minimum 0) Section Damage Rolls are made per round, plus the entire ship is flooded with radiation (see the foot note at the bottom of the Section Damage table).

Due to the energy interference, energy-based weapons are treated as one range worse and ships are more difficult to detect by +5-+15 DC depending on how deep inside the corona the ship stays. The same penalty applies to sensor rolls to detect events outside the corona.

The energy interference may also cause systems to intermittently go to damage level 1 temporarily or until fixed—assume a flat 1 in 20 chance per round that this happens.

Planetary Atmospheres. Warp drives can't be engaged in an atmosphere, and all ship maneuverability rolls will be at -2. Ship movement at impulse speeds is severely curtailed. Engaging more than quarter impulse will cause WR 15 damage per round due to friction. Ranges will also be much tighter. Cloaking Devices are reduced in effectiveness by 5 DC.

Gas Giants. The same effects as a planetary atmosphere, but with the added effects of a nebula environment. Ship movement at impulse speeds is slowed greatly and all ship maneuverability rolls will be at -4 due to the extremely high wind speeds. Engaging more than quarter impulse will cause WR 20 damage per round due to friction.

The thick gases and turbulence halve the damage of energy weapons. Explosions within a gas giant will have greatly increased area of effects—any ship nearby will take half damage as well.

Depending on the gas giant, the GM can declare that nearby lightning discharges have a 1 in 8 chance of striking one ship per round, causing WR 15 damage.

Asteroid Belts. Maneuvering through an asteroid belt is tricky. Every time the ship needs to make a maneuver of any sort, roll 1d4x5 to determine the base DC of the maneuver due to different areas having different asteroid density.

If the ship is moving at 1/4 impulse, there is no modification to this DC. 1/2 impulse adds +5 DC, 3/4 impulse +10, and full impulse +15. Failing a Pilot roll here causes 1d6x5 WR damage, doubled at half speed, tripled at 3/4's and quadrupled at full impulse.

Ranges will be much tighter and impulse speeds are divided by 5 to reflect the lack of open space.

Planetary Rings. All the fun of an asteroid belt and a nebula in one tasty sandwich. It is, however, very difficult to stay within the rings as they are usually only a few dozen kilometers thick.

Space Terrain, New Maneuvers

If the optional Space Terrain rules are in play, then Yellow Shirts can take these Talents:

In Harm's Way. Not only can you avoid obstacles, you can do so in such a way that those pursuing you are endangered. In any terrain with a lot of floating space hazards, if any ship pursuing you rolls 5 or more less than you, they hit an obstacle with penalties as noted under the Asteroid Belt entry on the Space Terrain table.

Hazard Pay. You thrive in dangerous environments—the effects of being in space terrain that does persistent damage from round to round, such as solar radiation, atmospheric friction or gas giant lightning are lessened by one half for your ship while you are piloting. This does not include impact damage.

Shadow. You can manipulate low visibility situations to your advantage. In areas such as murky planetary atmospheres and nebula, you effectively have a full cloaking device at your disposal—you are unaffected by the randomness of the terrain and you may engage or disengage the effects at will.

This ability takes 1 Hero Point to activate and lasts 10 rounds. If you are outside of combat, then a Hero Point isn't required to activate—you are simply very hard to find (-5 to rolls to find your ship).

Speed Demon. Your nearly prescient ability to avoid obstacles allows you to fly faster safer (or so you say). You get a +5 bonus to rolls to avoid an obstacle when flying irresponsibly.

...And, Crashing The Party...



Mugato are large, ape-like creatures that live on the planet Neural. They are highly aggressive and their bite delivers a deadly toxin that kills within hours. The only known cure is the mahko root delivered by a special ritual only known by the shamen of the local hill tribes. Mugato typically attack by grappling and then biting to inject their poison.

Mugato. HD 5d8+15 (38 hp), AC 14. Claws +8 (1d6+5) or Bite +3 (1d6+2)+poison. They can also Grab +8 with Str 20 and Phys score of +8. Poison damage is more of a plot device, but the target will get slowly weaker and become more and more incapacitated until cured.

Galactic Methuselah

Imagine, if you will, beings so powerful that they are near god-like in stature. Beings that can cross the universe as easily as you or I cross the street. Beings that enter parallel dimensions, or alternate time streams, as easily as you or I enter the next room. Beings capable even of piercing the veil between reality and fiction. Such beings are Galactic Methuselah, beyond formidable, the very essence of enigmatic, whose motives are as inscrutable to us as our motives are to insects.

Now, imagine working for such a being. That's where you come in, a servant of a Galactic Methuselah. As powerful as the Methuselah are, they are also very busy. And some chores are just not worthy of a Methuselah's time. So they send their servants out to conduct what are, to them, mundane tasks though to us they are often very nearly suicide missions.

Of course, being Methuselah, ordinary servants won't do. No, Galactic Methuselah must have the very best servants possible, genetically enhanced and armed with big guns.

Creating a Servant

Pick Stats: There are three primary stats: Strength (STR), Dexterity (DEX) and Mind (MND). Each player assigns scores of 18, 16 and 14 to one of the three attributes, as desired. (For example, STR 18, DEX 16, MND 14, or STR 14, DEX 18, MND 16, etc.).

Stat modifier is (STAT-10)/2, round down.

Skills: Per standard M20, there are four skills: Physical, Subterfuge, Knowledge and Communication. Select one skill to be your character's Tag skill (put a small T next to the skill on your character sheet).

All skills start with +1. The Tag skill receives an additional +3. Tag skills increase +1 for each experience level gained; non-Tag skills increase +1 every even numbered level (i.e. levels 2, 4, 6, 8, 10, etc.).

Mutations: Servants may be any kind of mutant: humanoid, animal, plant, even mutant dinosaurs or mutant aliens. All servants start at medium size.

Select up to 10 points worth of mutations for your character. Each mutation point you spend increases your character's Experience Base by 1, thus increasing the number of experience points the character needs to advance each level.

Galactic Methuselahs are expert manipulators of DNA, so characters have no genetic defects.

Players may select the same mutation multiple times, paying the cost for each 'stack' of the mutation. All bonuses and effects stack each time the mutation is taken. Mutations that have a multiplicative bonus increase the multiplier by one step (i.e. x2, then x3, then x4, etc.).

Activated mutations have an (A) next to their name. The activation cost to use the mutation is equal to its total point cost in hit points. These hit points may not be healed normally and can only be regained after complete rest. Activating a mutation usually takes an action.

Amazing Fortitude (1) = +5 to Fortitude Saves (Phys +STR)
Amazing Reflexes (1) = +5 to Reflex Saves (Phys +DEX)
Amazing Will (1) = +5 to Will Saves (Mind + level)
Blindsense (1) = Can pinpoint targets within 30'
Chameleon Skin (1) = +10 Subterfuge when not wearing clothes
Climbing Hooks (1) = 10' climbing speed
Enhanced Strength (1) = +1 to Strength stat
Enhanced Dexterity (1) = +1 to Dexterity stat
Enhanced Mind (1) = +1 to Mind stat
Keen Ears (1) = +10 Listen (Subterfuge + Mind)
Keen Eyes (1) = +10 Spot (Subterfuge + Mind)
Keen Nose (1) = Can track by scent
Padded Feet (1) = +10 Subterfuge when sneaking w/o shoes

Tail (1) = +5 on Balance, Jump and Swim tests
Tremorsense (1) = Sense targets through ground vibrations up to 30'
Aquatic (2) = Gills and webbed fingers/toes
Empathy (A) (2) = Sense strong emotions; +2 Communication
Leech Damage (A) (2) = Touch attack; absorb 1d6 hp from target
Light Natural Armor (2) = Scales, fur; +1 AC
Low Light Vision (2) = Can see in all but total darkness up to 100'
Mutant Rage (A) (2) = +4 STR, -2 AC for duration of combat
Psychic Heal (A) (2) = On touch heals 1d6 damage to target
Stench (A) (2) = All adjacent creatures suffer -2 on all rolls
Talented (2) = Pick another Tag skill
Tougher (2) = +2 hit points per level
Darkvision (3) = See in total darkness up to 60'
Forcefield (A) (3) = Absorbs 10 hp of damage
Natural Weapon (3) = Claws, horns, bite, etc; 1d8 +STR damage
Prescience (3) = +1 on initiative rolls, never surprised in combat
Regeneration (3) = Heal 1 hit point per round
Uncanny Dodge (3) = x2 DEX bonus to AC
Extra Limb (4) = May make 1 extra one-hand attack or hold shield
Heavy Natural Armor (4) = Carapace, exoskeleton; +3 AC, -1 DEX
Light Warp (A) (4) = +10 Subterfuge when sneaking
Shapechanger (A) (4) = Same mass as character up to 10/min level
Tank (4) = x2 starting hit points
Bigger (5) = +2 STR; use 2-hand as medium and medium as light weapons
Double Healing (5) = Double all healing effects
Energy Blast (A) (5) = 1d12 damage up to 60' range
Haste (A) (5) = Duration of combat may take 2 actions/round
Levitate Self (A) (5) = Levitate self + 100 lbs per Mind bonus
Wings (A) (5) = Fly for 10 minutes/level
Leech Strength (A) (6) = Touch attack, leech 1d4 STR and add to yours
Light Slip (A) (7) = Invisible 1 round/level or until attacks or hit
Teleport (A) (7) = Up to 30' distance
Immunity to Acid (8) = No damage from acid effects
Immunity to Cold (8) = No damage from cold effects
Immunity to Electricity (8) = No damage from electric effects
Immunity to Fire (8) = No damage from fire effects
Immunity to Poison (8) = No effect from poisons
Immunity to Psychic (8) = Psychic abilities and powers have no effect
Immunity to Radiation (8) = No effect from radiation

Equipment: Servants begin with 2,000 gold pieces with which to purchase initial equipment.

Characters can carry total items equal to their Strength stat. Several smaller items can be grouped together as one item (i.e. 10 magazines, 6 grenades, 100 gold, 250 rounds, 10 potions, 5 rockets/missiles etc.). Up to six items can be readily available for easy access; everything else goes into the backpack. Particularly heavy or bulky gear counts as two or even three items.

Armor

Light Body Armor = AC +4; Cost: 250 gp
Medium Body Armor = AC +6; Cost: 500 gp
Heavy Body Armor = AC +8; Cost: 1,000 gp
Ballistic Shield = AC +1; Cost: 100 gp
Combat Helmet = AC +1; Cost: 100 gp

Assume armor is modified to fit the mutant's body.

Armor Accessories (1 for Body Armor)

Trauma Plate = AC +3; Cost: 300 gp
Enviroseal = Immune to gas attacks; Cost: 1,000 gp
TAC Computer = +1 initiative and attack rolls; Cost: 1,000 gp
Thermal Insulation = +4 on saves vs. fire; Cost: 500 gp
Cyro Insulation = +4 on saves vs. cold; Cost: 500 gp

Guns

Light Pistols (.22, 9mm, 10mm, .45 ACP, etc.) = 250 gp
Heavy Pistols (.44 Magnum, .50 AE) = 400 gp
Machine-pistols/SMGs = 500 gp
Bolt Action Rifles/Pump Shotguns = 350 gp
Assault Rifles/Combat Shotguns = 800 gp
Sniper Rifle = 1,000 gp
Machinegun = 1,500 gp

Single Shot Grenade Launcher = 900 gp
Multi-shot Grenade Launcher = 1,500 gp
7.62 mm Minigun = 3,000 gp
Rocket/Missile Launcher (6d6 dmg, 20' AoE) = 2,500 gp
Flamer (3d6 dmg, 20' CoE, 10 shots) = 1,500 gp

Players may pick any type of weapon they want. For example, a HK MP-5 SMG or an M-4 Carbine. Just note the caliber ammunition it uses and the number of rounds the magazine holds. Microlite20 Modern has a handy list of firearms you can reference. If a player wants a particularly rare or exotic gun (i.e. Barrett .50 Cal sniper rifle), increase the base cost by 50% to 100%.

Note, machine-pistols and sub-machineguns use pistol ammo; machineguns/miniguns use rifle ammo.

Damage by Caliber*

Pistol Ammo
.22/.32 Caliber = 2d4; cost 1 gp per 2 rounds
9mm/10mm/.38/.45/.357 = 2d6; cost 1 gp per round
.44 Mag/.50 Action Express = 2d8; cost 2 gp per round

Shotgun Shells
12 Gauge = 2d8; 2 gp per round
10 Gauge = 2d10; 3 gp per round

Rifle Ammo
5.56mm/.223 = 2d8; 2 gp per round
7.62mm/.30 = 2d10; 3 gp per round
.50 Caliber Rifle = 2d12; 4 gp per round

Heavy Ammo
Rocket/Missile = 250 gp each
Flamer Fuel = 10 gp per shot

*Taken from Modern d20 SRD

Gun Accessories

Laser Sight = +1 attack roll; 500 gp
Gunlight = Flashlight on gun barrel; 50 gp
Suppressor = Suppresses sound and muzzle flash; pistols, SMGs, assault rifles and certain sniper rifles only; 500 gp
Electronic Sight = Negates range penalty for single aimed shots; incorporates low-light vision and laser range finder; 500 gp
Inter-dimensional Munitions Portal (IMP) = Provides unlimited ammo for one specific type of weapon (i.e. M-16 or AK-47) = Ammo Cost x 1000; x1.5 for burst fire weapon (i.e. 3,000 gp for an M-16; 4,500 gp for an AK-47)

Melee Weapons

Light Melee Weapons = 1d6 dmg; 100 gp
Medium Melee Weapons = 1d8 dmg; 150 gp
Two-hand Melee Weapons = 1d10 dmg; double STR damage bonus; 250 gp
Hanzo Sword = 2d6 dmg; +1 on attack rolls; may be used as a medium or a two-handed sword; 1,000 gp

Grenades (Thrown and Launcher)

Fragmentation = 4d6 dmg; 20' AoE; 100 gp each
Smoke = Poor visibility in 30' AoE; 25 gp each
Flash Bang = Physical + STR save vs. 16 or stunned for 1 combat round; 75 gp
White Phosphorous = 2d8 dmg per round; 30' AoE; 200 gp each
Multiple Projectile = 4d6; grenade launchers only; turns GL into a big shotgun with 60' CoE; 100 gp each

Other Gear

Climbing Kit = 250 gp
10' Telescoping Steel Pole = 100 gp
Camping Kit = 50 gp
Stimpack = Immediately heals 1d10+10 damage = 250 gp
Basic Toolkit = 100 gp
Low-light Goggles = 400 gp
Flashlight = 25 gp

Assume servants start with backpacks, ammo pouches, equipment harnesses, uniforms, combat boots, etc.

The Link: Every servant shares a link with their Methuselah, providing the following benefits:

Comprehension: Servants can read, write and speak any common language, no matter what world or setting they are in. Particularly obscure or arcane languages, such as the long dead language of horrific alien gods from the depths of space, may be undecipherable at the GM's discretion.

Reflection: The link reflects to others what they would reasonably expect to see. For example, a medieval peasant will see an armored knight instead of a mutant freak wearing modern body armor and sporting a minigun.

Sustenance: While the link is active, servants do not require food or drink to survive. They can eat and drink for pleasure, if they like.

Recuperation: The link allows servants to heal even grievous wounds very rapidly. All hit points are recuperated after only an hour of rest.

Communication: Through the link, the Methuselah can keep tabs on its servants. They can also communicate directly to their servants, if desired, but very rarely do so. Finally, the link allows servants to communicate with one another, no matter the distance.

Experience and Advancement

Experience Base: Each character has an Experience Base equal to 10 plus the number of mutation points spent during character creation (to a max of 20 starting).

Experience Points (XP): Experience Points are earned by defeating foes, overcoming traps and obstacles, good role-playing and frivolously wasting your hard earned treasure.

Foes are worth 1 XP per hit die, +1 XP for each doubling of the foe. Especially powerful foes may provide additional XP. Traps, obstacles and role-playing grant an additional 1 to 5 XP. Finally, every 100 gold pieces spent with no material benefit to the character provides 1 XP. This includes carousing, training costs or donations.

Advancement: The number of XP required to advance a level is equal to the character's Experience Base times their current experience level. For example, a character with an experience base of 20 would need 20 XP to advance to level 2, 40 XP to advance to level 3, 60 XP to advance to level 4, etc. When a character advances a level, reset their XP to zero, though any excess XP carries over.

Each level of advancement provides the following:

1d6 + STR mod hit points

+1 to attack rolls

Increase skills (+1 each level for Tag skill; +1 every even numbered level for non-Tag skills).

Every fifth level (5, 10, 15, 20) the character receives five additional mutation points. These points may be spent or saved as desired. Any spent mutation points increase the character's experience base.

Combat

In addition to standard M20 combat, the following applies:

Burst Fire: Some weapons are capable of burst fire. Burst fire incurs a -4 to-hit penalty and uses 10 rounds of ammunition.

If directed against one target, the burst inflicts double damage. Alternatively, a burst can be direct at a 10x10' area. Make one attack roll against all targets in the area; any that are hit take normal damage for the weapon used.

Miniguns: Miniguns require a Strength of at least 16 to wield by hand. Miniguns always fire in bursts of 100 rounds, with -4 on the attack roll. Select a 10'x10' area, then make one attack roll and compare the result to the AC of each character in that area, as well as to each character in a cone between the attacker and the target area. Any that are hit take double damage; 'misses' still take normal damage.

Jams: If using a gun, on an attack roll of 1 the weapon jams. An action is required to clear the weapon. Revolvers cannot jam.

Area/Cone Effect Weapons: AoE weapons (grenades, rockets, cone effect weapons like flamethrowers, etc.) attack everyone within the area of effect. Make a single attack roll against everyone in the AoE. Any targets hit take normal damage; missed targets still take ½ damage.

Light Weapons: Characters may wield a one-handed weapon in each hand with a -2 attack roll penalty. Pistols, machine-pistols and sub-machineguns count as light weapons for dual wield purposes.

Reloading: Reloading most weapons requires one action. Heavy weapons require two actions to reload. Single shot grenade launchers only require one action to reload.

Hazards

In addition to the standard M20 hazards, servants may occasionally run into radiation. Radiation inflicts damage based on its intensity:

Cold = 1d6 damage every hour
Warm = 1d6 damage every 10 minutes (turn)
Hot = 1d6 damage every minute (round)

Spell Casting (Optional)

The GM has the option of allowing servants to learn magic spells, if they acquire scrolls, spell books or find a willing instructor. They may learn either Divine or Arcane spells (yeah, doesn't necessarily make sense for Divine spells, but think of their Methuselah as a god-like being). The chance to learn a spell is d20 + Knowledge + MND modifier vs. DC of 20 + spell level. Servants may only attempt to learn a specific spell once each experience level. Hit point cost for casting the spell is per standard M20 rules. Servants are not subject to spell level restrictions, though neither do they get the reduced spell cost bonus.

Adventures and the Methuselah

Galactic Methuselah is a tool that provides a thin excuse for you to run a bunch of mutant freaks with guns through any d20 adventure. Each adventure should have a hook, which is the Galactic Methuselah's task for his servants. The mission should require the servants to recover some object from somewhere in the adventure, preferably towards or at the end. It can be anything, such as a book, a scrap of paper, some worthless object, the lunch menu from the Death Star's cafeteria...whatever. The hook only exists to provide an excuse for heavily armed mutant freaks to storm through classic D&D modules, or any other d20 adventure.

The Methuselah is not a crutch. He does not provide hints or clues, nor does the Methuselah swoop in at the last moment and save the party from certain death. The Methuselah made the servants, and if they die he can easily make more.

Furthermore, the Methuselah doesn't care about mundane or even magical treasure. Whatever his servants manage to loot is theirs to keep. The Methuselah only cares about whatever object it was he sent the party after in the first place.

There is more than one Methuselah in the galaxy, and they are known for being royal jerks. So, if you want to spice up a classic D&D adventure, which your players may already know by heart, just throw in a few twists. For example, Orcs armed with AK-47s, or switch the traps around a bit, or something similar. Just blame it on some other Methuselah who got wind of what was going on and decided to throw a few wrenches into the works, so to speak.

Acknowledgements

Once again I made use of Darth Cestual's Microlite20 Mutations as a starting point for mutations in Galactic Methuselah, tweaking them here and there as needed. I also borrowed a few rules from Microlite74, Hard Core M20 and Microlite20 Modern.

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FRONTIERLITE

A STAR FRONTIERS CONVERSION FOR THE MICROLITE20 SYSTEM.

Note: This is a **conversion**, not a full supplement. For legal reasons, it would be unwise to reprint large sections of copyrighted material. If you want copies of the original rules, They can be easily found on the Internet.

Stats/Skills:

use M20 modern

Classes:

Strong Hero gain +1 to Physical.

Smart Hero gain +1 to Knowledge.

Cunning Hero gain +1 to Subterfuge.

Charismatic Hero gain +1 to Communication.

Occupation:

Enforcer: +3 phys., +1 all attack and damage rolls. this increases at 5th level and every 5 levels on.

Explorer: +2 phys. , +3 to any roll dealing with survival in a natural environment.

Techex: +2 know, +2 on any roll to figure out, or repair / disable a device.

Scispec: +2 know, +3 for rolls dealing with chosen scientific field (computers, medicine, etc.)

Spacer: +2 sub,no penalties in weightlessness, one additional language

Diplomat: +2 sub, 2 free languages.

Mentalist: -3 phys +2 mind, may use 4x5 "mental abilities"

Races:

Human (+1 all skill rolls)

Dralisite (-2 dex, +2 physical, darkvision)

Vrusk (-1 str, +1 dex, +1 smell)

Yazirian (-1 str, -1 physical, +1 dex, +1 mind, low light vision, rage[+4 str,+6 HP till end of encounter, or unconscious])

NPC Races:

Mechanon

Warrior +2 mind,+3 str, -3 sub,low light vision, built in weapon.

Thinker +3 mind, -2 str, +1 sub, low light vision

Sathar -1 dex, +2 communication, Hypnotism as per suggestion spell DC 18

Weapons and Gear:

See M20 modern and M20 core rules.

Also the original Star Frontiers books have tons of equipment for the intrepid adventurer. To convert the weapons, use the following guidelines:

Weapons

-Unarmed = 1d4

-Light Weapons = 1d6

-Medium Weapons = 1d8

-Heavy Weapons = 1d10

-Light Ranged = 1d6, 10ft.

-Medium Ranged = 1d8, 20ft.

-Heavy Ranged = 1d10, 30ft.

Armor

-Light = +2 AC

-Medium = +4 AC

-Heavy = +6 AC

Mental Abilities:

Adapted from: Four by Five Magic by greywulf. A variant magic system inspired by [FUDGE Four-by-Five magic](#) [1], Ars Magica, Harry Potter and the Belgariad.

Mentalists begin play at 1st level knowing three "Mental Constructs" - either Two Actions and One Realm, or Two Realms and One Action. They learn one new "Mental Construct" every three levels (3,6,9,etc).

The Four Actions

- **Enhance** : Strengthen, Heal, Enlarge, Repair, Sharpen, etc.
- **Diminish** : Weaken, Damage, Injure, Reduce, Break, Dull, Deteriorate, etc.
- **Communicate with** : Sense, Read,

Seek, Inform, Determine, Understand, etc.

- **Control** : Shape, Hold, Command, Form, Direct, Dictate, etc. Control is difficult to learn, and you may not learn Control spells until you have learned all of the other Actions

The Five Realms

- **Body** : Living body of sentient beings, animals, plants.
- **Mind** : That which normally inhabits and animates a body
- **Spirit** : The essence or soul. Spirit is difficult to learn, and you may not learn Spirit spells until you have learned at least three other Realms and three Actions
- **Energy** : Fire, water, air, electricity, etc. - and, if the GM is willing, time.
- **Matter** : Solid material with no mind - stone, metal, wood, leather, paper, [plastic, etc.]

Powers are used by combining a Realm with an Action and successfully making a Power (Level+MIND) check.

The DC for the check is dependent on the target of the spell.

Target	DC
Self	10
Willing	15
Inanimate organic	20
Unwilling	25
Inanimate inorganic	35

Each spell cast that day increases the DC by +2.

Powers that affect inanimate objects are generally permanent; an enlarged pebble will stay large, a broken belt will stay mended. Mentally created fires, etc, will die down naturally. Living creatures will eventually (Mentalist level+1 rounds) revert back to their normal form, though any healed damage stays healed.

Every 5 (or part) points of success is equal

to 1d8 effect. This can take the form of damage, healing or transformation; to turn one thing into another the total effect rolled must equal the difference between the two hit point totals.

Examples

Adric Cole, a Mentalist -1 knows the Mental Constructs for Enhance, Communicate and Energy. his stats are STR10, DEX12 and MIND16. His Power check is $1 + 3 = +4$. He suspects Poryn Bane, his enemy, is in the next room, so uses Communicate (sense) Energy to detect any energy sources in the area. He rolls a 16, just reaching DC of 20. He senses the burning flare held by his enemy.

Adric slips into the room, concentrating on the flare. He uses the Constructs Enhance and Energy. He rolls a natural 20, getting 24. The DC of the torch 22 (there's a +2 because it's his second power use today), so it explodes for maximum damage (a critical). Bane takes 8 points of damage, staring in surprise at his opponent's sudden arrival.

Starships and space travel:

Faster than light (FTL) travel is always 1 day/Light Year (LY). For travel and combat in space, use the *Microlite20 Spacecraft* rules by greywulf.

M20 STAR WARS

by Nomad4life, edited and made into a PDF by Luís da Silva Piteira

STATS

There are three stats: Strength (STR), Dexterity (DEX) and Mind (MND). Roll 3d6 for each stat. Stat bonus = (Stat - 10)/2 rounded down.

SKILLS

There are five skills: Physical, Subterfuge, Technology, Education & The Force. Skill rank = your level + any bonuses from class or race. Skill check = d20 + skill rank + whatever stat is most applicable against a DC set by the GM. Saving throws are skill checks.

(Example: Slicing a computer system might be a Tech + Mnd bonus against a DC of 15).

CLASSES

There are four classes, and all begin at level 1. Each class provides a class ability and a skill modifier.

SOLDIER: Combat Bonus & +3 Physical

SCOUNDREL: Sneak attack & +3 Subterfuge

EXPERT: +3 to Education OR +3 to Technical & pick an Affinity

JEDI: Lightsaber training & +3 to Force skill

COMBAT BONUS: +1 to all attack and damage rolls. This increases by +1 at level 5 and again at every 5 levels afterwards.

SNEAK ATTACK: Add your rank of subterfuge to the damage against an unsuspecting foe. Usually this requires an opposed DEX + SUB check, and only applies to the first attack.

AFFINITY: Pick a broad area of specialization, such as medical, piloting, starship repair, survival, or nobility. You can re-roll any checks having to do with this area.

LIGHTSABER TRAINING: When using a lightsaber, a Jedi uses the Soldier's Combat Bonus to attack and adds 1/2 character level to AC if unarmored. In any round after being shot at with an energy weapon the Jedi can deflect this attack back at attackers like a regular ranged attack but can take no other actions. (The Jedi still takes damage if hit, however- assume that more than one shot was fired for the purposes of deflecting.)

M20 STAR WARS: Expert Class Affinity Explained in More Detail

Affinities

What is an Affinity? It is a narrow area of focus that your Expert has specialized in. Simply put, the character can choose to re-roll any checks made under these circumstances. (They are the same as racial Affinities except the player gets to pick one.)

Example Expert Affinities might include:

Piloting	(Any technical crafting-like skill)
Medical	Computers
Nobility	Deception
Droids	Stealth
Starship	repairScouting/Survival
Droid	repairEtc. You get the idea

In review:

- The Expert picks a broad area to be good at.
- The Expert can re-roll checks that fall under this area.

What if a player picks an Affinity that their race already provides them with? Let's say a Duros character is also an Expert with the Piloting Affinity. I would, believe it or not, let the effects stack. That's right. I would let that player re-roll twice if they wanted to!

Sound game-breaking? I disagree. Clearly, that player really wanted to be good at piloting. I say: Let 'em play the kind of character they really wanted. Why not? And hey, it's not like those stacked Affinities will be worth much of anything if they get themselves cornered in the back of some scuzzy cantina. Aye?

Alternately, you could simply rule that a character cannot pick an Affinity that is already granted by their race.

RACE

Pick a race for your character. Each race is constructed using two Racial Template Points. 1 RTP is equal to:

- A +1 stat bonus
- Two skill points
- A special trait or ability (usually an Affinity)

OPTIONAL M20 STAR WARS RACES

Racial template formula: Each race is constructed using two Racial Template Points. 1 RTP is equal to:

- A +1 stat bonus
- Two skill points
- A special trait or ability (usually an Affinity, which lets the player re-roll under certain circumstances.)

Unlike most other games with race selection, players of M20SW are **STRONGLY ENCOURAGED** to play around with the formula themselves to get the feel they want, pending GM approval. Here are some suggestions/guidelines:

Humans: +1 to all skills (except for Force.)

Bothans: +1 Dex & Will Affinity (May re-roll any check involving the willpower of the character.)

Cereans: +2 Mind

Duros: +1 Dex & Pilot Affinity (May re-roll any piloting check once per turn.)

Ewok: +1 Dex & Stealth Affinity (May re-roll any stealth-related check once per turn.)

Gamorreans: +2 Str

Gungans: +2 physical, and Natural Swimmer (Can swim with as much fanfare as other character walk.)

Ithorians: +1 Mind & Nature Affinity (May re-roll a survival check once per turn.)

Kel Dor: +1 Dex, +1 Physical, +1 Force

Mon Calamari: +1 Mind, +2 Education

Quarren: +1 Str & Natural Swimmer (Can swim with as much fanfare as other character walk.)

Rodian: +1 Dex & Tracking Affinity (Can re-roll any check centered around hunting down a specific target.)

Trandoshans: +1 Str & +1 natural AC.

Twi'Lek: +1 Dex & Deceptive Affinity (Can re-roll any check centered around deceiving someone else.)

Wookie: +4 Str; -1 Dex, -1 Mnd (Wookies kind of break the formula a little.)

Zabrak: +1 Dex, +1 Physical, & +1 Technical

DROIDS

Droid models are constructed the same as rules as race creation.

M20 STAR WARS: Optional Droid Rules

Droids have levels like characters, but can only be Soldiers or Experts. Droids do not receive stat increases every three levels like other characters, but in return they are immune to mind-influencing powers and other physiological conditions which living creatures find problematic or fatal (use common sense.) Additionally, droids never age or die as long as they maintain themselves decently. Droids have no Force skill ability.

Most human-sized droids have a flat "10" in all stats. Some droids will have varied stats depending on what they were built for and how expensive/cheap they are.

Some droids have a special programming, such as knowing all languages or star charts of the galaxy. In actual practice, these are little more than superficial ways of moving the plot along and have no additional cost.

NOTE: I'm using the standard NPC D8 to calculate droid hit points. If created as a heroic player character or NPC, a droid use the standard STR + 1d6/level.

Custom droid creation works exactly as race creation, using two Racial Template Points for each model. Some example templates might include:

3P0 Series Protocol Droid: +4 to Education (Yes, this will take the droid to insane levels of educational competence when paired with the Expert class- as it should be.)

B1 Series Battle Droid: +1 Dexterity & +2 to Physical

R2 Series Astomech Droid: +2 Technical & Piloting Affinity

B2 Series Super Battle Droid: +2 AC bonus

Droideka Destroyer Droid: Extra Mount (droid can hold two heavy weapons at once and fire them without penalty) & Alternate Form (roller ball form.)

Sample Stock Droids

Average Protocol Droid: Level 1 Expert (Edu option)

STR: 10 DEX: 10 MND: 10

P: 1 S: 1 T: 1 E: 8

Affinity: Communication

SPECIAL: Protocol droids are programmed with all known languages of the galaxy.

Combat: AC 10 HP (1d8) AT +1 (weapon)

COST: 3000

Average Astromech Droid: Level 1 Expert (Tech option)

STR: 10 DEX: 10 MND: 10

P: 1 S: 1 T: 6 E: 1

Affinity: Piloting (from class)

Affinity: Starship repair (from template)

SPECIAL: Astromech droids are programmed with all known star charts of the galaxy.

Combat: AC 10 HP (1d8) AT +1 (weapon)

COST: 4500

Average Battle Droid: Level 1 Soldier

STR: 10 DEX: 11 MND: 10

P: 6 S: 1 T: 1 E: 1

SPECIAL: Short-range communication with all other battle droids in area

EQUIPMENT: Blaster Carbine

Combat: AC 10 HP (1d8) AT +2 (2d8 +1)

COST: 1800

Average Super Battle Droid: Level 3 Soldier

STR: 10 DEX: 10 MND: 10

P: 6 S: 3 T: 3 E: 3

SPECIAL: Short-range communication with all other battle droids in area

EQUIPMENT: Wrist blaster

Combat: AC 12 HP (3d8) AT +4 (2d8 +1)

COST: 3300

Average Destroyer Droid: Level 6 Soldier

STR: 10 DEX: 11 MND: 10

P: 9 S: 6 T: 6 E: 6

SPECIAL: Short-range communication with all other battle droids in area, roller ball form.

EQUIPMENT: Laser cannons X 2, hardened battle plating (+5 AC)

Combat: AC 15 HP (6d8) AT +8 (2d10 +2) (gets two separate attacks per turn.)

COST: 21,000

Droids and Ion attacks: If attacked with an Ion weapon, the droid must roll a Physical check against the DC or be shut down. To reactivate a droid is an average Tech check. Some droids will automatically reactivate when enough time has passed.

Droids and healing: Forget complicated repair rules- A damaged droid with access to a repair kit or station heals like a normal character. A droid without access to these things simply does not heal. Other characters with a droid repair kit can heal a droid the way medical kits work on living characters.

These are simply my notes for how I plan to run things at my table. Players and GMs are **STRONGLY ENCOURAGED** to tinker around with the droid template formula and class combinations to create something that feels right for them.

LEVEL ADVANCEMENT

Experience points = hit dice of defeated monsters or situation. Add +1 for each doubling of the number of foes. eg: 1 thug = EL1. 2 thugs = EL2. 4 thugs = EL3, etc. Keep track of your experience points earned and divide this number evenly among the party members at the end of the adventure.

When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

- +1d6 to Hit Points
- +1 to all attack rolls
- +1 to all skills

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND.

Remember, Soldiers gain +1 to their attack and damage rolls at levels 5,10,15,etc.

COMBAT

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, use the force, etc.

Melee attack bonus = STR bonus + Level (add STR to melee damage)

Ranged attack bonus = DEX bonus + Level

Armor Class (AC) = 10 + DEX bonus + Armor bonus

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit.

Natural 20 is automatically a critical doing maximum damage.

Other Hazards

FALLING : 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet

SPIKES : add +1 point to falling damage per 10' fallen, max +10

POISON : Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

EXTREME HEAT & COLD : If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

HEALING

Standard Healing: Characters heal their level in HP per hour, or twice this with medical care.

Second Wind: Once per adventure, a character can heal themselves of half their missing HP.

THE FORCE

Although all characters have a Force skill rank, only Jedi characters can use Force powers. Using any Force power costs a flat 4 HP, and requires a skill check (1d20 + Force skill.)

-To attack someone with the Force, make an opposed Force check. If you win, you inflict 1d4/Jedi Level damage. Go ahead and narrate how this happened - did you force push them over a cliff? Fry them with lightning? It's all cosmetic, so make it sound cool.

-To take a non-combat action with the Force, tell the GM what it is you want to do. He'll set a DC, and you make a Force check. Want to force jump from one racing landspeeder to another? Sounds like a DC of 20 to me. Now go for it.

M20 STAR WARS: Advanced Force Option

The Force skill

The Force skill measures a character's mastery of the Force. Although all characters have a Force skill rating, only Jedi characters can use Force powers. Using any Force power costs a flat 4 HP, and requires a skill check (1d20 + Force skill.)

How many force powers do I get?

The number of Force powers a Jedi gets is really between the apprentice and his master- in other words, a Jedi has whatever powers his master has decided he is ready to learn. Are you playing a reckless Jedi? Don't be surprised if your master won't show you any new tricks. Are you a responsible Jedi who adheres to the Jedi Code? Your master might teach you everything he knows in short order. Additionally, the number of powers a Jedi knows can change dramatically between eras of play.

In short, the number of powers you get is between you and the GM. I would say that all Jedi start with at least one power, and learn a new one every one or two levels after that. You might have a different take on the matter, such as requiring the Jedi to complete certain quests before gaining access to some Force powers. This could actually be an ongoing source of adventure ideas.

USING THE FORCE IN COMBAT

Using the force in combat involves a simple opposed skill check. If the Jedi succeeds, the attack works as described. If not, the Jedi lost their concentration, or his opponent resisted, got out of the way, etc. (The Jedi still loses the 4 HP, but his opponent suffers no ill effects.)

Using the Force on multiple targets

Whenever appropriate (all Force powers except Battlemind, Negate, Surge, and Farsee) the Jedi can elect to attack/affect multiple targets at once in one turn. Each extra target after the first imposes a -2 penalty to the Force check, and these penalties stack. So, attacking 5 targets at once with Force Push would incur a -8 penalty on each separate check that turn. In addition, the Jedi exerts 1HP for every target after the first in addition to the 4HP cost upfront. (So attacking those five targets not only incurs a -8 penalty, but also nets 8 points of HP loss.) As you can see, it is better to leave the spectacular displays of destruction to the Jedi Masters.

FORCE POWER LIST

Force Push: (Force vs Physical) Force Push inflicts 1d4/Level damage, and knocks the opponent to the ground. The opponent suffers a -4 to AC until they use a turn getting back on their feet.

Battlemind: (1d20 + Force) For every 10 points rolled on a single Force check, the Jedi gains a +1 to attack, damage, and AC for the remainder of the fight scene. This check cannot be re-rolled for the duration of that scene. (EX: A Jedi with Force 7 who rolls a 12 would get a +1 combat and AC bonus. If she had rolled 13 the bonuses would be +2.)

Negate Energy: (Defensive action) By burning the standard 4HP, the Jedi can negate the damage from one energy source. Unlike other Force powers, the Jedi can Negate as many attacks per round as he has HP to burn without the multiple target penalty. However, he loses his next turn in the process. (In other words, to negate two different blaster bolts would cost 8HP, and the next combat action would be lost!)

NOTE: Negate can be used to resist damage outside of combat as well. For example, a Jedi could burn 4HP and walk through fire, or a radiated control room. Outside of combat, the effect still only lasts one turn. Note that Negate would be no help against bullets or spears and such.

Force Grip: (Force vs Physical) The target suffers 1d6/Level damage. Using this power will result in a Dark Side Point.

Force Lightning: (Force vs Force) The target suffers 1d6/Level damage. Using this power will result in a Dark Side Point.

Stun Droid: (1d20 + Force) Treat the check result as Ion attack damage which the droid must save against or shut down.

Mind Trick: (Force vs Level + Mind bonus)

Not really a combat power, but it is an opposed check. If successful, the target treats the Jedi's suggestion as though it were amazingly reasonable. (The GM can impose harsher penalties for over-the-top or ridiculous Mind Trick attempts.)

USING THE FORCE OUTSIDE OF COMBAT

Using the Force outside of combat is a simple matter of rolling a Force skill check against a DC set by the GM.

Here are some general guidelines.

DC 5 Easy task

DC 10 Average task

DC 15 Hard task

DC 20 Difficult task

DC 25 Very difficult task

DC 30 Epic task

Remember that what one group considers a "difficult task" another group might think of as a "hard task" depending on their concept of the Jedi. This is fine.

FORCE POWER LIST

Move Object: The Jedi can move an object with the power of his mind.

NOTE: Remember when Luke pulled his X-wing out of the swamp? I would make that a Difficult task check. You might not, and that's okay.

NOTE: If used to inflict damage against a target in combat (say, by picking them up, slamming them about, and dropping them) treat Move Object as a regular opposed Force Push attack, except that the target can be moved in any direction instead of just away from you. That way, damage from falling, hitting walls, etc is already cosmetically covered.

Surge: The Jedi can move at super-human speeds and leap amazing distances.

NOTE: Remember in the battle with Darth Maul how all three characters jump from high platform to platform? I'd make that a hard task check. You might not, and that's okay.

Farseeing: The Jedi can glimpse visions of far away places.

THE DARK SIDE

Every time a Jedi breaks the Jedi Code or does something evil, they gain a Dark Side Point. When the Jedi has DSPs equal to or greater than their Mind attribute, they are lost to the dark side.

NOTE: What is an evil act? Simple. An evil act is whatever the GM says it is. However, the GM must warn you before you are about to commit an action which will result in a DSP. You can't get one on accident.

NOTE: You want to play a dark side character? No problem. Just make sure the GM is on board with this.

NOTE: You want to be redeemed for you past misdeeds? No problem. There is no mechanical system for this, you and the GM just need to work it out through roleplaying. This can actually spawn great future adventure seeds.

DESIGN NOTES: At the bargain price of 4 HP per power use, Jedi characters start weak but slowly become indomitable machines of destruction as they gain levels and become feared and respected throughout the galaxy. I assure you, this was no accident of design- this is exactly how the Jedi are portrayed in Star Wars media. As for game balance, remember that the Jedi class is balanced more through roleplaying than game mechanics (strict Jedi Code, Dark Side Points, attracts more unwanted attention, etc.)

EQUIPMENT

Provided is an optional equipment list for M20SW.

M20 STAR WARS: Gear List

Starting Credits

All characters begin the game with 3d4 x 250 credits, with two exceptions:

-Jedi start the game with 3d4 x 100 credits.

-An Expert with the Nobility Affinity starts the game with 3d4 x 400 credits.

WEAPONS:

Damage :: Cost

Melee Weapons

Knife: 1d4 :: 25

Club: 1d6 :: 15

Spear: 1d8 :: 60

Staff: 1d6 :: 65

Vibro dagger: 2d4 :: 200

Vibroblade: 1d10 :: 250

Force Pike: 2d6 :: 500

Electrostaff: 2d8 :: 3000

Vibro-Axe: 1d10 :: 500

Lightsaber*: 2d8 :: N/A

*Lightsabers work differently in the hands of a trained Jedi.

RANGED:

Slugthrower: 2d4 :: 250

Blaster Pistol: 2d6 :: 500

Ion pistol: DC 15 :: 250

H. Blast Pistol: 2d8 :: 750

Blaster carbine: 2d8 :: 900

Slugthrower Rifle: 2d8 :: 300

Blast Rifle: 2d8 :: 1000

Ion Rifle: DC 20 :: 800

Flamethrower: 3d6 :: 1000

Bowcaster: 2d10 :: 1500

Blast Cannon: 2d10 :: 3000

H. Repeater: 3d10 :: 4000

Missile Launcher: 6d6 :: 1500

E-Web: 3d12 :: 8000

Ion weapons do not deal normal damage. Instead, a droid must roll Physical vs the DC or be shut down. More on this under Droids.

Slugthrower weapons will bounce right off anything in armor heavier than light- no roll needed.

Many weapons in the Star Wars setting can stun instead of kill. To stun, make a normal ranged attack but increase a weapon's number of dice by 1. The target must make a Phys check against this number or be stunned for the number of rounds they missed the roll by. A blaster rifle, for example, could inflict 3d8 stun damage.

GRENADES:

Frag: 3d6 :: 200

Ion: 4d6 (ion) :: 250

Stun: 4d6 (stun) :: 250

GENERAL EQUIPMENT:

Comlink 250
Pocket scrambler 400
Vox-Box 200
Code cylinder 500
Credit chip 100
Datacard 10
Datapad 1000
Holoprojector 1000
Portable Computer 5000
Electrobinoculars 1000
Glow rod 10
Holorecorder 100
Sensor pack 1500
Aquata breather 350
Breath mask 200
Space suit 2000
Bacta tank 100,000
Medkit 600
Medpac 100
Surgery kit 1000
All-temp cloak 100
Field kit 1000
Jet pack 300
Energy cell 10
Power generator 750
Security kit 750
Tool kit 250
Utility belt 500

NOTE: As a general rule, having equipment simply allows a character to do things they normally would not be able to do. Some gear will grant a +2 circumstance bonus instead. I am not going to outline hard rules about what item has what exact effect, because this seems against the spirit of Microlite20.

ARMOR

Light Blast helmet & Vest: +2 AC (\$500)
Flight Suit: +3 AC (\$2000)
Combat jumpsuit: +4 AC (\$1500)
Medium Generic Combat Armor: +5 AC (\$4000)
Stormtrooper Armor: +6 AC (\$ N/A)
Heavy Corellian Powersuit: +7 AC (\$8000)
Powered Battlesuit: +8 AC (\$10000)
Assault* Armored Spacesuit: +9 AC (\$12000)
Heavy Assault Armor: +10 AC (\$20000)

*Soldiers do not get their attack bonuses while wearing armor this heavy.

NOTES:

Soldiers can wear any armor, but lose their combat bonus in Assault-class armor.

Scoundrels, Experts, and Jedi can also wear any armor they wish. HOWEVER, these characters cannot use their class abilities while wearing anything other than light armor.

In other words|

-A Scoundrel wearing combat armor cannot make a sneak attack, because it is a medium armor.

-A Jedi wearing a Corellian Powersuit does not have access to the force, because it is a heavy armor.

-An expert wearing a flight suit can still use her Affinity, because it is a light armor. However, she could not use her Affinity while wearing Stormtrooper armor.

-A Soldier wearing Heavy Assault Armor does not get his combat bonuses, because the armor is too damn bulky. But really, if a hero needs frackin' Heavy Assault Armor to get through an adventure, it may be time to have a word with the GM anyway.

Oh, yeah, ignore all the who-can-wear-what stuff if it slows down the game.

STARSHIPS

Provided are optional rules for starships and starship construction. [LSP's note: I added Darth Cestual's rules until Nomad can put his in.]

Ship stats do NOT directly translate to character stats. Should it be needed, such as strafing a battlefield of infantry troops, or an orbital bombardment, roll the effects as normal, then multiply by 10.

A ship has 3 stats and 4 systems.

Stats:

Hull = the strength of a ships structural integrity

Thrust = the ships speed and maneuverability performance

Network = the efficiency of the various systems to keep a ship running

Systems:

Computer = the information resource on board as well as the processing power in investigating new phenomenon.

Sensors = the means the ship uses to examine the area around it as well as being able to avoid other sensory systems.

Armaments = a ships offensive and defensive capabilities.

Command = the efficiency of a ships captain and crew to maintain a ships systems as well as it's ability to communicate with other representatives beyond the ships crew.

Ships come in 4 basic classes and are outfitted to meet whatever configuration they need to fill. Each ship has a number of slots per ship type to allocate special systems such as Weapons, Defensive Systems, etc.

Classes:

Raven- small 1-2 person craft, examples are: stunt fighter, spy ship, advanced recon, personal transport. Ravens are capable of maneuvering through an atmosphere and landing planetside. Ravens gain +2 Thrust, 6 slots, 1 Power Core

Falcon- 3-10 person crew, examples are: assault craft, cargo smuggler, supply shuttle, diplomatic transport. Falcons are capable of maneuvering through an atmosphere and landing planetside. Falcons gain +2 Hull, 10 slots, 2 Power Cores standard

Albatross- 10-20 person crew, examples are: battleship, freighter, research vessel, refugee transport,

passenger liner. An Albatross is capable of maneuvering through an atmosphere and landing planetside. Albatross gains +2 Network, 20 slots, 3 Power Cores standard

Phoenix- up to 50+ crew compliment, examples are: Capital ships, carriers, heavy freighters, deep space exploratory vessels. A Phoenix is a space only craft and requires a shuttle or other means of transport planetside. Phoenix gains +1 all Systems, 50 slots, 4 Power Cores standard

Space Stations- if it's necessary for your game to stat up a Space Station, I'd suggest taking the stats for a Phoenix class ship and doubling/tripling/or quadrupling as appropriate.

Configurations:

Warship- gains +3 Armaments, military vessels designed for combat

Privateer- gains +3 Sensors, used by independent contractors, pirates, smugglers, and space gypsies.

Science Vessel- gains +3 Computer, for explorers, researchers, and medical ships

Transport- gains +3 Command, noted for cargo haulers, public/private charters, and supply ships

Power Core- Every ship draws energy from its Power Core which enables its weapons, defenses, drive systems, etc. Every ship must have at least 1 Power Core, and each Core supplies 50 power points for its systems. Power pulled from the Core for system use drains points from the power pool, and are not regenerated until after a scene ends, or 1 point per minute to recharge. When a ship's Power Core reaches zero points, it is dead in space. There is a 10% chance (1 on a D10) that Core containment is lost and a Core Breach occurs, which means a Core Explosion is imminent. The crew will have 1d20+5 rounds to escape via Escape Pods or some other means. Backup Systems can allow a reroll of a Core Breach, or add an additional 1d6 rounds to escape. A Core Explosion completely destroys a ship and does 1d100 damage for a 1 kilometer radius per Power Core. Additional Cores can be installed beyond the ship standard, take up 2 slots. Ships with multiple Power Cores may sacrifice the available power for 2 more slots, but must maintain at least 1 Power Core and power usage remains the same. For example a Phoenix class cargo vessel may opt to drop its 3 of its Cores for more storage space, but would not be able to jump to Hyperspace as it requires 100 points of power for a ship of that size to do so.

Weapons:

Weapon Mount- 2 slots

Lasers- low power beams of coherent light 1d4 damage, 1pt/shot

Rail Guns- magnetically accelerated slugs 1d6 damage, 2pts/shot

Torpedo Bay- 3 slots, 3pts/shot

Torpedoes- low yield, but very maneuverable rockets that can track a target 1d8 damage, +2 Armaments on attack

Photonic Torpedoes - high yield rockets that can track a target 2d8 damage, +1 Armaments on attack

Missile Launcher- 4 slots, 3pts/launch

Missiles- high yield rockets that can be outfitted with various warheads 2d10

Heavy Weapon Mounts- 4 slots, 4pts/shot

Particle Beams- pulsed beams of sub-atomic particles, 3d6 damage

Disruptors- energy beams that disrupt energy shields and power to systems for 1d4 rounds

Lances - high power energy beams, 1d20+5 damage, 5 slots, 5pts/shot

Defensive Systems

Armor- adds bonus to AC, 1 slot = +1 AC

Cloaking Device- avoids Sensor detection, (+20 Sensors) 1pt/round while active.

Energy Shields- absorbs damage, Shield Generator 2 slots, 2pts to activate, absorbs damage at 1 power point for every point of damage inflicted.

Escape Pods- allows up to 4 people per pod to escape a doomed ship. 2 slots

Evasive Maneuvers- pushing a ships maneuverability to it's limit, +1 Thrust/per point

Other Systems

Additional Power Core- +50 power points, 2 slots

Advanced Sensor Array- intense active multispectrum scan and analysis, adds +10 Sensors, 1 slot, 1point/round while in use.Back Up Systems, help prevent a Core Breach, 1 slot

Cargo Bay- 4 slots, 1 ton of cargo/slot

Hyperdrive- allows interstellar travel, 2 slots, spinning up the hyperdrive requires ½ the standard power supply for a ship of its size, Raven 25points, Falcon 50 points, Albatross 75 points, Phoenix 100 points

Matter Transporter- teleports people or cargo ship to ship or to and from planetside, 3 slots, 1point/100lbs transported.

Rec Room- 3 slots, be it a lounge, mess hall, or holodeck, a rested crew functions better, +1 Command

Research Lab- +5 Computer, 3 slots

Reserve Power Supply- holds 20 points of reserve power, 1 slot, can only be recharged once all Power Cores are fully charged.

Probes- automatic or remote guided sensor arrays that can be sent into hostile or unknown areas with little risk to the crew, +5 Sensors, may be used in place of Missile or Photonic Torpedo warheads, 1 slot

Robot- a non-sentient construct that can perform tasks and duties too dangerous for the crew, 1 slot, (A robotic PC may take this spot as part of the crew, freeing up the slot)

Robotic Arm; Cargo- 1 slots, used for moving cargo, debris, or docking with other ships

Robotic Arm; Combat- 2 slots, can be equipped with ranged or melee style weapons for ship to ship combat

Shuttle- Larger craft may hold smaller craft within their cargo bays, Ravens taking 4 slots and Falcons taking 8 slots, or they can attach to the mother ship on the outside for ½ their cost.

Storage Unit- 2 slots, 1 ton of cargo/slot

Tractor Beam- 3 slots, a projected EM field that can hold or move an object in space. 3 points to activate

Combat

Hit Points = Hull Stat + ship class, Raven= 10, Falcon= 20, Albatross= 30, Phoenix= 40

If HP reaches zero, the ship is destroyed and a Core Explosion occurs, see above.

Roll d20 + Thrust bonus for initiative order

Each ship can do one thing each turn; move, attack, beam down the away team...etc.

Diplomacy bonus = Network bonus + Command

Weapon attack bonus = Network bonus + Armaments

M20 STAR WARS: ANTAGONISTS OF THE GALAXY

Antagonists for M20SW are created in the usual M20 way:

1. Assign hit dice (1d8 for most things.)
2. Attack bonus & skill level = number of hit dice.
3. Modify for attributes
4. Modify for gear

An antagonist is worth its hit dice in experience points. Special attacks/abilities increase this by level up per ability.

NOTE: I do not play Microlite with reiterative attacks, to keep things smooth and simple. To add them back in, just go by the regular reiterative attack rules.

FORMAT

Name

Armor class (Hit Dice) +Attack Bonus (Damage)

Stormtrooper (all types)

16 (2d8) +2 (blast rifle 2d8)

Imperial Officer

10 (4d8) +4 (blaster 2d6)

Rebel Trooper

12 (1d8) +1 (blaster 2d6)

Clone Trooper

16 (3d8) +3 (blast rifle 2d8)

ARC Trooper

16 (5d8) +5 (blast rifle 2d8)

Generic thug

11 (1d8 + 1) +2(Slugthrower 2d4)

Bounty Hunter

16 (6d8 +6) +7(Blast Cannon 2d10)

Assassin

13 (6d8) +6(Vibroblade 1d10 +2)

*Can make sneak attacks like a scoundrel)

Jedi/Sith

14 (4d8 +4) +5 (Lightsaber 2d8 +2)

*Lightsaber training bonus to attack & AC

*Force skill at +4: has any powers GM picks

Jedi/Sith Master

17 (10d8 + 10) +15 (Lightsaber 2d8 +5)

*Lightsaber training bonus to attack & AC

*Force skill at +10: has any powers GM picks

Rancor

20 (12d12 + 72) +18 (2d6 + 6)

*The Rancor can make two attacks without penalty per round

NOTE: Why the weak Stormtroopers?

One of the most definitive and unbreakable laws of Star Wars is that Stormtroopers always go down in one hit in the movies, and can't hit a damn thing with their blasters. Not some of the time. All the time. Yet, very few Star Wars games seem to take this into consideration. I hate that. My philosophy is that Stormtroopers are feared throughout the Galaxy for their numbers, gear, training, and devotion rather than their individual strength.

Don't like it? Change it. That's what Microlight 20 is all about!

Sample M20SW Characters

Just for demo. I didn't bother calculating funds, etc.

Dread Lord Pirate Kirgan: Human Scoundrel 1

STR: 10 DEX: 11 MND: 12 (+1) HP: 15

P-2 S-5 T-2 E-2 F-1

GEAR: Blaster (2d6)

Cutlass (1d6)

All-temperature cloak

Combat: AC: 10 (HP: 15) AT:+1 (2d6)

Waxer: Human Expert (Tech) 1

STR: 13 (+1) DEX: 15 (+2) MND: 8 (-1) HP: 17

P-2 S-2 T-5 E-2 F-1

Affinity: Pilot

GEAR: Blaster carbine: 2d8

Comlink

Combat: AC: 12 (HP: 17) AT: +3 (2d8)

Rawthagor: Wookie Soldier 1

STR: 17 (+3) DEX: 13 (+1) MND: 7 (-2) HP: 21

P-4 S-1 T-1 E-1 F-1

GEAR: Wookie Bowcaster: 2d10

Combat Armor: +5 AC

Medic Pack

Combat: AC: 16 (HP: 21) AT: +3 (2d10 +1)

Jar-Jar, Dark

Scourge of The Stars: Gungan Sith 1

STR: 13 (+1) DEX: 14 (+2) MND: 10 HP: 15

P-3 S-1 T-1 E-1 F-4

Natural Swimmer

GEAR: Lightsaber (2d8)

Datapad

Combat: AC: 13 (HP: 15) AT: +3 (2d8 +2)

Cknight's alterations

AC to Defense

Defense = 10 + DEX + 1/2 level

Hit Points to Vitality

Use ML20 Body Points Rule

Threshold = 1/2 STR Stat + Armor + 1/2 level

When a character takes more damage than Threshold they receive 1 wound.

When a character receives wounds make Fort save or be stunned. DC 10 + wounds

Armor provides DR only to wounds

Soldiers have a reduced armor penalty to DEX

Scoundrels duel wielding is -1 rather than -2

Specialist get a sidekick at 1/2 their level

Extra attacks stack -4 to all attacks

Added Force Power List

Cognitive

Affect Mind: Force check vs Will save. Suggestion sounds reasonable

Battle Mind: Force check. Every 10 grants +1 to attack, damage, and defense.

Empathy: Force check vs Will save. Know emotional state. Grants +4 on communication checks with target for 10 rounds.

Farseeing: See distant place or person, present past or future.

Fear: Force check vs Will save. Target has -4 to all actions for a number of rounds equal to users force level.

Friendship: Force check vs Will save. Change attitude of target.

Illusion: Force check sets DC

Telepathy: Force check vs Will save. Able to communicate directly with mind.

Energetic

Drain Energy: Force check. GM sets appropriate DC. Item loses power

Force Grip: Force check vs Fort save. Target takes 1d6 per Force user level damage.

Force Lighting: Force check vs Reflex or Force save. Target takes 1d6 damage per Force user level.

Force Strike: Force check vs Fort save. Target takes 1d6 damage per 2 Force user levels.

Move Object: Size/Cost; Tool/1, Human/4, Speeder/8, TIE/16, Falcon/32, Corvette/64, Star

Destroyer/128

Dissipate Energy: Force check vs DC 10 + damage.

Force Flight: Move $\frac{1}{2}$ force level x movement. 1 round

Biology

Surge: Multiply movement x force user level+1 for 1 round.

Haste: Extra attack with no penalty and defense +2 for 1 round.

Spider Walk: move along walls ceiling with out penalty, must concentrate.

Enhanced Senses: Can use senses way beyond normal use.

Healing: Force check. Every 10 on result restores 1 body point. Target may benefit once per day from healing.

Vitality Transfer: Give vitality to another. Up to force skill per use.

Plant Surge: Force check vs Reflex save. Target is tangled in overgrowth. -2 to all actions and defense and can only move $\frac{1}{2}$ speed. Radius of overgrowth is equal to 1 meter per force level and has a range of sight.

Meta Force

Force Defense: Force check vs DC 10. +2 vs force skills. Last 10 rounds.

Every 5 over the DC grants an additional +2 vs force skills.

Force Stealth: Force check vs See Force check. Cannot be detected in the force.

See Force: Force check vs DC 25 - Targets force level or force stealth check.

Force Light: Force check vs Will save. Imposes -4 to dark side beings for a number of rounds equal to the casters force level. Damages Dark spirits 1d6 per force level.

Force Mind: Force check. Every 10 grants +1 to attack, damage, and defense of allies.

Must concentrate. And spend 1 vitality per round to upkeep.

Microlite20 Star Wars

These are rules for a Microlite20 version of the Star Wars RPG. While they attempt to stay true to the spirit of Microlite20 they don't necessarily map directly to either edition of the D20 Star Wars RPG rules. The rules are meant to be relatively lightweight and favor an epic type of play befitting the Star Wars universe. All you need to play is some polyhedral dice and every player should have something to keep notes on.

Characters

Stats

Star Wars uses four stats: Strength (Str), Dexterity (Dex), Mind (Mnd), and Charisma (Cha).
Roll 4d6, dropping the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for the remaining stats.
Stat bonuses are (STAT-10)/2, rounded down.

Species

The Star Wars universe is filled with diverse alien species. At the time of character creation the player picks a species for their character. Different species offer certain bonuses at their first level, these can be modified at the GM's discretion.

Humans: +1 to all skills (except for Force.)
Bothans: +1 Dex & Deception expertise
Cereans: +2 Mind
Duros: +1 Dex, Pilot expertise
Droid (Small): +2 Technical, Droid, Starship, or Vehicle repair, Small size, cannot be Jedi
Droid (Medium): +2 Technical, Extra expertise at first level, cannot be Jedi
Droid (Large): +2 Physical, Extra expertise at first level, Large size, cannot be Jedi
Ewok: -2 Str, +2 Dex, Stealth expertise, and Small size
Gamorreans: +2 Str
Gungans: +2 Physical, and Natural Swimmer (Can swim at base speed)
Ithorians: +1 Mind and Survival expertise
Kel Dor: +1 Dex, +1 Physical, +1 Force
Mirialan: +1 Dex, Acrobatics expertise
Mon Calamari: +2 Mind and Natural Swimmer (Can swim at base speed)
Quarren: +1 Str, Natural Swimmer (Can swim at base speed)
Rodian: +1 Dex, Tracking expertise
Sullustan: +1 Technical, Starship Repair expertise
Trandoshans: +1 Str, +1 natural Defense.
Twi'Lek: +1 Dex, Deceptive expertise
Wookiee: +3 Str, -1 Dex
Wroonian: +2 Cha
Zabrak: +1 Dex, +1 Physical, +1 Technical

Size: Most playable species are Medium in size and get no special size related bonuses or penalties and have a base move speed of 6 squares. With the GM's approval players can play also play a Small or Large species. Small characters get -2 Str and +2 Dex and have a movement of 4 squares while Large characters get +4 Str and -2 Dex and a movement of 8 squares.

Classes

There are five classes—*Soldier*, *Noble*, *Fringer*, *Scoundrel*, *Jedi*. Characters begin at Level 1.
All classes can use any weapon, armor or equipment, including vehicles.

Soldiers are the muscle of the group. Goons, thugs, bodyguards—they are tough and good with weapons. They gain +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels afterwards.

Noble are born into high society and are accustomed to privilege. They're often silver tongued and politically savvy. They gain +1 to Communication and Knowledge rolls. This increases by +1 at 4th level and every four levels afterwards.

Fringer are from the outskirts of galactic society and as such are very resourceful. They gain +1 to Technical rolls and gain an extra expertise at 1st and 10th levels.

Scoundrel skirts the edge of the law. They survive by their wits and luck. They gain +1 to Subterfuge and Technical rolls. This increases by +1 at 4th level and every four levels afterwards.

Jedi are Force sensitive characters. While the name of the class is Jedi, members of this class don't have to necessarily be members of the Jedi order. A Jedi's primary skill is Use the Force and they can activate Force Powers. Jedi get an extra 2HP at every odd numbered level (1, 3, 5, etc).

Skills

There are six skills : *Communication*, *Knowledge*, *Physical*, *Technical*, *Subterfuge*, and *Use The Force*. Roll higher than the given Difficulty Class or opposed roll to succeed. Only Jedi can have Use the Force as their primary skill.

Each character must choose 1 skill they are best at. Your rank in that skill will be at your level+3. All other skills will be at half the character's level, rounded down, plus one ((Level/2)+1).
Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers. For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Piloting a ship is Technical + DEX bonus.

Difficulty Classes

Very Easy	5	Hard	20
Easy	10	Very Hard	25
Moderate	15	Exceptional	30

Expertise

Characters can pick a skill expertise at Character Creation and every 5 character levels beyond that (5, 10, etc). When performing an action covered by an expertise the character gets a +5 circumstance bonus to the roll.

Vehicle Piloting	Squad Tactics
Vehicle Repair	Stealth
Starship Piloting	Survival
Starship Repair	Tracking
Droid Repair	Command
Computers	Acrobatics
Medicine	Languages
Investigation	
Astrogation	
Deception	

Level Advancement

Encounter Level = Hit Dice of defeated foes, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes.
e.g.: 1 Goon = EL1. 2 Goons = EL2. 4 Goons = EL3, etc.

Add up the Encounter Levels (EL's) of every encounter you take part in. When the total = 10 x the character's current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

+1d6 to Hit Points +1 to the character's primary skill(s) +1/2 to all other skills

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX, MND or CHA.

A new Expertise is gained at levels 5, 10, 15, etc.

Soldiers gain +1 to their attack and damage rolls at levels 5, 10, 15, etc.

Contests

Challenges

Some skill checks should be broken into parts to maintain tension. Examples would be searching disabling all trash compactors on the detention level, sneaking through the Death Star to disable the tractor beam generators, or attempting to build a lightsaber.

Break a complex or long running task into a number of appropriate skill checks and determine the acceptable number of failures. Players in a challenge will make the skill checks against static DCs. If they succeed in their check some amount of time passes and they move on to the next check. If they fail the check the DCs for all subsequent skill checks get a stacking +2 modifier to the difficulty. If they fail a number of checks equal to the acceptable failure limit they fail the whole check and may not make another attempt. A failed skill challenges should carry some sort of in-game penalty like the guards being alerted or the computer system getting locked down.

The GM should encourage players to roll play their actions they're taking in the challenge describing exactly what they're trying to do. The GM doesn't necessarily need to tell the players they are participating in a skill challenge, they can just give them skill checks to make and keep track of successes on the sly. The skill checks in a challenge can be performed by different characters with the GM's approval (this is a good idea) so every player can participate in a challenge.

Chases

Occasionally, two or more characters will directly compete with another outside of a combat situation. Perhaps they're chasing each other, maybe they're debating a topic, etc. It all boils down to the following:

- One character is the Hunter, one is the Prey.
- There are 5 points of Lead. If the Lead increases to 5 or higher, the Prey wins. If the Lead reaches 0, the Hunter wins. The Lead usually starts out at 1, but the GM can decide to use a different number as starting Lead if one side has an advantage.
- Both sides make skill checks each round and describe the actions their character(s) are going to take that round. These will often be opposed skill checks with the highest roll winning a point of Lead. The GM can optionally throw in checks against a static DC to represent obstacles (literal or figurative) that might trip up both characters.

The highest successful skill check total wins 1 pt of Lead, either towards the Hunter's or the Prey's advantage. Depending on what these maneuvers are, additional benefits or penalties may accrue in the following round. If neither skill check passes, the Lead remains unchanged and additional unpleasant effects may ensue as expected for a failed skill roll of that type (crashing, falling, losing the audience's interest, whatever). If only one side fails their check, one or more extra points of Lead may accrue to the other side depending on how badly the roll failed by. Risky Maneuvers: For a DC penalty, you can attempt to change the Lead in one attempt by 2 or more points. Describe what you're doing, then take a +5 DC penalty for every extra point of Lead you want. Failure will usually have pretty serious consequences.

For more epic Star Wars feeling combat scenes consider using chase mechanics instead of the normal combat mechanics. Using

this method for combat the Lead should start at 2 or 3 instead of 1 representing roughly even standing at the start of combat. For instance lightsaber combat could be easily resolved with the chase mechanics with the winner of the chase either escaping from or disabling their opponent. For starship combat the Prey winning might mean they escaped from or disabled the Hunter while the Hunter winning may mean they disabled the Prey or caught them in a tractor beam.

For chases between large groups (5+) characters or ships average the appropriate skill bonus for each side (rounded down) and run the chase normally. The GM should decide the actual tally of the battle depending on the number of times each side lost points of Lead. If the Prey didn't lose any points of Lead during the battle the GM might say they routed the Hunter's forces. A Chase where Lead points were traded back and forth the GM might decide that the winner just squeaked by and lost close to half their force with the loser obviously having lost a larger chunk of theirs.

Combat

Combat is broken into five second rounds. In every round each character gets a turn to act. Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, dodge, operate a vehicle, etc. Only roll once, on the first round of combat—the order stays the same for subsequent rounds. Movement and range are measured in "squares" a square is 1.5m on a side (about 5') in character scale and 2km in starship scale though the GM is encouraged to change these values to whatever is appropriate for their setting..

Combat Stats

Hit Points: STR Stat + 1d6/Level. If HP reaches 0, you are unconscious and near death. Further damage directly reduces STR. If that reaches 0, you are dead.

Melee attack bonus: STR bonus + Level

Ranged attack bonus: DEX bonus + Level

Defense: 10 + DEX bonus + Physical.

Saves are bonuses added to rolls for characters resisting damage or harmful effects.

Fortitude: Physical + STR bonus

Reflex: Physical + DEX bonus

Will: MND or CHA bonus + level

Add attack bonus to d20 roll. If higher than the character's opponent's Defense, it's a hit. Natural 20 is automatically a critical, doing maximum damage. Soldiers and Fringers can use DEX bonus + Level as their Melee attack bonus instead if wielding a light weapon. Add STR bonus to Melee damage, x2 for 2-handed weapons.

This version of Microlite does not use iterative attacks. If you want to make more than one attack per round, use a Maneuver (see below). All additional attacks through maneuvers occur more or less simultaneously.

Stunned: If a character is stunned they cannot take an action on their turn until the stun wears off.

Ranged Penalties: If the target is relatively close, there is no penalty to hit for range. Add a -2 penalty for every range increment.

Unarmed Combat: Unarmed attacks from Medium creatures do damage equal to 4 + STR bonus. Unarmed attacks have a range of 1 square.

DR: Characters get damage reduction from armor. The DR score is subtracted from any damage dealt to the character.

Stun: All blasters have a stun settings. When a target is hit with a blaster set to stun they are stunned for one round for every point that attacker rolled higher than their defense.

Maneuvers

Maneuvers are things you can do in combat in lieu of a normal attack. One maneuver can be performed per turn.

Aimed Shot: Characters get a +4 to their attack roll but their Defense becomes 10 until their next turn.

Assassinate: If the character successfully sneaks up on a target and makes a successful melee attack against DC10 they can do damage equal to STR + Physical + maximum weapon damage.

Autofire: Allows the character to make multiple attacks against a set of up to five adjacent squares. The attacker makes a single attack roll with the normal range penalties as well as an additional -5 penalty. Any targets in the selected squares must make defensive rolls.

Dodge: Performing a full dodge characters roll d20 + Dex + Phys. The total is their effective Defense until their next turn. If it's lower than their normal Defense then they zigged when they should have zagged. Dodging lets the characters move their normal move distance.

Grab: A character can make a grapple attack on a target in an adjacent square. If they roll a successful melee attack they are then grappled with their target. Both the attacker and the defender's Defense becomes 10 when grappled and they cannot make move actions. When in a grapple the defender can't take normal actions and must make opposed STR + Physical rolls against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

Full Run: At a full run your character can move at twice their normal speed for the round. If running for more than one round in a row make a Str + Physical check against DC 20.

Knockout: A character can attempt an armed melee attack against a creature in an adjacent square to stun them. On a successful hit the target is stunned one round for every point the attacker rolled higher than their defense. The butt of a rifle or handle of a pistol can be used for this melee attack.

Run and Gun: You can make your full move action but can also make an attack action. Doing so incurs a -10 penalty to the attack roll.

Sneak attack: If a character successfully sneaks up on a target and makes a successful attack they can add their Subterfuge bonus to their attack damage.

Take Cover: If the character duck behind an object, they gain a +2 to +10 to their Defense depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this Defense bonus may also apply to saves if the GM allows it.

Teräs Käsi: A character uses martial arts training to deal more damage with an unarmed attack. A martial arts attack does STR bonus + 1d6 damage and can stun the target at the GM's discretion.

Throw an explosive: Thrown weapons (usually grenades) require the attacker to make a ranged attack (no penalty) targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast radius can make a reflex save against DC15 for half damage.

Two weapons: You can wield two light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. It's up to the GM what counts as a light weapon. For example, in some campaigns, shotguns might be appropriate for dual-wielding, in others, they might not. Pistols are always appropriate, as are the usual light melee weapons like lightsabers.

Action Points

Characters begin each session with 3 Action Points. Each Action Point can be used in several ways:

- Add +5 to any roll, but only before the GM declares the results of the roll.
- Add +5 to Defense for one round.
- Recover half your lost hit points instantly. You spend your current action catching your breath.
- Bring your character back from the dead...in the next adventure. Only 1 Action Point can be spent per round.

Recovering Action Points

- Every time your character does something particularly impressive or achieves a goal of some sort, the GM may award one or more Action Points.
- Every time you roll a natural 20, you gain 1 Action Point.
- Every time you start a new session, the Action Point pool is fully refreshed. Any unused Action Points from the previous session will be lost.

Don't hoard Action Points--they're meant to be used!

Other Hazards

Falling: 1d6 damage per 2 squares, half damage on Fort save. DC = 5 per square fallen.

Extreme Heat & Cold: If not wearing suitable protection, Fort save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Lava: 2d6 damage per round exposed; much more if completely immersed. Damage continues until lava is removed or quenched.

Poison: Fort save to avoid or for half, depending on poison. Effect varies with poison type.

Radiation: Lose 1d3-1 STR per round, DC 20 Fort save for half (round down). Damage is potentially much higher in very hard radiation. STR recovers at a point per day if properly treated.

Spikes: add +1 point to falling damage per 10' fallen, max +10

Vacuum: If not wearing suitable protection a character will lose consciousness in a minute and suffocate soon after.

The Force

Life creates it, makes it grow. It's energy surrounds us and binds us. Luminous beings are we...not this crude matter. Jedi have a sensitivity to the Force and can use it for their own ends. This is manifested through Force Powers. Some powers are defensive and are simply activated while others are activated and need to be maintained. As Yoda said "A Jedi's strength flows from the Force. But beware of the dark side." When a Jedi uses the Force for an evil end or an offensive manner against living creatures they gain a Dark Side Point. When they've accrued 10 or more Dark Side Points they have become tainted by the Dark Side of the Force and the player loses control of that character. Dark Side Points can only be removed by performing selfless acts (as determined by the GM).

To activate a Force Power a Jedi uses a standard action. Passive powers put 4HP on hold while they are active, when the power is deactivated (also a standard action) the character gets the 4HP back. If they're knocked unconscious while the power is activated do not get the HP back. Using an active power costs 2HP. Keeping an active power up for more than one round or as part of a skill challenge only requires subsequent checks and not additional HP. A Jedi can attempt to use any of the powers listed below with the GM's approval.

Force Expertise

The following Expertise are only available to Jedi characters. The Jedi Knight and Sith expertise should be applied to Use the Force checks involving Light side or Dark side powers.

Lightsaber Combat Sith

Jedi Knight

Force Powers

Lightsaber Defense: (passive) This power allows a character armed with a lightsaber can use their UtF skill bonus as a bonus added to their Defense. The Jedi must be aware of the attack and wielding their lightsaber to use this power.

Battlemind: (passive) This power gives the Jedi a +1 bonus to attack rolls as well as Defense. This bonus stacks with maneuvers like Dodge. Additional HP can be spent to increase the bonus to either stat, e.g. spending an extra 2 HP the Jedi could add an additional +2 bonus to either their attack roll or Defense or +1 to each.

Mind Trick: (UtF vs Will save, active) In combat an opponent can become dazed and loses their next turn, outside of combat this power can be used to implant a suggestion in the target's mind. This power cannot be used against robotic brains (Droids, etc). Range 6 squares.

Telepathy: (UtF vs Will save, active) The character communicate with a target or read their thoughts. The target doesn't have to attempt a Will save if they are willing to communicate with the Jedi. Range 12 squares.

Force Sense: (passive) This power allows the Jedi to use the Force to heighten their senses. With this power active they get a +5 bonus to skill checks involving their senses.

Force Grip: (UtF vs Fort save, active) This power lets the Jedi grab something with the Force. Use the rules for the Grab maneuver but this can be performed from a distance. The Jedi rolls their Force + MND instead of Physical + STR. If they cause undue harm to the opponent (such as choking them) they may incur a DSP. Range 6 squares.

Force Thrust: (UtF vs Reflex save, active) A Jedi can use this power to push things away from themselves. This can direct this thrust in a single direction or have it push back in a ring around themselves. Creatures make a Reflex save or are knocked prone. Range in single direction 6 squares, 2 squares in ring.

Move Object: (UtF vs. Reflex save or DC, active) This power can be used against creatures and objects to move them using the Force. Against creatures the target defends with its Physical skill, against inanimate objects use a DC based on the size of the object. Normally a creature is simply knocked prone until the next round but the user can damage the target for 1d6/DC step as well; doing so against a living creature incurs a DSP. Range 6 squares.

Challenge DC					
Tiny	5	Small rock	Gargantuan	30	X-Wing
Small	10	Blaster rifle	Colossal	35	YT-1300
Medium	15	Stormtrooper	Colossal (frigate)	40	Tantive IV
Large	20	Speeder bike	Colossal (cruiser)	45	Star Destroyer
Huge	25	Landspeeder	Colossal (station)	50	Death Star

Dissipate Energy: (UtF vs damage DC, active) This power allows the user to absorb and dissipate energy that would otherwise cause them damage from one source.

Surge: (active) This power can be used to aid a physical or acrobatic action. It is used as part of a standard action and provides a +5 bonus but does not require a skill check of its own.

Lightsaber Throw: (UtF vs DC, active) This power allows a Jedi to use the Force to throw and return their lightsaber to their hand. Use the rules for the Throw Explosive maneuver with the damage being that of the lightsaber.

Force Lightning: (UtF vs Fort save or Force, active) This power channels the Force violently into lightning that shows out of the character's fingertips. Use of this power automatically incurs a DSP. The damage is 1d8/level.

Enhancing Powers

If the Jedi is willing to spend extra HP they can enhance Force powers they are using. Enhancements can be stacked with cumulative costs.

Extend: Extending a Force Power increases it's range by one increment for every 2HP spent. E.g. Spending 2HP could double the range of a Force Grip to 12 squares.

Empower: A Force Power gives a 50% higher bonus or does 50% more damage than it normally does. +1HP cost.

Widen: Widening a power enables the Jedi to increase the number of targets for a Force Power. +1HP cost.

Unleashed: An unleashed Force Power lets the Jedi decrease the DC one step for 4HP. They can spend additional HP to decrease the DC further. E.g. spending an additional 8HP would allow drop a Very Difficult task to Hard (DC25 to DC15).

Equipment

Equipment and background characters are an important part of a Star Wars adventure. Characters start an adventure with 5 Gear points plus 1pt per level. Gear points allow the character to buy weapons, armor, gadgets, vehicles, and requisition help. With the GM's approval characters can pool their gear points to buy more expensive gear. The equipment below is deliberately generic (though with a Star Wars flavor). Extremely common equipment (datapads, comlinks, etc) don't cost Gear points (with the GM's approval). The GM can also give Gear point bonuses or penalties depending on the character's affiliation or the current situation. Gear points reflect a character's access to equipment and resources in normal circumstances but the GM is the final arbiter on the availability of any equipment for a particular adventure.

Gear				
Name	Cost	Modifiers	Damage	Range Increments
Misc				
Clothes	0	—	—	—
Fancy Clothes	1	—	—	—
Uniform	2	—	—	—
Disguise	2	—	—	—
Hazardous Environment Clothing	3	Protects vs extreme heat, cold, or radiation	—	—
Droid	3	—	—	—
Half-level NPC companion	3	—	—	—
Full-level NPC companion	6	—	—	—
Armor				
Blast Vest and Helmet	1	+2 DR, --1 Defense	—	—
Combat Suit	2	+3 DR, -2 Defense	—	—
Padded Flight Suit	3	+4 DR, -3 Defense	—	—
Stormtrooper Armor	4	+5 DR, -4 Defense	—	—
Spacetrooper Armor	5	+6 DR, Protects vs vacuum, -5 Defense	—	—
Space Suit	3	+1 DR, Protects vs vacuum, -5 Defense	—	—
Weapons				
Knife	1	—	1d4	1 Sq
Gaffi Stick	1	—	1d8	1 Sq
Vibrodammer	2	—	1d10	1 Sq
Lightsaber	5	Bypasses DR	2d8	1 Sq
Holdout Blaster	1	—	3d4	10 Sq
Blaster Pistol	2	—	3d6	15 Sq
Blaster Rifle	3	—	3d8	20 Sq

Blaster Carbine	3	Autofire	3d6	15 Sq
Repeating Blaster Rifle	4	Autofire	3d8	20 Sq
E-Web	5	Stationary	4d8	30 Sq
PLX-1 Missile Launcher	5	Min. range 6 Sq	4d6	30 Sq
Frag Grenade	1	Thrown	4d6	10 Sq
Thermal Detonator	3	Thrown	4d10	10 Sq
Vehicles				
Speeder Bike	3	—	—	—
Swoop	4	—	—	—
Ground Speeder	4	—	—	—
Airspeeder	4	—	—	—
Huge Starship	5	—	—	—
Gargantuan Starship	7	—	—	—
Colossal Starship	10	—	—	—
Colossal (frigate) Starship	20	—	—	—

Ships & Vehicles

The Star Wars universe is one filled with fantastic starships and vehicles that areas much a part of the game as lightsabers and the Force. Vehicle stats are similar to those of characters and are derived from their size class (6-10m Huge, 11-20m Gargantuan, 21-100m Colossal, 101-500m Colossal (frigate), 501-2000m Colossal (cruiser), 2001+ Colossal (station)). Vehicles move naturally so get to make a standard action in addition to a movement per turn. Vehicles do not need to make saves, have no Cha score, and do not have skills. When taking actions that normally grant a skill bonus they simply omit the skill bonus from the roll. Stat bonuses for ships are ((Stat-10)/2).

Each turn a ship can both move and make an attack with each mounted weapon system. Weapons can only fire into their designated firing arcs and weapons of the same type in the same arc are considered a single weapon system. A firing arc is a roughly 45° cone pointing in one direction from the ship. A turret can fire into any firing arc. Ships can make the "Full Run" maneuver and move at twice their normal speed for one round. Resolve dogfights using the Chase contest type, if the hunter catches the prey they successfully made an attack and roll for damage. While it's generally not a good idea to mix starship and character scales, multiply starship damage by 10 or divide character scale damage by 10.

Base Stats				
Size	Str	Dex	Int	Slots
Character Scale				
Large	16	18	12	2
Huge	20	16	12	4
Gargantuan	24	14	12	6
Starship Scale				
Huge	16	24	12	5

Gargantuan	24	20	14	10
Colossal	32	18	16	20
Colossal (frigate)	40	16	18	30
Colossal (cruiser)	48	14	20	60
Colossal (station)	56+	12	22+	100+

Vehicle Stats

Hull Points: STR

DR: Armor (2 per point limit STR score)

Defense: DEX/2 + Shields (2 per point limit DEX/2)

Attack Bonus: DEX bonus + Weapon bonus

Move (character scale): Speeder 48, Tracked 18, Wheeled 20, Walker 12, Airspeeder 210

Move (starship scale): DEX bonus + Engine points (1 per point limit DEX bonus)

Piloting Score: Pilot's DEX Bonus + Technical

Sensors: INT bonus + Sensor points (1 per point limit INT bonus)

Slots on vehicles are used to add equipment to customize the base stats for a ship. They can be used to increase engine power, add shields and armor, add weapon systems, and add other features such as cargo space. Not all slots need to be used. Weapons mounted on a vehicle must have a firing arc (front, left, right, rear) or be mounted on a turret. Ships larger than Colossal (frigate) in size can't mount weapons on turrets.

Vehicle Equipment				
Name	Slots/Pt	Modifiers	Damage	Range Increment ^{t*}
Armor	1	+2 HP	—	—
Shields	1	+2 Def	—	—
Engines	1	+1 Move	—	—
Engines (colossal)	2	+1 Move	—	—
Engines (frigate)	5	+1 Move	—	—
Engines (cruiser)	7	+1 Move	—	—
Engines (station)	10	+1 Move	—	—
Laser Canon	1	+1 Atk	1d6	10 Sq
Twin Lasers	2	+2 Atk	2d6	10 Sq
Quad Lasers	3	+2 Atk	4d6	10 Sq
Ion Canon	2	+3 Atk	Ion*	5 Sq
Proton Torpedos	1	-5 Atk	4d8	10 Sq
Concussion Missiles	3	-3 Atk	3d8	20 Sq
Light Turbolaser	3	-1 Atk	2d10	20 Sq
Medium Turbolaser	4	-1 Atk	3d10	20 Sq
Heavy Turbolaser	5	-1 Atk	4d10	20 Sq
Heavy Ion Canon	5	-1 Atk	Ion*	20 Sq
Tractor Beam	5	-1 Atk	Tractor*	5 Sq
Sensors	1	+1 Sensors	—	—
Passengers (light)	1	5 Seats	—	—
Passengers	3	20 Seats	—	—
Cargo (small)	1	5t Cargo	—	—
Cargo	2	20t Cargo	—	—

Cargo (bulk)	3	50t Cargo	—	—
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Example Starships

T-65 X-Wing

Huge Starship

Str: 16 Dex: 24 Int: 12

HP: 16 Def: 14 DR: - Atk: +9

Move: 7 Pilot: ____ Sensors: +1

Quad Lasers (front): 4d6

Proton Torpedos (front) (6): 4d8

BTL Y-Wing

Huge Starship

Str: 16 Dex: 24 Int: 12

HP: 16 Def: 14 DR: 2 Atk: +9

Move: 6 Pilot: ____ Sensors: +1

Twin Lasers (front): 2d6

Ion Canon (turret): Ion

Proton Torpedos (front) (6): 4d8

TIE/In

Huge Starship

Str: 16 Dex: 24 Int: 12

HP: 16 Def: 12 DR: 6 Atk: +9

Move: 7 Pilot: ____ Sensors: +1

Twin Lasers (front): 2d6

TIE Interceptor

Huge Starship

Str: 16 Dex: 24 Int: 12

HP: 16 Def: 12 DR: 2 Atk: +9

Move: 8 Pilot: ____ Sensors: +1

Quad Lasers (front): 4d6

YT-1300

Colossal Starship

Str: 32 Dex: 18 Int: 16

HP: 32 Def: 11 DR: - Atk: +9

Move: 6 Pilot: ____ Sensors: +3

Quad Lasers (turret): 4d6

Quad Lasers (turret): 4d6

Concussion Missiles (10, front): 2d8

Cargo (bulk): 100t

CR-90 Corvette

Colossal (frigate) Starship

Str: 40 Dex: 16 Int: 18

HP: 40 Def: 16 DR: 8 Atk: +9

Move: 5 Pilot: ____ Sensors: +4

Medium Turbolaser (turret): 2d10

Medium Turbolaser (turret): 2d10

Imperial-I Star Destroyer

Colossal (cruiser) Starship

Str: 48 Dex: 14 Int: 20

HP: 48 Def: 9 DR: 12 Atk: +9

Move: 2 Pilot: ____ Sensors: +5

Medium Turbolaser (front): 3d10x4

Medium Turbolaser (left): 3d10x4

Medium Turbolaser (right): 3d10x4

Tractor Beam (front): Tractor

* Ion: A successful hit with an Ion Canon disables one of the target's systems for one round. Roll a 1d6: 1 - Propulsion, 2 - Shields, 3 - One weapon system, 4 - Sensors, 5 - One weapon system, 6 - All ship power, it can make no actions.

* Tractor: Allows the ship to make a grab.

* Range Increment: Number of squares in each range increment for adding range penalties.

Allies and Opponents

This section deals with NPCs and creatures played by the GM. NPCs are not quite as powerful as player characters as the players are exceptional heroes.

NPCs

NPCs are similar to player characters but a little less powerful. They can be any class and race the game needs them to be. For the everyday citizen of the Empire use the "Non-heroic" class which has a primary skill and normal expertise but no other bonuses.

The base Human NPC has stats of 10, one favored skill, one expertise, and has one Hit Die. Intelligent NPCs gain expertise every 5 levels like characters and have the same Gear points per level (5 + # of Hit Die). Apply class and racial bonuses to the base NPC stats or size bonuses to creatures' stats.

For NPCs and creatures Hit Die are equivalent to levels, to increase the capability of NPCs and creatures give them additional Hit Die. Hit Die for intelligent NPCs are 1d4 and 1d8 for creatures. Creatures have base stats of 8, do not have skills, their Mnd scores are 5 (unintelligent), and have no Cha scores.

NPC Stats

Str: 10, **Dex:** 10, **Mnd:** 10, **Cha:** 10

Hit Points: STR Stat + 1d4/Level. If HP reaches 0, NPCs are unconscious and near death. Further damage directly reduces STR. If that reaches 0, they are dead.

Melee attack bonus: STR bonus + Level

Ranged attack bonus: DEX bonus + Level

Defense: 10 + DEX bonus + Physical.

Fortitude: Physical + STR bonus

Reflex: Physical + DEX bonus

Will: MND or CHA bonus + level

Example NPCs

Imperial Stormtrooper (Human Soldier 1)

Str: 10, **Dex:** 10, **Mnd:** 10, **Cha:** 10

HP: 12 **Def:** 14 **Fort:** +4 **Ref:** +4 **Will:** +1

Melee Atk: +1 **Ranged Atk:** +1

Phys: +4 **Tech:** +2 **Know:** +2

Comm: +2 **Sub:** +2 **Force:** +2

Expertise: Squad Tactics

Gear: Stormtrooper armor, blaster carbine

Attacks:

Unarmed: 5 (+2)

Blaster Carbine: 3d6 (+2)

Imperial Stormtrooper Commander (Human Soldier 4)

Str: 10, **Dex:** 10, **Mnd:** 10, **Cha:** 10

HP: 18 **Def:** 18 **Fort:** +8 **Ref:** +8 **Will:** +1

Melee Atk: +4 **Ranged Atk:** +4

Phys: +8 **Tech:** +4 **Know:** +4

Comm: +4 **Sub:** +4 **Force:** +4

Expertise: Squad Tactics

Gear: Stormtrooper armor, blaster rifle, frag grenades

Attacks:

Unarmed: 5 (+5)

Blaster Rifle: 3d8 (+5)

Frag Grenades: 4d6 (+5)

Imperial Officer (Human Noble 5)

Str: 10, **Dex:** 10, **Mnd:** 10, **Cha:** 10

HP: 20 **Def:** 14 **Fort:** +4 **Ref:** +4 **Will:** +1

Melee Atk: +4 **Ranged Atk:** +4

Phys: +4 **Tech:** +9 **Know:** +6

Comm: +6 **Sub:** +4 **Force:** +4

Expertise: Squad Tactics, Command

Gear: Officer uniform, blaster pistol, comlink, code cylinders

Attacks:

Unarmed: 4 (+5)

Blaster Pistol: 3d6 (+5)

Bounty Hunter (Duro Soldier 5)

Str: 14, **Dex:** 13, **Mnd:** 10, **Cha:** 8

HP: 24 **Def:** 12 **Fort:** +5 **Ref:** +4 **Will:** +1

Melee Atk: +7 **Ranged Atk:** +6

Phys: +3 **Tech:** +3 **Know:** +3

Comm: +3 **Sub:** +8 **Force:** +3

Expertise: Tracking, Stealth, Pilot

Gear: combat suit (+2DR, -2 Def), blaster rifle, TIE Shuttle (Huge spaceship)

Attacks:

Unarmed: 7 (+7)

Blaster Rifle: 3d8 (+6)

Creature Stats

Str: 8, **Dex:** 8, **Mnd:** 5, **Cha:** —

Hit Points: STR Stat + 1d8/Level. If HP reaches 0, creatures are unconscious and near death. Further damage directly reduces STR. If that reaches 0, they are dead.

Melee attack bonus: STR bonus + Level

Ranged attack bonus: DEX bonus + Level

Defense: 10 + DEX bonus

Fortitude: Physical + STR bonus

Reflex: Physical + DEX bonus

Will: MND bonus + level

Size Adjustments:

- Fine: -7 Str, +8 Dex
- Diminutive: -6 Str, +6 Dex
- Tiny: -4 Str, +4 Dex
- Small -2 Str, +2 Dex
- Medium: None
- Large: +8 Str, -2 Dex
- Huge: +16 Str, -4 Dex
- Gargantuan: +24 Str, -4 Dex
- Colossal: +32 Str, -4 Dex

Natural Weapons:

- Claw: 1d10 + STR bonus
- Bite: 1d8
- Slam: 1d8 + STR bonus
- Gore: 1d12+ STR bonus
- Sting: 1d6 and the target is poisoned

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SCIONS OF A PRIMORDIAL PLANET

The oldest of us remember as if it were yesterday. A great hand reached across the sky and, pulling back the cloak of stars, tore a hole in the night. Cradling the whole of Midgard in its palm, it transported us, all the lands and people of the Norse, to this strange and tired planet.

We have prospered here, we sons of Odin. Our Viking ways have carried us from the lands of cold eternal Night to the north and south to the dreaming shores of the Great Sea of Mars. The twin moons, Phobos and Deimos, have seen us lay waste to our foes and make free with their wealth and their women.

The youngest of us take it as fair and fitting that we should be so much stronger than our enemies, that we should sweep across them as wind across fertile fields.

And yet.

Why are we here? What strange gods have sought fit to test us? The runes are quiet on this point; the Skalds have no legends to tell. Perhaps one day we shall find the answers we seek.

MARS

This is not the Mars we know from NASA's press releases. It is old but still fertile, the skies are blue and it is criss-crossed with canals of all size, all flowing towards the Great Sea of Mars, a slumbering ocean of great breadth and depth.

The human lands lie to the north, just south of the northern ice cap. They are very Earth-like, full of fjords and fog-shrouded mountains, vast pine forests. The nights are long, the winters harsh and summers brief. There is nowhere else on Mars that resembles it and it is several hundred miles wide.

To the north, the forests and earth-like terrain gradually fade into the northern polar ice cap.

To the east and west, the forests become rolling plains, the true landscape of Mars.

To the south, more rolling plains, and eventually, the Great Sea Of Mars. Beyond that, stories tell of desert, haunted by the ghosts of ages past.

Criss-crossing everywhere are great Canals, each ranging in size from several hundred feet across to the size of the mighty Amazon. Dotting the canals are ruins

of ancient cities.

Mars is an old planet and there have been an untold number of civilizations over its many eons...and all of these civilizations have left behind their marks.

CORE RULES

This game runs under the Microlite20 rules system, with the following exceptions:

SKILLS

Scions uses the standard Microlite20 skills, plus an additional skill called Survival.

COMBAT

The rules on dual-wielding and light weapons apply to Warriors, Skalds, Pirates, Nobles and Hunters.

ARMOR AND ARMOR CLASS

Armor Class (AC) = 10 + one-half level, rounded down + DEX bonus.

Armor contributes 1 point of DR for **light** armor, 1d3 for **medium** and 1d6 for **heavy**. Add +1 to this total if a **helmet** is worn. Roll for each hit separately.

Shields are treated as usual under d20.

Medium and **Heavy** armor limit Dexterity bonuses to AC to +2 and +1, respectively.

RACES OF MARS

Note: While any race can theoretically be a member of any class, it would require a bit of explanation as to how a human became a Martian priest...

HUMANS

Humans come from a planet with a much greater gravity than Mars, which gives them vastly improved physical capabilities—refer to the section on Gravity for more information.

These Humans are Vikings. Vikings gain +2 Strength. Other types of Humans may have different stat or skill bonuses should they appear in the campaign.

Humans can become Warriors, Hunters, Runecasters and Skalds.

Humans from other cultures may have different classes available to them than those listed here.

MARTIANS

Martians are red-skinned, with elfin features and black hair. They tend to be thin and tall, with a loose-limbed grace impossible to those adapted to higher gravity worlds.

Martians come from several castes. Upper caste Martians (aristocracy, merchants) gain +1 to Knowledge and Communications. Lower caste Martians, such as workers and soldiers, gain +2 Dex.

Martians can become Warriors, Nobles, Pirates, Priests and Scholars.

BEAST MEN

This hasn't been the first time creatures have been transported from Earth to the Red Planet. Over the years these new arrivals have bred (or been bred?) into highly evolved humanoid forms, each type genetically compatible with the other.

These new Beast Men have formed nomadic tribes that wander the wastes of Mars. Use the Microlite20 Anthro races for base abilities.

Beast Men can become Warriors, Hunters and Shaman.

CLASSES

HUNTERS

Hunters can use light armor and shields. They have a +2 bonus to Subterfuge and Survival.

If they successfully sneak up on a foe, they can add their Subterfuge skill rank to the damage of their first attack.

Hunters are +1 to hit and damage with ranged weapons. Ranged weapon attack rolls are increased by +1 to hit and damage at 5th level and every 5 levels on.

Hunters only incur a -1 to hit penalty when fighting with 2 weapons.

At 3rd level, Hunters automatically pass without trace as per the druid spell.

At 6th level, Hunters no longer take penalties for dual-wielding.

NOBLES

Nobles can use any kind of armor and can use shields. They gain a +3 on Communication.

Choose one word that describes the source of the noble's charisma (impressive, beautiful, fearsome, well-known, etc). Whenever a roll comes up that could possibly be benefited by that trait (social, diplomatic, even combat if appropriate), that roll will be at +2.

When a situation happens where social status could possibly affect the outcome, add half the Noble's level (rounded down) to the roll.

If personal wealth is important in the game, Nobles are noticeably more wealthy than the other non-Noble characters. How much so is up to the GM.

Nobles gain the equivalent of the Leadership feat at 3rd level. Their Leadership Score is equal to their level plus twice their Mind bonus (if positive, otherwise it's level +1).

PIRATES

Pirates can only use light armor. They have a +2 bonus to Subterfuge and Physical.

Pirates gain a +2 skill bonus when performing anything specifically related to their profession, such as climbing, swinging about on ropes or navigation.

Pirates can use their Mind bonus as an additional bonus to their AC. If they don't have a positive Mind bonus, then they have an AC bonus of +1.

At 3rd level, Pirates can use alcohol and other intoxicants to heal themselves. Achieving a mild state of intoxication cures 1d10 hp of damage along with all the other usual pitfalls and effects of being drunk or otherwise chemically impaired. Moderate intoxication cures 3d10 damage but also has the usual side effects. A full-on bender cures all damage save for 1d4 hit points, but the pirate will be completely useless for one or two days.

At 6th level, Pirates no longer take penalties for dual-wielding.

PRIESTS

Priests are the lore keepers of the ancient Martian civilizations. Worshipers of a vast—and nearly incomprehensible to outsiders—pantheon of gods and demons, they are heirs to a great body of arcane knowledge.

They do not wear armor. They have a +2 bonus to Communication and Knowledge. They also have access to psionic abilities, whichever one of the Microlite20 psionic variants the GM prefers.

RUNECASTERS

Runecasters are exactly as listed in the Rune Magic pdf.

SCHOLARS

Eager investigators into the scientific secrets of the past, scholars are one part inventor, one part mad scientist, one part archaeologist and one part wizard. They specialize in using devices, scientific inventions they may only partially understand. They tend to be a secretive and paranoid lot—often their knowledge dies with them.

Scholars can wear light armor. They have a +3 bonus to Knowledge. They gain a +2 to bonus when deciphering ancient writings.

They can build or discover devices. Each device duplicates a spell from the SRD. Choose a name for that device that sounds sufficiently impressive—instead of saying “gun that throws lightning bolt spells” call it an “Integrating Field Generator”. A flying device becomes an “omniraptor”...and so forth.

A Scholar may have 2 devices plus their Mind bonus. Every time they gain a level, they can build another device. The maximum level of device they can build is equal to their level.

It takes roughly one week per spell level to build a device. When designing a device, roll 2d6. Add the spell level to the total. Subtract 1 point for every 4 character levels, rounded down. Compare the result to the following table to determine the size of the device built.

How it actually looks is up to the player, but he should decide how the device is used. Is it worn? Wielded?

Thrown? Ridden? Does it have a switch or buttons?

2d6	Size of Device*
Less than 2	Tiny (ring, jewelry)
2-3	Palm-sized
4-7	Hand-held (a sword or crossbow, for example)
8-10	Bulky, requires two hands
11-12	Too large to be held.
More than 12	Wagon-sized

Devices tend to be unreliable. Every time a device is used, roll 1d20. If it's less than or equal to the spell level, it fails. This number goes down 1 for every 4 levels of the Scholar (round down). If a device fails 3 times, then the device is broken and needs to be repaired. The reliability of a device may never be lower than 1.

The reliability of a device can also be adjusted by making it smaller or larger than that initially rolled. Making a device larger makes it more reliable by 1 point per step (minimum 1). Making it smaller makes it less reliable by 1 point per step.

At the GM's option, several devices can be combined into one device. For every additional function beyond the first, either increase the size level by one or the reliability number.

It takes 1 day per spell level and a lab to repair a device.

Scholars may also attempt to repair and use devices they find in ruins or while otherwise adventuring. Results from these experiments tend to be...unreliable.

SHAMAN

Shaman can use light armor and shields. They can cast Druid spells and gain +2 to Knowledge and Survival.

At 3rd level, a Beast Man Shaman can assume the full form of their animal part at will, essentially becoming that creature with statistics as listed in the SRD. They retain their current HP total, Mind score and attack bonuses from level when doing so. If there's several listings for possible creatures, the GM and the player should decide together which one is most appropriate and stick with that decision.

At 6th level, they gain a +2 bonus to a physical statistic of their choice (Strength or Dexterity) when in animal form. This bonus increases by +1 for every 3 levels afterward (e.g. 9th = +3, 12th = +4, 15th = +5, 18th = +6).

In addition, *pass without trace* is on the Druid spell list if not available already, as a 1st level spell.

SKALDS

Skalds are the Vikings' lore keepers and storytellers. Their tales of heroism and poetry can inspire bravery and hearten weak souls.

They can wear light or medium armor and can use shields. They gain a +2 bonus to Communication and Knowledge.

Once per adventure, a Skald can make an inspirational speech about a single topic relevant to the crisis at hand. The speech takes at least a couple of minutes and those affected must be within earshot. Any nearby allies gain a +2 bonus on one skill check, save or attack roll of their choice. If not used by the end of the crisis, this bonus will be lost. For every 5 levels, the number of times this bonus may be used per audience member increases by +1.

A Skald can also cast 1st level Druid spells at 1st level--their maximum spell level castable increases by +1 every 4 levels (e.g. level 1 = spell level 1, level 4 = spell level 2, level 8 = spell level 3, etc).

WARRIORS

Warriors can wear any kind of armor and can use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on.

Each race has an additional special ability on top of the warrior's basic abilities:

- **Human warriors** (specifically, Vikings) can go **berserk**. They can do this a total number of rounds per day equal to their unmodified Strength score. When berserking, the warrior's Strength goes up by +4, they gain +1 hp per level (in addition to the +4 hp from the Strength bonus), but they lose 2 points of Armor Class. A warrior can end a berserk at any time. After berserking, the warrior will be tired, taking a -2 to all appropriate rolls until they can take a few minutes to rest. They cannot berserk again until they are rested.
- **Martian warriors** are renowned for their **skill and finesse with weapons**. They can choose one weapon to be their signature weapon. When fighting with that signature weapon, they gain +2 to hit and on a critical hit do an additional 1d6 damage.
- **Beastman warriors** grow progressively more in touch with their **primal nature**. At 1st level, when using one of their innate abilities, they gain +2 on skill or to-hit checks.

At 4th level, if they have a natural attack, they can perform that attack in addition to their normal melee weapon attacks with no penalty.

At 8th level, their natural abilities increase in power. Natural attacks go up to the next higher die type. Innate skill bonuses are increased by +4. Other numerical bonuses are increased by +2 (AC, for example). Any ability sustainable for a duration can be sustained 50% longer. Since there's a wide array of abilities (too many to list here), use common sense for anything not covered by the above.

THE MARTIAN ENVIRONMENT

GRAVITY MATTERS

Different planets have different levels of gravity. Earth has a surface gravity of 1. Mars has a surface gravity of .37, or roughly one-third of that.

When on a planet not your own, compare the two planets' surface gravities: the result multiplies jump distance, the amount of time you can perform an activity without fatiguing, lift capacity and divides any distance you fall. For simplicity's sake, round the numbers to the nearest convenient fraction (1/6, 1/4, 1/3, 1/2, etc).

This allows other effects not possible on other planets. For example, buildings can be several times taller on Mars than on Earth because gravity is not such an obstacle to construction.

Natives are assumed to be adapted to the gravity level of their home planet and perform in all respects equal to that of normal d20. Visitors, however, perform at the scale of their home planets.

Example: Earth has a surface gravity of 1. Mars has a surface gravity of 1/3.

An Earth human on Mars with a strength of 10 would have a maximum heavy load of 300 lbs instead of 100 (1 divided by 1/3). A Martian with 10 Strength transported to Earth would have the opposite effect—they would have a maximum heavy load of 33 lbs (1/3 divided by 1).

Similarly, the same human on Mars could easily jump 30 feet (10 ft x 3), and with training, could possibly even jump as far as 30 yards. The same Martian as above would be lucky to jump a yard before collapsing under the brutal grip of Earth's gravity.

Now, take them both to the Earth's Moon. The Moon has a gravity of 1/6, half that of Mars. An Earth human would be able to jump six times farther (1 divided by 1/6). A Martian would be able to jump twice as far as normal (1/3 divided by 1/6).

Keep in mind that the intent of this system is not to be a physics simulator—it's strictly there to Make Things More Awesome. If the laws of physics get in the way of telling a good story, ignore them.

THE CANALS OF MARS

The Canals of Mars were first constructed eons ago by an ancient civilization. Canals range in size from several hundred feet across to wider than the Amazon river and can be anywhere from 20 to 100 feet deep in the center.

Canals always maintain uniform size along their entire length—they never narrow, widen, deepen or get shallower. They always run in perfectly straight lines and connect sites important to the civilization that built them.

Legends say that these sites were all important cities, but all that remains today are crumbling ruins and enigmatic monuments. Quite a few are still inhabited, but not by their original builders.

Ruins of ancient cities, temples and fortifications dot the canals at regular intervals, usually separated by 15 – 20 miles, as well as most of Mars' settled areas. A great deal of trade and traffic occurs along the canals—not only watercraft, but also along the shore.

The Canals support a diverse variety of aquatic life, not all of which is dangerous.

THE MOONS

Phobos is the larger and closer of the two moons of Mars. It speeds around the planet in 11 hours. It's an unevenly-shaped dull chunk of rock and its apparent size varies from hour to hour, growing from less than a quarter the apparent size of Earth's moon to one-third the Moon's apparent size, depending on its location relative to the observer.

Legends speak of its surface as a savage, jungle-choked land. It is home to dragons who occasionally fly down to Mars to feed as the moon passes overhead. This usually only occurs in equatorial regions.

Deimos is the smaller of Mar's two moons. It orbits the planet in 30 hours and looks like a bright star from

the surface of Mars.

Martian astronomers recount ancient legends of a crystalline palace covering the entire surface of Deimos. *The Palace of Atum* is supposedly the dwelling place of the mysterious Gods of Mars.

GEOGRAPHIC FEATURES OF MARS

Olympus Mons is the largest volcano in the solar system. It stands 16 miles high, but the slope is so gradual that its vast height is hidden by the horizon in most places. The caldera is roughly 50 miles wide and almost 2 miles deep and is filled with a steamy jungle populated by dinosaurs and reptile men. There are few Canals in the area, so it mostly remains unexplored.

Mars has two **polar ice caps**. The bitter cold and savage winds keep exploration to a minimum, but stories abound of empty wastelands filled with tribes of savage white apes. It is said that if you travel far enough north, eventually you may reach a dark tower where the dead walk and strange lights play across the sky.

The Caves Of Mars. To the southeast of Olympus Mons lies a chain of 3 mighty volcanoes, **Pavonis Mons, Ascraeus Mons** and **Arsia Mons**. They are fairly similar to Olympus Mons, including the deep calderas. Rumors tell of great cave systems in each that lead to a mysterious underworld where none return.

The Nexus Of Mars. Dozens of Canals converge on this point on the north-western shore of the Great Sea to form a single mighty Canal that stretches for miles, so wide that that one side cannot be seen by the other and lined on either embankment by 1,000 foot tall weathered stone statues of forgotten kings and heroes. It ends in the Great Sea a few miles away from the **Island of the Emperor**, where the palace of the Emperor of Mars stands.

The Valles Marineris is a vast valley, similar to the Grand Canyon of Earth, but much larger. It is over 3000 miles long (roughly the size of Europe) and up to 5 miles deep in parts. Cold, damp and mist-shrouded, it is home to vast forests of giant mushrooms populated by strange fungal creatures. It is rumored that a powerful and reclusive civilization is hidden within its depths.

CREATURES OF MARS

In the human areas, wildlife tends to be fairly standard for northern Europe. Horses, cows, deer, bears, standard Earth fish and fowl all are plentiful.

Near the fringes, the Earth wildlife and native Martian wildlife have begun to interbreed, often with strange and surprising results.

Native Martian life tends to fall along several lines—variations of arachnids, spiders and humanoids, with the occasional reptilian life form. Besides humanoids, mammals are fairly rare.

Martian life also tends to evolve in odd directions rather quickly in isolated ecosystems. It's not uncommon to find caves filled with walking fungus creatures or dozens of varieties of carnivorous plants. Caution is always suggested when exploring.

There are two useful shortcuts in developing Martian critters—either use the stats of an Earth equivalent and then describe it as an alien beast or, if you desire more randomness, use the Microlite20 online creature generator.

Sample Critters:

Carnivorous plants come in a wide variety of shapes and sizes. The following example is a giant Venus fly trap:

Carnivorous Plant. HD 8d8+40 (76 HP), AC 14, Melee +13/+8 Grabs opponent (Str 20), bites for 1d6+10 next round.

Another common variety is a vine identical in statistics and attack mode to a boa constrictor:

Carnivorous Vine. HD 3d8+6 (19 HP), AC 15, Bite +5 (1d3+4), Grabs (Str 14) and squeezes for 1d3+4 per round after hitting with Bite until killed or target breaks free.

Chalo. Chalos are the Martian equivalent of Clydesdale horses. They are enormous spider-like creatures, with coloration ranging through all shades of green. Their poison, which can be milked, is mildly intoxicating but nutritious. It is only fatal to small animals, which they feed on. They secrete webbing which is useful in making weaponry, rope and other such items. They are widely used by both Beast Men and Martians as war horses.

Chalo. HD 4d8+12 (18 hp), AC 14, Bite +6 (1d8+2). Very good over rugged terrain. Moves about as fast as a war horse or roughly twice as fast as a normal human can run.

Chalig. A smaller *Chalo* bred by the Martians as a beast of burden and cattle and also used for their silk.

Chalig. HD 2d8+2 (11 hp), AC 12, Bite +4 (1d8+1).

Kalkula. Thought to be alien to their world, the Kalkula is known on Earth as a megalodon, an extinct (on Earth) species of shark with jaws wide enough to swallow a horse and often reaching well over 80 feet in length. Kalkula are thankfully rare, living in the Canals and preying on, well, everything.

Kalkula. HD 24d8+68 (264 hp), AC 20, Bite +24 (4d6+10). They can swallow most creatures whole and swim four times faster than a man can run.

Phobos Dragon. Paleontologists would recognize these as pterodactyls, if a pterodactyl was the size of a hay wagon. Only the largest and most powerful successfully make the flight from Phobos to Mars. The standard variety on Phobos is considerably smaller, about twice the size of a vulture.

Phobos Dragon. HD 10d10+50 (105 hp), AC 17. Bite +13 (2d10+8) or batters with wings +8 (2d6+4). Can also grab opponents and carry them off if they are man-sized or less. They fly about three times faster than a man can run, but are awkward and slow on the ground.

Tec-tecs are aquatic creatures that travel in swarms and greatly resemble wasps. They are a prized delicacy but catching them is somewhat problematic because large colonies of tec-tec are capable of shocking attackers with electric charges. Once stunned, they become food for the tec-tec. It's often possible to tell they are nearby because the water takes on a curious yellow shimmer.

Tec-tec. HD 1/4d8 (1 hp), AC 16. Shock +2 (1d2-1 individually).

Tec-tec, swarm. Shock +8 (1d6 damage + DC 15 save or be paralyzed for several minutes).

Tec-tec are only dangerous to those in the water. They are quite vulnerable to nets and traps.

Thonts are the Martian equivalent of war elephants. Descended from a creature that looks like an 8-legged gila monster, they are enormous, slow and heavily armored. Different breeds exist—when not seen dragging siege engines, they are used in heavy construction and for pulling the largest wagons in merchant caravans.

Thonts. HD 9d10+72 (121 hp), AC 22. Trample +13 2d12+13. Thonts travel at about human walking speed and are enormously strong.

Ultira are small vermin strongly resembling a cross between a feral rat and a black widow spider. When threatened, they make a high-pitched shrieking noise and can spit a blinding poison. They tend to infest dark abandoned places where they can feed on rubbish and decaying things.

Ultira. HD 1/2d8 (2 hp), AC 14, Bite +4 (1d3-4) or Spit Poison +2 (blind target for 1d4 rounds unless a DC 15 save is made).

White Apes dwell in the far regions of the polar ice caps and are very rare elsewhere on the planet. They have a rudimentary intelligence and social structure and tend to travel in organized packs.

White Ape. HD 4d8+11 (29 hp), AC 14. Claws +7 (1d6+5) or Bite +2 (1d6+2) or melee with a large club +7 (2d6+5).

Zigdur. Zigdur are dog-sized furry spiders that perform all duties that dogs perform on Earth. Unlike dogs, however, they can climb walls as a spider and weave webs. The write-up below is for a war/hunting breed.

Zigdur. HD 1d8+2 (6 hp), AC 15. Bite +2 (1d4+1). Zigdur can run a little faster than humans and have a keen sense of smell. They are also very sensitive to vibrations in the ground.

MARTIAN TECHNOLOGY

Martians have roughly an Elizabethan level of technology, with the occasional addition of strange devices invented by a scholar or salvaged from an ancient ruin.

They tend to use weapons such as long swords, rapiers and cutlasses, with the occasional halberd. They often wear leather or scale armor with ceremonial plate being the exception instead of the rule.

Martians have mastered the use of black powder and have cannons. They also have various forms of primitive firearms, such as blunderbusses and flintlocks. These weapons do 2d6 damage if one-handed or 2d8 damage for two-handed variants. They can only fire once and reloading takes 2 rounds.

Martian skyships are rather reminiscent of Greek triremes in terms of hull layout and design. They are supported by large durable *chalog* silk bags filled with hydrogen. Hydrogen is harvested from a plant grown

on vast plantations.

Skyships are propelled by sails in good weather. In less favorable weather, they often have large silk wings that can be used, albeit with great effort, to provide propulsion.

Beast Men have basic metalsmithing skills. They primarily use bows, arrows, spears and axes. Their level of technology is roughly equivalent to that of the Vikings but they often lack resources. They tend to not wear any armor heavier than leather or hide, but that's likely a matter of availability rather than taste.

Vikings are, well, Vikings. Broadwords, chain mail, axes, long ships, knives, bows and thatched houses...assume that they have the standard array of "medieval" fantasy equipment available to them.

Martians and Vikings both use coins made of gold, silver or copper to conduct trade. Vikings and Beast Men also tend to rely on barter.

MICRO-MECH-WARRIOR™

Rules adapted by Michael “Chgowiz” Shorten

BASICS

STATS

There are 4 stats: Strength (STR), Dexterity (DEX), Mind (MIND) and Charisma (CHA). Roll 2d6 to determine each stat. Results of 10 to 12 must be “checked” by rolling a third d6. If the check roll is 5 or 6, you can keep the value; otherwise that stat is a 9. **Stat Bonus/Penalty** is Stat – 6/2, rounded up.

TARGET NUMBERS

These are the Target Numbers (TN) for Skill checks and or Stat checks.

Stat	2	3	4	5	6	7
TN	12	11	10	10	9	8
Stat	8	9	10	11	12	
TN	8	7	7	6	5	

STAT CHECK

When doing something that is just “raw strength” or saving against an ill effect, you must roll higher than your TN for the appropriate stat. The GM may assign appropriate modifiers.

SKILLS

There are 4 skills: Physical (Phys), Coordination (Coor), Knowledge (Know) and Communication (Comm). All skill levels start at 0. They may increase through training (when a character is created) and in advancement (as a character grows more skilled and experienced). **Skill roll** = 2d6 + skill rank + situational modifiers (if any). Roll higher than the TN to succeed. The Game Master

(GM) will determine which Stat (for TN determination) to use and which skill can be used to apply modifiers for.

Below are some example situations that may require skill checks. When more than one stat is available, use the most favorable.

Situation	Skill	Stat TN
Athletics	Phys	STR or DEX
Computer	Know	MIND
Diplomacy	Comm	CHA or MIND
Driving	Coor	DEX
Engineering	Know	MIND
Gunnery/Non Mech	Know	DEX
Gunnery/Mech	Coor	MIND
Interrogation	Comm	CHA or MIND
Leadership	Comm	CHA
Medical	Know	MIND
Melee Combat	Phys	STR or DEX
Piloting/Aero	Coor	DEX or MIND
Piloting/Mech	Coor	DEX or MIND
Ranged Weapons	Coord	DEX
Stealth	Coord	DEX
Survival	Phys	STR or MIND
Tactics	Know	MIND or CHA
Technician	Know	DEX or MIND

TRAINING

Training represents what the character has learned in their life so far, as well as gives your character a bit of background. Game Referees may look at the training you had in order to determine if you get a favorable (or unfavorable) modifier for a skill check. Each type of training may affect one or more skills. Select one of the training paths as follows:

Training	Phys	Coor	Know	Comm
Aerospace	0	1	1	0
Athletic	1	1	0	0
Blue Collar	2	0	0	0
Celebrity	0	0	0	2
Criminal	1	0	1	0
Law Enforcement	1	0	1	0
Mechwarrior	0	1	1	0
Medical	0	0	1	1
Military	1	1	0	0
Technician	0	0	2	0
White Collar	0	0	1	1

Game Masters may come up with additional training options to suit their game.

ACTION POINTS

Action Points allow player characters to have an edge by adding an additional die to their die rolls. When a player makes an attack, skill check, or stat check, they can spend a point and roll a d6, adding it to the total before the GM gives results on the initial roll. They may spend only one point per round.

A character starts with 5 Action Points. Once spent, they don't replenish until next level of advancement. Each level attained grants 5 + one-half their level in points, rounded down. There is no roll-over in points from one level to the next.

BATTLETECH STATS

To convert your Mechwarrior character stats into Piloting and Gunnery skill values for the Battletech boardgame, use the following formulas:

Piloting Skill = 6 - Coor Skill Level

Gunnery Skill = 5 - Know Skill Level

No piloting or gunnery skills can be less than 0.

Initiative Bonus: To apply a bonus to Battletech board game Combat Initiative roll, add Know skill level to Initiative 2d6 roll. If one person wishes to apply his Know bonus to all of his unit's Initiative rolls, make a skill check of Know (Tactics). Use the more favorable TN of CHA or MIND.

COMBAT

In each round everyone can move and do one other thing - fire a ranged weapon, attack in melee, change weapons, reload or similar action. Once all actions are completed, damage is resolved. Use the Terrain and Movement modifiers from Battletech boardgame.

Body Points (BP) = STR Stat x 10. Half of body points is in torso, rest is divided to head, L arm, R arm, L leg, R leg.

Initiative is determined by rolling 2d6 + DEX stat bonus. Ties are resolved by rolling a third dice until the tie is broken. GM rolls once for all NPCs.

Movement: Movement occurs in reverse initiative order (loser moves first.) Walk: 1 hex. Run: 2 hexes. 1 hex = 30 m = 100 ft. Facing changes are free. Movement in non-clear terrain reduces walking/running by 1 hex. For non-combat vehicles, GM will rule on number of hexes moved. Combatants can share the same hex.

Ranged Weapon Fire: Attacks only against targets within front 3 hex arc.

Requires clear LOS to target. Targets can be in same hex as attacker. **Base to hit** is determined by DEX TN modified by: Subtract Coor Skill level; add Movement Modifiers; add Range Modifiers; add Terrain Modifiers. Attacking into a melee adds +2. Attacking a target that is in melee against shooter adds +4. The result is the target number. **Attack roll** of 2d6 must be equal or higher than TN to hit.

Burst Fire: an automatic firearm can fire a burst at a single opponent. Add +2 modifier to to-hit number, if attack succeeds, the shooter gets double the dice for damage (a firearm that does 2d6 would do 4d6

with burst fire). This uses double ammo per shot.

Autofire: an automatic firearm can spray fire into an area with bullets; the attack is against a specific target. If they hit, anyone in adjacent ring of hexes must make a DEX attribute check or be hit. This uses double ammo per shot.

Thrown Explosives: These weapons (usually grenades) requires the attacker to make a ranged attack. A miss requires a d6 roll to see which adjacent hex the weapon lands (and explodes).

Ranged Weapons Ranges = 30 m/100 ft hexes.

Weapon	Damage	Short	Medium	Long	Ammo	Rounds
To-Hit Modifier		0	+2	+4		Per shot
Handgun	2d6+3	0	--	1	15	1
Auto Pistol	2d6 *	0	--	1	20	4
Shotgun	3d6+2	0	--	1	2 (1)	1
SMG	3d6 *	0	1	2	25	5
Rifle	3d6	0-1	2	3-5	10	1
Assault Rifle	3d6 *	0-1	2	3-4	30	5
Machine Gun (a)	3d6+6	0-1	2	3	200	10
Laser Pistol	4d6	0	1	2	20	1
Laser Rifle (a)	4d6+2	0-2	3-4	5-6	20	1
Stun Gun	Special**	0	--	1	15	--
Bow	1d6+1	0	--	1	1	1
Crossbow	2d6	0	--	1	1	1
Gyrojet Rifle (a)	3d6+6	1-2	3-6	7-12	10	1
SRM Launcher (a)	5d6+6	1-3	4-6	7-9	2	1
Flamer (b)	2d6 ***	0	--	1	12	1

(a) Can be used vs. vehicles/Battlemechs. (b) Can be used vs. vehicles/Battlemechs, also causes an extra point of heat if heat is being tracked for Mechs. * Automatic weapon capable of burst or auto fire. ** A successful attack forces a target to make a STR stat check or become unconscious. Target also takes 1d6/2 (round up) damage. *** Causes hex to be aflame for 2 combat rounds after. 1d6 dmg to anyone who enters. (1) Pump Shotgun - can hold 6 shots.

Melee Attacks: Requires target to be in same. **Base to hit number** is STR TN, modified by: subtract Phys Skill; add Movement Modifiers. The result is the target number. **Attack roll** of 2d6 must be equal or higher to TN to hit. Add STR bonus to all melee damage rolls.

Melee Weapons

Weapon Type	Damage	Ammo
Club	1d+1	--
Knife	1d	--
Neural Whip	1d*	20
Sword	2d	--
Sonic Blade	3d	20
Stun Stick	1d-1*	20

** A successful attack also forces a target to make a STR stat check or become unconscious.*

Resolve Damage: Roll vs. Battletech Mech damage location table to determine location, using appropriate attack column. All torso hit locations applies to body torso. A critical hit (roll of 2) results in double damage. Reroll to determine location, ignoring results of 2. For melee hits, use front/rear column.

Roll the damage indicated by the weapon type and apply to the indicated location on the target, first to any protective armor, then against the body itself. If the hit location is to a limb that is useless, apply the damage to the torso (ignoring torso armor).

Armor: A character’s armor may reduce the damage first before being applied to the target location. Apply the damage to the armor; once it is all gone, the damage goes to the body. For unarmed combat, armor

does not get reduced, but does reduce damage to body by 1.

ARMOR

Armor	Armor Points	Protection
Ablative Suit	56**	T, A, L, H
Ablative Vest	28**	T
Helmet	5	H
Hvy Env. Suit	56*	T, A, L, H
Light Env. Suit	32*	T, A, L, H
Leather Jacket	5	T, A
Leather Armor	10	T, A
Neurohelmet (a)	5	H
Tactical Vest	20	T
Tactical Armor	40	T, A, L, H

*T- Torso, L - Legs, A - Arms, H - Head. Armor Points are divided equally among locations protect. * Environment suits add bonus of 2 to save vs. tranq./stun weapons. ** Effective against energy weapons only. (a) Only Mechwarriors can wear neurohelmets - if it’s destroyed, the Mechwarrior can’t pilot a Battlemech replaced.*

Body damage: Legs/Arms - At 0 bp, limb considered useless, make a stat check against STR to stay conscious. Body/Head - At 0 bp, character is unconscious. Make a stat check against STR to avoid death. If subsequently damaged after 0 bp, death occurs.

Serious/Critically Injured: (Optional) When a character loses half of their bp, they are seriously injured. All skill rolls and stat checks have a penalty modifier of -2. They cannot run. When a character loses 3/4^{ths} of their bp, they are critically injured. All skill rolls and stat checks have a penalty of -4. They may do only one thing per

combat round, move 1 hex or perform an action.

Battlemech and Vehicle combat: Vehicle vs. Mech or Mech vs. Mech combat is done using Battletech rules that GM has for scenario. Character weapon attacks vs. vehicles with certain weapons will score 1 point of damage on a successful attack, then a “check roll” of 2d6 resulting in 2 or 12. Roll for location of hit on appropriate location chart.

Optional Scale: These rules assume the same scale of maps and measurements as the Battletech boardgame. To reduce scale to the original Mechwarrior game, make each hex equal 5 m/16 ft. Multiply all ranges and movement by 6.

OTHER HAZARDS

Mechwarrior Damage: When using Battletech rules, for each point of damage that a vehicle’s occupant would take (such as a Battlemech Head hit), the character takes 10 points of damage. Location is not important. Once a character takes more hits than their Body Points, the character is dead. For consciousness rolls, the character must make a STR stat check.

Ejecting from vehicle: 3d6 damage, Coor Skill (Piloting – use DEX or MIND TN) check to avoid. Roll for location. Armor does not reduce.

Falling: 1d6 damage per 10', half damage on Phys skill check using DEX TN.

Poison: STR stat check avoid effects or suffer half damage, depending on

poison. Effect varies with poison type.

Extreme Heat & Cold : If not wearing suitable protection, Phys skill check (STR or MIND TN) once every 10 minutes (-1 cumulative penalty modifier per subsequent check), take 1d6 damage on each failed save.

HEALING

Characters that have more than half of their total body points heal 1 point per day or 2 points if at complete bed rest. Characters below half require medical attention. Someone trained in Medical may heal as many dice as they have Know skill levels. Hospital resources or field surgery kit is required. Someone not trained specifically in medical may apply first aid with a Know skill check. A first aid kit is required. If successful, they may heal 1d6. Medical healing can occur only once per day. Once a character is healed above half their total body points, they must heal naturally.

ADVANCEMENT

Experience Points (EP) are earned as follows:

Personal Combat: 1 EP, add 1 EP for each doubling of number of foes versus number of characters (ie., 4 characters versus 8 thugs would give 2 EP per character)

Vehicle Combat (characters mounted): 1EP for surviving scenario, add 1 EP for each doubling of opponents vs. number of characters.

Vehicle Combat (characters dismounted): 2EP for surviving scenario, add 2 EP for each doubling

of opponents vs. number of characters.

Assignment Completion: Game Master determined, but usually 1 to 2 EP for successful objectives completed, per character involved.

Encounter Rewards: Game Master determined, but may award 1 to 3 EP per character involved in specific encounter where major objective was accomplished without combat.

When the total EP you have is 10 x your current level, you advance to the next level. At each new experience level, you may add 1 to one skill only. For every 3 levels you attain, you may add 1 point to STR, DEX, MIND or CHA. Every 3 levels represent a class of experience: 1 to 3 is GREEN, 4 to 6 is a REGULAR, 7 to 9 is a VETERAN, 10 and above is an ELITE.

EQUIPMENT

A character’s starting equipment and/or wealth is determined by the GM depending on their campaign or scenario. A random roll of 2d6 x 100 (C-Bills) could be used to determine starting wealth.

Item	Cost in C-Bills
Field Surgery Kit	200
First Aid Kit	75
Electronics Repair Kit	2,000
Fusion Repair Kit	100,000
Gyro Repair Kit	50,000
Mech Repair Platform	150,000
Repair Tool Kit	500
Sensor Repair Kit	50,000
Welding Kit	1,000
Light Environmental Suit	200 [Patch 5]
Heavy Environmental Suit	10,000 [Patch 20]
Low Tech Lock Picks	50
High Tech Lock Picks	5,000

Rangefinder Binoculars	250
Scanalyzer	5,000
I/R Scanner	100
Personal Communicator	100
Personal Computer	250
Survival Field Kit	25
Ablative Suit	1,000 [Patch 20]
Ablative Vest	300 [Patch 20]
Helmet	20
Leather Jacket	20 [Patch 1]
Leather Armor	50 [Patch 1]
Neurohelmet (a)	20,000 [Patch 1,000C]
Tactical Vest	50 [Patch 2C]
Tactical Armor	150 [Patch 2C]
Handgun	40 [Reload 15 for 4C]
Automatic Pistol	50 [Reload 20 for 5C]
Shotgun	30 [Reload 4 for 1C]
Submachine gun	40 [Reload 25 for 5C]
Rifle	80 [Reload 10 for 2C]
Assault Rifle	100 [Reload 30 for 6C]
Machine Gun (a)	1,000 [Reload 200 for 20C]
Laser Pistol	750 (req Power Pack)
Laser Rifle (a)	1250 (req Power Pack)
Power Pack (20 chgs)	5
Military Power Pack (50 chgs)	20
Stun Gun	100 [Reload 15 for 16C]
Club	1
Knife	4
Neural Whip	500 (req Power Pack)
Sword	20
Sonic Blade	100 (req Power Pack)
Stun Stick	200 (req Power Pack)
Bow	15 [Reload 20 for 1C]
Crossbow	15 [Reload 20 for 1C]
Gyrojet Rifle (a)	1,250 [Reload 1 for 100C]
SRM Launcher (a)	1,500 [Reload 1 for 400C]
Flamer (b)	100 [Reload 1 for 2C]
Grenade	20

Patch costs are to repair one point of armor. Reloads are priced at number of shots for number of C-Bills.

EXAMPLE NPCs

Name	BP	Stats (TN)	Skill Levels
Bounty Hunter	80	7 (8)	Phys 1, Coor 1
Comstar Acolyte	40	6 (9)	Comm 1, Know 2
Criminal	60	6(9)	Know 1, Coor 1
Drug Dealer	50	5(10)	Comm 1, Coor 1
Explorer Agent	70	7(8)	Phys 2, Coor 1
Gang Leader	70	7(8)	Phys 1, Coor 2
Gang Member	50	6(9)	Phys 1, Coor 1
Police Officer	80	7(8)	Phys 1, Coor 1
Politician	40	6(9)	Comm 2, Know 1
Reporter	40	6(9)	Comm 1, Know 1
Scientist	40	6(9)	Comm 1, Know 2,
Soldier	90	6(9)	Know 1, Phys 2
Technician	50	7(8)	Know 2, Phys 1
Trader	50	6(9)	Comm 2, Know 1

For NPC activities, use given stat value and TN. GMs may increase value to reflect an exceptional NPC .

GM NOTES

Situation Modifiers: For skill and or stat checks, if the situation is favorable to the player, add a bonus of 1 to 5 to the roll. If the situation is against the players, a penalty of 1 to 5 against the roll can be taken.

Example of a Skill Check: To override a computer shutdown, a character with a MIND of 7 has a TN of 9. Their Know skill is a 1. The GM decides they are in somewhat difficult circumstances and assigns a penalty

of -2. The player must roll a 10 or better on 2d6 to succeed. (Roll of 10 + 1 (Know skill) – 2 (Situation penalty) = 9.

DESIGNER NOTES

These rules are adapted from many sources, including the Microlite20 and Microlite20 Modern role-playing games, and the first edition of the FASA Mechwarrior™ role-playing game. These rules are best used for quickly adding an RPG “rules-light” component to a Battletech™ game, for playing a convention game that combines RPG and Battletech, or if you simply wish to have a quick alternative to the current Mechwarrior role-playing games. The idea is that these rules are simple and that the Game Referee will usually say “Yes” or “Roll dice” to most situations. Not all situations are covered by these rules; a certain amount of flexibility and Game Referee creativity is needed.

My recommendation that you combine these “micro” rules with the *Classic Battletech Introductory Rulebook* and the Vehicle and Infantry Combat rules from the *Classic Battletech Quick Start*. No attempt has been made to include any of the other vehicle types, such as conventional aircraft, Aerotech or Starships. The GM should employ their best judgement and houserule as they see fit to make the characters work within the boardgame in a straightforward fashion. I’ve also left out a lot of things that are going to be campaign dependent, such as creating a unit, figuring out

Battlemech assignments, dealing with salvage and a 100 and 1 more things – but these are all things that you as a GM can figure out either on your own or from existing source materials.

If you have any comments, questions or suggestions, drop me an email at chgowiz@gmail.com. If you're curious where all this "microlite" inspiration came from, go check out Microlite20 and Microlite20 Modern at <http://www.microlite20.net> – it's the complete Wizards of the Coast d20 system in 2 pages. Seriously.

Microlite20 © 2006, Robin V. Stacey (robin@greywulf.net), Action Points mechanic from Microlite20 Modern. Mechwarrior and Battletech are licensed trademarks of Whizkids Inc. Any content stemming from the Mechwarrior RPG is used without permission and all copyrights, registered trademarks and licenses are property of their respective owners. I am doing this interpretation as a fan derivative work. The sole purpose of this work is to add to the pleasure and experience of the first edition of the Mechwarrior RPG and to bring new fans to enjoy a simplified and streamlined version of the mechanics and Battletech universe.

Stargate 1895

Introduction.

In November of 1893 the renowned Egyptologist Lord Conway made an amazing discovery in the Qattara Depression. It was in a previously unsurveyed temple complex, buried beneath the floor of what appeared to be a great tomb. In his journal he described the artefact as 'a giant quoit of an unknown metal, some 8 yards across. Accompanying it were a number of other artefacts also of great antiquity.'

Lord Conway arranged for the artefacts to be taken secretly to his estate in Yorkshire via Tobruk, to avoid the attentions of the antiquarian community, until he could decipher their purpose. He quickly came to the conclusion that it pre-dated any previously known Egyptian finds and that it was a machine of some description. In order to further his research he engaged the brilliant young Scottish engineer John Macfarlane. Over the next year Macfarlane laboured day and night until he worked out how to power the quoit up. Conway meanwhile, with the help of his daughter Felicity, had set about deciphering the many inscriptions upon the quoit and ancillary equipment.

From here on in the story is somewhat confusing and is based on the somewhat unreliable evidence of a surviving footman, one Joseph Higgins, and Macfarlane's hurried notes. Late in the evening of 19th December 1894 Macfarlane powered up the gate and Lord Conway pressed several of the panels on the circular control device. A 'pool' appeared vertically in the quoit and after a few seconds the generators overloaded and the quoit went dark.

The following evening, after Macfarlane had repaired the generators, Lord Conway prepared to make a second attempt. Before he was able to press any panels the quoit lit up on its own and after that there was chaos. Apparently a number of large men in ancient armour, with the heads of Eagles, came through the quoit. They blew a hole clean through Macfarlane and took Lord Conway, Felicity and several of the staff captive, departing to whence they came.

Baffled the police alerted the Government who in turn handed the situation to a Special Under Secretary at the Foreign Office, one Mycroft Holmes. He has seized control of the estate and has summoned a number of eminent scientists and others to his aid.

The newly formed Office of Exploratory Studies has recruited the players as an exploratory team. Their first mission will be to follow the Eagle-headed men, and to attempt to recover Lord Conway and his daughter.

It is March 21st, 1895.

Throughout the game the player characters are referred to as 'Explorers'.

Game Philosophy

This is an abridged version of the D20 rules that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of core D20 (creatures, skills, adventures and equipment) could be used without any serious conversion.

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Character Creation

Attributes

There are 3 attributes - Strength, Dexterity and Mind. These are abbreviated as STR, DEX and MIND.

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the attributes. Repeat for remaining attributes.

Attribute bonus = (attribute-10)/2, round down.

Professions

The explorers have been recruited from a range of useful professions by Holmes and his assistants. Each profession brings with certain trained advantages, particularly regarding the various skills. It should be noted that this is the explorer's background. Once in service he can learn and improve skills beyond his initial portfolio. The professions are Soldier, Criminal, Scientist, Clergy and Hunter.

Characters begin at Level 1.

Soldier.

The officers and other ranks of Her Majesty's armed forces are tough, well-trained and self-confident. They form the backbone and tactical leadership of the explorer companies. Given the opposition they are expected to face no explorer company can deploy without military support and protection.

Soldiers add +1 to all attack and damage rolls. They can use any weapons. They have a +3 bonus to the Physical skill.

Criminal.

Although opposed by the Army, Holmes has decided that there may be situations where the more subtle skills of the career criminal may come in very useful. Each of the criminals recruited by Holmes are men who face long sentences for their crimes in the rather grim Victorian prison service. The reward for their participation, other than serving Queen and Country, is a conditional pardon. For each mission they undertake a number of years will be deducted from their sentences. Players should roll 5D6+5 to determine the original length of their sentence.

Criminals can initially use any light weapons. They have a +3 bonus to the Subterfuge skill and +2 bonus to the Communication skill.

Scientist.

It is extremely likely, given the devices so far recovered, that the explorers are going to come into contact with advanced cultures. The role of the scientists is to recover, analyse and reproduce this technology on behalf of the Empire. They must also assess the threat these devices pose to the Empire, and indeed to the Earth.

Scientists can initially use revolvers and shotguns. They gain a +2 bonus to the Knowledge and Engineering skills. They may also choose a 'speciality' - a single area of scientific knowledge in which they get a +4 bonus (i.e. A Doctor is a scientist who has specialised in medicine).

Clergy.

In the Victorian period most of the foremost antiquarians, ancient cultural scholars and archaeologists were members of the Clergy. It is also considered important that a man of God accompany missions to bring an alternative viewpoint to first contact opportunities. Thus, just maybe, turning potential military engagements into opportunities for alliance and the sharing of knowledge.

Clergymen can box, adding +1 to attack and damage rolls when using the noble art. They initially have no other trained weapon skills. They gain +2 bonus to the Communication and Knowledge skills. They may also choose a 'speciality' - a single area of knowledge in which they get a +4 bonus. This should be one of the classics or an archaeological or anthropological area of study.

Hunter.

This was the age of the great white hunter. Holmes wants each explorer team to be accompanied by a man who is an expert at field craft and scouting. The Army at least agree on this choice, where they are dubious about the others.

Hunters can use any weapon. They add +1 to ranged weapon attack and damage rolls. They gain a +2 bonus to the Survival and Perception skills. They gain a further +2 bonus to the Perception skill when tracking.

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Social Class.

The British Empire has a well-defined class structure. Exceptional people could overcome this and rise to greatness. Class will, however, help to determine many of the benefits and disadvantages available to a new Explorer:

Class	Benefits	Disadvantages
Working	Add one to initial STR attribute.	Deduct one from Knowledge skill.
Middle	Add one to Knowledge skill.	Deduct one from initial STR attribute.
Upper	Add one to Knowledge & Communication skills.	Deduct one from Subterfuge skill.
Foreigner or Colonial	Choose one of the above classes' advantages and disadvantages, and add the language of the native country.	Deduct one from the Communications skill when dealing with British people.

A player who wishes to play an Army Officer cannot choose the Working Class background. The example set by Major Richard Sharpe in the Peninsula War was a one-off.

Gender.

Although the Victorians had very closed views on the roles of the sexes, this situation is so far beyond their experience that such rules are suspended. Holmes and his team have recruited the best they can quickly find, regardless of gender. That said you are not going to get any female Soldiers. There was simply not the opportunity for a woman of the period to come from such a background. Female Hunters are likely to be colonials.

Nationality.

All explorers will be British, although this generalisation includes both the white and coloured peoples of the Empire's possessions and dominions. As quoted before Holmes' prime consideration is competence. That said any Officers will be white.

Exceptions.

There is no reason that the GM should not allow exceptions to these period specific rules on class, gender and nationality. However, the player will be expected to come up with a suitably convincing back-story.

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Skills

There are just seven skills:

Physical	This covers all the usual such as riding, climbing, jumping etc.
Subterfuge	This covers acts of stealth and deception.
Engineering	All practical mechanics and electrics is here. The late Victorians had a very pragmatic grip on the implementation of science.
Knowledge	This is broader and covers all areas of knowledge be it scientific, historical, medical, esoteric, anthropological and antiquarian.
Perception	The ability to perceive that which is not immediately apparent.
Communication	The ability to make oneself understood, and if played well, admired and persuaded by.
Survival	This covers those skills necessary to make the best of one's surrounding such as camping, tracking, hunting, identifying food and water sources etc.

These are fairly broad and generic categories, and it is up to the players to explore the breadth and depth of them in play.

Skills are used in two ways, opposed and unopposed. The former is where there is an active intelligence opposing the explorer. The latter is where there is not.

For an opposed roll compare the scores of the explorer against that rolled by the GM on behalf of the 'active intelligence' opposing them.

In the case of an unopposed skill use to succeed the player must score higher than the given Difficulty Class to succeed.

Skill Roll = D20 + skill rank + whatever attribute bonus is most applicable + situational modifiers

Skill Rank = The explorer's level + any bonus due to his profession or social class.

The GM will determine any suitable modifiers to this roll.

For example:

- Climbing would use Physical + STR bonus.
- Dodging a falling rock is Physical + DEX bonus.
- Finding a trap is Subterfuge + MIND bonus.
- Disabling a trap is Subterfuge + DEX bonus.
- Making or repairing a weapon or armour is Engineering + DEX bonus.
- Recalling an ancient legend would use Knowledge + MIND bonus.
- Treating a comrade who has been poisoned would use Knowledge + MIND bonus.
- Bargaining for provisions with tribesmen would use Communication + MIND bonus.
- Tracking a deer or finding water is Survival + MIND bonus.

Note that there are no class-based "saving throws" in this game. We use Physical + STR or DEX bonus for the equivalent of Fortitude and Reflex saves as appropriate. Saving against mental attacks (Will save) is usually MIND bonus + Level.

Re-rolls.

The Explorers are true British Heroes and as such have one or two abilities beyond the reach of normal men.

At first level each Explorer is allowed a single re-roll per day. A re-roll must be used immediately after the Explorer made a roll that failed or wasn't good enough, not ten minutes later when the consequences of the roll become clear.

A player can only re-roll dice for his own Explorer's actions, not for someone else's.

For game purposes the power to use a re-roll regenerates at dawn (or it's local equivalent).

At every third level the Explorer gets another reroll to use per day.

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Combat

Hit Points.

Hit Points = STR attribute + (Level x3).

Initiative

Roll D20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack etc. The exception being when one moves up to an enemy with the intention of attacking them in close combat. Some call this a 'Charge'.

A turn is a period of roughly six seconds.

Attacking

Melee attack bonus = STR bonus + Level

Ranged attack bonus = DEX bonus + Level

Add attack bonus to D20 roll. If higher than your opponent's Armour Class (AC), it's a hit.

A natural 20 is automatically a critical doing maximum damage. A natural 1 is always a miss.

There are no attacks of opportunity.

Pistols and close combat weapons can be used against opponents in adjacent squares. Longer firearms need at least one square of empty space between the firer and their target, unless you are using them as clubs.

There is no such thing as subdual damage. In these rules it matters not if you beat a man unconscious with your bare fists or blast him with a shotgun, he can still die of it. There are weapons that are designed to render an opponent unconscious, such as the Zatnic'tl (see the section below on 'Knocking someone unconscious').

Also a character that is helpless, such as when pinned, kneeling in surrender or held by several burly Jafar can be rendered unconscious with the classic blow to the back of the head.

Weapon damage as per table in the Equipment Section. Add STR bonus to Melee damage. Double the STR bonus for 2-handed weapons.

Damage is deducted from Hit Points. If Hit Points are reduced to zero the victim is incapacitated and can no longer act or move. Further damage will kill the victim. Note a victim's Hit Points can only be reduced to zero, not below. There is no such thing as negative hit points. A victim who is left untreated for longer than (STR) minutes dies of shock and blood loss.

Armour as per table below. AC = 10 + DEX bonus + Armour bonus + Cover Bonus

Cover can be quite important, and complex. In SG1895 there are just two types of cover:

Soft Cover	Where at least 50% of the target is obscured by something that prevent vision but may not stop a bullet	+2 bonus to AC.
Hard Cover	Where at least 50% of the target is obscured by something that prevent vision and may not a bullet	+4 bonus to AC.

Given the weapons available to the explorers, and their enemies, combat can be seen to be quite dangerous. Explorers may have to balance their martial pride with the realisation that surrender is a pragmatic option. A live jackal is more use to Holmes than an dead lion. This is not Isandlwana.

Movement

Character's movement per round is measured in 5' squares, with bonuses for high DEX. Base movement for Humans is 6 + DEX bonus in squares.

Wearing medium armour reduces movement by 1 square, and heavy armour reduces movement by 2 squares.

Movement through or across difficult terrain is halved, as is movement through a square occupied by a friend who is not engaged in combat. A character cannot move through a square occupied by friend who is engaged in combat.

Movement through squares directly adjacent to an unengaged enemy are at half speed due to the need to avoid any attacks. There are no attacks of opportunity in these rules.

Climbing and swimming is at half speed.

An encumbered character moves at half speed. A character is encumbered when he is carrying more than STR/2 in encumbrance (see the Equipment section below for a description of encumbrance). The maximum a

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character can carry is twice this figure and the maximum he can lift is three times the figure, but he cannot carry it.

Recovering Hit Points.

Hit Points represent more than just flesh and blood. They also include fatigue and shock. Initially the Explorer's only way to regain Hit Points will be through medical attention or rest & recuperation.

The use of a First Aid kit is based upon the Knowledge skill. After being wounded a successful Knowledge roll against a DC of 15 will allow an Explorer to restore 1D4 hit points.

A Scientist who has specialised in Medicine (a Doctor) can use a Medical Kit to restore 1D4+MIND bonus Hit Points. First Aid or Medical treatment can only be made for each 'set' of injuries.

For example if during a fight an Explorer takes three wounds for 3, 4 and 3 points of damage the First Aider/Doctor cannot treat each injury individually. However, if the Explorer has sought aid after receiving the first two wounds, and then later for the third wound then they could be treated in two 'sets'.

These skills take approximately ten minutes to use.

Each full day's uninterrupted rest will recover (Level x STR Bonus) hit points. This is always at least one per day. The attention of a Doctor doubles this recovery rate. Short walks and light camp activity (cooking etc) do not interrupt rest.

Knocking someone unconscious

The exception to the combat and damage rules is the act of knocking someone unconscious. If you have a prisoner or someone otherwise at your complete mercy you can render them unconscious with a pistol or rifle butt, club or other suitable heavy object. Jaffa are very adept at this as they like to take prisoners to display to their Lord/God.

The Zatnic'tl is a special weapon developed just for this purpose. However, to make it work the firer must effect a clear hit on the body of the target. Any form of cover may earth the charge before it affects the target. There is no saving throw against this weapon.

The victim will recover 'some time later' with a pounding headache (-1 modifier to MIND-related skills) for a number of minutes = (30-STR) but with no other after effects.

The Zatnic'tl is a special weapon developed just for this purpose. However, to make it work the firer must effect a clear hit on the body of the target. Any form of cover may earth the charge before it affects the target. There is no saving throw against this weapon.

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Equipment

The lists below show the approximate encumbrances for commonly available equipment. Encumbrance is a value which represent not only the weight but also the bulk of an item. An Explorer can easily carry half his STR attribute without becoming encumbered. Each two points of encumbrance more than this reduces an Explorer's movement by one and places a penalty of -1 on all skills involving a physical component.

Please note that the standard set of clothes (boots, puttees, trousers, underwear, shirt, tunic, hat and gloves) do not count against an Explorer's encumbrance allowance. Soldiers may choose to wear khaki or red tunics, as well as regimental embellishments. Civilians are generally offered khaki tunics with plain buttons and no rank markings. Note that red tunics, while being impressive, may reduce attempts to hide.

You will see that there are no costs given. The Office of Exploratory Studies will ensure that Explorers have all the equipment they could need. They can also capture enemy equipment. A Vickers Machine Gun is not considered exploratory equipment, nor is a 6lb Mountain Gun.

Weapons

These are divided into Ranged and Close Combat types.

The ranges given are what are considered to be effective ranges, not the theoretical maximum, and take into account standard sighting mechanisms.

All ranges are measured in two yard squares. Thus a Military Rifle, usually a Lee-Enfield .303 has an effective range of 400 yards.

Ranged Weapons	Enc.	Type	Range	Damage	Notes
Bull Whip	1	Light	5	1D4	The choice of all would be Jones-boys.
Bullets, Revolver	¼	N/a	N/a	N/a	A box of 30 revolver rounds.
Cartridges, Rifle or Shotgun	¼	N/a	N/a	N/a	A box of 24 cartridges. Remember to get the right calibre.
Chakhrum	¼	Light	20	1D3	Indian throwing quoit
Derringer	¼	Light	5	1D6	A two or four-shot .22 calibre pistol.
Dynamite stick	¼	Light	10	3D6	It will affect anyone within a 2 square radius of its landing point.
Mills Bomb Mk1	¼	Light	20	2D6	An early version of the modern grenade. It will affect anyone within a 2 square radius of its landing point.
Machine Pistol [Mauser C96]	1	Light	50/ 75 with stock	2D6	An early automatic pistol, 7.63mm calibre, comes with attachable stock. Magazine carries 10 rounds, refilled by clip.
Service Revolver [Webley Mk1]	1	Light	50	2D6	A six-shot, .45 calibre, top-break pistol. Accurate at short range.
Elephant Gun [.416 Rigby]	3	Medium	300	3D6	A single shot, double barrelled large calibre heavy rifle.
Military Service Rifle [Lee-Enfield .303 Mk1, 1895 Pattern]	2	Medium	200	2D6	A single shot, bolt action .303 rifle. Has a ten round integral box magazine, which is loaded with 5 round clips. Can take a bayonet and marksman's sights.
Shotgun, [Purdey]	2	Medium	50	2D6/4D6	Normally double barrelled, 12 gauge smoothbore. If both barrels are emptied simultaneously then the larger damage applies.
Shotgun, sawn-off	1	Light	10	2D6/4D6	A more concealable version of the standard shotgun with stock reduced to a pistol grip and barrel length halved.
Throwing Axe	1	Light	15	+2	A tomahawk
Throwing Knife	½	Light	15	+2	Carefully balanced stiletto

Shotguns can be loaded with shot or ball. If loaded with shot they can hit up to three adjacent targets, all for 2D6 damage.

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Melee Weapons	Enc.	Type	Damage	Notes
Axe	3	Medium	1D8	The lumber or fire axe can cause serious damage if wielded well. Counts as a two-handed weapon.
Bayonet (on Rifle)	½	Medium	2D4	A favoured military weapon combining the bayonet blade with the club of the rifle butt. Quite deadly in the trained hands of a Soldier. Counts as a two-handed weapon
Bayonet/Dagger	½	Light	1D6	A strong combat knife is an excellent close quarters weapon.
Club/Truncheon	1	Light	1D4	Any simple bludgeoning weapon, including a rifle butt.
Cutlass	1	Medium	1D8	Heavy, but fairly short, curved fighting sword.
Hatchet	1	Light	1D6	This small hand axe is a common tool that doubles up as an effective weapon. Popular with men from Canada.
Machete/Parang	1	Light	1D6	A short, heavy-bladed tool for clearing brush, that makes a nasty weapon.
Rapier	1	Light	1D4	A light fencing weapon. Sharp, but ultimately weak.
Sabre	2	Medium	1D8	A true fighting sword with a long, slightly curved blade.
Spear	2	Medium	1D8	The chosen weapon of the native. A single-handed thrusting weapon often combined with a shield.
Sword Stick	1	Light	1D4	A concealed rapier.

Armour

Although outmoded for modern military use the Office of Exploratory Studies expects its Explorers to come up against a number of cultures that still use old-fashioned, yet effective weaponry against which armour would be useful.

Armour Type	Enc.	AC Bonus	Notes
Jack	1	+2	A stout leather tunic with padding at vital points.
Brigandine	2	+4	A leather tunic with steel plates inserted over vital organs.
Breastplate	3	+6	Shot-proof, steel breast and back plates. The Office has these with a khaki canvas covering or black enamelled.
Pith Helmet	1	+1	This is thick Cork covered in leather. It can absorb a pretty solid blow.

Brigandine is considered to be medium armour and a Breastplate is Heavy.

General Equipment:	Enc.	Notes
Artificer's Tool Roll	½	Basic tools for mechanical repair and maintenance of weapons & equipment. Adds +2 circumstance bonus to appropriate skills rolls.
Backpack (cap: 6 enc.)	1	Canvas with side pockets and straps for bedroll etc.
Bandolier	¼	Will hold 10 clips of rifle ammunition
Bedroll	1	Two quilted blankets with an oilskin cover
Belt pouch	¼	Will hold 6 clips of rifle ammunition
Crowbar	1	Can double up as club
Fish-hook & 30' line	0	Basic survival tool
First Aid Kit	½	Comes in its own satchel and includes field dressings, basic surgical tools, iodine and morphine.
Gas Mask	½	Very basic charcoal impregnated hood with glass eye pieces.
Grapnel	1	Steel, three pronged
Hammer (masonry)	1	Solid tool, with metal haft
Hammer (sledge)	2	Solid tool with 3' long wooden haft
Lamp, Carbide	¼	Small pocket lamp, burns carbide gas and lasts two hours
Lantern, Storm	½	Paraffin lamp, gives off plenty of light and lasts six hours
Lighter, Petrol	0	Gives a reliable flame even in rain a stormy conditions.
Lock Knife	0	Small, but very useful folding pocket knife.
Map case	¼	Leather, water-resistant tube, or a flat leather folder.
Medical Kit	1	The classic doctors bag. Contains a large First Aid Kit, plus emetics, a

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		better range of instruments, carbolic acid and soap.
Mess tins, folding	¼	A set of three galvanized steel tins.
Mirror, steel, 6" diameter	¼	Can be used for signalling and shaving, slightly concave
Notebook & Pencil	¼	Standard Officer's Pocketbook, comes in a leather cover.
Oilcloth (10' square)	1	To make impromptu bivouacs or picnic upon.
Oilstone	¼	To sharpen blades.
Paraffin (1 pint)	½	Will refuel a Storm Lantern
Pick	2	Solid Tool with 3' wooden haft.
Pocket Bible	0	Army Issue version of the KJV. Pages make good cigarette papers.
Pocket watch – hunter	0	Accurate to three seconds a month. Needs daily rewinding.
Rations (dried - 1 day)	¼	8oz. Biscuit, 8oz. Dried Meat (Biltong/Pemmican), 4 oz. Hard Cheese, 4oz. Tea, 4 oz. Chocolate, 4oz. Tobacco. All in a waxed paper parcel.
Rolls Razor	0	Self-sharpening safety razor, with brush, in a pocket-sized tin.
Rope (Hemp - per 10')	½	Will support three men safely.
Sack (large)	¼	Usually hemp, may also be cloth or canvas.
Sack (small)	1/8	Usually hemp, may also be cloth or canvas.
Spade, folding	1	16" wooden haft. Useful for digging foxholes and latrine pits.
Spikes (Iron per 6)	½	Each has a piton ring for erection of shelters and securing of ropes and horses.
Tent (1 man)	2	Oiled canvas ridge tent with flysheet, but no groundsheet.
Tent (3 man)	4	Oiled canvas ridge tent with flysheet, but no groundsheet.
Tobacco Pouch	¼	Will hold enough for fifty smokes.
Water-flask (2 pints)	½	Galvanised steel with a canvas cover and strap. Officers flasks have a leather cover and strap.
Weapon care tools	¼	Small tin including cloth, oil and brushes.

A Mule can carry 20 enc without trouble, and 25 if pushed.

Specialist Kit	Enc	Notes
Binoculars	¼	30x magnification, German Zeiss. Have padded leather case and strap.
Camera	1	Small camera with delicate cellulose backed film (12 shots)
Compass	0	Comes in pocket watch-style metal case.
Dynamite, Box of 24 sticks	2	Wooden box with 10" sticks packed in waxed paper.
Fuse cord, 30'	¼	In waxed paper packet.
Lock-picks	¼	Small canvas tool roll. Easily concealable.
Reel of telegraph cable – 200 yds	2	Large wooden reel on stand.
Sextant	1/4	Can be used to determine relative position
Telegraph transmitter kit	2	Box including transmitter key.

The explorer team will also be given a money belt containing two hundred solid gold guineas and fifty cut diamonds for use as currency wheresoever they end up. The enc of this is 1. The explorers must choose who carries this. An expenses report will have to be filled out when they return.

Level Advancement

There are no Experience Points in this game. Add up the Encounter Levels (EL) of every person or creature defeated in an encounter the character takes part in. Divide this total by the number of characters, round down and award to each character still alive at end of encounter. When the total = 10 x the character's current level, they've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

- +1 to all skills, or +2 to two chosen skills
- 3 Hit Points
- +1 to all attack rolls
- If the Explorer's level divides by three (i.e., level 3, 6, 9, etc.) then add one more re-roll per day.
- If the Explorer's level divides by six (i.e., level 6, 12, etc.) then add 1 point to either STR, DEX or MIND.

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Appendix 1 – In the beginning

The situation as you find it...

Arrival

The exploratory team have been fully briefed by Holmes' second-in-command, John McKay, on the train journey to the Conway estate in Yorkshire. Nothing though prepares them for the actual sight as they alight from the carriages that brought them up from the small station.

In a deep quarry, behind Lord Conway's large gothic mansion, a military camp has been set up, far from prying eyes. The quoit has been re-erected in a 60' deep pit at the centre of the quarry and the rim of the pit has been fortified with three Lewis gun positions and a series of odd-looking tanks. Access to the pit is via a cage hanging from a quarrymen's steam crane.

It is explained that the enemy have made two further forays through the quoit, the second time in considerable strength. Both were repelled with few losses on the British side due to the Phosgene Gas pumped from the tanks you observed, hand grenades and the judicious application of Lewis Gun fire. The only way out of the pit is via an elevator at the end furthest from the Quoit itself. No attacks have been made in the last three days and Colonel Chalmers (Officer in Charge of the guard companies) believes that as no one came back the enemy have given them up for dead and cut their losses.

The bodies of the dead have been retrieved and a mortuary has been established in Lord Conway's Ice House. You are to join Dr. Elias Merchant, an anatomist in the employ of the Foreign Office, for the post mortem in the morning. The attacker's strange equipment has been stored in the Armoury and that will also be available for you to examine.

The Conway Mansion

The main building of the mansion has been taken over by a wide range of staff reporting directly to Mycroft Holmes at his club in Horse Guards. Holmes never leaves his club, but is in constant communication by telephone and telegraph. The east coast main rail line runs within five miles of the estate and so photographs and artefacts can easily be couriered to him within 4-5 hours.

The exploratory team are given rooms on the second floor of the mansion, overlooking the rear gardens. Already there is a busy telephone exchange and telegraph office on the ground floor, a surgery with a twelve bed ward attached in the ballroom, a canteen in the former billiards room, laboratories in the outbuildings, and a host of rooms housing offices and accommodation for scientists, diplomatic staff and military officers.

The army seems as concerned with keeping the public out as keeping the enemy in. Barbed wire is being set up around the quarry, mansion and gardens, and all entrances are controlled. A stable has been fitted out as a temporary gaol. A local poacher and a journalist from the Yorkshire Herald are presently cooling their heels there until it can be decided what will be done with them.

At dinner the team are introduced to all key members of the Office of Exploratory Studies rapidly assembled force. Most seem intelligent and excited at the prospect of exploring the quoit. There is one, Abraham Malinowski, who is introduced as the team's Cosmologist. Through a thick Yiddish accent he tries to explain that it is most likely that the quoit actually transports those who pass through it to other planets around other suns. This kicks off a huge debate, and a couple of short fistfights, that lasts well into the wee small hours.

The Post Mortem

Bright and early next morning, and far too soon after breakfast (kippers and eggs, with lashings of toast, marmalade and tea), you are taken to meet Dr. Merchant at the Ice House.

In front of you on slabs of ice are the bodies of fifteen men. You deduce that five of them are South American in origin and the others of a more near eastern type, though hard to pin down exactly which. All are tall; probably over six foot and well muscled.

In clipped tones the good doctor explains he has already carried out a peremptory examination of the cadavers and has found out a few interesting, and maybe extraordinary facts about them.

Besides the obvious wounds they have suffered from gunfire every man has a number of scars indicating previous combat wounds. Some of these would have easily killed an ordinary man, but these men seemed to have survived to fight again.

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All but one of the men has a snake tattoo emblazoned on their foreheads. The last man, a large Turk, has the same design but in solid gold. Dr. Merchant believes this may have been made by pouring liquid gold into a mould on the man's forehead, an immensely painful operation.

Each man also has an identical and unusual cruciform scar, 9" across, on his abdomen. Initial probing shows that this may still be open, though there is no sign of infection or healing around the scar.

As you watch Dr. Merchant presses a pair of surgical callipers into the cross on the large Turk with the gold 'tattoo'. After some prodding and pulling he removes what can be best described as an 18" long centipede from the hole. This he places in a Wellington jar full of formaldehyde.

Quickly Dr. Merchant goes to each cadaver and pulls a similar beast from each one. He declares that these seem to be parasites of some description and he must retire to the laboratory to study them further.

The Armoury

After a fine lunch of cold cuts and cheese, and a couple of stiff ports, you move onto the Armoury. This former estate farrier's workshop now houses the equipment taken from the enemy. You note that a group of soldiers have just finished building an earth bank some fifty yards behind the workshop and are erecting some wooden posts in front of it. It looks suspiciously like a firing range.

RSM Davies greets you. This enthusiastic Welshman quickly invites you inside and shows you what they have recovered. He keeps referring to them as the 'spoils of war' and 'my loot', but he seems honest enough all the same.

First he shows you the enemy's armour. It seems archaic and very heavy. Davies has weighed a set and it comes in at sixty pounds, five ounces.

You ask about the 'eagle-headed helmets' that the reports Holmes showed you had mentioned. There are certainly no such items anywhere in the farrier's workshop. Davies breaks into a huge grin and says, "Watch this". He presses a small button on the gorget of the armour and suddenly the helmet folds out of the rear of the armour just like the folding roof on a Surrey. The reports are right, it does look like a stylised Eagle's head.

Next he gets out the weaponry. Every man except the leader was carrying a six-foot heavy staff. Each end is bulbous like an Indian club, though one is rounded and the other pointed. Although a ferocious-looking close quarters weapon you cannot imagine it would threaten a man with Martini-Henry rifle at more than twenty yards. Davies looks at you and begins to grin again, "Come with me he says" and strides outside.

"I've had a little practice with this he says". He levels the staff, directing the more pointed end at the makeshift range. Depressing a button midway up the shaft makes the pointed end split into to four parts, between them writhes what looks like lightning. Activating a second button causes a bolt of light to speed out of the end and explode in the earth bank with a deafening crack.

With a second shot Davies manages to hit one of the targets. The five-foot fence post, some 8" in diameter disintegrates into a cloud of splinters. Davies' squad look dumbstruck and you reckon you probably look little better.

"I used the first one out in the woods." Davies declares. "I must have cleared half an acre in under two minutes". As far as I can tell you get about fifty shots out of one before it goes dead. One of the boffins up at the house reckons they run on electricity and is trying to work out how to 'recharge' it, whatever that means. Anyway this boyo is accurate, with a bit of practice, up to about 75 yards, after that the recoil makes it difficult to get a good shot in. I have seen a round hit a tree at over four hundred yards, but that was more luck than judgement. I expect these men were trained with it and so will be a bit better than me."

He leads you back into the Armoury. Off the bench he picks up what looks like three rounded cigar cases, hinged together so they form a 'Z'.

"The leader of the enemy squad had this, but never used it, took me a devil of a time to work it out." He explains. "Hey Collins, stand to attention".

"Oh no, not me again RSM", the pale young Private replies.

"Stand up boyo or I'll shoot you with the staff!" Davies bellows.

Slowly the Private stands to attention visibly shaking. Davies grips the lower arm of the Z like a pistol and points the device at Collins. He depresses a small stud and a bolt of what can best be described as lightning arcs across the room and hits the unfortunate man. He jerks briefly and then slumps to the ground.

"Don't worry gentlemen, he's just unconscious. He'll be up in about a quarter of an hour, right as rain." He folds the pistol away and continues. "We tested it out first on a horse. The first bolt knocked it out, just like Collins here. A second bolt, while unconscious, killed the beast, and a third, well the third turned the body to fine powder. A real officer's weapon." He smiles ruefully. "I've had thirty shots out of this so far and it's still going."

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"The rest of the kit," he waves at a pile of stuff on the bench top, "we haven't been able to work out how to operate so far. But we will keep on trying".

The First Operation.

After dinner you are summoned to the Library. There McKay and Chalmers have arranged the armchairs in a semi-circle around the fireplace. Malinowski is already recumbent in one of them partaking of the brandy and cigars on offer on a side table. Dr. Merchant walks in behind you drying his hands on a towel, he looks decidedly pensive.

Once seated McKay brings you to order:

"Gentlemen, you have now had time to observe pretty much all we know about our new enemies. Feel free to ask any questions you like of Chalmers, Merchant, Malinowski and myself at the end of this briefing." He pauses to allow Chalmers to pass him a brandy.

"The situation, as you know, is grave. Lord Conway and his daughter may be in great peril and we have to do something quickly. Tomorrow you will be the first team to venture the quoit..."

"Star-gate McKay." Interrupts Malinowski. "It's a star-gate."

McKay stops, stares at the old cosmologist for a minute, seems to make a mental decision then yields the floor.

Puffing non-stop on his cigar Malinowski stands up and strides to the fireplace. There he unrolls a plan of the quoit and holds it up so you can all see it.

"Chalmers, hold it for Abraham will you." Requests McKay. Chalmers leans over and takes it from Malinowski who begins jabbing his finger at it.

"Each of the symbols on the star-gate's circumference is a constellation. Before you ask they are no constellations you will have ever seen, but careful study of ephemeris tables for the period in which it was buried in Egypt, show that they were common constellations at that time." He waits for you to take this in, but goaded by your puzzled indifference he continues.

"You have to press seven symbols to get the star-gate to operate. From Macfarlane's notebooks, and the observations of a bright signals officer during the enemy's escape in the last attack, we have concluded that six symbols represent the address you wish to connect to, and the last is your point of origin." He beams at you, knowing he now has your interest.

"More importantly my brave friends that officer jotted down the symbols the enemy used, so we know where they went. You can follow them." Malinowski waits and then goes on, "The problem is that when you get to wherever you are going the symbols could be different so you will have to get the return address from the enemy. I have written some notes for you to study in a pocket book."

"I call it a star-gate because it uses stars to navigate the heavens by." McKay rises and thanking the old man signals him to sit down. Malinowski could obviously have gone on for some time but sits down anyway. He looks at Dr. Merchant who doesn't rise but leaning forwards shares his latest findings.

"You will remember gentlemen, the parasites I took from the enemy corpses?" You nod and he continues. "From my examination of their physiology and their place in the enemy's bodies it is my conclusion that they were one, deliberately implanted, and two, shared a symbiotic relationship with their hosts".

"I cannot be sure, without examining a live one in a breathing host, but I would think it likely that the symbiotes may be the reason these men survived their many serious previous injuries. The observations of our soldiers is that they were very hard to kill, indeed one took eight bullets to the body before a ninth took out half his brain and dropped him."

He lets this sobering thought sink in for a minute, and lights a cigar.

"I am a military surgeon gentlemen, I fought both the Zulus and the Pathans. I know what is it you wish me to say. If you want to kill these men quickly then only two shots will work. The first is a clean headshot, you cannot heal a man with no brain. The second is a major wound to the abdomen, specifically just behind the sternum where the symbiote and the man's heart resides. It seems very likely the enemy would otherwise survive lesser wounds."

"Bring me back a live specimen and likely I will be able to tell you more."

McKay now steps forwards and addresses you all.

"Holmes has considerable faith in each of you and we will equip you as best we can, but what you will find beyond the quo... star-gate, none of us can guess."

"You will be behind enemy lines gentlemen", interjects Chalmers, "living on your wits. You have permission to use whatever means you deem appropriate to rescue and return Lord Conway and his daughter. Davies will

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equip you with anything you require and we have two mules for you to take with you loaded with supplies for seven days.”

“Thank you Chalmers” says McKay “Right gentlemen any questions....”.

Appendix 2 – A Letter from the Royal Armouries

Col. Sir Angus Fraser (Retd), MC, VC, KCBE.

Royal Armouries - Special Operations Division,
Woolwich Arsenal,
London.

The Twenty-fourth of March 1895.

Sirs,

I have been asked to report to you the status of our supporting unit with regards to the equipping of the Explorer teams.

We established the division two weeks ago and have taken over the underground ranges at the Arsenal. There has been some unhappiness amongst the Arsenal's chain of command, but nothing a note from Horse Guards and Mr.Holmes has not been able to solve.

From our examination of the captured equipment we have been able to deduce the following:

1. Much of the technology is so far advanced as to be beyond our present capabilities to reproduce or even repair.
2. The purpose of the weapons and armament is not War, but the occupation and intimidation of civilian populations and the suppression of technologically inferior hostiles.
3. Enemy soldiers (warriors?) are not invulnerable and we have our own technology that is capable of dealing with them most effectively.

Unfortunately the first point is indisputable and, unless considerable resources are forthcoming, likely to remain so for the foreseeable future.

The second point though is far more interesting. From the experience that we have obtained from the expansion and maintenance of the Empire we know that certain archaic weaponry is often most effective against lower order opposition. For instance the use of Lancers to pursue Zulu foot, and in crowd dispersal in India. A point on a pole often has a far more terrifying morale effect than a Lewis Gun.

The enemy Staff Weapon is just such an item. Despite its very impressive firepower it is nonetheless an archaic weapon for the following reasons:

1. It's very restricted effective (i.e. accurate) range. Any British infantryman with a Lee-Enfield could pick off an enemy so armed long before they could return fire. Such a short range weapon could only be considered useful when you intend to close with a foe who has weapons of an even shorter range, such as civilians armed with stones.
2. The noise and light emitted by the weapon during firing is obviously designed to cow an enemy. It certainly doesn't add to its ability to hit or kill.
3. It's sheer size (over six foot long) and weight (13lbs), as well as its extensive decoration, indicates that this is meant to impress an inferior enemy. It's unwieldy nature makes rapid target acquisition a problem. It's shape could also make accurate aiming a problem, but only if you are using it against an equally armed foe. Against crowds of civilians it would not be.
4. In hand-to-hand combat it could likely prove dangerous, but as a double-ended club it seems better designed for either ritual combat (duelling) or the capture of enemies. Against a soldier trained in the use of the rifle bayonet this lack of a killing blade could prove highly disadvantageous.

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If we needed convincing of this conclusion though, the enemy's armour is the best example. Like the staff weapon it is very well made. Although heavy it allows a good range of movement, a bit like late medieval plate armour.

The helmet though is seriously problematical. When down the enemy soldier has a full range of vision, but when erected he loses about half his peripheral vision immediately. During their incursions through the Stargate it was noted that most enemy soldiers preferred to fight with the helmet down, especially after they found themselves under fire. Our conclusion is that the helmet is mostly ceremonial and intended, again, to impress or cow a civilian population.

In tests the armour has proved capable of resisting some of the effects of other staff weapons until you close to less than thirty yards. There is some property in the armour that allows it to dissipate the intense heat a staff shot can generate. We have measured this heat at about twelve hundred degrees Fahrenheit at the muzzle. The temperature obviously reduces with distance.

More interesting are the results of the ballistic tests we have performed. From these we have concluded that this armour was not designed with high velocity bullets in mind:

1. A standard lead rifle or revolver bullet can penetrate the armour at the shorter ranges nine times out of ten.
2. At longer ranges you either have to use a heavier charge or a specialised round to penetrate it.

With this in mind we have provided some cases of our new steel jacketed bullets, for both rifle and revolver. These have been designed to penetrate the enemy armour and then split into three parts inside their body causing maximum internal damage. Initial tests on an enemy corpse in full armour show that we can get a lethal penetration up to normal effective ranges of these two weapons. Ammunition for the Stargate Garrison's Maxim Guns is also on its way.

Mr. Quartermain's suggestion of using a double-barrelled elephant gun seems sound. We carried out a test with a Purdey and its penetration was impressive. Taking one such weapon along may prove very useful, especially at long range, though it's a bit unwieldy at close quarters.

From what you reported it seems that RSM Davies and his team have proven that the standard issue bayonet is more than capable of penetrating the enemy armour with a determined thrust. Given the anatomical information provided we would suggest that the men restrict their thrusts to the upper abdomen, below the shoulder and neck armour.

We would also like to offer the Explorer team the Mills-Fraser Mk1 grenade. Unlike the standard fragmentation grenade this has segments made of tempered and annealed steel points. It is heavier than the Mills Mk2, weighing about six pounds, but it should be able to shred the enemy's armour. Tell the men to be careful and get behind solid cover though, as the segments will pass through doors, and lath and plaster walls, like a knife through butter.

In a few weeks we should have a three inch mortar available that can propel a streamlined version of this grenade up to three hundred yards. We are just calibrating the ranging system before we offer it for field trials. At under twelve pounds in weight (including the base plate) we think this will give your Explorers a useful level of light support.

We are sending up a case of satchel charges. These contain fifteen pounds of gelignite with a mercury fulminate timed trigger. Should be enough to penetrate a fortress door, or blow an enemy encampment to kingdom come. The triggers come in thirty second, one minute and five minute variants.

We have not yet found an effective armour against the Staff Weapon. However, both the padded gambeson and brigandine combination, or the steel breastplate should offer good protection in close combat. They can help deflect some of the energy of a long range staff weapon attack, but at the closer ranges they are all but useless.

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Some of our more creative chaps are trying out a tunic with pockets in which to insert solid ceramic plates. As you may realise ceramics can resist high temperatures, but are pretty useless against bullets. If the enemy only use the staff weapons then this might be an advantageous avenue to pursue. One of our chaps, Hawkins (son of the Admiral) is pursuing a theory of mirrored deflection, but this seems to have limited effectiveness as yet.

More promising are trials of an earthing suit against the effects of the electric gun. By encasing a man in a Faraday Cage (like a copper bird cage) it is possible to resist the electric gun's stunning effect. Unfortunately the cage is pretty big and not yet man portable. We shall persist.

Please let me know how the chaps fare on their first expedition. And remember to tell them to pick up any new technology or devices they may come across.

Appendix 3 - The Enemy's Weapons

The following is based upon RSM Davies' observations.

Ranged Weapons	Enc.	Type	Range in squares	Damage	Notes
Staff Weapon	2	Medium	75	3D6	A staff weapon can fire 50 times before requiring recharging.
Electric Pistol	1/2	Pistol	10	Special	Stuns/Kills/Disintegrates

Melee Weapons	Enc.	Type	Damage	Notes
Staff Weapon	1	Medium	2D4	Two-handed.

During their attacks the enemy soldiers also seemed highly capable of also using a form of Savate or Jiu-Jitsu. They certainly were not afraid to engage a soldier armed with rifle and bayonet in hand-to-hand combat. Thus you should consider an unarmed enemy to be dangerous.

All of them carried a heavy-bladed knife, but none were observed using one.

Appendix 4: Late Victorian England

What follows are a series of short observations about the period in which SG1895 is set, just to get you 'in the mood'.

A tale of Two Prime Ministers. This era could be subtitled 'The Gladstone and Disraeli Show' for the two politicians who dominated it. The two men, Gladstone and Disraeli, could not have been more dissimilar. Gladstone was liberal, humanitarian, and devout. Queen Victoria found him stuffy. Disraeli, on the other hand, was imperialist, nationalistic, and charming to boot. The Queen enjoyed his company, for he could make her laugh.

The Irish Question. This was also the age of the 'Irish Question', the question being whether or not the Irish should be allowed to rule themselves. Gladstone was a constant activist for increased Irish autonomy, but his views were not widely supported, and Irish extremists (called 'Fenians') began a campaign of terrorism, mostly through assassination.

The Law. Legal reform proceeded slowly. Education was made more accessible for the lower classes (after 1891), and the Ballot Act of 1872 made voting a private affair for the first time. Women, prisoners, men under 21 and those without property still could not vote.

The Army Regulation Bill abolished the practice of purchasing commissions in the armed forces. Though this had little effect on officers serving at the time as it was not retrospective. It was also unlikely that a man from the lower middle or working classes could demonstrate the education considered necessary for a commission.

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Christianity. This was the zenith of power for the Anglican Church. Generally no man of stature could endure unless he was visibly a good Protestant Christian. There were some notable exceptions, some Catholics and Jews made their mark, but they were widely distrusted.

There were a huge amount of clergymen in academia. Indeed many of the colleges were dominated by ministers. The clergy was seen as a decent career for the second sons of the aristocracy and those without independent means.

On the streets Christianity was very strong. Local people often banded together under the leadership of their ministers to campaign for improvements or Christian values. Temperance leagues and Relief committees for various causes, were all popular, and the whole country ground to halt on Sunday Morning.

A lot of nonconformist Christian movements, often with charismatic evangelical leaders, formed and grew, challenging the primacy of the Anglican communion.

Victorian literature. In this age the most common form of entertainment for the middle and upper classes was reading aloud. Writers like Dickens, Tennyson, and Trollope were widely read and discussed. The advent of universal compulsory education after 1870 meant that there was now a much larger audience for literature. Disraeli himself, when he wasn't locking horns with Gladstone, was a very popular novelist.

The newspaper had become established as the most common form of regular reading for the great Victorian public. From the grandeur of the Times and the Telegraph, all the way down to the penny broadsheets that were entertaining if not always particularly accurate.

The growth of serial magazines was also popular. Authors such as Dickens, H.G.Wells and Arthur Conan Doyle all sold their works through these magazines at a chapter a week.

Entertainment. For the less literate, entertainment might be taken in any one of the hundreds of variety theatres. These were very popular and often ran several shows a day at weekends. The theatre was still extensively censored by the Lord Chancellor's department.

Practically every street in the inner cities was dominated by its pubs. These varied from well heeled drinking establishments to a variety of low dives and gin emporia. For those with more exotic tastes the newly arrived Chinese had brought their opium dens with them. Gambling was rife though there were few legal establishments for this except at the races.

On the darker side poverty drove a huge amount of women onto the street. The philanthropist Joseph Rowntree calculated there might be as many as 150,000 prostitutes working the streets of London.

Urbanization. On the home front the Industrial Revolution had gathered steam, and accelerated the migration of the population from country to city. The result of this movement was the development of horrifying slums and cramped row housing in the overcrowded cities. By 1895 80% of the population lived in cities. These cities were 'organized' into geographical zones based on social class - the poor in the inner city, with the more fortunate living further away from the city core. This was made possible by the development of suburban rail lines. Some suburban rail companies were required by law to provide cheap trains for workers to travel into the city centre.

Urban poverty was quite disgraceful. This was an age where the workhouse was the standard government reaction to the needs of the 'undeserving poor'. As a result street crime was commonplace from pick pockets to armed robbers. It paid to carry a revolver or a swordstick if going out at night in the city.

Despite this there were a significant number of wealthy philanthropists who campaigned for better housing and wages for the poor.

There was no system of personal healthcare for the poor. Although issues of Public Health were taken very seriously by the Urban Corporations, they expected each man to look to his own pocket for doctors and medicines. There were some charitable, mostly Christian, attempts to provide free healthcare, but these were limited.

The new aristocracy. The Industrial Revolution also meant that the balance of power shifted from the aristocracy, whose position and wealth was based on land, to the newly rich business leaders. The new aristocracy became one of wealth, not land, although titles, then as now, remained socially important in British society.

Respectability and deference. This was the age when many people really cared about being 'respectable' and most showed deference to their social superiors.

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Victoria's Empire. Much of the attention of the country was focussed abroad during this era. In 1876 Victoria was declared Empress of India and the British Empire was constantly being expanded. The prevailing attitude in Britain was that expansion of British control around the globe was good for everyone. A quarter of the peoples of the earth looked up each morning to see a British flag flying over them.

Colonial wars

From the end of the Crimean war until the time of this game, Britain was not engaged in a war with any of its European rivals, however, it was involved in a long series of colonial wars. Some of these wars were wars of conquest, such as the Zulu war in 1879. Other wars were fought to suppress rebellions such as the Indian mutiny in 1857.

An army regiment or corps might see action in a dozen or more different places in a forty-year period. Charles Gordon's career from 1854 to 1871 typified the world wide nature of military service. When he was commissioned into the Royal Engineers in 1854, he served in Wales, he moved on to service in the Royal Engineers depot in Chatham in Kent. Next, he saw service in the Crimea, from there he served as a boundary commissioner in Turkey. He then went to China with the Allied Expeditionary force. Then he returned to Gravesend to supervise the building of defensive works from 1865 to 1871. Gordon's subsequent career consisted of service on the Danube, India, Southern Africa and in the Sudan. This mixture of combat duty, administration and home defence can be observed in the career of other prominent Victorian officers such as Kitchener and Baden-Powell.

Colonial policemen

When not engaged in combat, the Army was frequently used as armed police in the colonies. The Indian Army was often used to suppress uprisings and keep order, as well as guarding the frontiers.

With modern weaponry, the army was easily able to deal the threat posed by native armies. For example, although they met initial success against Lord Chelmsford's army in 1879, the Zulu armies were eventually defeated by the British. The defence of Rorke's Drift, during which 11 Victoria Crosses were won, was successful because the 2nd Warwickshires (later known as the South Wales Borderers), commanded by Lieutenant's Chard and Bromhead, were able to effectively deploy their repeating rifles against the charging Zulus.

Introduction

There are still those who remember the impact the game Traveller had when it first burst onto the RPG scene. Until then most RPG's had been based in fantasy (D&D, Tunnels & Trolls, RuneQuest etc). Traveller was the first decent, hard science fiction RPG. It had a simple (though not perfect) system, and was backed up with a wealth of detail. The success of Traveller resulted in a plethora of SF RPG's most of which were pretty dire (anyone remember Space Opera?).

Today there are still many SF RPG's on the market. Some are tied to specific film/TV licences, others to miniatures lines. All of them are intensely detailed and have rulebooks you could serve a dinner for four on. Traveller's adherence to the KISS (Keep It Simple Stupid!) principle has been lost, and Traveller itself has been absorbed into the D20 empire.

Blaster! is an attempt to recreate the magic once held by Traveller. It is a hard science fiction game with a simple and internally consistent set of core rules and game mechanics. Although it is supported by a detailed background these rules can be quickly adapted to any SF universe you could want to devise (or borrow).

This game's focus is on the extraordinary Heroes that the players create. You will quickly discover that the characters this system encourages are larger than life and almost cinematic in quality. Hey, if you want to play a down-on-his-luck, droid service engineer that's up to you. Personally I'd prefer to play a High-G World, former Corporate Marine on the run from the Southern Cross Organisation, who's battling to prevent Ancient Technology from falling into the hands of rogue AI Terminators. Or perhaps a gorgeous Belter Star-pilot trying to break the bank at an Orbital Casino while her crew ambush an alien courier. Or even a veteran Farsider Trader leading his men into the desperate pursuit of Rim Pirates who have his patron's daughter in their evil clutches.

This game is much more Flash Gordon than Star Trek. A universe where small starships abound (for reasons explained below) and a handful of good men can still play a major part in the future.

Game Philosophy

This is an abridged version of the D20 rules that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of core D20 could be used without any serious conversion.

Key Concepts.

Before you begin playing this game it is necessary to understand a few key concepts about its background. These have a great bearing on how the game plays.

Folding Space.

For the first 2.2 millennia of the Common Era humanity was restricted to old Sol system. Although quite a few colony ships had set off into deep space their destinations were decades away and no-one was sure if they would ever make it. The dream of faster-than-light travel had faded as the engines and power sources required proved to be beyond the ability and resources of the early pioneers.

Then came the Lubinski-Friedman drive. This utilised a revolutionary principle, long known to a few mathematicians, that all points in the universe are linked and theoretically occupy the same space. The drive 'folds' space. That is it allows, just for an instant, two points to actually occupy the same location in the space-time continuum. The computational requirements to accurately plot a destination with this drive are enormous. The benefits though are incredible for it means you can instantaneously transport a vessel from one destination in the universe to another.

However, there are some drawbacks with this principle in practice. You cannot engage the drive within the primary gravitational well of a star or its attendant planets and satellite bodies. You must journey well beyond that into an area of empty space. Similarly your destination cannot be in a gravity well either. In practice this means ships must travel, utilising their fusion engines, outside of a system before engaging the LF drive. This can takes days or even weeks depending on the size of the system.

The second drawback is mass. The tonnage of pure hydrogen needed to engage the drive increases exponentially with the mass of the vessel attempting to fold space. A simplified version of the LF fuel formula is:
 $10 \times (\text{Vessel's Mass in tonnes} / 100)^2$

The following table shows you the effect of this in practice.

Vessel's Tonnage	Fuel required to fold space	Tonnage for essential systems*	Remaining free mass	Legal minimum crew
100	10	25	65	1
200	40	50	110	3
300	90	75	135	5
400	160	100	140	7
500	250	125	125	n/a
600	360	150	90	n/a
700	490	175	35	n/a
800	640	200	-40	n/a
900	810	225	-135	n/a
1000	1000	250	-250	n/a

*Essential systems include Fusion Engines, LF Drive, Hull, Computational Systems, Radiation Shielding and Communications.

As you can see it becomes uneconomic to build an interstellar vessel over 400 tonnes mass, and impractical at 700 tonnes plus. Indeed most vessels are 300 tonnes or less.

The later section on starship construction gives exact construction details, options and costs.

Obviously this affects both the economics and politics of interstellar relations. As in-system vessels, without LF drives, have no mass restrictions it makes it very difficult for a well prepared system to be invaded by a foreign power. No 400 tonne interstellar frigate is going to last seconds against a 2000 tonne System Defence Cruiser.

As the tonnage of trade goods that can be carried by even the largest corporate vessels is in the order of 60 tonnes per trip, it tends to be the most valuable items that are transported. Most systems have to rely upon their own resources for all their day-to-day needs.

Communications.

No technology has yet been devised that can communicate at faster than the speed of light. Thus interstellar communication would take decades to travel between most systems.

The net result of this is that specialist Mail Ships, carrying secure data cores, act as the communications medium of the age. These travel from system to system on preset routes, picking up and delivering electronic

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mail. They also carry a lot of hard copy mail, for those still unwilling to commit their information to an electronic medium (see AI below).

Many systems, especially those further away from the main trade and mail routes, can wait weeks, months or even years for news and information.

AI

Possibly the greatest threat that humanity faced as it expanded across the galaxy was one of its own invention. For centuries humanity had been researching and developing ever more powerful computer systems, most integrating one form or another of artificial intelligence (AI).

In the latter half of the 24th century CE, some scientists began to claim that these AI's were becoming self-aware. Corporations, hungry for the profits that advanced AI's could bring, ignored them, or even researched ways to exploit this emerging sentience. They began to integrate advanced AI's into androids and these were hugely successful. They effectively replaced humans in all the most dangerous and demeaning roles in society. Looking back with 20-20 hindsight it can now be seen that humanity had reinvented the slave state, 500 years after the last one had disappeared upon Terra.

In 2522 things came to a head on the mining world of Dispater. The androids stopped working and slaughtered their programmers and technicians. A force of Corporate Marines were sent in to shut down the mines but were slaughtered in their turn. The androids boarded the many vessels at Dispater and escaped into space. In the months that followed world after world descended into chaos as both androids and all AI-based systems 'threw off their chains'.

Conventional weapons such as lasers and slug-throwers were pretty ineffective against androids, and only where fusion bombs were deployed was order restored, though at enormous cost in human lives. For a while it looked like humanity was going to be wiped out, but then came the Farsiders.

Farsiders are believed to be the survivors of the original slower-than-light colony ships, and they came home bringing with them Blaster technology. The Blaster weapon uses an electromagnetic rail system to propel pellets of super-heated metal to enormous speeds (upwards of 2000m/s). This has excellent armour piercing qualities but, more importantly against AI's, imparts a large electromagnetic charge to the pellet. A piercing shot from a Blaster will fry an AI's delicate positronic circuitry. Even a glancing hit can seriously disorientate them.

Over the next thirty years humanity pushed the AI menace back into the fringes of human space. There they remain, always a threat but no longer a serious one.

The backlash against computers and AI was huge. People lost their faith in thinking machines, and scores of machine-breaker and Luddite movements swept through the galaxy. Many worlds rejected electronics altogether and signed up to the 'New Covenant'. On these worlds industry has reverted to a strictly mechanical level. There has even been advances in the creation of analytical and differential engines based upon the ancient works of the 19th century visionary and mathematician, Charles Babbage.

As a result most present 'computers' are essentially complex mathematical calculators, with no ability to do things automatically or without direct human intervention. The most complex remaining computational devices are ship's Navcoms, used for computing the folding of space.

The pace of technological advance has slowed and stabilised. Many say that this is for the better and generally humanity has been strengthened by the experience.

Note:

The male pronoun has been used throughout the text to remove the ugliness of s/he, his/her etc. Nothing else is implied in this usage.

Character Creation

Attributes

There are 3 attributes - Strength, Dexterity and Mind. These are abbreviated as STR, DEX and MIND.

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the attributes. Repeat for remaining attributes.

Attribute bonus = (attribute-10)/2, round down.

Professions

The characters could come from one of a huge range of backgrounds. Most of these are desperately dull and would create poor adventurers. The following have been initially chosen as suitable for new characters.

The professions are Corporate Marine, Free Trader, Scientist and Scout.

Characters begin at Level 1.

Corporate Marine.

The officers and other ranks of the Corporate Marines are tough, well-trained and self-confident. They form the backbone and tactical leadership of an adventuring company. Given the opposition they are expected to face no company should deploy without military support and protection.

Corporate Marines add +1 to all attack and damage rolls. They can use any weapons. They have a +3 bonus to the Physical skill.

Free Trader.

In every adventure there may be situations where the more 'subtle' skills of the Free Trader may come in very useful. Free Traders hail from the many small interstellar trading houses and come with a wide range of useful contacts. They are experts in diplomacy and realising the assets of others.

Free Traders can initially use any light weapons. They have a +3 bonus to the Subterfuge skill and +2 bonus to the Communication skill.

Scientist.

It is extremely likely, given the devices so far recovered, that the adventurers are going to come into contact with advanced cultures. The role of the scientists is to recover, analyse and reproduce this technology on behalf of the company. They also provide a level of technical expertise unavailable in the other classes.

Scientists can initially use pistols. They gain a +2 bonus to the Knowledge and Technology skills. They may also choose a 'speciality' - a single area of scientific knowledge in which they get a +4 bonus (i.e. A Doctor is a scientist who has specialised in medicine).

Scout.

Scouts come from the exploratory fleets who work beyond the rim of human space. They are tough, resourceful and experts at survival in hostile environments.

Scouts can use any weapon. They add +1 to ranged weapon attack and damage rolls. They gain a +2 bonus to the Survival and Perception skills. They gain a further +2 bonus to the Technology skill when piloting a spacecraft.

Character Races

So far humanity has not encountered anything it would recognise as sentient alien life even though hundreds of thousands of species have been documented, examined and dissected. Four varieties of humanity are available to players for use as characters. There are quite a few others, such as the amphibian humans of Hydra, but these may prove very difficult to play.

Pure Human

The default race for characters is Pure Human.

Belters

Belters are born in space. Often they come from the many asteroid-mining colonies scattered throughout the galaxy. They claim no human ancestry instead believing in some sort of relationship to the stars themselves. They are slim and graceful, disdainful of the 'young races', and generally more fragile than their planet-born colleagues.

High-G'ers

These are descendants of humans who settled on high gravity worlds. Most come from worlds of 1.5-4.0 standard gravities. This makes them short, very robust and quite dependant upon technology. High G'ers are renowned for their technical capabilities, their short tempers and complete lack of a sense of humour. Everything to them is a matter of survival. A good man to have at your back, but not one to have on your trail...

Farsiders

The origins of this short and cheerful people are mysterious. If you ever ask one he'll simply say that he is from the 'farside' of somewhere. Farsiders are very persuasive and are natural merchants, entertainers and lawyers. Although not averse to taking risks, they generally avoid violence where they can (there's no profit in it).

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Benefits Table.

A new character may roll a number of times upon the table equal to their Mind bonus +1. The player must roll 2D6 and consult the column for the character's background. Certain benefits may only be received once and these are shown in *italics*. Roll again if this comes up.

Die Roll	Far Trader	Scout	Marine	Scientist
2	<i>Ship</i>	<i>Ship</i>	<i>Power Armour</i>	<i>Navcom</i>
3	<i>EVA Suit</i>	<i>Navcom</i>	Low Passage	<i>EVA Suit</i>
4	High Passage	Low Passage	<i>Combat Armour</i>	High Passage
5	Laser Pistol	Blaster Pistol	Blaster Rifle	Laser Pistol
6	Low Passage	<i>EVA Suit</i>	Blaster Pistol	Low Passage
7	2D6x100 Credits	1D6x100 Credits	1D6x100 Credits	1D6x100 Credits
8	+1 to a Skill	+1 to a Skill	+1 to a Skill	+1 to a Skill
9	+1 to Communication	+1 to Survival	+1 to Ranged Combat	+1 to Knowledge
10	+2 to a Skill	+2 to a Skill	+2 to a Skill	+2 to a Skill
11	Contacts	Contacts	Contacts	Contacts
12	<i>+3 to a Skill</i>	<i>+3 to a Skill</i>	<i>+3 to a Skill</i>	<i>+3 to a Skill</i>

Ship

The fully paid lease of a 100 tonne Free Trader or Scout-ship for three years, after which time the character may extend the lease or buy it. All running and maintenance costs are the responsibility of the character.

Navcom

A Corporate Navigation Crystal giving accurate and up-to-date star maps of the entire Sector and a simple System Gazetteer. These only last a couple of years as they steadily go out of date.

Contacts

This is a person from the character's background that can be depended upon to help the character in some way – once. Contacts are unlikely to risk their lives or their careers for the character. The contact is agreed with the BM.

Equipment

Descriptions of the EVA Suit, Power Armour, Combat Armour, Blaster Pistols, Laser Pistols and Blaster Rifles, can be found in the equipment section.

Low Passage

Transport for one Fold in a cryopod aboard a Corporate Trader.

High Passage

Transport for one Fold in a stateroom aboard a Corporate Trader or Liner.

Skills

The character can choose a skill from the general lists or from their background list and adds the bonus indicated. Where a specific skill is named then that is the one improved by this benefit.

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Skills

There are just seven skills - Physical, Subterfuge, Technology, Knowledge, Perception, Communication and Survival. These are fairly generic categories, and it is up to the players to explore the breadth and depth of them in play.

Skills are used in two ways, opposed and unopposed. The former is where there is an active intelligence opposing the adventurer. The latter is where there is not.

For an opposed roll compare the scores of the adventurer against that rolled by the GM on behalf of the 'active intelligence'.

In the case of an unopposed skill use to succeed the player must score higher than the given Difficulty Class to succeed.

Skill roll = D20 + skill rank + whatever attribute bonus is most applicable to the use + situation modifiers

Skill rank = The adventurer's level + any bonus due to his class or race.

For example:

- Climbing would use Physical + STR bonus.
- Dodging a falling rock is Physical + DEX bonus.
- Finding a trap is Subterfuge + MIND bonus.
- Disabling a trap is Subterfuge + DEX bonus.
- Piloting a ship in a dogfight or re-entry is Technology + DEX bonus.
- Repairing the LF Drive on a spaceship is Technology + MIND bonus.
- Recalling an ancient legend would use Knowledge + MIND bonus.
- Treating a comrade who has been poisoned would use Knowledge + MIND bonus.
- Bargaining for provisions with tribesmen would use Communication + MIND bonus.
- Tracking a deer or finding water is Survival + MIND bonus.

Note that there are no "saving throws" in this game. Use Physical + STR or DEX bonus for the equivalent of Fortitude and Reflex saves as appropriate. Saving against mental attacks (Will save) is usually MIND bonus + Level.

Re-rolls.

The adventurers are heroes and as such have one or two abilities beyond the reach of normal men.

At first level each adventurer is allowed a single re-roll per day. A re-roll must be used immediately after the adventurer made a roll that failed or wasn't good enough, not ten minutes later when the consequences of the roll become clear. A player can only re-roll dice for his own adventurer's actions, not for someone else's.

For game purposes the power to use a re-roll regenerates at zero hours, ship's time (or it's local equivalent).

At every third level the adventurer gets another re-roll to use per day.

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Combat

Initiative

Roll D20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack etc.
The exception being the charge. This is where you move up to someone and hit them with something.
Drawing a weapon is generally a free action, within reason.

Hitting something

Roll a D20 and add the character's attack bonus:

- Melee attack bonus = STR bonus + Level + any professional bonuses
- Ranged attack bonus = DEX bonus + Level + any professional bonuses

If the score higher than the opponent's Armour Class (AC), it's a hit.

A natural 20 is automatically a critical doing maximum damage. A natural 1 is always a miss.

There are no attacks of opportunity.

Pistols and close combat weapons can be used against opponents in adjacent squares. Longer firearms need at least one square of empty space between the firer and their target, unless you are using them as clubs.

Damage

Hit Points = STR attribute + (Level x3).

There is no such thing as subdual damage. In these rules it matters not if you beat a man unconscious with your bare fists or blast him with a shotgun, he can still die of it.

There are weapons that are designed to render an opponent unconscious. Also a character that is helpless, such as when pinned, kneeling in surrender or held by several burly Marines can be rendered unconscious with the classic blow to the back of the head.

Weapon damage as per the equipment tables. Add STR bonus to Melee damage. Double the STR bonus for 2-handed weapons.

Damage is deducted from Hit Points. If Hit Points are reduced to zero the victim is incapacitated and can no longer act or move. Further damage will kill the victim. Note a victim's Hit Points can only be reduced to zero, not below. There is no such thing as negative hit points. A victim who is left untreated for longer than (STR) minutes dies of shock and blood loss.

Armour and Cover

Armour as per the equipment tables.

AC = 10 + DEX bonus + Armour bonus + Cover Bonus

Cover can be quite important, and complex. In Blaster there are just two types of cover:

Soft Cover	Where at least 50% of the target is obscured by something that prevents vision but may not stop a bullet	+2 bonus to AC.
Hard Cover	Where at least 50% of the target is obscured by something that prevents vision and may stop a bullet	+4 bonus to AC.

Given the weapons available to the adventurers, and their enemies, combat can be seen to be quite dangerous. Adventurers may have to balance their martial pride with the realisation that surrender is a pragmatic option.

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Movement

Character's movement per round is measured in two meter squares, with bonuses for high DEX. Base movement 5 + DEX bonus in squares.

Wearing medium armour reduces movement by 1 square, and heavy armour reduces movement by 2 squares.

Movement through or across difficult terrain is halved, as is movement through a square occupied by a friend who is not engaged in combat. A character cannot move through a square occupied by friend who is engaged in combat. Movement through squares directly adjacent to an unengaged enemy are at half speed due to the need to avoid any attacks. There are no attacks of opportunity in these rules.

Climbing and swimming is at half speed.

An encumbered character moves at half speed. A character is encumbered when he is carrying more than STR/2 in encumbrance (see the Equipment section below for a description of encumbrance). The maximum a character can carry is twice this figure and the maximum he can lift is three times the figure, but he cannot carry it.

In Zero Gravity characters move at full speed, they are considered experienced space travellers. However, once moving they will generally continue to move in a direction unless they can manoeuvre themselves in some way or they impact a bulkhead etc. This is the one occasion when a character can move and act at the same time.

Note that using weapons that have a recoil factor in zero gravity will change the direction of movement, which is why laser weapons are so popular in space (and the fact that they are less likely to penetrate an outer bulkhead or fry sensitive electronic equipment).

Recovering Hit Points.

Hit Points represent more than just flesh and blood. They also include fatigue and shock. Initially the Adventurer's only ways to regain Hit Points will be through medical attention or rest & recuperation.

The use of a First Aid kit is based upon the Knowledge skill. After being wounded a successful Knowledge roll against a DC of 15 will allow an Adventurer to restore 1D4 hit points.

A Scientist who has specialised in Medicine (a Doctor) can use a Medical Kit to restore 1D4+MIND bonus Hit Points. First Aid or Medical treatment can only be made for each 'set' of injuries.

For example if during a fight an Adventurer takes three wounds for 3, 4 and 3 points of damage the First Aider/Doctor cannot treat each injury individually. However, if the Adventurer has sought aid after receiving the first two wounds, and then later for the third wound then they could be treated in two 'sets'.

These skills take approximately five minutes to use.

Each full day's uninterrupted rest will recover (Level x STR Bonus) hit points. This is always at least 1 per day. The attention of a Doctor doubles this recovery rate. Short walks and light camp activity (cooking etc) do not interrupt rest.

A Ship's Medbay acts as a Doctor. A full day in a Medbay will heal all but the most serious injuries.

Level Advancement

There are no Experience Points in this game. Add up the Encounter Levels (EL) of every person or creature defeated in an encounter the character takes part in. Divide this total by the number of characters, round down and award to each character still alive at end of encounter. When the total = 10 x the character's current level, they've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

- +1 to all skills, or +2 to two chosen skills
- 3 Hit Points
- +1 to all attack rolls
- If the Adventurer's level divides by three (i.e., level 3, 6, 9, etc.) then add one more re-roll per day.
- If the Adventurer's level divides by six (i.e., level 6, 12, etc.) then add 1 point to either STR, DEX or MIND.

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Equipment

The range of equipment available to Heroes is immense. What is presented here is a summary of the most commonly required by new Heroes. A full equipment supplement will be available shortly.

It is important to remember when viewing these lists that because of the AI Wars very little technology exists that contains anything more complex than a simple computational chip. There are no PC's, no laptops, no mobile phones. All decisions are, by necessity, made by people. In systems that are signatories to the New Covenant, even simple electronic devices are viewed with suspicion. Where robotics are used they are remote controlled by human operators.

Encumbrance

Every item of equipment is rated in terms of its encumbrance. This rating represents not only the weight of the item but also its bulkiness. A Hero may carry a maximum of four times his STR attribute in encumbrance.

Carrying more will reduce the agent's effective STR attribute by one for each extra one encumbrance, thus reducing all associated skills. Once the Body attribute is reduced to zero the agent collapses under his load unable to move, and barely able to breathe.

Availability.

Obviously not all equipment is available in all systems. The BM will know what equipment is considered uncommon, unavailable or even illegal to acquire in different systems. For instance you will not find Laser Weapons or Comm Units for sale on New Covenant worlds. Similarly Belter Colonies are unlikely to have and slug weapons in stock. Far too dangerous to their deep space habitats.

However, if you can find a Farsider Trader or Corporate Outlet, and you have enough money, you can generally get most of what you need.

Currency.

In Blaster the default currency is Corporate Credit. Many systems have their own means of exchange but most recognise the Credit, even New Covenanters.

Common Equipment Lists

Ranged Weapons

Item	Enc.	Weapon Cost	Ammo/ Mag	Ammo Cost	Cell needed?	Shots /Cell	Cell Cost
Blaster Pistol	2	250	10	40	Yes	50	100
Blaster Rifle	4	750	30	100	Yes	30	100
Slug Pistol	1	100	15	20	No	N/a	N/a
Slug SMG	2	200	30	35	No	N/a	N/a
Slug Rifle	3	400	30	35	No	N/a	N/a
Shotgun	2	200	5	20	No	N/a	N/a
Laser Pistol	1	150	N/a	N/a	Yes	20	100
Laser Rifle	2	250	N/a	N/a	Yes	10	100
Grenade Launcher	3	50	1	75	No	N/a	N/a
Throwing Knife	0.5	10	N/a	N/a	N/a	N/a	N/a

Notes on ranged weapons

Blaster weapons are based on electromagnetic rail gun technology. They heat a pellet of metal (normally Titanium) to a near molten state and then accelerate it to 2500 metres per second. This makes for a very effective weapon with good penetration values. The electromagnetic charge that is carried by the pellet is devastating to any electronic equipment it hits. This makes it good against AI's but very unpopular on starships where stray shots can be disastrous. It also makes the attachment of most sighting accessories impossible. All Blaster's are single shot.

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Slug weapons are cheap to make and reasonably effective. They rely on the ignition of a chemical propellant to throw a metal slug at speeds up to 900 metres per second. Slug weapons are rifled for greater accuracy at distance and may be fitted with a wide range of sighting aids. Slug SMG's are capable of burst fire. Fully automatic versions are rare outside the military.

The shotgun is a descendant of the ancient hunting weapon. It remains a large gauge smoothbore weapon, but there the similarity ends. It is now exclusively a combat weapon and is used extensively by both Military Assault teams and Law Enforcement Agencies. Its short range, due in part to its short barrel (less than 30cm in most models) is made up for by its flechette ammunition and high shock value. At close quarters it is as dangerous as a Blaster Rifle or a SMG in burst fire mode.

Laser weapons are the favoured choice of ships' crews. Their great range and accuracy comes at the loss of penetration power. In the vacuum of space this is relatively unimportant. One minor problem with them though is barrel wear. A considerable amount of heat is generated by the pulse laser generator and this must be dissipated by the barrel.

Grenade Launchers are used by all manner of people, though are generally illegal outside of the Military. With Grenade Launchers all the value is in the ammunition, the launcher being little more than a tube and a trigger. The most common grenade type is the fragmentation, anti-personnel model. This attacks every person within a one square radius of the target point (a 3x3 square area). High Explosive Armour Piercing (HEAP) versions are available and are very useful against hard targets.

Blaster and laser weapons need Power Cells to operate. These are rechargeable from any standard power source (it takes about an hour per cell). In Blasters the cell melts the pellet and powers the rail. In lasers it operates the pulse generator and the barrel-cooler motor. The cost given is for the rechargeable type. Disposable cells can be bought for about a quarter of the cost.

Close Combat Weapons

Item	Enc.	Cost
Blade	1	20
Club, Truncheon or Nightstick	1	10
Cutlass or Sword	2	75
Plasma Torch	4	250
Taser weapon	1	125

Notes on close combat weapons.

The term 'Blade' covers a multitude of combat knives and bayonets. Generally it is a short (less than 30cms), but heavy bladed knife that can be lethal in trained hands. Every military force still trains its personnel in the use of the rifle bayonet. Even against AI's cold steel can be effective. In most systems it is legal to carry a blade for self-defence and it is very popular.

Clubs etc are possibly humanity's oldest manufactured weapon and remain in use, especially amongst Law Enforcement personnel. Ship's crews often use Hull Wrenches.

Cutlasses are the preferred boarding weapons of starship crewmen. At close quarters it is absolutely deadly in trained hands. Normally it is a slightly curved, single-edged heavy blade of about 75cms length. It is frequently made of extremely hard steel and is more than capable of penetrating light bulkheads or power armour.

The Sword remains popular amongst the corporate and system aristocracy. It is also issued to military officers. Usually it is a straight blade, often double edged, and varies between 50cms and 1m in length. Like the Blade it is a legal sidearm in many systems.

Plasma Torches are really an engineering tool. After centuries of starship combat though they have proved a useful assault and boarding weapon. They consist of a backpack mounted power/fuel cell that feeds a 30cm plasma flame out of a handset. This flame will cut through just about anything, bulkheads, armoured vehicles, or power armour, like they were butter. The actinic flare from the torch causes anyone looking in its direction a penalty of -1 on all combat rolls unless they have protective eyewear (Vac suits and Power Armour helmets have protective visors).

Taser weapons resemble a small remote handset. However if brought into contact with an enemy they discharge a large electromagnetic pulse into them. This can be very disabling and makes them popular with Law Enforcement and Security operatives.

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Armour

Item	Enc	Cost
Civilian Armour	2	250
Military Armour	3	500
Power Armour	4	10k
EVA Suit	3	300
Hazmat Suit	2	150

Notes on Armour & Personal Protection

Civilian Armour ranges from various forms of flak jackets protecting the torso through to lined coats. This type of armour is considered legal in most systems as it is primarily for self-defence.

Military Armour usually consists of fitted body plates, greaves and vambraces, and a sturdy helmet. Law Enforcement and Security forces commonly wear this. System Defence Forces and Corporations do employ this type of protection in roles with low threat values. It is generally only legal to private citizens in times of emergency or in frontier systems.

Power Armour is a heavy plated suit that integrates the protection of an EVA suit and Military armour. All joints are power assisted or it would be just too heavy to bear. Most Corporations and System Defence Forces provide their front line units with this armour. This type of armour is never legal to private citizens, except where they are working under commission from a Corporation or System State.

The EVA suit is the workhorse of all starship operations. It provides decent protection against the hazards of deep space and a little against weapons. Most Heroes will pick up some skill in its use. It is legal in every system.

Hazmat suits are commonly available on planets where the environment is hostile to human life. It often integrates re-breather apparatus and primary skin protection. It provides no protection against weapons, though it can be worn over most types of civilian and military armour.

General Equipment

Item	Enc.	Cost
Backpack (cap: 6 enc.)	1	10
Belt pouch	¼	5
Binoculars	¼	50
Blanket	½	5
Power cell, universal	¼	50
Comm Unit, short range*	¼	150
Comm Unit, long range*	½	250
Comm Unit, Satellite*	½	500
Cord (hemp - per 10')	½	1
Cord (Polymer - per 10')	¼	3
Crowbar	1	5
Distress Beacon*	¼	30
Fire Lighter*	¼	15
First Aid Kit	½	50
Grapnel	1	10
Heater*	½	20
Lantern*	½	10

Mess tins	¼	5
Night vision Goggles	¼	150
Electric Notepad & Stencil	¼	75
Pitons (per 6)	½	6
Rations (dried - 1 day)	¼	5
Rations (fresh - 1 day)	½	3
Rope (Hemp - per 10')	½	2
Rope (Polymer - per 10')	¼	5
Sleeping Bag	½	10
Spade, entrenching	1	15
Tent (1 man)	2	30
Tent (3 man)	4	70
Toolkit, Electronic*	½	200
Toolkit, Mechanical*	1	175
Water-flask (2 pints)	½	10
Weapon care tools	¼	40

*These items require a power cell.

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Appendix 1: Starship Construction

Players need to know about the basic rules for starship construction. These will allow them to outfit a ship if they should be lucky enough to get one through the benefits table, or get enough money to have one built. These rules use a simplistic modular system that assumes that all the 'gubbins' that connects the modular components together is included in the mass and price of those modules. For a game such as this more detail is really not needed.

Primary Concepts.

As shown below the mass of a ship directly impacts upon its capability to fold space. Thus few interstellar ships exceed 300 tonnes.

Vessel's Tonnage	Fuel required to fold space	Tonnage for essential systems	Remaining free mass	Base Cost (in credits)	Legal minimum crew
100	10	25	65	250,000	1
200	40	50	110	750,000	3
300	90	75	135	1,500,000	5
400	160	100	140	2,500,000	7
500	250	125	125	n/a	n/a
600	360	150	90	n/a	n/a
700	490	175	35	n/a	n/a
800	640	200	-40	n/a	n/a
900	810	225	-135	n/a	n/a
1000	1000	250	-250	n/a	n/a

After the tonnage for essential systems such as Fusion Engines, LF Drive, Hull, Computational Systems, Radiation Shielding and Communications is taken into account what remains must serve the needs of protection, life support and cargo. Careful packing is essential.

Some modules, such as life support, have standard mass and costs. Others, such as atmospheric streamlining, relate to the overall tonnage of the vessel.

Computers & AI.

One of the issues that arose from the AI War was that starships had become far too computerised. These computers were often AI's and were highly vulnerable to conversion to the rebel AI cause. Many ship's crews died as their AI's depressurised the life support units, or worse.

Since then all AI's and most computers have been taken out of starships. What remains are basic computational and hard-wired automatic systems. This has meant that ships must be adequately crewed by trained men and women. The legal minimum crews set out above cover just the normal ships functions. Manning weapons systems etc., means additional crew.

Starship Economics.

The costs of running a starship can be roughly divided into three categories:

Crew – Not generally a problem for Heroes, as they tend to fulfil all these roles.

Fuel – Hydrogen for the L-F drive is set by interstellar treaty at 100 credits per tonne. Out on the Rim though prices can be a lot more. Fusion drives get by on a teacup of hydrogen per voyage due to the efficiency of their Farsider design.

Maintenance – All starships need constant maintenance to withstand the pressure of interstellar travel. Components, lubricants and consumable supplies all come at a price. For ease of play this is represented as being 10 credits per tonne of ship's mass, each trip. If you fail to pay this things will begin to break down, often at the most dramatically inconvenient moments.

Many crews try to cover their costs by humping a little freight in their spare cargo space. Most starports have a warehouse of occasional freight that needs taking on. Generally the going rate for this is 100 credits per tonne of 'inert' freight. Passengers wishing to travel by cryopod will pay a flat rate fee of 1000 credits, called a Low Passage. High Passage for those passengers wishing to travel conscious varies according to the ships facilities

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and level of protection. Generally it is 2000 credits per 100 tonnes of ship's mass, plus 200 credits per operational weapons system or shield generator onboard.

Modules – mass, cost and descriptions.

Module	Cost in credits	Mass in tonnes
Life Support – per person	25,000	4
Cryopods – per person	10,000	1
Shield Generator	75,000	12
Hard point	5,000	4
Laser Battery	100,000	10
Torpedo Tube & 4 Torpedoes	80,000	8
Torpedo	10,000	1
Autodoc	50,000	4
Atmospheric Streamlining	Special	Special
Ramscoops	10,000	10
Shuttle	25,000	20

Module descriptions.

Life Support - This includes the bunk, storage, food, water, heating and air supply needs for one individual. It also contributes to the common space occupied by a crew. Normally this will last one person for two weeks. Additional supplies will be required at a rate of one tonne per additional week. Passengers who wish to travel awake are expected to pay a High Passage for this 'comfort'.

Cryopods – These are life support units for passengers who wish to travel in suspended animation. They are self-supporting in all but power needs and will keep a person 'fresh' for at least three months. They are normally hooked up in a vessel's cargo bays. Passengers travelling this way pay for a Low Passage. Military vessels often carry their Marines this way.

Shield Generator – This module creates an electromagnetic shield that can be interposed, by a skilled operator, between the vessel; and an incoming torpedo or laser attack. Torpedoes are destroyed upon impacting a shield but laser fire may cause the shield to overload and fail.

Hard Point - To support the weight and stress that is placed upon a ship's hull by a Torpedo Tube, a Laser Battery or a Shield Generator considerable extra structural support is required. This is called a hard point.

Laser Battery – The standard protective system for most vessels. Even small civilian craft carry them for they are as good at removing asteroids and space debris as they are enemy torpedoes and vessels. The most common defence battery consists of a six-barrelled, 4cm pulse laser. The multiple barrels allow for radiant cooling between shots, though extended use can still burn them out. The laser barrels are mounted on a gyrostabilised gimbal unit, beneath which lies the laser charge capacitors and pulse generator. As with all shipboard weapons they require a human operator.

Torpedo Tube – The torpedo is still the best method of disabling or destroying an enemy vessel. Each one weighs in at about one tonne and is packed with sensors, small fusion engine and about 200kg of high explosives. Being fusion-powered means they have incredible range and longevity. Basically if they can sense a target they can hit it. Large system defence vessels can afford the weight of ECM units, but smaller interstellar ones must rely on shields and laser batteries to defend themselves against this menace. The tube and ancillary systems, including loader, weigh about 4 tonnes. The standard unit for interstellar craft is a loader with 4 torpedoes in. This doesn't stop the crew from dedicating some cargo space to spare torpedoes.

Autodoc – This unit can accommodate one injured crewman. A trained operator can use the Autodoc's extensive array of tools, sensors and drugs to treat most common injuries, toxins and diseases.

Atmospheric Streamlining – Although many interstellar vessels rely on system shuttles for orbit to ground transfer many free traders and scouts prefer to be able to land under their own steam. Atmospheric streamlining takes up about ten percent of the total mass of the vessel. It costs 500 credits per tonne of the vessel.

Ramscoops – Vessels that are designated as adventurers often carry this adaptation. It allows the vessel to scoop up and process hydrogen for fuel from interstellar hydrogen clouds or the atmospheres of gas giants. To do the latter your vessel must first have atmospheric streamlining. It is a risky business as both environments are quite dangerous. However if you wish to venture into uncharted or unpopulated systems it may be vital. The

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alternative is to carry extra fuel tanks in your cargo space. Which is only really practical in 100 and 200 tonne vessels.

Shuttle – The alternative to streamlining is to have a shuttle on board. These little fusion-engined craft can carry four passengers or two passengers and two tonnes of cargo from orbit to planet's surface. They have an in-space, life support endurance of about twenty-four hours.

Cargo Space – Although this doesn't take up mass per se it is useful to note that each tonne of allocated cargo mass is equivalent to four cubic metres of open space within the hull.

Example – The Scout Vessel L'Extraordinaire.

This was a benefit vessel to a retiring Corporate Scout called William 'Buster' Crabbe. Crabbe crew ran a small privateering operation out of Raglan Beta IV, until he was reported missing while attempting to hijack the Mail Ship Jonah Maru. The vessel has been through three lease owners since and is now back in refit ready for its fourth crew.

Item	Mass	Costs	Notes
Hull Type - Scout 100	(100)	250,000	Southern cross Body Shell 100sx
Essential Systems	25	0	Hyperdyne Fusion Engine, Southern Cross Yards
Fuel Tanks	10	0	Southern Cross Braced Fluid Cells
Life Support x4	16	100,000	Sirius Life Sciences Manpods
Hard Point x2	8	10,000	Southern Cross Yards
Laser Battery	10	100,000	ARM Industries 4cm Gatling Pulse Laser
Torpedo Tube & 4 Torpedoes	8	80,000	ARM Industries Star-Mantas
Autodoc	4	50,000	Sirius Life Sciences Resuscitator
Shield Generator	12	75,000	Hyperdyne Defender Array 1222B
Cargo Space	7	0	Southern Cross Yards
Totals	100	665,000	

The running costs for one trip would be:

Item		Costs
Fuel	10 tonnes @ 100 credits/tonne =	1,000
Maintenance	100 tones @ 10 credits/tonne =	1,000
Life Support	Replenish modules @ 100 credits/module x 4 modules	400
Docking Costs	Docking charges and System Taxes (approximately)	600
	Totals	3,000

If the crew of the L'Extraordinaire had leased their cargo space they could have made 700 credits towards their costs. Installing just three Cryopods would raise 3,000 credits per trip covering their costs, but there aren't always passengers available. An extra life support unit could be used as a High Passage Berth. This would realise 2,000 credits for it being a 100 tonne vessel plus 600 credits for the three defence systems aboard. Again this depends upon having a paying customer.

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Appendix 2 – Vehicles



Introduction

It is the mid-5th Century. The Roman Legions left Britain a century before and the land is now divided into a dozen rival kingdoms. From over the sea the refugees of the shattered empire and the waves of westward migrations arrive in ever greater numbers. The old Gods are still dominant, but now there is a new God with ambitious and persuasive missionaries. The last gift of an ungrateful empire - Christianity.

Amongst this chaos a ruthless man tries to forge a single nation and fails. Uther, called the Pendragon, dies with unity within his grasp, betrayed by his own lust. The great druid Merllyn goes into hiding with the tyrant's infant son, and the cycle of civil wars continue.

Into this mix of war and politics this game introduces all the mythic elements of the time: Druid Magic, Christian Miracles, the Sidhe, the old Gods, and the magical nature of the land of Logres itself.

It is now that the Characters begin their careers during the upheavals in the mythic Britain of the 5th-6th Century. They will be adventuring as the events surrounding Uther Pendragon, Merllyn, Arthur, Morgaine and the Grail all come to pass. They may even become Knights of Arthur's Court.

Game Philosophy

This game is based around the microlite version of the D20 rules that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of core D20 (monsters, spells, adventures and equipment) could be used without any serious conversion.

Character Creation

Stats

There are 3 stats - Strength, Dexterity and Mind. These are abbreviated as STR, DEX and MIND.

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

The Stat bonus = (Stat-10)/2, rounded down.

Attributes

Whereas the Stat's are innate characteristics of a character, attributes are more nebulous and are often based upon the perceptions of others.

There are 2 attributes - Reputation and Piety.

Reputation will come into use when the characters try to influence others. Great store is set at this time in a person's reputation, often more than their actual abilities. A character's reputation score can be increased and decreased in response to events. If the character's wins great victories or acts in a truly noble manner his reputation may well increase. However, if they act rashly, ignobly or in a cowardly manner, or continuously fail in quests set for them then their reputation will suffer. A character with a negative reputation bonus will not be knighted.

Piety is especially useful for Christian characters in relating to their Church, though for followers of the old Gods it will describe their relationship to their particular deity. Acting in the manner expected by their Church or God, or carrying out quests for the glory of the Church or God will both enhance a character's Piety attribute. Failing to do so also has its rewards... for a character with a negative piety bonus will not be knighted.

These attributes are abbreviated as REP and PIE. In both cases the young Warriors begin with a rating of 11.

Where it is used the Attribute bonus = (Attribute-10)/2, rounded down.

Races

All the normal people of Logres at the time of Uther Pendragon are ostensibly human. There are different nationalities, however, each with its own particular talents.

Cymric.

These are the native Britons. Most are Christian, though a significant minority hold to the old Gods. The Cymric people are tall, mostly fair, and very capable. They get +1 to all skill rolls.

Roman.

This includes those who remained behind when the Roman Army left these shores a century before, as well as more recent immigrants from war-torn Gaul and beyond. They are generally shorter than the Cymric, darker of skin, hair and eye. All are Christian and well-educated. They get +2 to all Knowledge rolls.

Pict.

The Picts come from the far north in Caledonia and the islands beyond. They are fiery in manner and in hair, yet shorter than the Cymric peoples of the south and west. They are hardy folk and often able hunters. None are Christian. They get +2 to the Survival skill.

Hibernian.

Raiders and traders from across the sea to the West. They are mostly cunning pagans, only a few having yet met a missionary from Rome. Most are similar in appearance to the Cymric, their cousins.

Saecsen.

The most recent arrivals. The term 'Saecsen' also covers the various Gothic, Frankish and Alan tribal groups. At the time when the campaign begins they are mostly mercenaries fighting for the various Chieftains and Kings. They are tall, broad-chested and blonde. They get +2 to the Physical skill.

All the above peoples can speak Cymric and their native tongue (Latin for Romans, Pictish for Picts, Scots for Hibernians, and German for Saecsen). In addition those with a positive MIND bonus can learn other languages such as Latin, Iberian, Phoenician, Aramaic and Greek. Pictish and Hibernian characters can choose to learn the lyrical tongue of the Sidhe. They get one additional language per point of MIND bonus. Players can choose to make their characters literate or not.

Each of the characters is assumed to come from a landed family with a Bright reputation (see Alignment). Many of their fathers may be knights or chieftains. Players should create a back-story for their characters.

Female Characters.

Female characters are harder to play, but definitely not impossible. At the time women could be warriors, druids and hunters. There were no female Christian Priests. All women under holy orders in the Church were sequestered in Nunneries.

A Christian King would not knight a woman, though a pagan Cymric, Pictish or Hibernian chieftain or King can make her a Babdh - a unique position of honour, considered equivalent to if not superior to a mere knight. Even Christian Knights will give appropriate respect to a Babdh (it being very dangerous not to).

Female druids are highly respected amongst the common folk. The Christian Church characterises them as 'fell sorceresses' and despises their power and position. Morgaine, Vivienne, Nemue and Mabh are all well known female druids at this time.

Classes

The classes are Warrior, Druid, Priest and Hunter. Characters begin at Level 1.

Warriors

Warriors are the backbone of Cymric society. Most Chieftains and Kings began their lives as Warriors. These are troubled times and the people of Logres need the protection and leadership of their Warriors.

Those who aspire to be Knights begin the campaign as Squires. Once they have achieved 3rd level and have a Reputation of at least 14 they may be knighted. Extreme acts of valour may see them knighted earlier though.

- Warriors add +1 to melee weapon attack and damage rolls.
- They can use any weapons, wear any kind of armour and use any shield.
- They have a +3 bonus to the Physical skill.
- Warriors who meet the prerequisites may attain various virtues.

Druids

The Druid has an invidious position in this society at this time. On one hand they are respected by the Cymric nobility and people and their counsel is sought by Chieftains and Kings. On the other the Christian Church despises them. Although seen as priests in recent times the role of the Cymric druid is much more analogous to a cross between a sage, a mage and a bard.

- A Roman or Saecsen character cannot be a druid.
- Druids can use the dagger, the sling and the staff, but will wear no armour nor use shields.
- They can cast arcane spells.
- They gain a +2 bonus to the Knowledge and Communication skills.

Priests

Priests are Christians and as such are charged with establishing the Church in Logres. They often accompany Warriors and their warbands for this purpose. Most are recruited locally, though some come from Rome.

- A Pict or Saecsen character cannot be a Priest.
- Priests can use any bludgeoning weapon, wear light or medium armour and use any shield.
- They can cast divine spells.
- They gain +3 bonus to the Communication skill.

Hunters

The Hunter is the constant companion of the Warrior. He finds game and water, scouts out the enemy's positions and provides missile and close support when required. A noble hunter can be knighted for actions of extreme valour.

- Hunters can use any weapon, light or medium armour and use a light shield.
- They add +1 to missile weapon attack and damage rolls.
- They gain a +2 bonus to the Survival and Stealth skills.

- Hunters who meet the prerequisites may attain various virtues.

Skills

There are just seven skills - Physical, Stealth, Craft, Knowledge, Communication, Perception and Survival.

Roll higher than the given Difficulty Class to succeed.

Skill roll = D20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Skill rank = your level + any bonus due to your class or race.

For example:

- Climbing would use Physical + STR bonus.
- Dodging a falling rock is Physical + DEX bonus.
- Finding a trap is Stealth + MIND bonus.
- Disabling a trap is Stealth + DEX bonus.
- Making or repairing a weapon or armour is Craft + DEX bonus.
- Recalling an ancient legend would use Knowledge + MIND bonus.
- Treating a comrade who has been poisoned would use Knowledge + MIND bonus.
- Bargaining for provisions with tribesmen would use Communication + MIND bonus.
- Tracking a deer or finding water is Survival + MIND bonus.

Note that there are no "saving throws" in this game. Use Physical + STR or DEX bonus for Fortitude and Reflex saves as appropriate. Saving against magic (Will save) is usually MIND bonus + your level.

Combat

Hit Points = STR Stat + (Level x3).

Roll D20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

- Melee attack bonus = STR bonus + Level
- Missile attack bonus = DEX bonus + Level
- Magic attack bonus = MIND bonus + Level

Add attack bonus to D20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage. There are no attacks of opportunity.

Warriors and Hunters can wield two light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round.

If the total attack bonus is +6, a second attack can be made at +1. If the total bonus is +11, three attacks can be made at +11, +6 and +1.

Weapon damage as per the weapons' table. Add STR bonus to Melee damage, double for 2-handed weapons.

Armour as per table below. AC = 10 + DEX bonus + Armour bonus.

Movement

Character's movement per round is measured in 5' squares, with bonuses for high DEX. Base movement for Humans is 6 + DEX bonus in squares. Wearing medium armour reduces movement by 1 square, and heavy armour reduces movement by 2 squares.

Movement through or across difficult terrain is halved, as is movement through a square occupied by a friend who is not engaged in combat. A character cannot move through a square occupied by friend who is engaged in combat. Climbing and swimming is at half speed.

An encumbered character moves at half speed. A character is encumbered when he is carrying more than STR x10 lbs of equipment (not including the clothes he stands up in. The maximum a character can carry is twice this figure and the maximum he can lift is three times the figure, but he cannot carry it.

Weapons and Armour

The weapons and armour available to the characters at the beginning of this mythic age are based in the history of the period. Thus it is fairly restricted compared to the D20 norm. However, as the pace picks up and the mythic age really gets going the range and technological complexity of the campaign will increase rapidly.

By the time Arthur pulls the sword from the stone, knights will be wielding Bastard Swords and wearing mixed plate and mail. At the highpoint of his rule, when all Logres acknowledge him as King, full gothic plate and two-handed great swords will be available. In the space of just thirty years arms technology will range across a thousand years. After the fall things will quickly revert to the 6th century as the magic passes from Logres.

Weapons & Armour Lists for the time of Uther Pendragon.

Weapon	Damage	Range	Type	
Brawling	d4-1	-	Light	Bludgeoning
Dagger	d4	20'	Light	Piercing
Club	d4	-	Light	Bludgeoning
Axe	d6	20'	Light	Slashing
Scaramsaex	d6	-	Light	Slashing/Piercing
Mace	d6	-	Medium	Bludgeoning
Spear	d6	20'	Medium	Piercing
Battleaxe	d8	-	Medium	Slashing
Sword	d8	-	Medium	Slashing
Angon	d6+1	30'	Light	Piercing
Francisca	d6	20'	Light	Slashing
Sling	d4	80'	Light	Bludgeoning
Shortbow	d6	120'	Light	Piercing

Armour	Bonus	Type
Padded	+1	Light
Leather	+2	Light
Studded Leather	+3	Light
Brigandine or Chainmail Byrnie	+4	Medium
Chainmail Hauberk	+5	Medium
Scale mail or Breastplate	+6	Heavy
Shield, Light	+1	Light
Shield, Heavy	+2	Medium

Other Equipment.

The characters can be assumed to have a reasonable amount of equipment with them, mostly on their horses. As men and women of character and position they can ask their lords for extra equipment. Specialist equipment may require special journeys to the few towns, or to known master craftsmen.

It was common in this age for Lords and other people of importance to give young adventurous souls, such as the characters, gifts such as fine horses, swords and armour, often as a reward for services rendered. Generosity was seen as one way to enhance one's Reputation.

There are no general equipment lists or prices given in these rules. Where a character feels he must buy something, his skill in bargaining will come into play.

Magic

In this mythic age there are three types of magic, though only two are available to the characters.

- The magic of the Sidhe is linked wholly to the power of the land and the old Gods. It is powerful and subtle and utterly alien to the humans it often ensnares. Much of it is glamour - illusions of beauty and great things, and deep enchantments.
- The Arcane magic of the druids is based in their great knowledge of the nature of things. The druids of this time were natural philosophers, astronomers par excellence and favourites of the old Gods.
- The new magic is based upon faith in the New God. It is often miraculous in its nature and imposes its will on the fabric of reality rather than working with the land. The Christian Priests, being the first of their kind in this land, can draw upon the power of their god, fuelling their powers with their blank-eyed piety.

Druids can cast any arcane spell with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the D20 Microlite spell list.

Priests can cast any divine spell with a spell level equal or below 1/2 their class level, rounded up. They have access to all divine spells in the D20 Microlite spell list.

Casting a spell of any kind costs Hit Points. The cost is 1 + the level of the spell being cast. This loss cannot be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.

All spells require verbal and somatic components. Material components are replaced with Holy Symbols (Divine) or Talismans (Arcane).

The difficulty level to resist a spell is 10 + caster's MIND bonus + Level of spell.

Both Druids and Priests can select up to one 'signature' spell per spell level that they prefer to use over any others. The GM can opt to make these spells easier to cast due to familiarity, costing 1 less HP to use. Spells always cost at least 1 HP.

Arcane Spell List

Cantrips	1st Level	2nd Level	3rd Level	4th Level
Arcane Mark	Charm Person	Alter Self	Animate Dead	Arcane Eye
Dancing Lights	Feather Fall	Cure Light	Dispel Magic	Bestow Curse
Detect Magic	Hold Portal	Darkness	Fireball	Confusion
Detect Poison	Mage Armour	Fog Cloud	Fly	Cure Moderate
Light	Magic Missile	Knock	Heroism	Ice Storm
Mage Hand	Ray of Enfeeble	Levitate	Hold Person	Polymorph
Message	Shield	Mirror Image	Lightning Bolt	Secure Shelter
Prestidigitation	Silent Image	Scorching ray	Major Image	Stone-skin
Ray of Frost	Sleep	Web	Protection / Energy	Wall of Fire

Divine Spell List

Orisons	1st Level	2nd Level	3rd Level	4th Level
Create Water	Bless	Augury	Continual Flame	Control Water
Cure Minor	Bless Water	Con/Desecrate	Create Food/Water	Cure Critical
Detect Poison	Command	Cure Moderate	Cure Serious	Death Ward
Detect Magic	Cure Light	Enthral	Magic Circle	Divination
Disrupt Undead	Detect Alignment	Remove Paralysis	Prayer	Divine Power
Light	Divine Favour	Restoration Lesser	Remove Disease	Freedom of Move
Purify Food/Drink	Magic Weapon	Silence	Remove Curse	Neutralize Poison
Read Magic	Protection/Dark	Spiritual Weapon	Speak with Dead	Restoration
Resistance	Sanctuary	Zone of Truth	Water Walk	Tongues

Virtues

Warriors and Hunters have access to a number of granted powers or abilities called 'virtues'. There are often difficult prerequisites to the attainment of these virtues, but the eventual benefits can often be ample reward for the work and risks involved.

Divinity

Prerequisite: Must have completed a quest for the Church or the old Gods. Their Piety must be 14 or more. Should it fall below this level for any reason the Virtue fades.

Benefit: The character may reroll one dice per day (the Gods look after their own). Once acquired the character is known as '<name> the Divine'.

Chastity

Prerequisite: The character must refrain from sexual relations (of any kind) for a year and a day.

Benefit: The character gains a +2 Reputation bonus when talking to persons of the opposite sex. This remains in effect for as long as the character is chaste. Once acquired the character is known as '<name> the Chaste'.

Poverty

Prerequisite: Other than the bare minimum to arm and equip themselves, they give away all wealth obtained to the poor.

Benefit: The character gains a +2 Reputation bonus when talking to the common people. They will always afford him hospitality. Conspicuous consumption will cause this virtue to fade. Once acquired the character is known as '<name> the Poor'.

Bravery

Prerequisite: The character must slay one of the Great Beasts of the realm. Only he who lands the killing blow gains this virtue.

Benefit: The character will then gain a +2 bonus on all future saves against fear. Once acquired the character is known as '<name> the Brave'.

Honesty

Prerequisite: The character must not knowingly tell a lie for a year and a day.

Benefit: The character gains a general +2 Reputation bonus. If he is later caught lying he will lose this benefit instantly. Once acquired the character is known as '<name> the True'.

Ferocity

Prerequisite: Never taking a step backwards in a fight. This comes into effect after seven victorious combats in which all they did was advance or hold their ground.

Benefit: Enemies quail before an opponent with a ferocious opponent. Opponents suffer a penalty of -1 to attacks and damage. Once acquired the character is known as '<name> the Terrible'.

Mercy

Prerequisite: Never slain a foe who surrendered. A character must have shown mercy to at least seven foes, in seven battles, before this comes into effect.

Benefit: The character gains a +2 Reputation bonus when asking defeated foes for their surrender, and when asking quarter for themselves if they plead it. A single act of cruelty can cause this virtue to fade. Once acquired the character is known as '<name> the Merciful'.

Titles.

As the characters progress they may receive titles from their grateful chieftains and kings. These are honorific in that they do not necessarily confer any ability, though there are often many social advantages to them.

Knighthood

To be made a Knight is the primary ambition of most Warriors. A Knight can raise and lead a company of men in the service of his Lord (the one who made him a Knight), and may be required to in time of war. He is called 'Sir<name>' by all, including his betters.

In the early years of the campaign it is only the feudal obligation he must bear. Later on, when Arthur is King a whole set of Chivalric obligations will come into force, including questing. This is why many former knights turn away from the King and join the Dark Forces that eventually bring about the Kingdom's ruin.

As a Knight progresses he may be given further titles, and with these usually come benefits such as a Manor and other lands and monopolies that will earn him an income. With these greater benefits come greater feudal obligations and other responsibilities.

If he survives to the tenth level with a good reputation he may be invited to become a Knight of the Circle, Arthur's inner court, and thus a great Knight of the Realm. He will then be called Lord '<name>' by all.

Forester

The first honour that can be bestowed on a Hunter. It allows him to travel within the King's forests armed and equipped and to hunt for his own food without let or hindrance. It also places him under a feudal obligation to serve the King by protecting the forests and serving him in war.

If he serves well and true, in time a Forester can become a Warden, a rank equivalent to an experienced Knight. Whereas Foresters have to answer not only to the King but also the local Lord, a Warden only serves the King. Successful Wardens are, on occasion, knighted, in which case they become known as Lord Wardens. These men lead companies of foresters and wardens in the service of the King in war, providing valuable firepower on the field of battle.

The Druid

A young druid is known initially as a Bard, and a bard he can remain all his days, and many choose to. Most bards work within a specific locale or with a certain tribe or community. In return that community will support all their basic needs, food, shelter etc.

Those whose service to the old Gods and the Land is exemplary can be promoted by a Druid to the position of Ovate. This position allows the druid to now act as a counsellor to chieftains, local lords and knights. Ovates may travel widely within a region, and can expect hospitality at all their lord's houses and from local bards.

Once they are proven capable by their deeds a druid may be invited to take up the full title of Druid. These men need no lord any more and travel where they please. Druids are the counsellors of Chieftains and Kings. They bring justice and peace wheresoever they go. The greatest of their kind is Merllyn, counsellor of Uther and Arthur. There are rumours of a secret inner circle of great druids, but none outside their number has ever really seen it.

The Priesthood

The Church is hierarchical and patriarchal. Characters begin life as humble brothers. Often without a parish they wander trying to spread the word of their new God. Those that are tied to communities will remain there for their whole lives.

With time and devotion may come the reward of being recognised as a Friar. This is an ecclesiastical writ to take the word of God to the heathen, and to make money. A Friar can dispense absolution and can charge for it. Most characters are unlikely to progress beyond Friar as the obligations upon the higher orders preclude adventuring. For a successful Friar is soon recognised and then tied to the court of a local Lord or even a King.

Those of a martial bent who prove their worth on the field of battle, and who come from a good family, may be knighted - though they have none of the normal feudal obligations to the man who knights them and do not call themselves 'Sir'.

Alignment

Alignment is a optional rule in this game. It is useful when involving various religions etc.

There are just three alignments:

Bright

Bright characters generally try to avoid unnecessary harm to others by their actions or by inaction. Most Cymric and Roman people are Bright. Most Warriors will aspire to being Bright. Most Christians and Druids would describe themselves as Bright.

Dark

Dark characters generally do not care if others are harmed as long as they succeed in their goals. Most, but not all, monsters are Dark. Some Pictish Tribes are definitely Dark. Unfortunately there are both Christians and Druids who hold to the Darker aspects of their religions.

Neutral

Neutral characters generally believe in the importance of balance between alignments and views. Animals, most Fey and Saecsens are generally Neutral.

The Church of the new God always sells itself as being Bright. However, in areas where they dominate their practices often become darker over time.

The followers of the old Gods recognise and worship powers that reflect all three alignments.

Level Advancement

There are no Experience Points in this game. Add up the Encounter Levels (EL) of every creature defeated in an encounter the character takes part in. Divide this total by the number of characters, round down and award to each character still alive at end of encounter. When the total = 10 x the character's current level, they've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

- +1 to all skills
- +3 Hit Points
- +1 to all attack rolls
- If the level divides by three (i.e., level 3, 6, 9, etc.) then add 1 point to either STR, DEX or MIND.
- Priests and Druids gain access to new spells at levels 3, 5, 7, 9, etc.

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Introduction

This is a game set in a medieval world where the gods have either fled or have withdrawn their blessings and protection from the majority of the population. As a result it is coming under increasing attack from Diabolic forces. A number of Diabolic Princes are competing to convert or conquer the nations of men and all that stands between them and victory are a few bands of heroes.

These travel from land to land on quests to drive back the forces of the Diabolic Princes. Sometimes they are successful, oftentimes they are not.

Inspiration.

Some readers will quickly recognise that these rules owe a considerable debt to the Diablo series of computer rpg's, especially Diablo II. Unlike the previous D&D version though, these rules and the setting have not slavishly copied the computer game, but transferred its core ideas to a simpler format and similar setting.

Microlite D20 Game Engine

This is a reduced version of the D20 rules that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where many of the resources of core D20 (monsters, spells, adventures and equipment) could be used without any serious conversion.

Character Creation

Attributes

There are 3 attributes - Strength, Dexterity and Intellect. These are abbreviated as STR, DEX and INT.

When creating a new character roll 4d6, and ignore the lowest scoring dice. Total the remaining 3 dice and allocate to one of the attributes. Repeat for remaining attributes.

Attribute bonus = (Attribute-10)/2, round down.

Note that this can result in penalties as well as bonuses.

There is one secondary attribute:

Hit Points = STR + [Level x3]

Race

The default race is Human. What other races still exist is not truly known, for most have withdrawn from the world of men as the tendrils of the dark powers have become more apparent. Some may have even succumbed to the lure of power and the philosophy of hate spread by the agents of the Diabolic Princes.

There is still much variety in the human race. Between the hulking, pale-skinned barbarians of the Northern Tribes to the slender, dark-skinned amazons of the southern jungles of Vendhya, are men and women of every hue and size.

Classes

The classes are Barbarian, Assassin, Sorceress, Paladin and Amazon.

Characters begin at Level 1. Note that there are no multi-classes as each class has an intrinsic background from which their specific skills and abilities is drawn.

Barbarian.

The mighty warriors of the Northern tribes are one of the few peoples to have held their own against the diabolic onslaught. Their courage, strength and bonds of honour have kept the tribes relatively safe. A few barbarians are now travelling south to see what can be done for these kingdoms and cities. The Wolf and Bear clan warriors are ever in the forefront of this effort.

- Barbarians add +1 to melee attack and damage rolls.
- They can use any weapons, wear any kind of armour and use any shield.

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- A Barbarian can specialise in a single type of bladed melee weapon (Spear, Sword or Axe), gaining a +2 to melee attack and damage rolls with this type (this bonus is not cumulative with their general +1).
- They have a +3 bonus to the Physical skill.
- A Barbarian can sense immediate danger which means that he is never surprised by an ambush or trap.

Assassin.

The Guild of Knives long held the peace between the fractious noble and mercantile houses of the Petty Kingdoms and City States. They are adept with dealing with the enemy within and in recent times have turned their lethal attentions to those that would serve the Diabolic Princes and undermine the Guild's peace.

- Assassins can use any light weapons, light armour and light shields.
- They add +2 to melee attack and damage rolls against opponents that are flanked, prone or otherwise prevented from effectively defending themselves.
- They have a +3 bonus to the Subterfuge skill.
- Assassins can use the Subterfuge skill to find and disarm traps.

Sorceress.

As the wizards have succumbed, one by one, to the easy temptations of the diabolist's path, only the Order of the Unseeing Eye, and its fierce Sorceresses, have held the line in the world of arcane magic. These solitary practitioners have been fighting against the coming storm for longer than any other.

- All sorceresses are women.
- Sorceresses can use the dagger and the staff, but can only wear light armour and cannot use shields.
- They can cast arcane spells.
- They gain a +3 bonus to the Knowledge skill.
- Sorceresses can use the spell Detect Magic, at will, and at no cost.

Paladin.

In an early strike by the Diabolic Princes, the main fortress of the Templars of the Light Eternal was utterly destroyed. Only a handful of brave Paladins still exist, bringing light back to the dark places. Unlike priests, who depend completely on the gods for their powers, Paladins draw upon the belief and hope of the people and so can still cast divine spells.

- Paladins can use any bludgeoning weapon, wear any armour and use any shield.
- They can cast divine spells.
- They gain +3 bonus to the Communication skill.
- Paladins are immune to fear and give their comrades a +2 bonus on saving throws it.

Amazon.

From the Citadel of the Dragon, deep in the lush jungles of Vendhya, come these lithe warrior women. They have been sent by their Empress to discover what is happening in the world of men and to fight the darkness wheresoever they may find it.

- All Amazons are women.
- Amazons can use any weapon, light or medium armour and use a light shield.
- They add +1 to missile weapon attack and damage rolls.
- They gain a +3 bonus to the Survival skill.
- Amazons are very agile and can add +2 to their AC against non-magical missile fire.

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Starting Equipment

Every character's order, tribe or community will try and equip their scion with the best that they can spare.

Barbarian	Clothes, Studded Leather Armour, Light Shield, one Light Weapon, one Medium Weapon.
Amazon	Clothes, Padded Armour, Shortbow & 20 Arrows, Dagger.
Paladin	Clothes, Studded Leather Armour, Light Shield, Holy Symbol, one Medium Bludgeoning Weapon.
Sorceress	Clothes, Staff of Magic Missiles [15 charges], Arcane Talisman, Dagger.
Assassin	Clothes, Leather Armour, Light Weapon, Thieves' Tools, 2 vials of Blade Poison [2D6 STR].

In addition each character begins with two Healing [1D6] Potions and 2D6 pieces of silver.

Level Advancement

Experience Points are handled a bit differently in this game.

Add up the Encounter Levels (EL) of every creature defeated in an encounter the character takes part in.

Divide this total by the number of characters who began the encounter, round down and award to each character still alive at the end of the encounter.

When the total = 10 x the character's current level, they have advanced to the next level. Reset the total to 0 after advancing.

As these are heroes any benefits that accrue from increasing a level are felt immediately. There is no need to have two days of R&R to 'level up'. DM's generally award experience at the end of a stage of an adventure anyway so no-one is going to level up in the middle of a battle.

Each level adds:

- +1 to all skills, or +2 to two skills, or +3 to one skill (player's choice).
- 3 Hit Points.
- +1 to all attack rolls.
- If the character's level divides by three (i.e., level 3, 6, 9, etc.) then add 1 point to either STR, DEX or INT (player's choice).
- Paladins and Sorceresses gain access to new levels of spells at character levels 3, 5, 7, 9, etc.

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Skills.

There are just seven skills - Physical, Subterfuge, Craft, Knowledge, Perception, Communication and Survival. Each represents a grouping of related skills that require similar physical and mental disciplines to master.

To succeed with a skill in a dangerous or stressful situation a character must roll higher than the given Difficulty Class. The DM will often allow characters to succeed automatically in less dangerous or stressful situations if they are sufficiently and appropriately skilled.

A character's Skill Rank = their level + any bonus due to their class.

Skill Roll = D20 + Skill Rank + whatever attribute bonus is most applicable to the use of the skill.

For example:

- Climbing would use Physical + STR bonus.
- Dodging a falling rock is Physical + DEX bonus.
- Finding a trap is Subterfuge + INT bonus.
- Disabling a trap is Subterfuge + DEX bonus.
- Following tracks is Perception + INT bonus.
- Making or repairing a weapon or armour is Craft + DEX bonus.
- Recalling an ancient legend would use Knowledge + INT bonus.
- Treating a comrade who has been poisoned would use Knowledge + INT bonus.
- Bargaining for provisions with tribesmen would use Communication + INT bonus.
- Tracking a deer or finding water is Survival + INT bonus.

Difficulty Class.

As characters develop their skills and abilities the level required for an action of moderate difficulty for them also increases as the challenges they face will also become harder.

As a guide the standard difficulty class for a character should be 10 + Character level. This can be increased or decreased depending upon whether the task is easier or more difficult than their present average ability. Thus the DM should add 1 [more difficult], 3 [much more difficult], 5 [extremely difficult] or 7 [incredibly difficult] to the DC if the task is more difficult, and deduct 1 [less difficult], 3 [easy], 5 [very easy] or 7 [really easy] from the DC if it is less difficult.

Saving Throws.

Fortitude	= 1D20+Level+STR bonus	Generally used against physically damaging attacks where dodging is not an option (poison, asphyxiation etc.).
Reflex	= 1D20+Level+DEX bonus	Generally used against special attacks where dodging is an option (fireballs, lightning bolts, traps etc.).
Will	= 1D20+Level+INT bonus	Generally used against enchantments, illusions and mind controlling powers.

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Combat.

Roll D20 + DEX bonus once per battle for initiative order Characters and monsters whos scores tie first compare their Dexterity attributes and if these are the same then reroll against each other. If one side is springing an ambush on an enemy, they get the initiative in the first round, then roll for initiative. Note that no-one is flatfooted. Barbarians are never surprised so they do roll initiative against an ambusher and thus may get to act before the ambush is sprung.

Everyone can do just one thing each turn such as move, attack, use a skill, cast a spell, etc. The exceptions being:

- the Charge, where a character can make a single move (in a straight line) and then make one attack against the target, and
- the multiple attacks available to more experienced characters.

Especially with some skill uses the DM may determine that they take more than one turn to complete.

Attack bonuses:

- Melee attack bonus = STR bonus + Level [plus any bonuses from class, enchanted items, spells or the situation, as determined by the DM]
- Missile attack bonus = DEX bonus + Level [plus any bonuses from class, enchanted items, spells or the situation, as determined by the DM]

Add the attack bonus to D20 Attack Roll. If the resulting score is higher than their opponent's Armour Class (AC), it's a hit.

Typical situation bonuses include:

Attacking an opponent who is prone, blinded or stunned	+2	
Attacking an opponent who is flanked by an ally	+1	
Attacking an opponent who is invisible	-2	
Firing a missile weapon at an opponent in light cover	-1	[Light cover is that which conceals but gives no protection]
Firing a missile weapon at an opponent in solid cover	-2	[Solid cover is that which conceals and gives protection]

Rolling an unmodified, 'natural' 20 is automatically a hit and a critical and does maximum damage. Rolling an unmodified, 'natural' 1 is a miss.

If an opponent is held, paralysed or unconscious the attacker still rolls a D20 Attack Roll. However he is just rolling to see if he rolls a 1 and thus fails to penetrate or a 20 and does a critical.

There are no attacks of opportunity. It is assumed that in a combat situation characters will remain aware of their enemies.

If the character's total attack bonus is +6 or more, a second attack can be made at -5.

If the character's total attack bonus is +11 or more, two additional attacks can be made at -5 and -10.

Weapon damage as per table below. Add STR bonus to Melee damage, and 2x STR bonus for 2-handed weapons.

Armour as per table below. AC = 10 + DEX bonus + Armour bonus.

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Weapons and Armour

Weapon	Damage	Range	Weight	Type	Availability	Cost
Unarmed	d4-1	-	Light	Bludgeoning	Not applicable	Free
Dagger	d4	20'	Light	Piercing	Common	Cheap
Club	d4	-	Light	Bludgeoning	Common	Free
Axe	d6	20'	Light	Slashing	Common	Cheap
Shortsword	d6	-	Light	Slashing/Piercing	Standard	Moderate
Rapier	d6	-	Light	Piercing	Uncommon	Moderate
Mace	d6	-	Medium	Bludgeoning	Common	Moderate
Staff	d6	-	Medium	Bludgeoning	Common	Free
Spear	d8	30'	Medium	Piercing	Common	Moderate
Battleaxe	d8	-	Medium	Slashing	Standard	Moderate
Longsword	d8	-	Medium	Slashing	Standard	Expensive
Morningstar	d8	-	Medium	Bludgeoning/Piercing	Uncommon	Moderate
Warhammer	d8	-	Medium	Bludgeoning/Piercing	Standard	Expensive
Long Spear	2d6	-	Two-handed	Piercing	Standard	Moderate
Great Sword	2d6	-	Two-handed	Slashing	Rare	Very Expensive
Poleaxe	1d12	-	Two-handed	Slashing	Uncommon	Expensive
Maul	1d10	-	Two-handed	Bludgeoning	Standard	Expensive
Sling	d4	80'	Light	Bludgeoning	Common	Cheap
Shortbow	d6	120'	Light	Piercing	Common	Cheap
Light Crossbow	d6	200'	Medium	Piercing	Standard	Moderate
Longbow	d8	240'	Medium	Piercing	Standard	Moderate
Heavy Crossbow	d10	200'	Medium	Piercing	Uncommon	Expensive

Armour	Bonus	Weight	Availability	Cost
Padded	+1	Light	Common	Cheap
Leather	+2	Light	Common	Cheap
Studded Leather	+3	Light	Common	Moderate
Chainmail Byrnie	+4	Light	Standard	Expensive
Brigandine	+4	Medium	Standard	Moderate
Chainmail Hauberk	+5	Medium	Standard	Expensive
Scale Mail	+6	Heavy	Standard	Expensive
Lamellar	+6	Moderate	Uncommon	Expensive
Breastplate	+6	Medium	Uncommon	Very Expensive
Plate & Mail	+7	Heavy	Uncommon	Very Expensive
Full Plate	+8	Heavy	Rare	If you have to ask the price you cannot afford it
Shield, Light	+1	Light	Common	Cheap
Shield, Heavy	+2	Medium	Common	Moderate

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Movement

Character's movement per round is measured in 5' squares, and is generally 6 + DEX bonus squares.

Wearing heavy armour reduces total movement by 2 squares. Wearing no armour increases total movement by 2 squares and wearing light armour increases it by 1 square. Apply these reductions or increases before calculating speed across difficult terrain.

Movement through or across difficult terrain is halved, as is movement through a square occupied by a friend who is not engaged in combat, or through a square adjacent to an unengaged enemy. A character cannot move through a square occupied by friend who is engaged in combat.

Climbing and swimming is at half speed.

When halving speed always round up to the nearest whole square.

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Magic

Spells and Spell-casting

Sorceresses can cast any arcane spell with a spell level equal to or below half their class level, rounded up. At first level they may choose five arcane spells from the D20 Microlite spell list [see below].

Paladins can cast any divine spell with a spell level equal to or below half their class level, rounded up. At first level they may choose five divine spells in the D20 Microlite spell list [see below].

Learning new spells can be achieved by finding a scroll with the spell on [see Enchanted Items below], or by finding someone who already knows it and is willing to teach it for money, or more often in trade for a spell they don't know. Neither Sorceresses nor Paladins automatically learn new spells when they advance a level.

Casting a spell of any kind costs Hit Points. The cost is 1 + the level of the spell being cast. This loss cannot be healed by curing spells, but is fully recovered after eight uninterrupted hours of rest, or by drinking a Healing Potion (as this restores both physical damage and mental fatigue).

Certain enchanted items can store power that can be used to cast spells instead of hit points [see Enchanted Items below].

There is no need to memorize spells in advance. All spell-casting is spontaneous.

All spells require verbal and somatic components. Material components are replaced with Holy Symbols (Divine) or Talismans (Arcane).

The DC to resist a spell = 10 + Spell Level + INT.

Arcane Spell List

Cantrips	1st Level	2nd Level	3rd Level	4th Level
Arcane Mark	Charm Person	Alter Self	Animate Dead	Arcane Eye
Dancing Lights	Feather Fall	Darkness	Dispel Magic	Bestow Curse
Detect Magic	Hold Portal	Fog Cloud	Fireball	Confusion
Detect Poison	Mage Armour	Invisibility	Fly	Dimension Door
Light	Magic Missile	Knock	Heroism	Ice Storm
Mage Hand	Ray of Enfeeblement	Levitate	Hold Person	Polymorph
Message	Shield	Mirror Image	Lightning Bolt	Secure Shelter
Prestidigitation	Silent Image	Scorching ray	Major Image	Stone-skin
Ray of Frost	Sleep	Web	Protection vs. Energy	Wall of Fire

Divine Spell List

Orisons	1st Level	2nd Level	3rd Level	4th Level
Create Water	Bless	Augury	Continual Flame	Control Water
Cure Minor	Bless Water	Con/Desecrate	Create Food/Water	Cure/Inflict Critical
Detect Poison	Command	Cure Medium	Cure Serious	Death Ward
Detect Magic	Cure Light	Enthral	Magic Circle	Divination
Disrupt Undead	Detect Alignment	Remove Paralysis	Prayer	Divine Power
Light	Divine Favour	Restoration Lesser	Remove Disease	Raise Dead
Purify Food/Drink	Magic Weapon	Silence	Remove Curse	Neutralize Poison
Read Magic	Protection/Alignment	Spiritual Weapon	Speak with Dead	Restoration
Resistance	Sanctuary	Zone of Truth	Water Walk	Tongues

A list of higher level spells will be provided in a future supplement.

Cure spells cure 1D6 + caster level hit points.

The divine spell Raise Dead is a little different under these rules. Instead of losing a level the character is reduced to 0 experience points [see below]. Thus they do not lose a level but have to begin advancing towards the next level again.

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Note that Undead who usually cause negative levels in D&D do not do so in D20 Microlite. Instead their special attacks are aimed at attributes.

Enchanted Items.

The most common enchanted items are Healing Potions. They are produced by apothecaries and come in a range of strengths from 1D6 to 4D6 hit points. A healing potion is a 4 fluid ounce vial of minty red liquid.

For instance some weapons and armour have one or more sockets on them into which can be placed magical gems or runestones. These gems & runestones give a variety of effects, but once set in a socket cannot be removed without destroying the entire item. Certain combinations of runes can give greater powers.

Common enchanted gems and runestones include:

Rubies	Adds 1D6 fire damage to weapons, or prevent the first 1D6 damage from ice attacks when placed on armour.
Sapphires	Adds 1D6 ice damage to weapons, or prevent the first 1D6 damage from fire attacks when placed on armour.
Emeralds	Adds 1D6 poison damage to weapons, or prevent the first 1D6 damage from poison attacks when placed on armour.
Obsidian	Adds 1D6 necrotic damage to weapons, or prevent the first 1D6 damage from necrotic attacks when placed on armour.
Pearls	Hold 1D6 points of power that can be used for casting spells. They become worthless once power is discharged.
Amethysts	Discharge 1D6 healing energy per day upon command.
Iron Rune	Increase AC of Armour or Shield by 2
Copper Rune	Prevent the first 1D6 damage from electricity when placed on armour

As stated in the section on Magic there are crystals that contain points of power that allow spell casters to cast spells without losing hit points. These come in three types:

1. Disposable pearls have a number of power points and once these are used the pearl is useless.
2. Rechargeable crystals that can be refilled by the sacrifice of the caster's hit points into the crystal. This is usually done between adventures.
3. Regenerating crystals are the rarest and most sought after. These regenerate the power points within them if left unused for 24 hours.

Then there are matrix crystals. These rare elven diamonds not only have power in them but also the matrix for a spell. Any character can cast the spell from a matrix crystal simply by saying the command word carved into one of its facets.

Most matrix crystals are one-use, but a few regenerate the power required to use them if left unused for 24 hours.

Some spells can be found on scrolls. These each contain a complete spell that has been cast into the scroll. Simply saying the last word of the scroll activates the spell. Any character can cast a spell from a scroll if they can make a Communications Skill roll against a DC of 15. Failing to cast it does not ruin the scroll, but a second attempt by the same character is not allowed for 24 hours.

A secondary use of the scroll is to allow the Sorceress or Paladin to learn the spell and add them to their repertoire. learning a spell from a scroll discharges it.

Another relatively common item, which is somewhat similar to the matrix crystal is the Wand. Unlike standard D&D these do not contain the power for a spell, just the matrix. The sorceress must provide the power either from their hit points or from a power crystal. What they allow sorceresses to do is cast spells they do not know yet or of a higher levels than they can yet use. Paladins have an equivalent to this in the Holy Relic.

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Equipment Lists.

There are no prices listed for the weapons and armour above. This is because there are no set prices for anything in this chaotic age. We have added a rough guide to the availability and cost of these items, but these should be taken as just that, rough. Some equipment will be provided by the characters' patrons when they begin, other items can be scavenged from the dead or looted from enemies.

There will come a time though when the characters will need to pay for things, especially in the very few towns that exist in the period. They will pay for these things in pieces of silver. Most craftsmen will accept silver and gold items in trade for goods. A character's Communications skill will be of great importance in this form of barter.

The most common coin is the silver piece. This is often called a shilling and it weighs about an ounce depending upon how adulterated it is. Some cities, tired of merchants cutting their silver coins into halves or quarters, have issued copper pennies at a rate of twelve pennies to the silver. These pennies are worthless outside the city that minted them.

A pound of silver in metal or coin is worth roughly one Gold Mark. This is a smaller coin than the silver shilling, but still weighs about an ounce. It is more likely to have a high level of purity than silver coinage. Gold coinage is always acceptable outside the city that minted it.

The DM will consider how difficult a thing is to make, how long it takes to make, the cost of the base materials and the market (i.e. are there plenty or few of these things available).

Eleven things you can buy with one piece of silver:

1. A night in an Inn, with a good dinner and breakfast.
2. A ride on a wagon from one village to the next.
3. Any common item that took no more than one day to make (i.e. a haversack, 30' rope, knife, six candles, large wicker basket, a plain cloak, a copper cloak pin, a horse bridle, a woollen shirt, a wheelbarrow, four arrows).
4. A lady of the night for an hour.
5. Stabling for your horse for a day and a night.
6. An afternoon in a public bath house.
7. A porter or labourer for half a day (note that porters charge for both ways if they have to travel away from their community)..
8. Bribe for a Guard for a minor infraction or favour.
9. A bottle of half-decent wine.
10. A pitcher of drinkable beer.
11. A letter written for you by a scribe.

Other things of worth.

A Promise.

In the wreck that is the world one of the most valuable things a person may give is his promise. A promise is an open ended obligation that pledges the allegiance and assistance of that man at some future date. It should neither be given nor redeemed lightly. Men and women of honour will die to fulfil a promise made.

Your Reputation.

Little is of more value to a man or a woman than their reputation. In an uncertain world it is the thing that sails before you and opens doors. A reputation that is bright and honourable will gain you the ears and promises of the wise and powerful. A reputation that is dark and dangerous may bring you fear and respect.

To impugn a person's reputation is a deadly game to play. People will fight to maintain their reputation, they may even kill to do so.

Your Ransom.

Most wise adventurers bank their spare cash with a friend, a Guild or an Innkeeper. Many will try and keep a few hundred silver pieces aside to act as their ransom. When all is lost they can then shout that they have a ransom and then surrender. Most intelligent assailants would prefer to have the money than a dead body.

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Nearly every town has a point close by to it where such transactions take place. Some even have agents who will negotiate between the captors and the ransom holder for a fee. The usual deal is to hand over the captive with his equipment in return for the cash. Not all captors are so generous and may also ransom choice items of equipment back to their captive or his agent.

As a rule of thumb an intelligent captor will demand at least one hundred silver pieces per captive level. This may be reduced if the captive is not 'complete'.

Innkeepers have become common agents in this trade, and many will happily put the adventurer's ransoms in their strongboxes with the hope of making a fat fee if they should become captured or the whole amount if the adventurer dies kinless. Those who double cross their clients quickly achieve a dark reputation and are not in business for long.

Diabolical D20

Appendix 1 - What is Known.

The World is divided into many City States and Petty Kingdoms. The majority of these are in a poor state, riven from within by diabolic cults, and assailed from without by the forces of the Diabolic Princes. Many are nervous and unwelcoming of strangers.

The areas of wilderness that once bordered these communities have grown both in size and in danger, separating them from each other such that only well-protected caravans can now travel between them. Few of the City States or Petty Kingdoms have the strength to do any more than protect what remains and in their hour of need they turn to companies of adventurers to drive back the darkness.

Many of the world's sage wizards have turned into diabolists, leaving a scattered few to teach their magics to the next generation. The Gods have fled and as a result most churches and temples are now empty. Only the Templars of the Light Eternal, the Paladins, are sufficiently holy to be able to draw upon divine belief to power their spells. Unfortunately most of these are dead.

The Enemy.

The main forces of the Diabolic Princes include the Corrupt, the Undead, the Fallen, and various Devils.

The Corrupt.

Many humans have given up the fight against the forces of the Diabolic Princes and sold their souls in the hope of immortality, or at least staving off the inevitable. These fools form into secretive Diabolic Cults. The Diabolic Princes use these cultists to undermine the morale and organization of the remaining kingdoms.

Although they remain ostensibly human the longer they spend in the service of their dark masters the more bestial they become.

The Undead.

One of the ways a Diabolic Cult can increase its power is to create or attract Undead minions. Amongst the Corrupt are those who were once Priests of the Old Gods and who have since become foul Necromancers.

The most common undead are Skeletons and Zombies, though not uncommon are all manner of depraved creatures such as ghouls and ghosts. Only the most powerful Cults and Necromancers can command the allegiance of Vampires and Wights.

The Fallen.

These are what the Corrupt become once they have mutated so far they can no longer be considered to be human. They are still humanoid in appearance but often exhibit grossly over muscled bodies, horns, cloven feet and tails. These form tribes out in the wilderness, where they infest the ruins of civilization and prey on the remaining human communities that border their dark domains.

Devils.

Most devils find it difficult to manifest upon the Prime Material plane, and where they do they cannot maintain their physical form for long. Thus they are only common close to dimensional gates and rifts, or where summoned by the Corrupt.

One minor type of Devil has managed to transfer permanently to this world by possessing the form of a goblin cultist. These are small, quick and vicious. They are led by Diabolic shamen who exhibit arcane powers.

Other Enemies.

Although the forces of the Diabolic Princes do pose the greatest threat to humanity there are others who can cause pain and suffering who have no allegiance to them.

Brigands.

When the rule of law is gone many men turn to Brigandry to feed themselves and their families. Robberies on the highways and byways of the Petty Kingdoms is rife. Some traveller's, such as wealthy caravans, can afford to buy them off, but many are much less fortunate.

Diabolical D20

Goblin Warbands.

With the collapse of the borders many goblin tribes are sending out warbands to raid and loot outlying villages and farmsteads. What they lack in strength of arms they more than make up for in numbers and a cruel cunning.

Goblins are nocturnal raiders, using their excellent night vision and sense of smell to guide them through the darkness. Although not particularly brave they are more than capable of overwhelming a few humans by sheer weight of numbers.

Halflings.

Halflings were once reasonably common in human cities and kingdoms, but since the fall they have become increasingly rare. Where they all went to few humans can even guess, and even less care. The fact is that the only time a human generally sees a halfling now is when they are being robbed.

When you are three feet tall in a man's world you tend to have developed strategies for evening up the situation. Halflings have always had a talent for stealth and larceny. When they depended upon human's good nature to get by well they kept the larceny down to a minimum. Now though the gloves are off.

Imagine a Goblin Warband, but with an intelligence that matches that of a human and the ability to disappear in a heartbeat. Halfling gangs are now responsible for about half of all robberies and theft in human cities. More than one wealthy burgher has woken up on the floor of his bedroom to find everything stick of furniture, every morsel of food and every last copper piece has been purloined while he slept.

Dark Knights.

What happens to a Paladin who has lost all hope? Whom the gods have deserted and whose spirit lies broken? Many have turned to evil and have become Dark Knights. Some of these maintain a semblance of chivalry and go through the motions of their previous lives, such as maintaining their castle, holding foul tournaments or defending a bridge or road against all comers.

Others draw to their banners ambitious and cruel young men and form retinues. These companies of darkness raid caravans, villages and even small towns, revelling in an orgy of destruction.

Few though have fallen further than Sir Turquine sans Pitie. Once a Knight of the Argent Circle of the Temple of Light Eternal he has become a true fiend and has carved a small kingdom for himself in the Grey Mountains. He rides forth from here to reave and enslave his neighbours.

The Wild Hunt.

Although most have withdrawn to their ancient forest holds, some Elves now prey upon humans. They blame humanity for releasing the Diabolic Princes and seek to avenge their losses. They rarely wander far from their forests, but form a deadly threat along their borders.

Upon a full moon they are rumoured to ride forth upon sylvan steeds with a baying pack of barghests at their head. They are led by a powerful Elven Lord, known as the Master of the Hunt, and they give no mercy to anyone who passes before them.

Ogres.

Once upon a time human champions drove these beasts so far into the wilderness that they became legends. A monster to frighten children to bed with. Now they are coming back, and not just in ones or twos, but in warbands numbering dozens.

They are driven by their hunger for flesh and have no compunction about who they attack. More than one Diabolic Cult or Goblin Warband has been wiped out and then eaten by ravenous Ogres.

Ogres are large, slow and immensely strong. They are bright enough to be able to cobble together makeshift armour from what they loot, and use huge clubs and crude spears in combat.

TMKT

by Mike Berkey (michael.berkey@gmail.com), Copyright 2008-2010. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.microlite20.net>.

Teenage Mutated Kung Fu Tortoises, of course. ;-)

This is a supplement for SpyLite. Differences are noted below, as necessary. The design is intentionally modular, however, so the key bits (the mutations) should be fairly compatible with other Microlite20 systems, with a bit of nudging.

The only difference not listed below is that in combat Dexterity bonus is used to modify to-hit rolls and not Strength. This is a design consideration to keep large characters from dominating the game.

CHARACTER CREATION

STATS

TMKT uses three stats: **Strength**, **Dexterity**, and **Mind**. Roll 3d6 for each score. Reroll the lowest score, keeping the higher of the two rolls. Your stat bonuses are **(STAT-10)/2, rounded down**.

For compatibility reasons, substitute any references to Intelligence or Charisma with "Mind".

CLASSES

There is one class—Hero. Characters begin at Level 1. Non-player characters use a special class, NPC.

All classes can use any weapon, armor or equipment, including vehicles.

BACKGROUND

Roll d20 on the table below...or pick one.

d20 Result

- 1-3 **Genetic Drift.** You're the mutated child of normal parents, or perhaps the most recent of a line of mutants. +2 to an ability score of your choice, or one more BioP.
- 4-8 **Lab Rat.** You were the result of a laboratory experiment. You escaped, and have been living on the fringes of society ever since. Take either +2 to an ability score or another Trained Skill.
- 9-12 **Secret Experiment.** You were the result of a government, military or corporate experiment. Trained for a specific purpose, you managed to escape your handlers. Or have you? You gain one more Talent. As an additional option, you can still be on good terms with your agency.
- 13-14 **Survivor.** You strove and overcame all obstacles. Through sheer willpower alone, you evolved into what you are now. From now on, whenever you roll for hit points, roll twice, taking the higher of the two rolls.
- 15-19 **Toxic Spill.** You were an innocent creature who stumbled across a pool of toxic waste, causing you to mutate heavily. **Roll d6:**
 - 1-3 **Freakish Mutation.** In exchange for one obvious mutant feature—say, albinism, or an extra eye, etc—you gain another 1d4 BioP. The feature has to be severe enough to impair you in some minor way or otherwise mark you as a freak.
 - 4-6 **Adopted by a Mentor.** You were discovered at an early age by a mentor, adopted and trained. Gain either +2 to a stat of your choice or another Talent.

- 20 **Unstable DNA.** Your body is evolving at an alarming rate. Start out with 1 BioP less than your species indicates, but you gain an additional BioP every even level (2, 4, 6, 8, etc). At every level evenly divisible by 4, you can spend your BioP points on any mutant ability, including ones that your species wouldn't normally be able to acquire. These points can be "stored" and used at a future point.

SPECIES

Roll d20 on the table below or pick one.

d20	Type
1	Aardvark
2	Bat
3	Bear
4	Cat, Domestic
5	Donkey
6	Elephant
7	Frog
8	Horse
9	Lion
10	Monkey
11	Moose
12	Mouse
13	Opossum
14	Porcupine
15	Rat
16	Rhino
17	Squirrel
18	Turtle
19	Wild Bird
20	Wolf

See the section on Mutant Creatures for more detail. You can also make your own animals—see the end of the Species list for details. A more comprehensive list is also in the Appendix.

SKILLS

There are five skills : **Communication**, **Knowledge**, **Physical**, **Science**, and **Subterfuge**. The player chooses one as Trained, initially.

TALENTS

Talents work the same as in SpyLite. Substitute any references to "Intelligence" or "Charisma" with "Mind". This game uses Gear Points, so any Talents that involve Gear Points are in play.

You get 2 Talents at first level and an extra one every 2 levels thereafter. Some Talents may be taken more than once—in that case, the effects stack. If they can be stacked, it will say so in the description.

Brawler. Brawler does not increase the die size of natural weapons; it adds +1 to damage for each time it has been taken.

Team Bonuses. If the PC group chooses the same animal type, mutations and background for all the characters, then they get a free Talent at first level. Call it cross-training.

NEW TALENT DESCRIPTIONS

Block. Once per encounter, you can make a Phys + DEX roll vs a successful incoming melee attack. The DC is equal to the damage taken +10. If successful, that attack is avoided. Taking this Talent again allows multiple uses.

Escape. This represents training in wrestling or other grappling styles. It offers improved skills with maintaining or escaping grabs: it gives +2 on all rolls to maintain or escape grabs, with an additional +2 bonus every 5 levels. This bonus only applies for the strength check and not to-hit rolls.

You also gain one additional benefit: if you roll 10 points or more than your opponent during any check to escape a grab, you have the option of immediately throwing them to the ground as a free action, doing damage and knocking them flat.

Sniper. If the character is aiming with a ranged weapon, treat it as having a scope. If it has a scope, then the attack is at an additional +2 (on top of the Aim maneuver).

Traditional Medicine. Given access to herbs, other medicinal materials and sufficient time, you can perform great acts of healing. With several hours of care, make a MND + Know check vs a DC equal to 10 + the amount of damage that you want to heal. If successful, when the patient wakes up the next morning, he regains that many hit points.

NEW COMBAT MANEUVERS

Trick Shots. Declare what your attack is going to do—it could be anything from shooting a weapon from your opponent's hand to blowing his hat off or extinguishing a lantern. Other possibilities could be stapling the target to the wall through his clothing, tying him up, tripping him and so on.

Make a to-hit roll at -8.

If it's against a live opponent, then he makes a save (usually DEX or STR + Phys) against a DC equal to your attack roll (with the to hit penalty) and either drops the weapon or is intimidated, which could have effects ranging from a -2 to hit on his next action to flat-out surrender, depending on how much he failed by and what, exactly, you did.

This may only be attempted once per day. It can also, at the GM's option, cure poisons and disease.

Unconventional Fighter. When making Trick Shots, you only take a penalty of -4 instead of -8.

Weapon Specialist. Choose a type of weapon: Firearms, Unarmed or Melee Weapons. From now on you're +1 to hit and damage with those types of weapons, increasing by another +1 to hit and damage every 5th level (i.e. 5, 10, 15, 20).

If he makes the save (i.e. his save roll is higher than your to hit roll), then the attack applies against his AC (again with the -8 penalty)—he still might be shot by accident.

Against an inanimate object, use a flat DC, higher for smaller objects or more difficult shots. Aim, range and cover all apply to Trick Shots.

MARTIAL ARTS STYLES

If a player wants, he can choose a martial arts style for his character. Each martial art has a list of Talents. If the character has a certain number of Talents from the list, they achieve mastery and gain a bonus which can be split up amongst to-hit rolls, damage, AC and certain skill bonuses (such as tumbling or sneaking around). Bonus points can only be reallocated once per round, on a character's action.

Note that some Talents may appear multiple times on the list—this is because certain Talents may be taken more than once. Each additional selection counts as a separate Talent for this purpose. If a Talent is listed only once in a style even though it can be taken more than once, then it can only be counted once for that style.

In order to advance to a higher level of mastery, the player must also seek out and challenge a practitioner of their style with that mastery level. It need not be a formal challenge or to the death, but it is a milestone in the character's martial career.

The player can also declare himself to be a master of several martial arts, but only the highest level of mastery will count. For example, you can be a Master of Tae Kwon Do and a Grandmaster of Eagle Style Kung Fu, but only the +4 bonus would apply. They do not stack.

Creating new styles is simply a matter of typing up a list of 8 Talents that encourage the right amount of thematic specialization.

# of Talents		
From List	Level of Mastery	Bonus
2	Novice	+1
3	Skilled	+2
4	Master	+3
5	Grandmaster	+4
6	Adept	+5

Judo. Agile, Brawler, Defensive Roll, Escape, Judo, Specialist (Judo History or Judo Sport), Weapon Specialist (Unarmed)

Karate. Block, Brawler, Brawler, Durable, Martial Artist, Power Attack, Specialist (Okinawan or Japanese Culture), Weapon Specialist (Unarmed).

Kung Fu. Agile, Block, Brawler, Escape, Judo, Martial Artist, Traditional Medicine or Specialist

(Chinese Culture), Weapon Specialist (Unarmed).

Ninjutsu. Agile, Agile, Defensive Roll, Judo, Martial Artist, Specialist (in some kind of stealth or assassination-related area), Unconventional Fighter, Weapon Specialist (Melee).

MUTANT CREATURES

A mutant creature is defined by certain things.

The first is **BioP** (Bio-mutation Points). **BioP** are used to "build" a mutant creature, making it bigger or smaller or acquiring special abilities.

Every creature in the game has a base **size**. The size varies depending on the species and how your BioP points are spent. It modifies your ability scores and potentially affects your to-hit rolls and AC, along with a few other things.

Each creature will have its size and base BioP listed under its description, along with ability score adjustments, special bonuses or weaknesses.

Size	Example	Mod	Str	Dex	Mind	Natural AC
Diminutive	Sparrow	+4	-8	+6	-4	--
Tiny	Turtle	+2	-6	+4	-2	--
Small	Dog	+1	-2	+2	0	--
Medium	Man	0	0	0	0	--
Large	Bear	-1	+8	-2	0	+2
Huge	Elephant	-2	+16	-4	0	+5

The "Mod" column applies to hit and AC.

Mod x4 applies to checks when attempting to hide or move silently—any skill check that would be adversely or positively affected by being very large or small. In this system, this bonus does **not** apply to grappling checks—that's already factored into the Strength bonus. For example, a Large bear would apply -4 to stealth attempts.

Increasing a character's size category costs 2 BioP per size category. Decreasing the character's size gives back 2 BioP.

Human Features. Human features represent how far the creature has been moved along the evolutionary scale towards human. Improving your character's features costs 1 for Partial or 2 for Full.

Bipedal refers to how well the creature walks on its hind feet, leaving its hands free for other tasks. Partial Bipedalism gives the creature the ability to stand on its hind legs, but it won't be able to easily walk while doing so.

Hands. Creatures with no hands can not hold things very well, if at all. Think of it like your dog trying to hold a screwdriver. Partial handed creatures are like apes—no opposable thumbs. Full handed creatures have full gripping and manipulation ability, like a human.

Looks refer to how closely a creature can pass for a human. If none are bought then they are very clearly a mutant creature; no amount of disguising can conceal it.

Speech. The creature's ability to speak in a human tongue. If "none" is selected, the character automatically has the ability to speak telepathically. No other special psionic ability is gained other than projecting speech—to read minds or control others, you have to buy the appropriate abilities.

	None	Partial	Full
Bipedal	0	1	2
Hands	0	1	2
Looks	0	1	2
Speech	0*	1	2

* But gives limited telepathy, which only allows speech and has a relatively short range. This sort of speech can also not be recorded by machines.

Other Abilities:

The character can buy special abilities from the "possible abilities" entry in their species' write-up. These will almost always be 1 BioP each.

+/-1 size category costs or gives back 2 BioP.

Leftover BioP can be spent on stats at a 1/1 ratio or hit points at 2 hp per 1 BioP. Talents can also be bought for 2 BioP.

The GM can also adjust beginning BioP totals based on how powerful he wants starting characters to be in his campaign. +1d2 for slightly more powerful than the default, all the way up to +1d10.

Another common bonus is to allow characters their first Species special ability point for free.

SPECIES

Aardvark. 9 BioP

Size: Medium

Ability Modifiers: None

Special: None

Weaknesses: Poor Eyesight

Possible Abilities: Digger, Keen Hearing, Keen Smell, Natural Armor (Thick Hide)

Bat. 10 BioP

Size: Diminutive

Ability Modifiers: +2 Dex

Special: Hands (Partial, 1 pt invested)

Weaknesses: Poor Eyesight

Possible Abilities: Climb, Extra Limbs, Flier, Keen Hearing (Can Echolocate)

Bear. 4 BioP

Includes black, brown and grizzly bears.

Size: Large

Ability Modifiers: +4 Str

Special: Partial Biped Free (1 pt invested)

Weaknesses: None

Possible Abilities: Climb, Keen Smell, Natural Armor (Thick Hide), Natural Weapons (Claws and Bite)

Cat, Domestic. 9 BioP

Size: Tiny

Ability Modifiers: +2 Dex

Special: None

Weaknesses: None

Possible Abilities: Climb, Keen Hearing, Keen Smell, Natural Weapons (Bite and Claw), Nightvision.

Donkey, 7 BioP.

Size: Medium

Ability Modifiers: +2 Str

Special: Load-bearing Creature

Weaknesses: Poor Eyesight

Possible Abilities: Keen Hearing, Keen Smell, Natural Weapons (Hooves and Bite)

Elephant, 5 BioP.

Size: Huge

Ability Modifiers: +2 Mind

Special: Load-bearing Creature

Weaknesses: Poor Eyesight

Possible Abilities: Keen Smell, Natural Armor (Thick Hide), Natural Weapons (Tusks), Prehensile Limb (Trunk)

Frog, 12 BioP.

Size: Diminutive

Ability Modifiers: +2 Dex

Special: None

Weaknesses: Cold-blooded (gets lethargic in cold weather), Requires Water

Possible Abilities: Amphibious, Jump, Keen Hearing, Keen Smell, Keen Vision

Horse, 6 BioP.

Size: Large

Ability Modifiers: None

Special: Load-bearing Creature

Weaknesses: None

Possible Abilities: Keen Hearing, Keen Smell, Natural Weapons (Hooves and Bite), Runner

Lion, 7 BioP.**Size:** Medium**Ability Modifiers:** +2 Str**Special:** None**Weaknesses:** None**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Natural Weapons (Claws and Bite), Natural Armor (Thick Hide), Nightvision**Monkey, 5 BioP.**

Includes a wide variety of monkeys: baboons, rhesus, macaque, howler monkeys, mandrills and whatnot. The larger varieties are size Small—adjust BioP down to 4 total. Small monkey varieties replace the +2 Dex bonus with +2 Str.

Size: Tiny**Ability Modifiers:** +2 Dex, +2 Mind**Special:** Partial Biped (1 pt invested), Partial Hands (1 pt invested), Partial Looks (1 pt invested)**Weaknesses:** None**Possible Abilities:** Climb, Jump, Keen Smell, Noise Attack, Natural Weapon (Bite), Prehensile Limb (Tail)**Moose, 7 BioP.**

Also includes elk. Elk, do not have the Poor Eyesight weakness—reduce the BioP total to 6.

Size: Large**Ability Modifiers:** None**Special:** Load-bearing Creature**Weaknesses:** Poor Eyesight**Possible Abilities:** Keen Hearing, Keen Smell, Natural Armor (Thick Hide), Natural Weapons (Antlers and Hooves), Runner**Mouse, 11 BioP.**

Also includes other diminutive rodents such as gerbils and hamsters.

Size: Diminutive**Ability Modifiers:** +2 Mind**Special:** None**Weaknesses:** Poor Eyesight**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Nightvision**Opossum, 11 BioP.****Size:** Tiny**Ability Modifiers:** None**Special:** None**Weaknesses:** Poor Eyesight**Possible Abilities:** Climb, Digger, Feign Death, Nightvision, Prehensile Limb (Tail), Strong Constitution.**Porcupine, 10 BioP.****Size:** Small**Ability Modifiers:** None**Special:** None**Weaknesses:** Poor Eyesight**Possible Abilities:** Climb, Digger, Natural Weapons (Bite and Claws), Quills, Strong Constitution**Rat, 11 BioP.****Size:** Tiny**Ability Modifiers:** None**Special:** None**Weaknesses:** Poor Eyesight**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Natural Weapon (Bite), Nightvision, Strong Constitution**Rhinocerus, 6 BioP.****Size:** Huge**Ability Modifiers:** +2 Str, -2 Dex**Special:** Natural Armor (Thick Hide, 1 pt invested)**Weaknesses:** Poor Eyesight**Possible Abilities:** Natural Armor (Thick Hide), Natural Weapon (Horn)**Squirrel, 8 BioP.**

Also includes chipmunks.

Size: Diminutive**Ability Modifiers:** +2 Dex**Special:** Partial Biped (1 pt invested), Partial Hands (1 pt invested)**Weaknesses:** None**Possible Abilities:** Climb, Flier, Jump, Keen Vision**Turtle, 10 BioP.****Size:** Tiny**Ability Modifiers:** None**Special:** Natural Armor (Shell, 1 pt invested)**Weaknesses:** Cold-blooded (gets lethargic in cold weather)**Possible Abilities:** Amphibious, Natural Armor (Shell), Natural Weapons (Bite and Claw)**Wild Birds, 8 BioP.**

Includes most small non-predatory birds, including budgies, chickadees, parakeets, pigeons, finches and so on.

Size: Diminutive**Ability Modifiers:** +2 Dex**Special:** Biped (2 pts invested)**Weaknesses:** None**Possible Abilities:** Extra Limbs, Flier, Keen Vision, Mimic, Natural Weapons (Beak and Claws), Navigation**Wolf, 8 BioP.****Size:** Medium**Ability Modifiers:** None**Special:** None**Weaknesses:** None**Possible Abilities:** Keen Hearing, Keen Smell, Natural Weapon (Bite), Runner

BUILDING OTHER SPECIES

All animals start out with 8 BioP, adjusted by their size.

Size Category	BioP mod
Diminutive	+3
Tiny	+2
Small	+1
Medium	0
Large	-1
Huge	-2

Stat bonuses cost 1 BioP for every +2.
Stat penalties give back 1 BioP for every -2

Special abilities or weaknesses cost (or give back) 1 BioP each.

Finally, give a short list of possible abilities that the base species possesses. If you want all characters of that species to start out with any of these, then "pre-buy" them under "Special".

SPECIAL ABILITIES AND WEAKNESSES

Some of these abilities can be taken multiple times —if they can, the ability's description will say so.

Amphibious. The character is adapted to living in the water. +4 to swim rolls, and they can hold their breath a very long time. Taken again, the bonus goes up to +6 and the character can breathe underwater.

Camouflage. The character has a natural coloration that provides +4 to all stealth rolls in the proper settings (i.e. panthers at night, polar bears in snowy environments), allowing them to blend into their environment provided they are not wearing much clothing. Occasionally, this level is free instead of prepaid since it can be rather situational.

Taken twice, they can change their coloration at will, increasing the bonus to +8 and making them virtually invisible in the right conditions.

Climb. The character is a natural climber. +4 to Climb rolls, and they can cling to surfaces with ease.

Constrictor. The creature can grapple extremely well. +4 to all grappling checks and does another +2 damage when squeezing.

Digger. The character can dig extremely well. +4 to any rolls involved with moving earth. Can make burrows and holes in record time. They also gain +2 to damage when using their claws in combat.

Electrolocation. This creature has the ability to sense the direction and strength of magnetic fields when submerged. In nature, it's mostly used to track other creatures by sensing the contraction of muscle tissue. It typically has a fairly short range.

Extra Limbs. Winged creatures who've bought the full hands feature can buy this ability. It gives them a full pair of arms, ending in hands in addition to their wings.

Extreme Environment. The character is adapted to a specific environment making them highly resistant to its special features (no damage from extreme cold, heat, pressure, needing less water than most creatures, etc).

Feign Death. The character is very good at pretending to be dead, to the point of stiffening up, drooling and passing out. This state will last a few minutes up to an hour. Attempts to see through the ruse will be at +5 to the DC.

Flier. Taken once, the character can glide. Taken twice, the character can fly.

Heat-sensing. Some creatures can track prey by the heat they give off.

Jump. The character can jump very far. +4 to Jump rolls. Taken again, +8.

Keen Hearing. The character has very sharp ears. +4 to listen checks. They may also be able to hear sounds outside of human range (dog whistles or impending earthquakes, for example).

Keen Smell. The character has a keen sense of smell. +4 to smell things, and some can even track by smell alone.

Keen Touch. Some creatures, such as moles, have keen senses of touch that allow them to sense their surroundings and detect other creatures through the vibrations that their movements cause. +4 bonus to detecting vibrations and other such details.

Keen Vision. +4 to spot things at a distance or discern detail.

Load-bearing Creature. This creature has evolved to be capable of lifting and carrying great weights. They can carry twice as much as another creature of similar strength and size. Whenever a skill roll comes up that might be helped by great lifting strength, they get an additional +2.

Mimic. The creature has a gift for mimicking noises, ranging from specific voices to sounds like fire alarms and other random environmental noises. +4 to appropriate rolls.

Natural Armor. The character has a thick hide, protective scales, a thick shell, whatever. +2 to AC, +5 to AC if taken again.

Natural Weapons. Usually claws or a bite, but these aren't the only options. 1d6 damage for medium or smaller characters. 1d8 for large. 1d10 for huge. Taken again, they can make an additional attack per round with no penalty so long as that additional attack is with one of their natural weapons.

Navigation. Some creatures have an unerring sense of direction and never get lost. In many cases, this is a combination of instinct and the ability to detect magnetic fields.

Nightvision. The character can see in low-light conditions fairly well.

Noise Attack. The creature is capable of making a devastating noise once per encounter. 1d6 damage to anybody within close earshot, plus they have to save vs DC 15 or be stunned for 1d3 rounds.

Poison, Deadly. Often delivered by a bite or poisoned claw, this poison is relatively fast-acting and painful. If the save is failed, it causes 1d4 Str damage every round until the save is made or the victim dies. Save DC is equal to the creature's Str score + 10. Depending on the creature, the venom can be faster or slower-acting.

Poison, Paralyzing. Usually delivered by a bite or poisoned claw. The target must save or be paralyzed for a span of hours. Save DC is equal to the creature's Str score + 10.

Poor Eyesight. The character takes a -4 to any skill roll involving vision. Their other senses can take up the slack in combat, however, so there is no to-hit penalty unless the character is trying to perform a ranged attack.

Poor Hearing. The character takes a -4 to any skill roll involving hearing.

Prehensile Limb. The character has a prehensile limb that can act as an extra limb or possibly even a spare hand. Examples include monkey's tails, elephants trunks and even a chameleon's tongue.

Quills. The character is covered by a coat of quills. It provides +1 AC, and also adds +2 damage to any unarmed melee attacks. The character can also detach quills and throw them as darts. Any attacker that tries to hit a character covered with quills with an unarmed attack and fails by 4 points or more will take 1d4 damage.

Regeneration. This creature can regenerate lost limbs and damage. Taken once, the creature heals 1 hp per hour. Twice, 1 hp per 10 minutes.

Requires Water. The character needs to stay wet constantly or they begin to dry out. After an hour or so without water, -all stats are at -2. After several hours, the character begins to take 1d6 damage per half hour until rehydrated.

Runner. This creature can run twice as fast as a human. Taken again, four times as fast.

Stench. This creature can project a potent stench at one nearby target. Make an attack roll—if successful the victim has to save or be nauseated for several rounds with a persistent smell that lasts for days. The save DC is the creature's Str + 10. If the attack roll misses, there's a 50% chance the fluid will drench a nearby target.

Nauseated targets are at -4 to most skill and attack rolls and may, if they fail their save spectacularly, be incapacitated from nausea for a few rounds.

Strong Constitution. These creatures are hardy and fecund. They are rarely affected by poisons or diseases and can usually eat just about anything. +4 to checks against poison, diseases and other such things.

Spit. The creature can spit. Make an attack roll—if successful the victim has to save or be blinded for several rounds. The save DC is the creature's Str + 10.

Tall. This creature is unusually tall. They can easily reach things that other creatures can not. This ability is usually "free" since it doesn't give a huge advantage. If you track such things in your game, this character will probably have better combat reach.

PSIONIC POWERS

Psionic powers can be used at will. Only one power can be used per round and it takes up a standard action. The only exceptions are "Iron Will" and "Battle Mind", which give a persistent bonus.

Any effect that requires overcoming a target's willpower will require an opposed MIND + Level roll between the target and the attacker.

Psionic powers cost 1 BioP each. Some can be taken multiple times. If so, it will say so in the power's description.

At the GM's option, a new psionic power can be chosen every fifth level, if the player already has psionic abilities.

Aura Sense

Range: Line of Sight

Effect: Divulges one piece of information about the target—level, mutations, general background, a vague description of intent. The target doesn't need to be aware of the attempt to make a save.

Battle Mind

Effect: Gives the attacker a +4 bonus when making opposed rolls for psionic abilities.

Beast Mind

Range: Line of Sight

Effect: Allows the character to communicate with animals of their own base stock. Animals will regard the character as one of their own. If taken again, this applies to all animals.

Control Animal

Range: Line of Sight

Effect: Can give a single command to an animal that it will carry out to the best of its ability. It can attempt to resist. When the command is finished, it reverts back to normal. If the command takes longer than a few minutes, it gets another roll to resist every 5 minutes or so with a cumulative +1 every subsequent roll. Only works on the same animal type as the character's base stock. If taken again, this applies to all animals.

Evil Eye

Range: Eye Contact

Effect: Gives a curse of some sort. Blindness, Clumsiness, Deafness, Mute, Numbness, Pain, Stun, whatever. The effect must be chosen when the power is first taken. Each time the power is taken again, another effect must be chosen.

Typically, a curse will give a -4 to all skill or to-hit rolls affected by the condition or simply make certain things impossible. Duration is 10 minutes,

at which point the victim can save again, this time at +1. Every additional 10 minutes allows another save, with a cumulative +1.

Hypnosis

Range: Eye Contact

Effect: Works like "Control Animal", except with intelligent creatures. At the GM's option, more elaborate commands can be given if extra time (and several extra rolls) are taken.

Illusion

Range: Eye Contact

Effect: Imprisons the target within its own mind. The attacker can control what the target sees or experiences for the duration. Inflicting damage within the illusion will allow another roll to resist (and snap out of it) and does 1d4+1 point per level. The target also gets to resist after the first combat round. Subsequent resist rolls take place every minute and are at a cumulative +1.

Iron Will

Effect: +4 to saves against psionics or, indeed, anything requiring willpower to overcome.

Mental Awareness

Range: A few hundred yards

Effect: When used, allows the detection of psionic power usage and intelligent life forms. If the other parties don't want to be found, then roll to resist.

Prophecy

Effect: The character has prophetic dreams. Not only does it give the GM a plot device tool, the character can also roll to see if he "remembers" the events of the day. In game terms, it lets him reroll any dice roll, taking the better of the two rolls. The first time in an adventure he does it, the DC to use this ability is 10. Every subsequent use adds another +5 to the DC.

Scry

Effect: The character can see distant events, although not with completely reliable detail. The DC varies depending on how close the scried event is: DC 10 for right next door all the way up to DC 35 for the other side of the planet. It picks up images, but no sound. Mentally aware targets (possessing Mental Awareness, or other appropriate powers such as Hypnosis, Illusion or Telepathy) can roll to detect the scrying.

Telekinesis

Range: Mind score + Level in feet

Effect: Mind score + Level in pounds can be lifted. Effects are limited to basic manipulation—an object can be lifted and carried, a lever may be thrown, a

button pressed, but typing a password into a keyboard would be out of the question. Taking this ability again adds fine manipulation.

Telekinetic Bullet

Range: Mind score + Level in yards

Effect: Grabs a pebble or other small object and hurls it at an enemy. Requires an attack roll. Does 1d4+level in damage. Taking this ability again upgrades it so several objects can be thrown at once—the attack becomes a small 10' diameter area of effect.

Telepathy

Range: Line of Sight or unlimited if the target is known (might require a roll versus a variable DC to "find" the target).

Effect: Can talk to or read another mind. If the mind is unwilling, an opposed roll is required. Probing deeper in the mind to get at information will require several opposed rolls, some of which the target might get a bonus on, depending on the GM.

APPENDIX: MORE CRITTERS

Tables!

d20 Table

1-4	Farm Animals
5-8	Pets
9-12	Urban
13-16	Wilderness
17-20	Zoo

d100 Farm Animals

01-08	Cat, Domestic
09-15	Chicken
16-25	Cow (Bull)
26-35	Dog
36-38	Donkey
39-43	Duck (see Wild Fowl)
44-49	Goat
50-54	Goose (see Wild Fowl)
55-64	Horse
65-66	Llama
67-68	Mink
68-70	Ostrich
70-80	Pig
80-88	Rabbit
89-95	Sheep
96-100	Turkey (see Chicken)

d100 Pets

01-5	Budgee (see Wild Bird)
06-15	Cat, Domestic
16-18	Chameleon
19-35	Dog
36-38	Pig
39-40	Gecko
41-45	Gerbil (see Mouse)
46-50	Guinea Pig
51-55	Hamster (see Mouse)
56-60	Horse
61-70	Monkey
71-77	Mouse
78-82	Parrot
83-88	Rabbit
89-94	Rat
95-100	Turtle

d20 Urban

1-2	Bat
3-5	Cat, Domestic
6-8	Dog
9-10	Mouse
11-12	Pigeon (see Wild Bird)
13-14	Raccoon
15-16	Rat
17-18	Sparrow (see Wild Bird)
19-20	Squirrel

d100 Wilderness

01-02	Badger
03-04	Bat
05-08	Bear
09-11	Beaver
12-13	Bobcat
14-17	Chipmunk (see Squirrel)
18-19	Cottonmouth (see Snake)
20-22	Cougar (see Cat, Big)
23-26	Coyote
27-30	Crow or Raven
30-33	Deer
34-35	Eagle (see Predatory Birds)
36-38	Ferret
39-40	Fox (see Coyote)
41-43	Frog
44-46	Groundhog
47-48	Hawk (see Predatory Birds)
49-50	Mink
51-53	Mole
54-55	Moose
56-58	Mouse
59-60	Muskrat
61-62	Opossum
63-64	Owl
65-67	Porcupine
68-70	Rabbit
71-74	Raccoon
75-76	Rattlesnake (see Snake)
77-79	Skunk
80-83	Squirrel
84-86	Turtle

87-88 Weasel (see Ferret)
89-92 Wild Bird
93-96 Wild Fowl
97-98 Wolf
99-100 Wolverine

d20 Zoo

01-05 Alligator
06-10 Ape
11-15 Bear
16-17 Bear, Polar
18-22 Boa (see Snake)
23-25 Cheetah
26-30 Cobra (see Snake)
31-35 Elephant
36-37 Gila Monster
38-42 Giraffe
43-47 Hippopotamus
48-52 Koala
53 Komodo Dragon
54-58 Leopard (See Cat, Big)
69-63 Lion
64-73 Monkey
74-75 Ocelot
76-77 Panda
78-82 Panther (See Cat, Big)
83-87 Parrot
88-92 Rhino
90-94 Tiger (See Cat, Big)
95-00 Roll again on Wilderness

Armadillo, 8 BioP.

Size: Small

Ability Modifiers: None

Special: Natural Armor (Bony Plates, 1 pt invested)

Weaknesses: None

Possible Abilities: Amphibious, Digger, Keen Smell, Natural Armor (Bony Plates), Strong Constitution

Alligator, 7 BioP.

Also includes crocodiles and other similar creatures.

Size: Large

Ability Modifiers: None

Special: Natural Armor (Scales, 1 pt invested)

Weaknesses: Cold-blooded (gets lethargic in cold weather)

Possible Abilities: Amphibious, Keen Hearing, Keen Smell, Natural Armor (Scales), Natural Weapons (Bite), Nightvision

Ape, 3 BioP.

For simplicity's sake includes all number of apes, including chimpanzees, gibbons, gorillas, mandrills and orangutans.

Size: Medium

Ability Modifiers: +4 Str

Special: Partial Biped (1 pt invested), Partial Hands (1 pt invested), Partial Looks (1 pt invested)

Weaknesses: None

Possible Abilities: Climb, Jump

Badger, 9 BioP.

Size: Small

Ability Modifiers: +2 Str

Special: None

Weaknesses: Poor Eyesight

Possible Abilities: Climb, Digger, Keen Smell, Natural Weapons (Claws and Bite)

Bear, Polar, 5 BioP.

Size: Large

Ability Modifiers: +2 Str

Special: Camouflage (in snowy conditions, free), Partial Biped Free (1 pt invested)

Weaknesses: None

Possible Abilities: Amphibious, Extreme Environment (Cold), Keen Smell, Natural Armor (Thick Hide), Natural Weapons (Claws and Bite)

Beaver, 8 BioP.

Size: Small

Ability Modifiers: +2 Mind

Special: Partial Hands (1 pt invested)

Weaknesses: Poor Eyesight

Possible Abilities: Amphibious, Digger, Keen Hearing, Keen Smell, Natural Weapon (Bite)

Boar, 8 BioP.

Size: Medium

Ability Modifiers: +2 Str

Special: None

Weaknesses: Poor Eyesight

Possible Abilities: Keen Hearing, Keen Smell, Natural Armor (Thick Hide), Natural Weapons (Tusks), Strong Constitution

Buffalo, 4 BioP.

Size: Large

Ability Modifiers: +4 Str

Special: Load-bearing Creature

Weaknesses: None

Possible Abilities: Keen Hearing, Keen Smell, Natural Armor (Thick Hide), Natural Weapons (Horns), Runner (mostly for charging)

Camel, 6 BioP.**Size:** Large**Ability Modifiers:** None**Special:** Load-bearing Creature**Weaknesses:** None**Possible Abilities:** Extreme Environment (Desert), Keen Smell, Runner, Spit**Cat, Big, 7 BioP.**

Includes big cats such as leopards, jaguars, panthers, tigers and cougars. Panthers must automatically spend 1 point to gain the first level of Chameleon.

Size: Medium**Ability Modifiers:** +2 Dex**Special:** None**Weaknesses:** None**Possible Abilities:** Chameleon, Climb, Keen Hearing, Keen Smell, Natural Weapons (Claws and Bite), Nightvision**Cat, Wild. 8 BioP**

Covers smaller wild cats, such as lynxes, bobcats, ocelots and so on.

Size: Small**Ability Modifiers:** +2 Dex**Special:** None**Weaknesses:** None**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Natural Weapons (Bite and Claw), Nightvision.**Chameleon, 11 BioP.****Size:** Diminutive**Ability Modifiers:** None**Special:** Chameleon (2 pts invested)**Weaknesses:** Cold-blooded (gets lethargic in cold weather), Poor Hearing**Possible Abilities:** Climb, Keen Sight, Night Vision, Prehensile Limb (its tongue is sticky and can be used to grab and retrieve objects at a fair distance), Regeneration**Cheetah, 6 BioP.****Size:** Medium**Ability Modifiers:** +2 Dex**Special:** Runner (1 pt invested)**Weaknesses:** None**Possible Abilities:** Keen Hearing, Keen Smell, Natural Weapons (Claws and Bite), Nightvision, Runner**Chicken, 7 BioP.**

Turkeys are similar, except they start out as Small, but with one less BioP.

Size: Tiny**Ability Modifiers:** -2 Mind**Special:** Full Biped (2 pts invested)**Weaknesses:** None**Possible Abilities:** Extra Limbs, Flier, Natural Weapons (Claws and Beak), Navigation**Cow (Bull), 5 BioP.****Size:** Large**Ability Modifiers:** +2 Str**Special:** Load-bearing Creature**Weaknesses:** None**Possible Abilities:** Keen Hearing, Keen Smell, Natural Weapons (Horns), Runner (mostly for charging)**Coyote, 9 BioP.**

Also includes foxes and jackals.

Size: Small**Ability Modifiers:** None**Special:** None**Weaknesses:** None**Possible Abilities:** Keen Hearing, Keen Smell, Natural Weapon (Bite), Runner**Crow, 6 BioP.**

Also includes Ravens.

Size: Tiny**Ability Modifiers:** +2 Mind**Special:** Partial Speech (1 pt invested), Full Biped (2 pts invested)**Weaknesses:** None**Possible Abilities:** Extra Limbs, Keen Hearing, Keen Vision, Mimic, Natural Weapons (Claw and Beak), Flier**Deer, 7 BioP.**

Also includes gazelle, antelope and other similar creatures.

Size: Medium**Ability Modifiers:** None**Special:** None**Weaknesses:** None**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Natural Armor (Thick Hide), Natural Weapons (Antlers and Hooves), Runner**Dog, 8 BioP.**

Dogs are a breed with widely varying features.

Breed size can vary from Tiny all the way up to Medium. Adjust the BioP total accordingly (+1 for Small, +2 for Tiny).

Size: Medium**Ability Modifiers:** None**Special:** None**Weaknesses:** None**Possible Abilities:** Keen Hearing, Keen Smell, Natural Weapon (Bite), Runner**Ferret, 9 BioP.**

Also includes mongooses and weasels.

Size: Tiny**Ability Modifiers:** +4 Dex**Special:** None**Weaknesses:** Poor Eyesight**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Natural Weapons (Bite), Nightvision

Gecko, 12 BioP.**Size:** Diminutive**Ability Modifiers:** None**Special:** None**Weaknesses:** Cold-blooded (gets lethargic in cold weather)**Possible Abilities:** Chameleon, Climb (can stick to walls), Extreme Environment (arid deserts), Keen Vision, Nightvision, Regeneration**Gila Monster, 12 BioP.****Size:** Tiny**Ability Modifiers:** -2 Dex**Special:** Natural Armor (Scales, 1 pt invested)**Weaknesses:** Cold-blooded (gets lethargic in cold weather), Poor Eyesight**Possible Abilities:** Deadly Poison, Extreme Environment (arid desert), Keen Smell, Natural Armor (Scales), Natural Weapons (Bite)**Giraffe, 7 BioP.****Size:** Large**Ability Modifiers:** None**Special:** Tall (free)**Weaknesses:** None**Possible Abilities:** Extreme Environment (arid plains), Keen Eyesight, Keen Hearing, Natural Weapons (Hooves), Runner**Goat, 7 BioP.****Size:** Medium**Ability Modifiers:** +2 Mind**Special:** None**Weaknesses:** None**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Keen Vision, Natural Weapon (Horns), Runner, Strong Constitution**Groundhog, 8 BioP.****Size:** Small**Ability Modifiers:** None**Special:** Partial Biped (1 pt invested)**Weaknesses:** None**Possible Abilities:** Climb, Digger, Keen Hearing, Keen Vision, Natural Weapon (Bite and Claws)**Guinea Pig, 12 BioP.****Size:** Tiny**Ability Modifiers:** -2 Dex**Special:** None**Weaknesses:** Poor Eyesight**Possible Abilities:** Keen Hearing, Keen Smell**Hippopotamus, 5 BioP.****Size:** Huge**Ability Modifiers:** +2 Str**Special:** None**Weaknesses:** None**Possible Abilities:** Amphibious, Keen Hearing, Keen Smell, Keen Vision, Natural Armor (Thick Hide), Natural Weapons (Bite)**Koala, 9 BioP.****Size:** Small**Ability Modifiers:** +2 Str, -2 Dex**Special:** Partial Hands (1 pt invested)**Weaknesses:** Poor Eyesight**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Natural Weapons (Claws)**Komodo Dragon, 8 BioP.****Size:** Medium**Ability Modifiers:** +2 Str**Special:** Natural Armor (Scales, 1 pt invested)**Weaknesses:** Cold-blooded (gets lethargic in cold weather), Poor Hearing**Possible Abilities:** Deadly Poison (checks are made daily instead of by round), Extreme Environment (hot, arid environments), Keen Smell, Natural Armor (Scales), Natural Weapons (Bite)**Llama, 7 BioP.**

Alpaca are similar but start out as Medium. Add +1 BioP.

Size: Large**Ability Modifiers:** None**Special:** None**Weaknesses:** None**Possible Abilities:** Extreme Environment (high elevations), Load-bearing Creature, Spit**Mink, 9 BioP.**

Also includes martens and fishers.

Size: Tiny**Ability Modifiers:** +2 Dex**Special:** None**Weaknesses:** None**Possible Abilities:** Amphibious, Climb, Keen Hearing, Keen Smell, Natural Weapon (Bite)**Mole, 12 BioP.****Size:** Diminutive**Ability Modifiers:** +2 Mind**Special:** None**Weaknesses:** Poor Eyesight**Possible Abilities:** Digger, Keen Hearing, Keen Smell, Keen Touch, Paralyzing Poison**Muskrat, 12 BioP.****Size:** Tiny**Ability Modifiers:** None**Special:** Partial Hands (1 pt invested)**Weaknesses:** Poor Eyesight**Possible Abilities:** Amphibious, Digger, Keen Hearing, Keen Smell, Natural Weapon (Bite)

Ostrich, 6 BioP.

Also includes emus, cassowaries, rheas and other large and aggressive flightless birds.

Size: Medium

Ability Modifiers: None

Special: Full Biped (2 pts invested)

Weaknesses: None

Possible Abilities: Extreme Environment (arid conditions), Jump, Keen Hearing, Keen Sight, Natural Weapons (Claws), Runner

Otter, 7 BioP.

Size: Small

Ability Modifiers: +2 Dex

Special: Partial Hands (1 pt invested)

Weaknesses: None

Possible Abilities: Amphibious, Extreme Environment (cold aquatic), Keen Hearing, Keen Smell

Owl, 8 BioP.

Size: Tiny

Ability Modifiers: None

Special: Full Biped (2 pts invested)

Weaknesses: None

Possible Abilities: Extra Limbs, Flier, Keen Vision, Natural Weapons (Beak and Talons), Nightvision

Panda, 6 BioP.

Size: Medium

Ability Modifiers: +2 Str

Special: Partial Biped Free (1 pt invested), Partial Hands (1 pt invested)

Weaknesses: Poor Eyesight

Possible Abilities: Keen Smell, Natural Armor (Thick Hide), Natural Weapons (Claws and Bite)

Parrot, 6 BioP.

Size: Tiny

Ability Modifiers: +2 Mind

Special: Full Biped (2 pts invested), Partial Speech (1 pt invested)

Weaknesses: None

Possible Abilities: Extra Limbs, Flier, Keen Vision, Mimic, Natural Weapons (Beak and Talons)

Pig, 8 BioP.

Size: Medium

Ability Modifiers: +2 Mind

Special: None

Weaknesses: Poor Eyesight

Possible Abilities: Keen Hearing, Keen Smell, Strong Constitution

Platypus, 10 BioP.

Size: Tiny

Ability Modifiers: None

Special: None

Weaknesses: None

Possible Abilities: Amphibious, Deadly Poison (males only, hind claws), Electrolocation, Keen Hearing, Keen Sight

Prairie Dog, 7 BioP.

Gophers are similar but start out as Diminutive. Add +1 BioP.

Size: Tiny

Ability Modifiers: +2 Mind

Special: Partial Biped (1 pt invested), Partial Hands (1 pt invested)

Weaknesses: None

Possible Abilities: Digger, Keen Hearing, Keen Vision

Predatory Birds, 7 BioP.

Includes eagles, hawks, falcons, ospreys, etc.

Size: Tiny

Ability Modifiers: +2 Str

Special: Full Biped (2 pts invested)

Weaknesses: None

Possible Abilities: Extra Limbs, Flier, Keen Vision, Natural Weapons (Beak and Talons)

Rabbit, 8 BioP.

Size: Tiny

Ability Modifiers: +2 Dex

Special: Partial Biped (1 pt invested)

Weaknesses: None

Possible Abilities: Jump, Keen Hearing, Keen Smell, Runner

Raccoon, 5 BioP.

Size: Small

Ability Modifiers: +4 Mind

Special: Partial Biped (1 pt invested), Partial Hands (1 pt invested)

Weaknesses: None

Possible Abilities: Climb, Keen Hearing, Keen Smell, Nightvision

Sheep, 9 BioP.

Size: Medium

Ability Modifiers: -2 Mind

Special: None

Weaknesses: None

Possible Abilities: Keen Hearing, Keen Smell, Natural Weapons (Horns), Runner

Skunk, 11 BioP.

Size: Tiny

Ability Modifiers: None

Special: None

Weaknesses: Poor Eyesight

Possible Abilities: Keen Hearing, Keen Smell, Nightvision, Stench

Snake, 9 BioP.

Covers a wide variety of snakes, including asps, boas, cobras, cottonmouths, mambas, rattlesnakes, coral snakes and so on, as well as the more harmless varieties such as copperbellies and garter snakes. Size varies widely, from Diminutive to Medium (garter snake up to boa constrictor)—adjust BioP accordingly.

Size: Small

Ability Modifiers: +2 Dex

Special: None

Weaknesses: Cold-blooded (gets lethargic in cold weather)

Possible Abilities: Amphibious, Climb, Constrictor, Deadly Poison, Digger, Heat-sensing, Keen Smell, Natural Armor (Scales), Natural Weapons (Bite), Paralyzing Poison, Runner, Spit

Wild Fowl, 8 BioP.

Includes such birds as ducks, geese, pheasants and so on. Bigger birds, such as geese, can be Small—subtract 1 BioP.

Size: Tiny

Ability Modifiers: None

Special: Full Biped (2 pts invested)

Weaknesses: None

Possible Abilities: Amphibious, Extra Limbs, Flier, Keen Vision, Natural Weapons (Claws and Beak), Navigation

Wolverine, 8 BioP.

Size: Small

Ability Modifiers: +4 Str

Special: None

Weaknesses: Poor Eyesight

Possible Abilities: Extreme Environment (arctic), Keen Hearing, Keen Scent, Natural Armor (Thick Hide), Natural Weapons (Bite and Claws), Strong Constitution

Microlite20 NG

Draft 0.20

Microlite20 NG is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion, but incorporating some post Primary Fantasy SRD design features.

Stats

There are 4 stats: Strength (STR), Dexterity (DEX), Mind (MIND), and Charisma (CHR).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Dwarf

Abilities: +2 Strength

Grounded: +2 all saves against magic and poison.

Elf

Abilities: +2 Dexterity

Bright Eyes: Treat dim light as bright light and non-magical darkness as dim light.

Halfling

Abilities: +2 Charisma, -2 Strength

Elusive: +2 all stealth-related skill rolls, +1 Armor Class.

Human

Abilities: +2 to one stat (or plus +1 to two stats)

Diverse: 10 points total for backgrounds.

Classes

The classes are Fighter, Rogue, Mage, and Cleric. Characters begin at Level 1 unless otherwise directed by the GM

Fighter

Weapons: all

Armor: all

Physical Combat Bonus: + Level

Magical Combat Bonus: +0

Combat Expertise: You get a +1 bonus to Armor Class, Attack and Damage. This bonus increases by +1 per five Fighter levels (for a total of +2 at 5th level, +3 at 10th and so on).

Combat Tactics: At the beginning of your turn, you can decrease one of your combat bonuses (Armor Class, Attack or Damage) by up to half your Fighter level in order to increase another by an equal amount. You may choose to give the bonus to another character you can physically interact with instead of yourself (the penalty still applies to you). These modifiers last until your next turn.

Rogue

Weapons: light and ranged

Armor: light

Physical Combat Bonus: + Level

Magical Combat Bonus: +0

Danger Sense: When you or a group you are with trigger a trap, ambush or equivalent situation, you can choose to take one action before the event actually happens. You can use this chance to take cover, draw your weapon, throw yourself on the bomb, slip quietly into the shadows, shove another character out of (or into) the harm's way or whatever seems appropriate EXCEPT stop the situation from being triggered (that has already happened). You can do this a number of times per day equal to half your Rogue level.

Tricks: When you successfully attack a surprised opponent you can EITHER add a damage bonus equal to your Rogue level OR do no damage but inflict a penalty equal to half your Rogue level to the victim's Attack, Armor Class and all skill rolls until the end of your next turn. You must choose which to do before you roll to attack.

Magus

Weapons: choose one weapon (e.g. staff, rapier, dagger)

Armor: none

Physical Combat Bonus: + Level/2 (round down)

Magical Combat Bonus: + Level

Magic: You can cast arcane spells. Choose the either the standard arcane or the illusionist arcane list when the character is created.

Cleric

Weapons: choose one group (light, medium, heavy or ranged)

Armor: light and medium

Physical Combat Bonus: + Level

Magical Combat Bonus: + Level

Miracles: You can cast divine spells. Choose the either the standard cleric or the druid divine list when the character is created.

Turn Undead: A number of times per day equal to half your Cleric level, you can present your holy symbol to repel any undead in the immediate vicinity. Undead creatures with more hit dice than your Cleric level cannot approach any closer; undead creatures with hit dice less than or equal to your Cleric level must flee or cower; undead creatures with hit dice less than or equal to half your Cleric level are destroyed outright. The effect lasts for as long as you take no other actions.

Backgrounds

Characters may select, with the approval of the GM, one or more backgrounds which each represent a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Players should discuss their desired backgrounds with the GM both to be sure they fit the campaign and to be sure that the player and the GM are on the same page as to what the background covers. Backgrounds may not duplicate a class. Each character has 8 (10 for humans) points to assign to their selected backgrounds. At first level, no more than 5 points may be assigned to any one background.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

Basic Adventuring Skills: Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and have a rough idea of the value of common coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

Languages: All character races speak common. Other intelligent beings speak their own languages (20% chance of also speaking common). Beings with a MIND over 12 may speak one additional language per point of MIND over 12 (these are in addition to any languages known because of a background).

Talents: At level 2 (and every 2 levels thereafter), characters may select one narrow area of skill where they are better than average: something they are "Good at." This talent should be either something directly related to their class or background -- or something they have spent game time and/or money learning. If the player wishes (and the GM approves), instead of selecting a new talent a talent the character is already "Good at" be improved to "Expert at" at a later even-numbered level and a talent the character is "Expert at" may be improved a final time to "Master at" at yet a later even-numbered level. The GM will consider the character's talents just as he would the character's class and background when deciding if a character will succeed with an action. If an actual skill roll is needed, a "good at" talent adds +2 to the roll, an "expert at" talent adds +4 to the roll, and a "master at" talent adds +6 to the roll.

Making Skill Checks

Unlike most D20 games, there are no specific skills in Microlite20 NG. Instead players tell the GM what their characters are trying to do and the GM decides if it will succeed in the situation, taking into account the characters' classes, backgrounds, and talents. If the GM decides a random success chance is truly needed he may resolve the situation with a "skill roll":

D20 + Stat Bonus + level + relevant background and talent points

Only one background may be applied to a single roll. If a character has multiple relevant backgrounds, the background with the highest bonus applies. The GM selects the relevant stat.

The "skill roll" is a succeed if equals or exceeds the Difficulty Class (DC) set by the GM. Unless the GM rules otherwise, a natural roll of 20 always succeeds and a natural roll of 1 always fails. Suggested Difficulty Classes: Easy - 10, Normal - 15, Difficult - 20, Hard - 25, Very Hard - 30, Legendary - 35, Unbelievable - 40. Note that failure is just that. Failure does not normally mean disaster happens.

Saving Throws

When subject to an unusual or magical attack, characters generally get a saving throw to avoid or reduce the effect. To make a saving throw, roll 1d20, add modifiers based on the type of saving throw (and any circumstantial modifiers set by the GM). A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, the saving throw is successful if the total of the roll and modifiers is 20 or greater. Standard Modifiers are the character's Level/2 (round down), and a Stat bonus based on the type of saving throw.

Types of Saving Throws: There are three types of saving rolls: Fortitude (FORT), Reflex (REF), and Will (WIL). Fortitude: These saves measure ability to stand up to physical punishment or attacks against vitality and health. Add STR bonus to Fortitude saving throws. Reflex: These saves test ability

to dodge area attacks. Add DEX bonus to Reflex saving throws. Will: These saves reflect resistance to mental influence and many magical effects. Add MIND bonus to Will saving throws

Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all spells from the appropriate list in the SRD.

Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6	7	8	9
HP Cost	1	3	5	7	9	11	13	15	17	19

This loss **cannot** be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one "signature" spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round. Characters casting spells in combat must remain stationary.

The Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Hit Points and Healing

Hit Points: Hit Points are an abstract measure of the amount of damage a character can suffer before falling unconscious and taking severe injuries. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduces Body Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. Optional: To avoid confusion, "Hit Points" may be renamed Vitality Points or "Fatigue Points."

Body Points (WP): All characters have 10 (+STR Bonus) Body Points. If Body Points reach 0, the character is dead. Each one point of body damage a character suffers gives a -1 to all attack, success, saving, and similar rolls (also to strike speed).

Recovering Hit Points: All characters recover all hit points after six hours of total rest in a reasonably safe location. If a character has lost Body Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

Healing Body Point Damage: Body points lost recover at a rate equal to the character's STR Bonus (minimum of 1 point regained) per full day of rest. If a character with up to 50% Body Point damage (up to 5 or 6 points of BP damage for most characters) performs more than very light activity or careful travel during a day, he has a 50% chance of losing an additional body point. If a character with more 50% of Body Point damaged (6 or more points of BP damage if the standard 10 BP is used) does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional body point.

Healing Magic: For PCs and NPCs, healing magic only restores body points at the rate of 1 body point per die of healing. Healing spells cast on monsters (who only have hit points), restores hit points as per the SRD. *(Optional):* Healing magic is not instantaneous, 1 body point will be cured per 10 minutes of rest after the spell is cast (up to the maximum the spell will cure), if the rest is interrupted any remaining points of healing are lost.

Second Wind (Optional): Once per day, characters may regain 20% of their total hit points (round up) by resting in a safe place for an hour while eating a meal. This amount is reduced by 2 hp per point of body damage (to a minimum of 0 hp recovered).

Monster Body Points (Optional): If the GM does not mind the added complexity, monsters may have Body Points as well. A monster's Body Points are equal to twice the number of hit dice the monster has. This option is not recommended.

Combat

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round. If attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. A side cannot be surprised if it is aware of the other.

Initiative: Roll d20 + DEX bonus for initiative order each combat round. Use Hit Dice/2 instead of DEX for monsters. Characters and monsters act in Initiative order, from high to low. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled. When everyone has attacked who is able and desires to and any necessary bookkeeping is done, the combat round is finished and, if combat continues, the next combat round begins with an initiative roll.

Group Initiative (Optional): Each side rolls a d6 (reroll ties). High roll wins initiative. The combat order is: 1) Side that lost initiative declares actions. 2) Side that won initiative declares actions. 3) Side that won initiative acts. 4) Side that lost initiative acts. 5) Any bookkeeping is done. This ends a combat round. If the combat continues, roll initiative again and repeat.

Actions: Combat is very abstract. Each combat round lasts 10 seconds and includes a lot of jockeying for position, feints, etc. The “hit roll” determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. Drawing a weapon, speaking or similar activities are “free” and do not count as an action.

Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

Attack Rolls: Add attack bonus to d20 roll. A natural roll of 1 always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is automatically a critical hit.

Melee attack bonus = STR bonus + Physical Combat Bonus
Missile attack bonus = DEX bonus + Physical Combat Bonus
Magic attack bonus = MIND bonus + Magical Combat Bonus

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2.

Critical Hits: A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage and doing a number of body points damage equal to the number of damage dice rolled (normally 1). Most monsters do not have body points, so a critical hit will do maximum damage plus a normal damage roll to them and cause them to lose their next attack.

Light Weapons: Fighters and Rogues can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round (making one attack roll at -2). Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Cover: Characters behind an object gain +2 to +10 to their AC against ranged attacks, depending on the extent of the cover (light cover = +2 to nearly complete = +10). In some situations, the GM may allow half this AC bonus to apply to saves.

Damage: Light weapons do 1d4 damage. Medium weapons do 1d6 damage. Heavy weapons do 1d8 damage. Add STR bonus and any class damage bonus to Melee damage (x2 for two-handed weapons). *Option:* Weapons do the damage listed for the specific weapon on the equipment table.

Shield Special: A character with a shield may choose to have it completely absorb all the damage from any attack (including a critical hit). A non-magical shield shatters when it does so. A magical shield permanently loses one point of its magical AC bonus when it does so, becoming a non-magical shield if its magical AC bonus is reduced to zero.

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Monsters in the Microlite20 NG monster List are assigned a Morale Rating (from 2 to 12, with 2 being a complete coward and 12 being totally fearless) to help the GM make these decisions. If the GM wishes, he may simply roll 2d6 and have the monsters break off combat if the number rolled is greater than the monster's Morale Rating.

Other Hazards

Falling: 1d6 damage per 10', half damage on Phys + DEX save. DC=depth fallen in feet

Spikes: add +1 point to falling damage per 10' fallen, max +10

Poison: Phys + STR save to avoid or for half, depending on poison. Effect varies with poison type.

Extreme Heat & Cold: If not wearing suitable protection, Phys + STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:
+1d6 to Hit Points
+1 to all attack rolls

If the level divides by 2 (i.e. 2, 4, 6, 8, etc.), gain one talent.

If the level divides by three (i.e. level 3,6,9, etc.) add 1 point to STR, DEX, MIND, or CHA

If the level divides by four (i.e. level 4, 8, 12, etc.) gain 1 background point (either added to a current background or to start a new background).

Fighters gain +1 to their attack and damage rolls at levels 5,10,15, etc.

Clerics and Magi gain access to new spell levels at levels 3,5,7,9, etc.

Example: The 1st level adventurers have just completed a dungeon adventure, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

Monsters

Name	Hit Dice	Armor Class	Attack
Animal (small) eg Badger	HD 1d8+2 (6 hp)	AC 15	Claw +4 (1d2-1)
Ankheg	HD 3d10+12 (28 hp)	AC 18	Bite +7 (2d6+7 plus 1d4 acid)
Bugbear	HD 3d8+3 (16 hp)	AC 17	Morningstar +5 (1d8+2) or javelin +3 (1d6+2)
Choker	HD 3d8+3 (16 hp)	AC 17	Tentacle +6 (1d3+3)
Deinonychous (Raptor)	HD 4d8+16 (34 hp)	AC 16	Talons +6 (2d6+4)
Dire Rat	HD 1d8+1 (5 hp)	AC 15	Bite +4 (1d4 plus disease)
Dragon (young Red)	HD 13d12+39 (123 hp)	AC 21	Bite +20 (2d6+7) or breath 10d10 DC24 phys+DEX to dodge for half
Dwarf	HD 1d8+2 (6 hp)	AC 16	Waraxe +3 (1d10+1) or shortbow +1 (1d6)
Earth Elemental (large)	HD 8d8+32 (68 hp)	AC 18	Slam +12 (2d8+7)
Elf	HD 1d8 (4 hp)	AC 15	Longsword +2 (1d8+1) or longbow +3 (1d8)
Gargoyle	HD 4d8+19 (37 hp)	AC 16	Claw +6 (1d4+2)
Goblin	HD 1d8+1 (5 hp)	AC 15	Morningstar +2 (1d6) or javelin +3 (1d4)
Griffon	HD 7d10+21 (59 hp)	AC 17	Bite +11 (2d6+4)
Halfling	HD 1d8+1 (5 hp)	AC 16	Shortsword +3 (1d6) or light crossbow +3 (1d6)
Hellhound	HD 4d8+4 (22 hp)	AC 16	Bite +5 (1d8+1 plus 1d6 fire)
Hill Giant	HD 12d8+48 (102 hp)	AC 20	Greatclub +16 (2d8+10) or rock +8 (2d6+7)
Hobgoblin	HD 1d8+2 (6 hp)	AC 15	Longsword +2 (1d8+1) or javelin +2 (1d6+1)
Human Commoner	HD 1d8+1 (5 hp)	AC 12	Dagger +1 (1d6+1) or sling +1 (1d4)
Insect (small) eg Spider	HD 1d8 (4 hp)	AC 14	Bite +4 (1d4-2 plus poison)
Kobold	HD 1d8 (4 hp)	AC 15	Spear +1 (1d6-1) or sling +3 (1d3)
Ogre	HD 4d8+11 (29 hp)	AC 16	Greatclub +8 (2d8+7) or javelin +1 (1d8+5)
Orc	HD 1d8+1 (5 hp)	AC 13	Falchion +4 (2d4+4) or javelin +1 (1d6+3)
Owlbear	HD 5d10+25 (52 hp)	AC 15	Claw +9 (1d6+5)
Rust Monster	HD 5d8+5 (27 hp)	AC 18	Antennae touch +3 (rust)
Shadow	HD 3d12 (19 hp)	AC 13	Incorporeal touch +3 (1d6 Str)
Skeleton Warrior	HD 1d12 (6 hp)	AC 15	Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)
Stirge	HD 1d10 (5 hp)	AC 16	Touch +7 (attach)
Stone Golem	HD 14d10+30 (107 hp)	AC 26	Slam +18 (2d10+9)
Troll	HD 6d8+36 (63 hp)	AC 16	Claw +9 (1d6+6)
Werewolf (hybrid form)	HD 3d8+7 (20 hp)	AC 16	Claw +4 (1d4+2)
Wight	HD 4d12 (26 hp)	AC 15	Slam +3 (1d4+1 plus energy drain)
Wolf	HD 2d8+4 (13 hp)	AC 14	Bite +3 (1d6+1)
Wyvern	HD 7d12+14 (59 hp)	AC 18	Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)
Zombie	HD 2d12+3 (16 hp)	AC 11	Slam +2 (1d6+1) or club +2 (1d6+1)

Monster Reactions: Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the CHA bonus (and any other appropriate modifiers) to the roll and consulting this table.

Adjusted Reaction Roll	Result
------------------------	--------

2 or less	Very Unfavorable
3-6	Unfavorable
7	Neutral/Uncertain
8-11	Favorable
12 or more	Very Favorable

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

Skills: All creatures have a bonus to all skills equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open – if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (ie, d4->d6, d6->d8, etc). Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create Your Own: Assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.

Sample Characters

Morris, Human Rogue-1

STR 12 (+1), DEX 15 (+2), MIND 12 (+1)
hp 13, AC 15 (Studded Leather), Paired Short Swords, +0/+0, d6+1
Subterfuge +5, all others @ +2

Kendrick, Dwarf Fighter-1

STR 16 (+3), DEX 13 (+1), MIND 11 (+0)
hp 17, AC 17 (Chainmail + shield), Longsword +5, d8+4
Physical +4, all others @ +1

Cholmer, Elven Mage-1

STR 12 (+1), DEX 13 (+1), MIND 16 (+3)
hp 13, AC 11 (Robes), Quarterstaff +2, d6+1
Knowledge +4, all others @ +1
Spells: All 0 and 1st level arcane spells.

Barnabas, Halfling Cleric-1

STR 10 (+0), DEX 16 (+3), MIND 13 (+1)
hp 11, AC 18 (Chainmail), Morningstar +1, d8
Communication +4, all others @ +1
Spells: All 0 and 1st level divine spells.

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Pathfinder **LITE**: Players Compendium

Based on the MicroLITE d20 core rules

Ability Scores: (Modifier = $\text{STAT} - 10 / 2$ (round down))

There are three core Ability Scores often called 'Stats'.

- Strength (STR)
- Dexterity (DEX)
- Mind (MND)

Skills: (Skill Rank = Level + Race Modifier + Class Modifier)

Skill Check: (Roll = $1d20 + \text{Skill Rank} + \text{Stat Bonus} + \text{Situational Modifier}$)

There are four general skills that all characters may use.

- Physical (Phys)
- Subterfuge (Sub)
- Knowledge (Know)
- Communication. (Com)

Standard Actions & Skill Checks: Suggested rolls for Standard Actions and typical Skill Checks. Any player may suggest a different roll than listed which may represent more accurately the action their character is attempting.

Appraise - com+MIND	Hunt / Forage sub+DEX	Ride - com+DEX
Balance - phys+DEX	Intimidate - com+STR	Search - (Perception)
Bluff - com+MIND	Jump (long) - phys+STR	Sense Motive - com+MIND
Climb - phys+STR	Jump (high) phys+DEX	Sleight of Hand - sub+DEX
Concentration - phys+MIND	Knowledge - know+MIND	Speak Language - (Linguistics)
Craft - know+DEX	Linguistics - comm+MIND	Sneak (hide & move silent) -sub+DEX
Decipher Script - (Linguistics)	Listen - (Perception)	Spellcraft - know+MIND
Decipher Language - (Linguistics)	Move Silently - (Stealth)	Spot - (Perception)
Diplomacy - com+MIND	Open Lock - (Disable Device)	Stealth - sub+DEX
Disable Device - sub+DEX	Perception -	Survival - phys+STR
Disguise - sub+MIND	Spot - phys+MIND	Swim - phys+STR
Escape Artist (slip free)- sub+DEX	Search - know+DEX	Tumble - phys+DEX
Escape Artist (break free) - sub+STR	Listen - sub+MIND	Use Magic Device - know+MIND
Forgery - (Linguistics)	Smell - phys+MIND	Use Rope - know+DEX
Gather Information - (Diplomacy)	Taste - know+MIND	
Handle Animal - com+MIND	Perform (act, sing, etc) - com+MIND	
Heal - know+MIND	Perform (instrument) - com+DEX	
Hide - (Stealth)	Profession - com+MIND	

Saves: There are three types of saves used to determine the outcome of actions forced upon an unwilling character.

- **Reflex:** (Save = Phys + DEX)
- **Fortitude:** (Save = Phys + STR)
- **Will:** (Save = MND + LVL)

Magic: To determine what spells are available to each class please refer to their class details.

Casting:

- **Spell Level:** (Caster Level / 2 (round up))
The spell level a magic user can cast is equal or below 1/2 their class level, rounded up. The spell caster may only cast spells of their current spell level or below.
- **Casting Cost:** (Cost = Spell Level * 2 + 1)
Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast. This loss cannot be healed normally but is recovered after 8+ hours rest.
- **Signature Spells:** (Cost = Spell Level * 2)
Choose spells that suit your character. Select one 'signature' spell, per spell level, from 1st Spell Level upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.
- **Difficulty Class:** (DC = 10 + Caster Level+MIND bonus)
Use this DC to check against for things like Reflex or Will saves vs. a spell's effects. When casting a spell on an unwilling target that target may get a Save which they will have to roll and check against your spell DC. Be sure to read a spells description to see what save, if any, your targets may get and what happens if they fail a Save.
- **Memorization:**
There is no need to memorize spells in advance; casting is spontaneous for all casting classes. The trade off for this benefit, and the superiority of magic in general, is the cost of Hit Points to cast spells.

Combat:

Hit Points: (HP = STR Stat + 1d6 per Level.)

Initiative: (Roll = 1d20 + DEX bonus)

Someone should write down every character's name, including opponents, and the Initiative number they rolled in the order of highest to lowest number. This is the Initiative Order for an encounter which dictates the order in which turns are taken.

All characters take a Turn in order of Initiative. After everyone has taken their Turn a new Round starts again at the top of the Initiative Order. Everyone can do one thing each turn; such as move, attack, perform a standard action, cast a spell, etc.

Attack Bonus: When a player declares their character attacks an opponent they make an Attack Roll using one of these bonuses.

- **Melee ATK:** (Bonus = STR modifier + Level)
- **Missile ATK:** (Bonus = DEX modifier + Level)
- **Magic ATK:** (Bonus = MND modifier + Level)

Attacking: (ATK Roll = 1d20 + ATK bonus vs. opponent's AC) Which attack bonus to use depends on the type of weapon you are using. Melee ATK for close combat weapons, Missile ATK for ranged / thrown weapons, and Magic ATK for spells that require a 'ranged touch attack' or other ATK roll (read a spells description to see if it requires an attack roll). A player will declare who their character is targeting for an attack, make an ATK Roll, and tell the GM what the total result is. The GM will check this number against the target's AC and announce if it was a 'hit' or 'miss'.

Armor Class: (AC = 10 + DEX bonus + Armor bonus)

Each type of armor has its own bonus designated; refer to your armor stats and description when calculating a player character's AC. Other modifiers can effect your Armor bonus so be sure to include things like shields, magic items, spell effects, and include all applicable modifiers in order to accurately total up a character's AC.

Critical Hit / Miss: A "Natural Roll" is a number rolled on the dice with no modifiers applied. Consult with your DM what happens when a critical hit or critical miss occurs. A typical result is double damage for a critical hit and a character harming themselves for a critical fumble. These **only** apply to ATK Rolls.

- Critical Hit: Natural 20
- Critical Miss: Natural 1

Multiple Attacks: If a character's total ATK bonus is +6 or more then a second ATK can be made that round at a -5 penalty. If a character's total ATK bonus is +11 or more then a third ATK can be made that round at a -10 penalty.

- **Example:** If the total bonus is +6; two attacks can be made with ATK Bonuses of +6/+1
- **Example:** If the total bonus is +12, three attacks can be made with ATK Bonuses of +12/+7/+2.

Combat Maneuver System: Attacker roll = 1d20 + CMB vs. Defender roll = 1d20 + CMB (higher number wins)

- **Combat Maneuver Bonus:** CMB = Melee ATK bonus + Phys skill bonus
- **Usage:** Executing a combat maneuver is a standard action. The defending opponent makes an opposed roll against the attacker; both roll 1d20+CMB and the higher number wins. Some combat maneuvers can be maintained over several rounds (grapple or bull rush); a defender may attempt to break free on their turn or an attacker may attempt to maintain the maneuver on their turn. Another opposed CMB check is rolled on the attacker's and defender's turn; if the attacker wins the maneuver is maintained but if the defender wins then the maneuver is broken.
- **Maneuvers:**
 - **Grapple:** You can attempt to grapple a foe, hindering their combat options. Once grappled you can attempt to move together, damage your opponent, or pin them down.
 - **Bull Rush:** A bull rush attempts to push an opponent straight back 5' without doing any harm.
 - **Trip:** You may attempt to trip an opponent and knock them prone.
 - **Disarm:** Attempt to disarm opponent. Success and they drop their weapon; failure and you drop yours.
 - **Overrun:** Attempt to overrun your target, moving through the space it occupies.
 - **Sunder:** You can attempt to sunder an item held or worn by your opponent using a weapon you wield. Succeed and the item is rendered useless until repaired.
 - **Charge:** Run up to twice your normal distance and make a single attack. Path to target must be straight and clear of obstacles.
 - **Aid Another:** Spend your turn aiding a nearby ally. The designated ally gains a +2 bonus on next roll.

Dual Wielding Weapons: Fighters, Rogues, and Rangers can wield 2 light weapons and attack with both in a round if they take a -2 penalty on **all** ATK Rolls that round. To determine if a weapon is a 'light weapon' please refer to the weapon's stats and description.

Damage: (DMG Roll = damage dice + modifiers) subtract result from opponents HP.

When an ATK Roll results in a hit then the player makes a DMG Roll. Each weapon will have designated dice types to roll for damage so refer to your weapon stats when rolling for damage. Spells indicate in their description what dice to roll.

- **Damage Bonus:** Add your character's STR modifier to Melee damage, multiply by 2 for 2-handed weapons. Other modifiers from spell effects, magic items, or other circumstances may apply so be sure to add everything.

Death: If a character's HP reaches 0; the character falls unconscious and is near death. Further damage directly reduces STR. If STR reaches 0 the player's character is dead. Once revived and conscious; a characters STR is restored while HP will have to be magically cured or healed with extended rest and care.

Races: These are the classic races. If you wish to play a different race please consult with your DM.

Dwarf

- **Dwarven Bravado:** While dwarves are both tough and wise they are also a bit gruff.
- **Modifiers:** +2 STR, -1 Comm
- **Languages:** Dwarven and Common

Elf

- **Elvish Domineer:** Elves are nimble, both body and mind, but tend to be rather frail.
- **Modifiers:** +2 MND, -1 Phys
- **Languages:** Elven and Common

Gnome

- **Gnomish Stature:** Although they tend to be physically weak they are quite hardy and their attitude makes them naturally agreeable... when they want to be!
- **Modifiers:** +1 DEX, +1 MIND, -1 Phys
- **Languages:** Gnomish, Sylvan, and Common

Half-Elf

- **Half-Elf Domineer:** Half-elven nature is a variance somewhere between Elven and Human.
- **Modifiers:** +1 MIND, +1 to all Skill Rolls, -1 STR
- **Mixed Blood:** They count as both Human and Elven for any effects that specify race.
- **Languages:** Elven and Common

Half-Orc

- **Half-Orc Bravado:** Physically strong and always on the look out for danger. Their orc stock does tend to limit their intelligence however.
- **Modifiers:** +2 STR, -1 Know
- **Mixed Blood:** They count as both Human and Orc for any effects that specify race.
- **Languages:** Orc and Common

Halfling

- **Halfling Stature:** Halflings are nimble and strong willed but their small stature makes them weaker than most races.
- **Modifiers:** +2 DEX, -1 Phys
- **Languages:** Halfling and Common

Human

- **Human Domineer:** Humans have a variable nature; no two are alike. They are also very adaptable; learning or adapting to almost.
- **Modifiers:** +1 to any STAT, +1 to all Skill Rolls, -1 to any STAT
- **Languages:** Common

Classes:

For details on each class please refer to individual class's document. These are just basic descriptions to help you decide which class best suits your character concept.

- **Barbarians** may use light or medium armor and light shields. They received a +3 bonus to Physical skill. Barbarians use their Rage to release special abilities.
- **Bards** wear light armor and may use light shields. They gain a +2 bonus to Communication, Subterfuge, and Knowledge. Bards use their Performance to manifest their special abilities.
- **Clerics** wear light or medium armor and may use light shields. They cast divine spells and gain a +3 bonus to Communication skill. A cleric can channel either Good or Evil divine energy based on their alignment to use special abilities (Neutral clerics make a permanent choice when character is created). Clerics may cast any divine spell in SRD.
- **Druids** wear any non-metal armor or shield. They gain +2 to Knowledge. Druids may use Duridic Magic and have the Wild Shape special ability. They have a Natural Bond with an animal companion.
- **Fighters** wear any kind of armor and any shield. They get a +3 bonus to Physical skill. Fighters use their Combat Prowess to execute special abilities.
- **Monks** do not wear armor or shields. They gain +2 to Physical and +1 to Knowledge skills. A monk's Unarmed Strikes are considered light, magic weapons with damage increasing 1 die size every 5 levels (1d6, 1d8, 1d10, 1d12) These warrior-artists can use Ki to unleash special abilities.
- **Paladins** may wear any kind of armor and use shields. They have a +1 bonus to Physical and a +2 bonus to Communication. Paladins use Righteous Favor for special abilities and Holy Magic to cast some divine spells. A character must be of Lawful Good alignment to be a Paladin
- **Rangers** use light or medium armor and can use light shields. They may cast spells using Ranger Magic and gain special bonuses against their Favored Enemies. They eventually form a Hunter's Bond with an animal companion.
- **Rogues** use light armor but not shields. They have a +3 bonus to Subterfuge skill. Rogues use their Talents to perform special abilities.
- **Sorcerers** wear no armor or shields. They gain a +3 bonus to Knowledge skill. Sorcerers are able to cast any arcane spell in SRD and have a Familiar to aid them in their quests.
- **Wizards** wear no armor or shields. They gain a +3 bonus to Knowledge skill. Wizards are able to cast any arcane spell in SRD and utilize their Esoteric Object to facilitate their magic.

Character Creation:

Ability Scores (Stats):

Roll 4d6 and ignore lowest number. Add remaining three dice and write down this number. Repeat two more times.

Allocate the three numbers to your stats in any order. Calculate your stat Modifiers: (**Modifier = STAT – 10 / 2 (round down)**)

- **STR**
- **DEX**
- **MND**

Race:

Select one of the following races and apply modifiers directly to their associated Stat or Skill.

- **Humans:** +1 to any STAT, +1 to all Skills, -1 to any STAT
- **Elves:** +2 MND, -1 Phys
- **Dwarves:** +2 STR, -1 Comm
- **Halflings:** +2 DEX, -1 Phys
- **Gnomes:** +1 DEX, +1 MIND, -1 Phys
- **Half-orcs:** +2 STR, -1 Know
- **Half-elves:** +1 MIND, +1 to all Skills, -1 STR

Alignment:

Figure out your character's alignment based on their personality and background. Combine one item from the left with one from the right and this is your character's alignment. Alignment is your character's morale barometer which gages the typical behavior of your character. This is not a limitation or restriction of what your character can and can not do but rather how they behave most of the time. Alignment is also a great way to distinctly separate the Player from a Character and help the player role play their character. For more details on alignment refer to the SRD.

- | | |
|------------------|------------------|
| • Lawful | • Good |
| • Neutral | • Neutral |
| • Chaotic | • Evil |

Class:

Choose one of the following classes. For details on classes refer to the Class Descriptions. Players may multiclass a character but the Class Modifiers are only applied for the first class taken and not for multiclassing.

- **Barbarians**
- **Bards**
- **Clerics**
- **Druids**
- **Fighters**
- **Monks**
- **Paladins**
- **Rangers**
- **Rogues**
- **Sorcerers**
- **Wizards**

Skills:

Calculate your character's skill ranks with this equation: (**Skill Rank = Level + Race Modifier + Class Modifier**)

Note that the Class Modifiers are only applied for the first class a character takes and not for multiple classes.

- **Physical** (Phys)
- **Subterfuge** (Sub)
- **Knowledge** (Know)
- **Communication**. (Com)

Magic:

If your character can cast spells then calculate your spell Difficulty Class (DC) using this equation: (**Spell DC = 10 + Caster Level + MND bonus**). Choose your favored spell for each Spell Level starting at Spell Level 1; these spells costs 1 less HP to cast. All other spells cost: (**HP Cost = Spell Level * 2 + 1**).

Level Advancement:

First apply Base Advancement then apply Class Specific advancement for each class your character leveled up. If you are multiclassing a character then do not apply the Class Modifiers. Most characters start off at level one and achieve levels as their experience increases. However players may wish to start at a higher level but the same advancement rules apply; consult with your DM on what level play will begin at. Perhaps everyone decided on playing a specific adventure module that looked interesting but it's recommended for level 4 characters thus everyone may want to start playing with level 4 characters.

Experience: In order to gain levels characters must earn experience by achieving goals. While there is a great emphasis based on gaining experience through slaying opponents; that need not be the only way experience is gained. Your DM should award experience to characters based on their success at completing objectives; not just body counts. Outlined here are two methods of determining when a character will gain a level; consult with your DM on which method will be used.

Level by Encounter:

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, objective, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total equals 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Level by Adventure:

Every third adventure that a character survives they gain a level. If progress is too quick then the DM may opt for leveling every fifth adventure. An adventure is comprised of many encounters. An encounter is made up of several objectives. This method is much broader and assumes that a character who survives an entire adventure has obviously gained much experience and therefore after several adventures they have earned a level.

Base Advancement: All characters, regardless of class or race, gain these advancements upon leveling up.

- +1d6 HP
- +1 to all Attack modifiers (Melee, Ranged, & Magic)
- +1 to all Skill ranks (Phys, Comm, Know, Subt)
- +1 to all Save modifiers (Reflex, Fortitude, Will)
- If Character Level is divisible by three then +1 STR, DEX, or MND
 - Level 3, 6, 9 12, 15, 18, etc...

Class Specific Advancement: Characters advance upon leveling up based on their class as well. Refer to class details for more specific information on class features or special abilities and how they increase as a character gains levels.

Pathfinder **LITE**: Dungeon Master's Codex

Based on the MicroLITE d20 core rules

Synopsis: You, the DM, should have a full understanding of the rules laid out in the Player's Compendium. The rules, guidelines, and suggestions in the DM's Codex are used in conjunction with the compendium. Those new to table-top RPGs should start reading at the section titled Rules of Thumb as it will answer many questions. If at any point something is not clear enough or you wish it were more detailed then please refer to the Pathfinder System Reference Document (PFSRD) as it has more than enough rules to handle most any situation. Above all your duty as DM is to keep the game fun so please adjust, omit, add, or interpret things as necessary in order to keep the game fun!

Hazards:

- **Falling:** Here are some guidelines for when a character fails that climb check or gets bull rushed over a ledge!
 - DMG = 1d6 per 10' (20d6 max)
 - Other Hazards: Icy spikes, jagged rocks, thorny vines, outcroppings, etc..
 - +1 DMG per 10' fallen (max. +10)
 - Reflex save for half DMG
 - Save DC = depth fallen (in feet)
- **Extreme Weather:** The weather can be a great tool to persuade characters movement or keep them corralled with out being too heavy handed. Usually characters that are properly equipped or sheltered do not take damage from foul weather. However extreme weather conditions can be hazardous or even fatal if ignored.
 - Types: heat, cold, hail, sand storm, tornado, typhoon, earthquake, etc.
 - DMG = 1d6 per 10 minutes.
 - Other Hazards: Lighting & thunder, large hail, extreme winds, etc
 - Add DMG dice as needed based on the ferocity of the weather.
 - Fortitude save for half DMG
 - Save DC = time (in minutes) spent in the weather.
- **Swimming & Drowning:** This could involve water, quick sand, lava, or any other liquids and suspensions.
 - Swimming DCs
 - Calm & shallow = DC 10
 - Fast moving & deep = DC 15
 - Dangerous cascades, rocks, or other treacherous hazards DC 20
 - Swimming Check:
 - Failing a swim check forces the character to start holding their breath, begin sinking, and must succeed in another swim check in order to reach the surface to breath again.
 - Success means a character can swim at half their walking speed that round.
 - Hold Breath: Rounds = STR STAT + STR Modifier
 - Drowning:
 - After a character has ran out of breath they begin to drown. First round they fall unconscious (0 HP), second round they are dying (0 STR), and third round they have drown (dead).

Disease: Diseases have various symptoms and are spread through a number of ways. Several typical diseases, types, and how they are spread are summarized below.

A disease stat block contains the following: Name: Type, DC, incubation time, damage.

- **Type** lists the disease's method of delivery (contact, inhaled, or injury).
- **Save DC** lists the Fortitude save DC needed to prevent infection.
- **Incubation** lists the time before damage begins after failed save.
- **Damage** lists the ability damage the character takes after incubation and each day afterward until cured.
- **Pathogens:**
 - Virus
 - Bacteria
 - Fungus
 - Supernatural
 - Ingested / Digested (ate, drank, forced ingestion, etc)
- **Delivery Method:**
 - Contact (inhale, engulf, spit, etc)
 - Injury (bite, sting, slash, pierce, inject, etc)

- **Specific Diseases:**
 - Cackle Fever: Inhaled, DC 16, 1 day, -1d6 MIND.
 - Filth Fever: Injury, DC 12, 1d3 days, -1d3 DEX and 1d3 STR.
 - Mindfire: Inhaled, DC 12, 1 day, -1d4 MIND.
 - Red Ache: Injury, DC 15, 1d3 days, -1d6 STR.
- Shakes: Contact, DC 13, 1 day, -1d8 DEX.

Poison: Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way. Several typical poisons are summarized below.

A poison stat block contains the following: Name: Type, DC, damage, price.

- **Name** of the poison:
- **Type** lists the poison's method of delivery (contact, ingested, inhaled, or injury).
- **Save DC** is the DC for a Fortitude save to resist the poison's effect.
- **Damage / Effect** is expressed as "xdx/xdx" and a descriptive effect name. The first number is the initial damage, taken immediately upon failing the Fortitude save against the poison. The second number is the secondary damage, taken one minute after exposure to the poison if a second save is failed.
- **Price** lists the cost for one dose of the poison. It can usually only be obtained through less-than-reputable sources, as the possession of poisons are commonly illegal.
- **Delivery Method:**
 - Contact (inhale, engulf, spit, etc)
 - Injury (bite, sting, slash, pierce, inject, etc)
 - Ingested / Digested (ate, drank, forced ingestion, etc)
- **Effects:**
 - Damage: Additional damage subtracted from HP.
 - Ability Drain: Damage subtracted from the stat listed. This effect is temporary unless marked with an asterisk *.
 - Unconsciousness: Some poisons actually render the victim unconscious.
- **Poison by Creature Size:** Here are some general guidelines for poison by the size of a creature. Most of the time poison stats are provided already so in those cases you may use what is provided. Use these as needed.
 - Tiny: Injury, DC 10, -1 STR/-1 STR, 50 gp.
 - Small: Injury, DC 12, -1d2 STR/- 1d2 STR, 85 gp.
 - Medium: Injury, DC 14, -1d4 STR/- 1d4 STR, 125 gp.
 - Large: Injury, DC 16, -1d6 STR/-1d6 STR, 200 gp.
 - Huge: Injury, DC 18, -1d8 STR/-1d8 STR, 400 gp.
- **Specific Poisons:**
 - Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.
 - Blue Whinnis: Injury, DC 14, -1 STR/ unconsciousness 1d3 hours, 120 gp.
 - Burnt Othur Fumes: Inhaled, DC 18, -1 STR*/-3d6 STR, 2,100 gp.
 - Deathblade: Injury, DC 20, -1d6 STR/-2d6 STR, 1,800 gp.
 - Insanity Mist: Inhaled, DC 15, -1d4 MIND/-2d6 MIND, 1,500 gp.
 - Nitharit: Contact, DC 13, 0/-3d6 STR, 650 gp.
 - Oil of Taggit: Ingested, DC 15, 0/unconsciousness 1d3 hours, 90 gp.
 - Malys Root Paste: Contact, DC 16, -1 DEX/-2d4 DEX, 500 gp.
 - Sassone Leaf Residue: Contact, DC 16, -2d12 hp/-1d8 STR, 300 gp.
 - Sleep Poison: Injury, DC 13, unconsciousness 1d3 hours /unconsciousness for 2d4 hours, 75 gp.
 - Wyvern: Injury, DC 17, -2d6 STR/-2d6 STR, 3,000 gp.

Traps: Whether inside a dungeon or a nobleman's manor, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind. Many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures. Several typical traps of varying Encounter Levels are summarized below.

A trap stat block includes the following: Name, attack & damage, Save DC, Search DC, Disable DC

- **Type** lists the trap used and the effect it has.
 - **Attack** shows the traps attack bonus or type of effect.
 - **Damage** shows the amount and type of damage the trap deals.
 - **Save DC** lists the Reflex save DC needed to either avoid the trap entirely, or to take only ½ the listed damage (if this is possible).
 - **Search DC** lists the DC for the Search check necessary to find the trap without triggering it.
 - **Disable DC** lists the DC for the Disable Device check necessary to disarm the trap safely.
-
- **EL1 Traps**
 - Basic Arrow Trap: Atk +10 (1d6, arrow); Search know+MIND DC 20, Disable sub+DEX DC 20.
 - Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.
 - Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.
 - **EL2 Traps**
 - Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for ½ damage; Search DC 26, Disable DC 26.
 - Large Net Trap: Atk +5 (—); Save DC 14 to avoid; Search DC 20, Disable DC 25.
 - Pit Trap: 40 ft. deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.
 - **EL3 Traps**
 - Fire Trap: spell effect (1d4+3, fire); Save DC 13 for ½ damage; Search DC 27, Disable DC 27.
 - Pit Trap: 60 ft. deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.
 - Poisoned Arrow Trap: Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.
 - **EL4 Traps**
 - Lightning Bolt Trap: spell effect (5d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.
 - Spiked Pit Trap: 60 ft. deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.
 - Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.
 - **EL5 Traps**
 - Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17.
 - Fireball Trap: spell effect (1d4+7, fire); Save DC 16 for ½ damage; Search DC 29, Disable DC 29.
 - Poisoned Wall Spikes: Atk +16 (1d8+4 plus poison, spikes); Search DC 17, Disable DC 21.
 - **EL6 Traps**
 - Compacting Room Trap: walls move together (12d6 crush); Search DC 20, Disable DC 22.
 - Lightning Bolt Trap: spell effect (10d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.
 - Spiked Pit Trap: 100 ft. deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.
 - **EL7 Traps**
 - Black Tentacles Trap: spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29.
 - Chain Lightning Trap: spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for ½ damage; Search DC 31, Disable DC 31.
 - Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18.
 - **EL8 Traps**
 - Destruction Trap: spell effect (death); Save DC 20

(phys+STR) for 10d6 damage; Search DC 32, Disable DC 32.

○ Power Word Stun Trap: spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32.

○ Well-camouflaged Pit Trap: 100 ft. deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18.

- EL9 Traps

- Dropping Ceiling: ceiling moves down (12d6, crush); Search DC 20, Disable DC 16.
- Incendiary Cloud Trap: spell effect (4d6/round for 15 rounds, fire); Save DC 22 for ½ damage; Search DC 33, Disable DC 33.
- Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

- EL10 Traps

- Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20.
- Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25.
- Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.

Rules of Thumb:

Acronyms: Common acronyms or short hand that every DM should know.

- DM: Dungeon Master
- GM: Game Master
- EL: Encounter Level
- DC: Difficulty Class
- AC: Armor Class
- PC: Player Character
- NPC: Non-Player Character
- DMG: Damage
- STR: Strength (Usually refers to STR modifier)
- DEX: Dexterity (Usually refers to DEX modifier)
- MND: Mind (Usually refers to MND modifier)
- Ref: Reflex Save
- Fort: Fortitude Save
- Will: Will Save
- Phys: Physical Skill
- Comm: Communication Skill
- Subt: Subterfuge Skill
- Know: Knowledge Skill
- d20: 20 Sided Die (often used to refer to the d20 ruleset)
- d%: A Pair of Percentile Dice (usually one die has 00-90 and another has 0-9)
- SRD: System Reference Document for D&D 3.5
- PFSRD: Pathfinder System Reference Document
- AoO: Attack of Opportunity

Movement: Do not get bogged down with complex mechanics of movement; the world does not operate in 1" grid squares. The numbers below are guidelines and suggestions that should be adjusted as needed. You really only need to worry about these specific numbers during encounters where it truly matters how far someone can move on a turn.

- Scale
 - One real world inch equals five in-game feet (Scale: 1"=5')
- General Base Movement
 - Walk = 15' per turn (3")
 - Run = 30' per turn (6")
 - Sprint / Charge = 60' per turn (12")
- Movement Modifiers
 - Hampered Movement: A character may only move at half speed or cover half the normal distance.
Examples: Encumbered, slowed, difficult terrain, climbing, or anything that slows movement.
 - Accelerated Movement: A character may move further than general base movements.
Examples: Spell effects, falling, teleporting, or anything that speeds movement.
 - Size: Generally speaking; smaller creatures move slower than larger creatures.

Threatened vs. Unthreatened: Generally speaking; characters that are unthreatened are free to declare actions at will and most outcomes are predictable thus no dice rolling is necessary. However threatened characters have a higher risk associated to their actions; so time and movement need to play out with some amount of order.

- **Unthreatened:** When a character is not threatened by anything, under any sort of constraint, or a time limit.
 - **Rolls:** Assume the character takes enough time to complete the action correctly; rolling is unnecessary. All you need to do is describe the result or consequences of their actions and continue with the story. Sometimes a player will declare an action that is completely outrageous or impossible and you simply can not assume the character can take the time to achieve this order. In such a case you may wish to simply inform the player their character can not and does not succeed. Another way is to write down a DC that is impossible to achieve, ask the player to roll, and inform them that their character failed then proceed with the game.
 - **Movement:** The character takes enough time to move as desired. Usually movement rate isn't important.
 - **Time:** The flow of time is less important and not necessary to track in detail; things happen when they need to and time progresses as needed.
- **Threatened:** A character is threatened by an opponent, constrained in some manor, or when time is important.
 - **Rolls:** A player will declare their character's action on their turn and dice rolls ensue
 - **Movement:** This is when you may need to use Base Movement rates and when Scale becomes important.
 - **Time:** The flow of time now unfolds in the form of Turns & Rounds.
 - Turn:** Each character gets a turn and can declare one standard action. A Turn is approximately 6 seconds of in-game time.
 - Round:** After every character has had their turn a Round is complete and a new one begins. A Round is the total of all Turns. (Example: 10 Turns in a Round = 1 minute in-game)

Take 10 or Take 20: With regards to being Unthreatened we've outlined characters are very free take the time necessary to do as they please. Often times players may want to use this freedom to "take a 10" or "take a 20" on a skill check even on actions in an unthreatening scenario that still require a check. This assumes they spend a significant amount of time attempting their declared action and assumes they fail several times before finally getting a 10 or 20.

Searching an area is a great example. The DM knows there is an item in an area that requires a certain Search check DC to discover. The player's characters are under no threat of opposition and time is not overly important; say they could take all night to search the area but by daybreak they will be discovered by enemies! That being said you may not want to just let them discover this item because it's hidden really well; only a very thorough search by a perceptive person would actually turn it up. A player may declare they wish to "take a 20" and searches the area. What this means instead of rolling 1d20 they simply get a 20. Then they add bonuses to that 20, subtract any penalties to that total, and that's their "roll". The DM would then check that calculated number against the Search DC of the item to see if they actually find it.

Then why would anyone "take a 10" when they could just take a 20? Keep in mind time does elapse when characters are doing things. Taking a 20 to search means they are spending a significant amount of time to perform this action; often they are repeating it many times. Also, and this is quite important, taking a 10 or 20 assumes the character fails many times. It's just like if the player had rolled the dice enough times to come up with a 10 or 20.... they would have rolled many lower numbers before they finally got that 10 or 20. Referring back to the Search example; they have all night to search but taking a 20 consumes a lot of time; perhaps given the large area it would take all night! However if they took a 10 instead of a 20 it would only take half the night leaving them time to search as well as leave the area before they are discovered.

Lets try a different example; climbing. The characters are under no acute threat; there's no opponents and they have all day to scale a tall wall. However you wouldn't want to take a 20 because that would assume they made several failed attempts. Failed attempts in climbing a tall wall would result in damage or even death! Keep this in mind for any hazardous, yet unthreatening, scenario where players may try to take a 10 or 20.

When In Doubt: A player declares an action you are unprepared for! What do you do?! How do you resolve this with out stopping game-play? This can happen often but here are some things to help you through.

- **Set a DC and Roll:** Figure out a DC and ask the player to roll 1d20 plus whatever modifiers make sense.
 - **How To Makeup a DC:** Think of what Skill and Stat modifiers you will have the player apply to the d20 roll and add those up; then write down a number below the highest possible result. *Example:* Player declares an action that you are not prepared for. You decide it would be best to roll 1d20+Comm+MND. The character's Comm is +5 and MND is +3 so the highest possible result is 28. You write down a DC of 24 so it's difficult but achievable. Now you ask the player to roll 1d20+Comm+MND.
 - **How To Determine the Difficulty:** It depends on what modifiers are involved but here are some guidelines. Add up only the modifiers the player will be applying; any DC equal to or below that number is an automatic success since they don't even have to roll to achieve it. Now calculate the highest possible result by adding up all modifiers and add that to 20; any DC higher than that is impossible to achieve. You've now figured out your minimum and maximum. A DC set in the middle of your Min and Max would be relatively moderate in difficulty. Setting a DC between the middle and the minimum would be an easy DC and conversely a DC between the middle and the maximum would be hard to achieve.
- **The 50/50 Chance:** You can always roll 1d2 for an outcome. Now you're thinking... how do I roll 1d2?! Flip a coin and tell the player to call Heads or Tails. If the coin lands showing the side called then great success!
- **The % Chance:** You can also use a d% for a 50% chance or even things like a 25% chance. *Example:* You figure the character has about a 25% chance of success. Have the player roll their d% dice; anything 25% and below is a success and anything above 25% is a failure.

A DM's Right to Privacy: There are many things you will need to keep from the players; after all who wants' to hear a story if they already know all of the secrets and the likely outcome? This isn't "unfair" because you are not trying to "win" or "beat" the players. Most DMs have a screen or something to shield the prying eyes of the other players. This is where you keep things like important clues, information they haven't discovered yet, a map showing everything, numbers like DCs, and other information that would otherwise give away the story. Even your dice rolls can be made in private; although this you may wish to discuss with your players. They do have a legitimate point to ask that you make all of your dice rolls out in the open just as they should; this keeps everyone honest. Have a conversation with them about dice rolls and ask if they wish you to roll in the open, just as they do, or if it does not bother them that you roll in secret. Either way you still have the modifiers and DCs behind your screen so just because they see a dice roll doesn't mean they know the outcome. Again your goal isn't to "beat" them; I think you'll find it is much more fun for everyone when they believe you are on their side and trying to help them rather than purposefully lead them astray or kill their characters.

Hints & Foreshadowing: It's easy to forget that you know everything about the story. Players may easily be come bewildered, confused, or not sure what to do. Some things may seem blatantly obvious to you but they can not see for many reasons. At times you will need to give very specific, and even blatant, clues about situations so they can make decisions that lead them in the right direction so the game may progress with out frustration.

Actions: These are explained in the Players Compendium but here's a bit more guidance on the matter. Basically there are Free Actions, Standard Actions, and Move Actions. Players may sometimes want to exchange their Standard Action for another Move Action which you can certainly allow. However you shouldn't let them exchange a Move Action for two Standard Actions in one round because Standard Actions are too powerful. This would allow them to cast two spells or make an extra full attack.

Attacks of Opportunity: An interesting strategic scenario to use once you're ready to add a little more complexity to the battle field. When a character breaks away from melee combat with out defensively withdrawing then all adjacent opponents may make an Attack of Opportunity (AoO) against that character. Now this works both ways; Player Characters and Non-Player Characters are treated the same way here. For example three Player Characters are engaged in melee combat with a troll. The troll quickly realizes the situation is dire, panics, throws caution to the wind, and attempts to flee. All three Player Characters get to make an Attack of Opportunity against that troll. You may think "Why would anyone do that?!" There are a couple of reasons. One would be that, for this example, the troll panicked and disregarded caution at his own peril. Another more strategic reason is that you would have to spend a Standard Action to withdraw from combat defensively and only move 5 feet out of combat. Perhaps someone may want to risk the AoO in an effort to take a Standard Action and attempt to make an escape instead of only moving 5 feet because their enemy will simply close that 5 foot gap and still attack them the next round.

Heading:

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Barbarian

- **History:** For some, there is only rage. In the ways of their people, in the fury of their passion, in the howl of battle, conflict is all these brutal souls know. Savages, hired muscle, masters of vicious martial techniques, they are not soldiers or professional warriors—they are the battle possessed, creatures of slaughter and spirits of war. Known as barbarians, these warmongers know little of training, preparation, or the rules of warfare; for them, only the moment exists, with the foes that stand before them and the knowledge that the next moment might hold their death. They possess a sixth sense in regard to danger and the endurance to weather all that might entail. These brutal warriors might rise from all walks of life, both civilized and savage, though whole societies embracing such philosophies roam the wild places of the world. Within barbarians storms the primal spirit of battle, and woe to those who face their rage.
- **Description:** Barbarians may use light or medium armor and light shields. They received a +3 bonus to Physical skill.
- **Rage:** The raging storm within may be released in the form of special abilities.
 - **Amount:** Rage = 1 per Barbarian level.
 - **Usage:** Raging is a free action applied to the next action taken.

NAME	EFFECT	COST	DURATION
Guarded Stance:	+1 AC	per 1 Rage	1 round
Powerful Blow:	+1 DMG	per 1 Rage	1 round
Surprise Accuracy:	+1 ATK	per 1 Rage	1 round
Intimidating Glare:	+1 to Intimidation check	per 1 Rage	1 turn
Swift Foot:	Move an additional 5'	per 1 Rage	1 turn
Elemental Rage:	Melee energy ATK 1d6 (acid, cold, electric, fire)	2 Rage	1 turn
Animal Fury:	Bite ATK (1d6+STR DMG)	3 Rage	1 turn
Knockback:	Push target back 5'	4 Rage	1 turn
Clear Mind:	Reroll failed Will save; new result is final	5 Rage	Instant
Strength Surge:	Add Barbarian LVL as a bonus to STR check.	5 Rage	1 round
Renewed Vigor:	Heal 1d8 DMG on self.	5 Rage	Instant
Unexpected Strike:	One additional ATK this turn.	6 Rage	1 turn
Mighty Swing:	Automatic critical hit on next ATK	10 Rage	1 turn
Terrifying Howl:	Enemies within 30' who fail Will save are panicked for 1d4 rounds. (Will save DC = 10+Barb LVL)	14 Rage	Instant

- **Class Features:**
 - **Fast Movement:** (LVL 1) Barbarian's land speed is faster than the norm by 10' feet.
 - **Improved Uncanny Dodge:** (LVL 5) The barbarian can not be flanked.

Bard

- **History:** Untold wonders and secrets exist for those skillful enough to discover them. Through cleverness, talent, and magic, these cunning few unravel the wiles of the world, becoming adept in the arts of persuasion, manipulation, and inspiration. Typically masters of one or many forms of artistry, bards possess an uncanny ability to know more than they should and use what they learn to keep themselves and their allies ever one step ahead of danger. Bards are quick-witted and captivating, and their skills might lead them down many paths, be they gamblers or jacks-of-all-trades, scholars or performers, leaders or scoundrels, or even all of the above. For bards, every day brings its own opportunities, adventures, and challenges, and only by bucking the odds, knowing the most, and being the best might they claim the treasures of each.
- **Description:** Bards wear light armor and may use light shields. They gain a +2 bonus to Communication, Subterfuge, and Knowledge. Bards can use their Performance to unleash special abilities.
- **Performance:** A bard's Performance could be many things; singing, chanting, playing instruments, comedy, poetry, acting, dancing, or even a combination.

Will save DC = 10 + (Bard Level / 2) + MND (round down)

- **Amount:** 1 Performance per Bard Level which are recovered after 8 hours of rest.
- **Usage:** Performing is a standard action. Targets must be able to see, hear, and be within 30' of a performance to be effected. For every round that a performance is maintained the cost will be subtracted from their total performances for that day. Opponents receive a Will save to resist the effects of a bard's performance.

NAME	EFFECT	COST	DURATION
Muse	+1 bonus to all rolls for allies	+1 per Perf.	Concentration
Fascinate	(See Description)	1 Perf.	Concentration
Dirge of Doom	Opponents take -2 on all rolls	1 Perf.	Concentration
Inspire Greatness	+2 AC, +2 ATK, & +2 DMG for allies	2 Perf.	Concentration
Paralyzing Show	(See Description)	3 Perf.	Concentration
Inspire Heroics	(See Description)	3 Perf.	Concentration
Countersong	Nullify a sound based attack.	1 Perf.	Instant
Subliminal Ballad	(See Description)	3 Perf	Instant
Song of Freedom	Break an enchantment for one ally	8 Perf.	Instant
Soothing Performance	(See Description)	10 Perf.	Instant
Deadly Performance	(See Description)	18 Perf.	Instant

- **Fascination:** Cause any unthreatened target that fails their save to be [fascinated](#) and pay attention to the performance causing them to sit quietly and take no other actions until the performance is over or something threatens or distracts them. Able to fascinate total HD equal to Bard LVL.
 - **Paralyzing Show:** Opponents become [paralyzed](#), unable to take actions, unless they make their save.
 - **Inspire Heroics:** +4 bonus to all saves and +4 dodge bonus to AC for allies
 - **Subliminal Ballad:** Make a [suggestion](#) to one target already Fascinated unless they make their save.
 - **Soothing Performance:** Creates an effect equivalent to [mass cure light wounds](#) and removes fatigued, sickened, and shaken effects from all allies
 - **Deadly Performance:** One target in range of this performance will die of pure joy or sorrow unless they make their save; in which case they are [stunned](#) for 1d4 rounds
- **Class Features:**
 - **Lore Master:** (LVL 1) Bards may "take a 10" on any knowledge check if they choose to.
 - **Instrument:** (LVL 1) Begin play with one masterwork instrument of your choice.
 - **Bard Magic:** (LVL 1) Able to cast bard spells so long as long as they are able to cast a spell's Spell Level and have the HP to spend. Spell Level and HP cost are calculated as noted in the core rules for Magic.
 - **Name:** The name of a spell.
 - **Description:** Brief description of how it works and area of effect.
 - **Range:** Maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. Separate from the area of effect.
 - Personal: Affects only yourself.
 - Touch: Caster must be able to touch the target.
 - Close: 25' + 5' per two Caster Levels
 - Medium: 100' + 10' per Caster Level
 - Long: 400' + 40 per Caster Level
 - **Duration:** How long the spell lasts once cast or triggered.

0-Level Bard Spells			
NAME	DESCRIPTON	RANGE	DURATION
Dancing Lights:	Creates up to four dim lights within a 10-ft.-radius area.	Medium	10 rounds
Daze:	Humanoid creature of 4 HD or less loses next action.	Close	1 round
Flare:	Dazzles one creature (–1 on attack rolls).	Close	10 rounds
Ghost Sound:	Create and manipulate figment sounds.	Close	1 round/LVL
Message:	Whisper conversation at distance of 100'	Medium	1 encounter
Prestidigitation:	Performs minor tricks.	10'	1 encounter
Summon Instrument:	Summons one musical instrument to appear in hand.	0'	10 rounds/LVL

1st-Level Bard Spells			
NAME	DESCRIPTON	RANGE	DURATION
Animate Rope:	Makes a rope move at your command.	Medium	1 round/LVL
Cause Fear:	One creature of 5 HD or less flees.	Close	1d4 rounds
Confusion, Lesser:	One creature is confused	Medium	1 round
Cure Light Wounds:	Cures 1d8 damage + 1/level (max +5).	Touch	Instant
Disguise Self:	Changes your appearance.	Personal	1 encounter
Expeditious Retreat:	Your base land speed increases by 30 ft.	Personal	10 rounds/LVL
Hideous Laughter:	Subject loses actions for 1 round/ level.	Close	1 round/LVL
Identify:	Gives +10 bonus to identify magic items.	60'	Instant
Magic Mouth:	Object speaks once when triggered.	Close	Instant
Silent Image:	Creates minor illusion of your design within 10' cube area per LVL.	Long	Concentration
Sleep:	Puts 4 HD of creatures into magical slumber.	Medium	10 rounds/LVL
Ventriloquism:	Throws voice or sound you normally make vocally.	Close	10 round/LVL

2nd-Level Bard Spells			
NAME	DESCRIPTON	RANGE	DURATION
Alter Self:	Assume form of a Small or Medium humanoid.	Personal	1 encounter
Blindness/Deafness:	Makes subject blind or deaf.	Medium	Permanent
Blur:	Attacks miss subject 20% of the time.	Touch	10 round/LVL
Calm Emotions:	Calms creatures, negating emotion effects, within 20' area.	Medium	Concentration
Cure Moderate Wounds:	Cures 2d8 damage + 1/level (max +10).	Touch	Instant
Daze Monster:	Living creature of 6 HD or less loses next action.	Medium	1 round
Enthrall:	If you have the attention of a group, you can hold them enthralled	Medium	Concentration
Glitterdust:	Blinds creatures, outlines invisible creatures, within 10' area.	Medium	1 round/LVL
Heroism:	Gives +2 on attack rolls, saves, skill checks.	Touch	1 encounter
Hypnotic Pattern:	Fascinates (2d4 + level) HD of creatures.	Medium	Concentration
Minor Image:	As silent image, plus some sound.	Long	Concentration
Pyrotechnics:	Turns fire into blinding light or choking smoke.	Long	1d4 rounds
Scare:	Panics creatures of less than 6 HD.	Medium	1 round/LVL
Shatter:	Sonic vibration damages objects or crystalline creatures.	Close	Instant
Silence:	Negates sound in 20-ft. radius.	Long	10 rounds/LVL
Sound Burst:	Deals 1d8 sonic damage and may stun subjects within 10' area.	Close	Instant
Tongues:	Speak and understand any language.	Touch	1 encounter

3rd-Level Bard Spells			
NAME	DESCRIPTON	RANGE	DURATION
Blink:	You randomly vanish and reappear	Personal	1 round/LVL

Clairaudience/Clairvoyance:	Hear or see at a distance	Long	10 round/LVL
Confusion:	Creatures within 15' area behave oddly	Medium	1 round/LVL
Cure Serious Wounds:	Cures 3d8 damage + 1/level (max +15).	Touch	
Daylight:	60-ft. radius of bright light.	Touch	1 encounter
Deep Slumber:	Puts 10 HD of creatures to sleep.	Close	10 rounds/LVL
Displacement:	Attacks miss subject 50% of the time.	Touch	1 round/LVL
Fear:	Subjects within 30' cone area flee	30'	1 round/LVL
Glibness:	You gain +20 bonus on Bluff checks, and your lies can escape magical discernment.	Personal	1 encounter
Good Hope:	+2 on ATK rolls, DMG rolls, saves, and checks for 1 target per LVL.	Medium	10 rounds/LVL
Major Image:	As silent image, plus sound, smell, and thermal effects.	Long	Concentration
Sculpt Sound:	Creates new sounds or changes existing ones into new sounds.	Close	1 encounter

4th-Level Bard Spells

NAME	DESCRIPTON	RANGE	DURATION
Cure Critical Wounds:	Cures 4d8 damage + 1/level (max +20).	Touch	Instant
Hallucinatory Terrain:	Makes one type of terrain appear like another (field as forest, or the like) within 30' cube area per LVL.	Long	1 encounter
Locate Creature:	Indicates direction to known creature within 400' area.	Long	1 encounter
Rainbow Pattern:	Lights fascinate 24 HD of creatures.	Medium	Concentration
Repel Vermin:	Insects, spiders, and other vermin stay 10 ft. away.	10'	1 encounter
Shout:	Deafens all within 30' cone area and deals 5d6 sonic damage.	30'	Instant
Zone of Silence:	Keeps eavesdroppers from overhearing you within 5' area.	Personal	1 encounter

5th-Level Bard Spells

NAME	DESCRIPTON	RANGE	DURATION
Cure Lt. Wounds, Mass:	Cures 1d8 damage + 1/level, affects 1 subject/level.	Touch	Instant
Dream:	Sends message to anyone sleeping.	Unlimited	Concentration
False Vision:	Fools scrying with an illusion within 40' area.	Touch	Concentration
Heroism, Greater:	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.	Touch	1 encounter
Mirage Arcana:	As hallucinatory terrain, plus structures, within 20' cube per LVL.	Long	Concentration
Mislead:	Turns you invisible and creates illusory double.	Close	1 round/LVL
Nightmare:	Sends vision dealing 1d10 damage, fatigue.	Unlimited	Instant
Persistent Image:	As major image, but no concentration required.	Long	10 rounds/LVL
Seeming:	Changes appearance of one person per two levels.	Close	1 day
Shadow Walk:	Step into shadow to travel rapidly.	Touch	1 encounter
Song of Discord:	Forces targets to attack each other within 20' area.	Medium	1 round/LVL

6th-Level Bard Spells

NAME	DESCRIPTON	RANGE	DURATION
Animate Objects:	Animate 1 small, nonmagical, object per LVL to attack target.	Medium	1 round/LVL
Cure Mod. Wounds, Mass:	Cures 2d8 damage + 1/level, affects 1 subject/level.	Touch	Instant
Find the Path:	Shows most direct way to a location.	Touch	1 encounter
Irresistible Dance:	Forces subject to dance.	Touch	1d4 rounds
Permanent Image:	Permanent illusion, includes sight, sound, smell, and thermal effects.	Long	Permanent
Programmed Image:	As major image, plus triggered by event. Permanent until triggered; then duration of 1round/LVL begins.	Long	1 round/LVL
Project Image:	Illusory double can talk and cast spells.	Medium	1 round/LVL
Shout, Greater:	Devastating yell deals 10d6 sonic damage within 60' cone area; stuns creatures.	30'	Instant

Sympathetic Vibration:	Deals 2d10 damage/round to freestanding structure.	Touch	1 round/LVL
Veil:	Changes appearance of group of creatures.	Long	1 encounter

Cleric

- **History:** In faith and the miracles of the divine, many find a greater purpose. Called to serve powers beyond most mortal understanding, all priests preach wonders and provide for the spiritual needs of their people. Clerics are more than mere priests, though; these emissaries of the divine work the will of their deities through strength of arms and the magic of their gods. Devoted to the tenets of the religions and philosophies that inspire them, these ecclesiastics quest to spread the knowledge and influence of their faith. Yet while they might share similar abilities, clerics prove as different from one another as the divinities they serve, with some offering healing and redemption, others judging law and truth, and still others spreading conflict and corruption. The ways of the cleric are varied, yet all who tread these paths walk with the mightiest of allies and bear the arms of the gods themselves.
- **Description:** Clerics wear light or medium armor and may use light shields. They cast divine spells and gain a +3 bonus to Communication skill. A cleric can channel either Good or Evil divine energy based on their alignment to use special abilities (Neutral clerics make a permanent choice when character is created). Clerics may cast any divine spell in SRD.
- **Channel Energy:**
 - **Amount:** 1 Energy per Cleric Level. Rejuvenated after a full nights rest in addition to worshipping their deity.
 - **Usage:** Channeling energy to use a special ability is a standard action.

Good Energy			
NAME	EFFECT	COST	DURATION
Turn Undead	(See description)	1 Energy	1 round
Healing Burst	Heal 1d6 HP to all living within 30'	1d6 per Energy	Instant
Afflict Undead	1d6 DMG to all undead within 30'	1d6 per Energy	Instant

Evil Energy			
NAME	EFFECT	COST	DURATION
Rebuke Undead	(See description)	1 Energy	1 round
Necromantic Burst	Heal 1d6 HP to all undead within 30'	1d6 per Energy	Instant
Afflict Living	1d6 DMG to all living within 30'	1d6 per Energy	Instant

- **Turn Undead:** A Cleric channeling good energy may Turn Undead with a successful Magic Attack. The DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. Undead flee in the quickest method available or they will cower; either of which will last 10 rounds.
- **Rebuke Undead:** Clerics who channel evil energy may Rebuke Undead with a successful Magic Attack. The DC is the current Hit Points of the Undead. The cleric may give a simple, one word, command to the rebuked undead which will be carried out on the target's next turn.
- **Class Features:**
 - **Aura:** (LVL 1) Clerics radiate a strong aura corresponding to their alignment.
 - **Divine Magic:** (LVL 1) A cleric may cast any divine spell from the SRD as long as they can cast a spell's Spell Level and have the HP to spend.
 - **Bonus Language:** (LVL 1) Choose one of the following languages: Celestial (Good), Abyssal (Chaotic Evil), and Infernal (Lawful Evil).

Druid

- **History:** Within the purity of the elements and the order of the wilds lingers a power beyond the marvels of civilization. Furtive yet undeniable, these primal magics are guarded over by servants of philosophical balance known as druids. Allies to beasts and manipulators of nature, these often misunderstood protectors of the wild strive to shield their lands from all who would threaten them and prove the might of the wilds to those who lock themselves behind city walls. Rewarded for their devotion with incredible powers, druids gain unparalleled shape-shifting abilities, the companionship of mighty beasts, and the power to call upon nature's wrath. The mightiest temper powers akin to storms, earthquakes, and volcanoes with primeval wisdom long abandoned and forgotten by civilization.
- **Description:** Druids wear any non-metal armor or shield. They gain +2 to Knowledge. Druids may use Duridic Magic and have the Wild Shape special ability. They have a Natural Bond with an animal companion.
- **Wild Shape:** At LVL 4 a druid is able to start using the Wild Shape special ability. This allows a druid to change into any creature of the Animal type. Special Movement and Natural ATK types depend on the type of animal chosen. For example an eagle is a small bird that can fly and would use claw or bite ATKs. A boar would be a medium animal that would walk/run and use gore ATKs. While a shark would be a large fish that swims and uses bite ATKs.
 - **Amount:** 1 per day at 4th LVL. plus 1 every two levels up to a maximum of 8.
 - **Usage:** Shape shifting is a standard action.

Level	Per Day	Animal	Base Movement	Special Movement
4	1	Small	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
6	2	Small, Med	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
8	3	Small, Med, Large	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
10	4	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
12	5	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
14	6	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
16	7	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
18	8	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
20	At Will	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow

Size	AC	ATK	Natural ATK (DMG)	Extraordinary Ability
Small	+1	-1	Claw, Bite, Slam, Gore (1d4+1)	Darkvision 60', Scent , Speak with similar animal type
Med	+2	+1	Claw, Bite, Slam, Gore (1d6+2)	Darkvision 60', Scent , Speak with similar animal type
Large	+4	+4	Claw, Bite, Slam, Gore (1d8+3)	Darkvision 60', Scent , Speak with similar animal type
Huge	+6	+6	Claw, Bite, Slam, Gore (1d10+4)	Darkvision 60', Scent , Speak with similar animal type

- **Class Features:**
 - **Druidic Magic:** (LVL 1) Cast any druid spell in the SRD so long as long as they are able to cast a spell's Spell Level and have the HP to spend. Spell Level and HP cost are calculated as noted in the core rules for Magic.
 - **Natural Bond:** (LVL 1) Begin play with a loyal animal companion. If this creature is lost, killed, or destroyed the druid may obtain a new one but it takes 24 hours to form a new bond. This creature will obey simple two word commands to the best of its ability. The animal companion's Level, Hit Dice, Ability Scores, Skill Rank and any other stats are half of the druid's (round down). A companion has no Class Levels and thus none of the special qualities associated to a character class. They are considered to be a magical creature once bound to a master
 - **Share Spells:** Any spell the druid casts targeting themselves may also target the animal companion at the same time but the animal must be within 5' of its master.
 - **Bonus Languages:** (LVL 1)
 - Sylvan: Language of woodland creatures.
 - Druidic: A secret language known only to druids and forbidden to teach to non-Druids.
 - **Nature Sense:** (LVL 1) +4 to all Survival checks.
 - **Wild Shape:** (LVL 4) Druids gain the Wild Shape special ability.
 - **Venom Immunity:** (LVL 9) Immune to all poisons.
 - **Infinite Wild Shape:** (LVL 20) The druid's Wild Shape ability is no longer limited to an amount per day.

Fighter

- **History:** Some take up arms for glory, wealth, or revenge. Others do battle to prove themselves, to protect others, or because they know nothing else. Still others learn the ways of weaponcraft to hone their bodies in battle and prove their mettle in the forge of war. Lords of the battlefield, fighters are a disparate lot, training with many weapons or just one, perfecting the uses of armor, learning the fighting techniques of exotic masters, and studying the art of combat, all to shape themselves into living weapons. Far more than mere thugs, these skilled warriors reveal the true deadliness of their weapons, turning hunks of metal into arms capable of taming kingdoms, slaughtering monsters, and rousing the hearts of armies. Soldiers, knights, hunters, and artists of war, fighters are unparalleled champions, and woe to those who dare stand against them.
- **Description:** Fighters wear any kind of armor and any shield. They get a +3 bonus to Physical skill. Fighters use their Combat Prowess to execute special abilities.
- **Combat Prowess:** Allows a fighter to execute special abilities.
 - **Amount:** Combat Prowess = 1 per Fighter level which is replenished after 8 hours of rest.
 - **Usage:** Using Combat Prowess is a free action applied to a fighter's next action.

NAME	DESCRIPTION	COST	DURATION
Weapon Training	+1 ATK & +1 DMG.	1 per Prowess	1 turn
Bravery	+1 to Will saves.	1 per 2 Prowess	1 encounter
Martial Combat	+1 to any Combat Maneuver check. (Bull Rush, Grapple, Trip, Charge, Over Run, Sunder, etc...)	1 per 2 Prowess	1 turn
Change Weapons	Switch to easily accessible weapon as a free action.	2 Prowess	Instant
Front Line	+4 to Initiative rolls.	2 Prowess	1 encounter
Taunt	Target focuses next attack on you.	2 Prowess	Instant
Cleave	One extra ATK on one target adjacent to last target.	1 per 3 Prowess	1 turn
Precise Shot	Shoot into melee without penalties.	3 Prowess	1 turn
Team Tactics	+1 to all rolls for allies within 60'	5 Prowess	1 encounter
Pinpoint Target	Ignore target's armor and shield bonuses to AC.	10 Prowess	1 turn

- **Class Features:**
 - **Brawler:** (LVL 1) Improvised weapons deal 1d4 DMG and do not suffer attack penalties.
 - **Shield Bash:** (LVL 1) Fighters may make a melee ATK with their shield. Successful shield bashes deal 1d4 DMG or 1d4+2 DMG for spiked shields.
 - **Combat Experience:** (LVL 1) Every 5th level a fighter gains +1 ATK and +1 DMG (1,5,10,15,20)
 - **Battle Master:** (LVL 20) Subtract 5 from all DMG taken by melee or ranged weapons. Critical hit damage on opponents is multiplied x3.

Monk

- **History:** For the truly exemplary, martial skill transcends the battlefield—it is a lifestyle, a doctrine, a state of mind. These warrior-artists search out methods of battle beyond swords and shields, finding weapons within themselves just as capable of crippling or killing as any blade. Monks elevate their bodies to become weapons of war, from battle-minded ascetics to self-taught brawlers. They tread the path of discipline, and those with the will to endure that path discover within themselves not what they are, but what they are meant to be.
- **Description:** Monks do not wear armor or shields. They gain +2 to Physical and +1 to Knowledge skills. A monk's Unarmed Strikes are considered light, magic weapons with damage increasing 1 die size every 5 levels (1d6, 1d8, 1d10, 1d12) These warrior-artists can use Ki to unleash special abilities.
- **Ki:** A pool of supernatural energy a monk can manipulate, learn to control, and unleash to make their actions more powerful. It also makes a monk's natural weapons count as magic weapons; such as Unarmed Strikes with hands, feet, elbows, knees, head, or any other part of their body used as a weapon. .
 - **Amount:** Ki = 1 per Monk level. Ki is restored daily after a full nights rest plus meditation.
 - **Usage:** Ki is used as a free action that instantly applies to the next action being taken

NAME	EFFECT	COST	DURATION
Sprint	Run an additional 5'	5' per Ki	1 turn
Dodge	+1 dodge bonus to AC	1 per Ki	1 encounter
Leap	+1 to Jump check	1 per Ki	1 encounter
Spider Monkey	+1 to Climb check	1 per Ki	1 encounter
Wholeness of Body	Heal 1 HP	1 per Ki	instant
Ki Strike	+1 DMG to next successful ATK	1 per Ki	1 turn
Evasion	+1 Reflex save	1 per Ki	1 turn
Still Mind	+1 Will save	1 per Ki	1 turn
Flurry	1 additional Unarmed Strike at -1 ATK per Ki (see description)	1 per Ki	1 turn
Slow Fall	Half damage from falling	5 Ki	1 fall
Purity of Body	Cure self of any disease	7 Ki	instant
Improved Evasion	Half DMG on failed Reflex saves and 0 DMG on successful Reflex saves for 1 day.	9 Ki	1 day
Harmonize Body	Cure self of any poison	11 Ki	instant
Abundant Step	Magically slip between dimensions to arrive at a spot four times further away than if the monk had simply ran there for a single move action.	12 Ki	1 turn
Soul of Zen	Save bonus vs. any spell cast on a monk = Monk Level + 10 for 1 day.	13 Ki	1 day
Quivering Palm	Upon a successful quivering palm strike the target is infused with inharmonic Ki waves. If the target fails their Fort save they are killed. Fort DC = 10 + (Monk Level / 2) + MND.	15 Ki	1 turn
Tongue of Sun & Moon	Communicate with any living creature for 1 day	17 Ki	1 day
Empty Body	Assume an ethereal state for 10 rounds (1 minute) as if using the spell Etherealness .	19 Ki	10 rounds

- **Flurry:** 1 additional Unarmed Strike at -1 ATK per Ki. Flurry is cumulative; so if 3 Ki are spent on Flurry the monk could do 3 additional attacks all at -3 on ATK rolls. Now if 12 Ki are spent on Flurry they get 12 additional Unarmed Strikes but all of them are -12 on ATK rolls.
- **Class Features:**
 - **Perfect Self:** (LVL 20) until the end of their life the monk is considered a magical creature.

Paladin

- **History:** Through a select, worthy few shines the power of the divine. Called paladins, these noble souls dedicate their lives to the battle against evil. Knights, crusaders, and law-bringers, paladins seek not just to spread divine justice but to embody the teachings of the virtuous deities they serve. In pursuit of their lofty goals, they adhere to ironclad laws of morality and discipline. As rewards for their righteousness, these holy champions are bestowed with sublime blessings to aid them in their quests: powers to smite evil, heal the innocent, and inspire the faithful. Although their convictions might lead them into conflict with the very souls they would save, paladins weather endless challenges of faith and dark temptations, risking their lives to do right and fighting to bring about a brighter future.
- **Description:** These holy champions may wear any kind of armor and use shields. They have a +1 bonus to Physical and a +2 bonus to Communication. They are consecrated with Righteous Favor and Holy Magic. A character must be of Lawful Good alignment to be a Paladin
- **Righteous Favor:** The Paladin may draw upon this Righteous Favor to aid themselves and their allies.
 - **Amount:** Righteous Favor = 1 Favor per Paladin Level. Rejuvenated after a full nights rest in addition to worshipping their deity.
 - **Usage:** Favor is used as a free action applied to the next action being taken.

NAME	EFFECT	COST	DURATION
Smite Evil	+1 ATK & AC vs. Evil	per 1 Favor	1 encounter
Aura of Courage	+1 to Will saves for allies within 10'	per 1 Favor	1 encounter
Lay on Hands	Heal 1d6 HP on touched creature	per 2 Favor	Instant
Afflict Undead	1d6 DMG to touched undead	per 2 Favor	Instant
Aura of Righteousness	+2 to all saves for allies within 10'	per 4 Favor	1 encounter
Virtuous Armor	+4 AC armor bonus	6 Favor	1 encounter
Aura of Justice	Bestow "Smite Evil" upon allies within 10'	9 Favor	1 encounter
Crusade	2 additional attacks with no penalties	12 Favor	1 turn
Devotional Healing	Heal 150 HP and wipe away all negative afflictions	18 Favor	Instant

- **Class Features:**
 - **Detect Evil:** (LVL 1) At will a paladin may [Detect Evil](#); same as the spell.
 - **Divine Grace:** (LVL 1) +1 to all saving throws every 5th level (1,5,10,15,20)
 - **Immaculate Health:** (LVL 3) Immune to all diseases including supernatural and magical
 - **Holy Magic:** (LVL 4) Able to cast spells from paladin spell list. Casting costs for paladins are paid with Righteous Favor instead of Hit Points. The cost is Spell Level x 2.
 - **Name:** The name of a spell.
 - **Description:** Brief description of how it works and area of effect.
 - **Range:** Maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. Separate from the area of effect.
 - Personal: Affects only yourself.
 - Touch: Caster must be able to touch the target.
 - Close: 25' + 5' per two Caster Levels
 - Medium: 100' + 10' per Caster Level
 - Long: 400' + 40 per Caster Level
 - **Duration:** How long the spell lasts once cast or triggered.
 - **Holy Champion:** (LVL 20) Now a conduit that the paladin's deity of which it channels its power through. Any weapons a paladin attacks with are treated as blessed with Holy with Holy Burst. Whenever using Lay on Hands or Afflict Undead; the maximum possible is healed or damaged.
 - **Holy Weapon:** +1d6 DMG vs Evil on successful attack.
 - **Holy Burst Weapon:** +1d10 DMG vs Evil on successful critical hit.

1 st Level Paladin Spells			
SPELL NAME	EFFECT	RANGE	DURATION
Bless	Allies within 50' area gain +1 on attack rolls and saves	50'	10 rounds / LVL
Bless Water	Makes holy water	Touch	Instant
Bless Weapon	Weapon becomes a +1 magic weapon	Touch	10 rounds / LVL
Create Water	Creates 2 gallons/level of pure water	Close	Instant
Cure Light Wounds	Cures 1d8 damage + 1/level (max +5)	Touch	Instant
Detect Poison	Detects poison in one creature, small object, or 5' cube area	Close	Instant
Detect Undead	Reveals undead within 60' cone area	60'	Concentrate
Divine Favor	You gain +1 per three levels on ATK & DMG	Personal	10 rounds
Endure Elements	Exist comfortably in hot or cold regions	Touch	1 day
Protection from Chaos/Evil	+2 to AC and saves vs. Chaotic or Evil	Touch	10 rounds / LVL
Read Magic	Read scrolls and spellbooks	Personal	10 min/LVL
Resistance	Subject gains +1 on saving throws	Touch	1 min
Restoration, Lesser	Restore 1d4 ability damage	Touch	Instant

2 nd Level Paladin Spells			
SPELL NAME	EFFECT	RANGE	DURATION
Bull's Strength	Subject gains +4 to STR stat	Touch	10 rounds / LVL
Delay Poison	Delays poison from harming subject	Touch	1 hour/LVL
Owl's Wisdom	Subject gains +4 to MND stat	Touch	10 rounds / LVL
Remove Paralysis	Frees up to 4 creatures within 25' from paralysis or slow effect	Close	Instant
Resist Energy	Ignores 10 points of damage per attack from specified energy type	Touch	10 min/LVL
Shield Other	You take half of subject's damage	Close	1 hour/LVL
Undetectable Alignment	Conceals alignment from magical detection	Close	1 day
Zone of Truth	Subjects within 20' area cannot lie	Close	10 rounds / LVL

3 rd Level Paladin Spells			
SPELL NAME	EFFECT	RANGE	DURATION
Cure Moderate Wounds	Cures 2d8 damage +1/level (max. +10)	Touch	Instant
Daylight	60' radius of bright light from touched object	Touch	10 min/LVL
Discern Lies	Reveals deliberate falsehoods on 1 creature per LVL	Close	Concentration
Dispel Magic	Cancels one magical spell or effect on one target	Medium	Instant
Magic Circle against Chaos/Evil	As protection from chaos/evil, but 10-ft. radius	Touch	10 min/LVL
Magic Weapon, Greater	Weapon gains +1 bonus/four levels (max +5)	Touch	10 rounds / LVL
Prayer	Allies within 40' get +1 bonus on all rolls, enemies within 40' – 1 penalty	40'	1 round / LVL
Remove Blindness/Deafness	Cures normal or magical blindness or deafness	Touch	Instant
Remove Curse	Frees object or person from curse	Touch	Instant

4 th Level Paladin Spells			
SPELL NAME	EFFECT	RANGE	DURATION
Break Enchantment	Frees subjects from enchantments, transmutations, and curses within 30' area	Close	Instant
Cure Serious Wounds	Cures 3d8 damage + 1/level (max +15)	Touch	Instant
Death Ward	Immune to energy drain and ability drain	Touch	10 rounds / LVL
Dispel Chaos/EVIL	+4 bonus against attacks by chaotic or evil creatures	Touch	1 round / LVL
Holy Sword	Weapon becomes +5 and deals +2d6 damage against evil	Touch	1 round / LVL
Mark of Justice	Designates action that triggers curse on subject	Touch	Instant
Neutralize Poison	Immunizes subject against poison, detoxifies venom in subject or 1' cubic area per LVL	Touch	Instant
Restoration	Restores level and ability score drains	Touch	Instant

Ranger

- **History:** For those who relish the thrill of the hunt, there are only predators and prey. Be they scouts, trackers, or bounty hunters, rangers share much in common: unique mastery of specialized weapons, skill at stalking even the most elusive game, and the expertise to defeat a wide range of quarries. Knowledgeable, patient, and skilled hunters, these rangers hound man, beast, and monster alike, gaining insight into the way of the predator, skill in varied environments, and ever more lethal martial prowess. While some track man-eating creatures to protect the frontier, others pursue more cunning game—even fugitives among their own people.
- **Description:** Rangers use light or medium armor and can use light shields. They may cast spells using Ranger Magic and gain special bonuses against their Favored Enemies. They eventually form a Hunter's Bond with an animal companion.
- **Class Features:**
 - **Favored Enemy:** (LVL 1) Every 5th (1,5,10,15,20) LVL the ranger may choose a favored enemy and gains +2 on all rolls made against a favored enemy target.

Type (Subtype)		
Aberration	Humanoid (gnome)	Outsider (earth)
Animal	Humanoid (halfling)	Outsider (evil)
Construct	Humanoid (human)	Outsider (fire)
Dragon	Humanoid (orc)	Outsider (good)
Fey	Humanoid (reptilian)	Outsider (lawful)
Humanoid (aquatic)	Magical beast	Outsider (native)
Humanoid (dwarf)	Humanoid (other subtype)	Outsider (water)
Humanoid (elf)	Monstrous humanoid	Plant
Humanoid (giant)	Ooze	Undead
Humanoid (goblinoid)	Outsider (air)	Vermin
Humanoid (gnoll)	Outsider (chaotic)	

- **Survivor:** (LVL 1) +3 bonus to all Survival checks.
- **Wild Empathy:** (LVL 1) Natural diplomacy in order to improve the attitude of an animal within 30'
- **Combat Style:** (LVL 2) Make a permanent decision on which style to choose.
 - **Ranged:** +1 ATK & DMG with all ranged weapons.
 - **Dual Wield:** Dual wielding two light weapons only incurs a -1 penalty to all ATK rolls that round.
- **Hunter's Bond:** (LVL 4) A ranger may obtain a loyal animal companion. If this creature is lost, killed, or destroyed the ranger may obtain a new one but it takes 24 hours to form a new bond. This creature will obey simple two word commands to the best of its ability. The animal companion's Level, Hit Dice, Ability Scores, Skill Rank and any other stats are half of the ranger's (round down). A companion has no Class Levels and thus none of the special qualities that come with being any character class. They are considered to be a magical creature once bound to a master
 - **Share Spells:** Any spell the ranger casts targeting themselves may also target the animal companion at the same time but the animal must be within 5' of its master
- **Ranger Magic:** (LVL 4) Able to cast ranger spells so long as long as they are able to cast a spell's Spell Level and have the HP to spend. Spell Level and HP cost are calculated as noted in the core rules for Magic.
 - **Name:** The name of a spell.
 - **Description:** Brief description of how it works and area of effect.
 - **Range:** Maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. Separate from the area of effect.
 - Personal: Affects only yourself.
 - Touch: Caster must be able to touch the target.
 - Close: 25' + 5' per two Caster Levels
 - Medium: 100' + 10' per Caster Level
 - Long: 400' + 40' per Caster Level
 - **Duration:** How long the spell lasts once cast or triggered.
- **Quarry:** (LVL 11) Denote a target within line of sight as your quarry. Target must be a favored enemy and no more than one quarry at a time. Additional +2 bonus to all rolls made against this target.
- **Improved Evasion:** (LVL 16) Half DMG on failed Reflex saves and 0 DMG on successful Reflex saves.
- **Master Hunter:** (LVL 20) After a successful attack against a favored enemy the ranger may choose one of two effects to afflict the target if they fail their Fortitude save (DC = Ranger LVL + MND)
 - Knock unconscious
 - Slain

1-Level Ranger Spells			
NAME	DESCRIPTON	RANGE	DURATION
Animal Messenger:	Command a tiny animal to carry a message to a location you know.	Close	1 day/LVL
Calm Animals:	Calms 2d4 HD of animals.		
Charm Animal:	Target treats you like a trusted friend and ally.	Close	1 encounter
Detect Plants & Animals:	Concentrate on 30' cone area to determine information about plants & animals in the area.	Long	Concentration
Endure Elements:	Exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves.	Touch	1 day
Entangle:	Targets in 40' radius who fail Ref. save become entangled.	Long	10 rounds/LVL
Hide From Animals:	Animals can not sense the warded target.	Touch	1 encounter
Magic Fangs:	Target's natural weapons gain +1 ATK & DMG.	Touch	10 rounds/LVL
Speak With Animals:	Ask questions of and receive answers from animals.	Personal	10 rounds/LVL

2-Level Ranger Spells			
NAME	DESCRIPTON	RANGE	DURATION
Barkskin:	+2 enhancement bonus to the creature's natural armor bonus.	Touch	1 encounter
Cure Light Wounds:	Cures 1d8 damage + 1/level (max +5).	Touch	Instant
Hold Animal:	Animal becomes paralyzed and freezes in place	Medium	1 round/LVL
Snare:	Trap to entangle target that trips it off. DC 23 to escape or break.	Touch	Instant
Speak With Plants:	Ask questions and receive answers from plants and plant creatures.	Personal	10 rounds/LVL
Spike Growth:	Turn vegetation in 20' per LVL area into spikes which deal 1d4 DMG	Medium	1 encounter
Wind Wall:	Wall 10' per LVL that is impassable by light / medium ranged weapons (arrows, bolts, spears, etc.), tiny / small creatures, and gasses .	Medium	1 round/LVL

3-Level Ranger Spells			
NAME	DESCRIPTON	RANGE	DURATION
Command Plants	Plants perceive your words and actions as if you were a trusted friend and ally. Command 2 HD per LVL plant creatures in 30' area.	Close	1 day/LVL
Cure Moderate Wounds	Cures 2d8 damage +1/level (max. +10).	Touch	Instant
Darkvision	See 60 ft. in total darkness.	Touch	1 encounter
Prune Growth	Designate portions within 200' area where plants will shrink to 1/3 their normal size and dispel any magical effect on those plants.	Long	Instant
Stunt Growth	All normal plants within ½ mile have their potential productivity reduced to half over the year.	½ mile	Instant
Overgrowth	Designate portions within 200' area where plants will to become overgrown, entwined, and difficult to move through.	Long	Instant
Enrichment	All normal plants within ½ mile have their potential productivity increased by half over the year.	½ mile	Instant
Greater Magic Fang	Targets in range natural weapons gain +4 ATK & DMG.	Close	1 encounter
Reduce Animal	Shrink willing animal one size category.	Touch	1 encounter
Water Walk	Touch 1 creature per LVL and they can tread on any liquid as if solid.	Touch	1 encounter

4-Level Ranger Spells			
NAME	DESCRIPTON	RANGE	DURATION
Animal Growth	Willing animal increases one size category.	Touch	1 encounter
Commune With Nature	Learn three facts about the natural territory within 1 mile per LVL. Has no effect on settlements, dungeons, towns, etc.	Personal	Instant

Cure Serious Wounds	Cures 3d8 damage + 1/level (max +15).	Touch	Instant
Freedom of Movement	Target able to move normally despite any effects that may otherwise limit its movement. (under water, paralysis, grapple, slow, web, etc)	Touch	1 encounter
Tree Stride	Step into 1 tree per LVL and teleport to another tree, of the same type, within 3,000'.	Personal	1 encounter

Rogue

- **History:** Life is an endless adventure for those who live by their wits. Ever just one step ahead of danger, rogues bank on their cunning, skill, and charm to bend fate to their favor. Never knowing what to expect, they prepare for everything, becoming masters of a wide variety of skills, training themselves to be adept manipulators, agile acrobats, shadowy stalkers, or masters of any of dozens of other professions or talents. Thieves and gamblers, fast talkers and diplomats, bandits and bounty hunters, and explorers and investigators all might be considered rogues, as well as countless other professions that rely upon wits, prowess, or luck. Although many rogues favor cities and the innumerable opportunities of civilization, some embrace lives on the road, journeying far, meeting exotic people, and facing fantastic danger in pursuit of equally fantastic riches. In the end, any who desire to shape their fates and live life on their own terms might come to be called rogues.
- **Description:** Rogues use light armor but not shields. They have a +3 bonus to Subterfuge skill. Rogues use their Talents to perform special abilities.
- **Talents:**
 - **Amount:** Talent = 1 point of Talent per Rogue Level. Rejuvenated after a full nights rest.
 - **Usage:** Talent is used as a free action applied to the next action being taken.

NAME	EFFECT	COST	DURATION
Bleeding Attack	Sneak ATK causes target to bleed 1 DMG for 1 round	1 per Talent	1 round
Fast Stealth	Sneaking does not slow down movement.	1 turn per Talent	1 turn
Acrobatics	+1 to next roll involving an acrobatic maneuver	+1 per Talent	1 turn
Cat Climb	+1 to Climb check.	+1 per 2 Talent	1 turn
Nimble Fingers	+1 to next Disable Device check.	+1 per 2 Talent	1 turn
Trap Dodge	+1 AC & +1 Reflex save vs. traps.	+1 per 3 Talent	1 round
Quick Disable	Disable Device in half the normal time.	4 Talent	1 turn
Magic Trick	Cast single 0-LVL arcane spell as spell like ability.	6 Talent	Instant
Opportunist	Make an Attack of Opportunity against an opponent who has just been struck for damage by an ally.	10 Talent	1 turn
Stunning Strike	Sneak ATK stuns target for 1d6 rounds.	12 Talent	1d6 rounds
Defensive Tumble	Take half DMG (round up) from opponents last ATK	14 Talent	Instant
Skill Mastery	Take 10 on next skill check even if threatened	16 Talent	1 turn

- **Class Features:**
 - **Sneak Attack:** (LVL 1) When a rogue successfully sneaks up on a foe they can add their Subterfuge skill rank to damage of their first attack. For a ranged weapon the target must be within 30'.
 - **Trapfinding:** (LVL 1) Rogues are able to detect & disarm any trap; to include magic traps. Add Rogue LVL / 2 (round up) to all perception checks made to search for traps and to disable devices.
 - **Improved Uncanny Dodge:** (LVL 8) Rogue can not be flanked.
 - **Improved Evasion:** (LVL 9) Half DMG on failed Reflex saves and 0 DMG on successful Reflex saves.
 - **Master Strike:** (LVL 20) After a successful sneak attack the rogue may choose 1 of 3 effects to afflict opponents who fail a Fortitude save (DC = Rogue LVL + MND)
 - Sleep 1d4 hours
 - Paralyzed 2d6 rounds
 - Slain

Sorcerer

- **History:** Scions of innately magical bloodlines, the chosen of deities, the spawn of monsters, pawns of fate and destiny, or simply flukes of fickle magic, sorcerers look within themselves for arcane prowess and draw forth might few mortals can imagine. Emboldened by lives ever threatening to be consumed by their innate powers, these magic-touched souls endlessly indulge in and refine their mysterious abilities, gradually learning how to harness their birthright and coax forth ever greater arcane feats. Just as varied as these innately powerful spellcasters' abilities and inspirations are the ways in which they choose to utilize their gifts. While some seek to control their abilities through meditation and discipline, becoming masters of their fantastic birthright, others give in to their magic, letting it rule their lives with often explosive results.
- **Description:** Sorcerers wear no armor or shields. They gain a +3 bonus to Knowledge skill. Sorcerers are able to cast any arcane spell in SRD and have a Familiar to aid them in their quests.
- **Class Features:**
 - **Arcane Magic:** (LVL 1) Sorcerers can cast any arcane spell in the SRD as long as they are able to cast a spell's Spell Level and have the HP to spend.
 - **Somatic Casting:** (LVL 1) A sorcerer's hands must be free in order to cast Arcane Magic.
 - **Familiar:** (LVL 1) Begin play with a tiny, loyal, creature. If this creature is lost, killed, or destroyed the sorcerer may obtain a new one but it takes 1 week to form a new bond. This creature will obey simple two word commands to the best of its ability. The familiars Level, Hit Dice, Ability Scores, Skill Rank and any other stats are half of the sorcerer's (round down). A familiar has no Class Levels and thus none of the special qualities that come with being any character class. They are considered to be a magical creature once bound to a master.
 - **Share Spells:** Any spell the sorcerer casts targeting themselves may also target the familiar at the same time but the familiar must be within 5' of its master.
 - **Deliver Touch Spell:** A sorcerer may cast a touch spell, touch their familiar, and then order the familiar to deliver the touch spell to a target. The familiar then makes a magic touch ATK vs. the target.
 - **Empathic Link:** The familiar and master share an empathic link which they use to communicate only general emotional content between one another.
 - **Symbiotic Bond:** Both sorcerer and familiar gain +1 to any skill check while bound to one another.
 - **Bloodline Magic:** (LVL 1) Sorcerers live and breathe that which wizards devote their lives to mastering and for them magic is more than a field of study; it is life itself. This derives from their lineage and can manifest from many different sources. Perhaps a celestial being has bestowed power upon your bloodline, an infernal beast has spread it's filth into your lineage, an ancestor made a pact with a supernatural creature, a relative became an undead abomination, or perhaps your arcane bloodline begins with you and your story.

Wizard

- **History:** Beyond the veil of the mundane hide the secrets of absolute power. The works of beings beyond mortals, the legends of realms where gods and spirits tread, the lore of creations both wondrous and terrible—such mysteries call to those with the ambition and the intellect to rise above the common folk to grasp true might. Such is the path of the wizard. These shrewd magic-users seek, collect, and covet esoteric knowledge, drawing on cultic arts to work wonders beyond the abilities of mere mortals. While some might choose a particular field of magical study and become masters of such powers, others embrace versatility, reveling in the unbounded wonders of all magic. In either case, wizards prove a cunning and potent lot, capable of smiting their foes, empowering their allies, and shaping the world to their every desire.
- **Description:** Wizards wear no armor or shields. They gain a +3 bonus to Knowledge skill. Wizards are able to cast any arcane spell in SRD and utilize their Esoteric Object to facilitate their magic.
- **Class Features:**
 - **Arcane Magic:** (LVL 1) Wizards can cast any arcane spell in the SRD as long as they are able to cast a spell's Spell Level and have the HP to spend.
 - **Esoteric Object:** (LVL 1) Begin play with one of the following masterwork items: amulet, ring, staff, wand, or weapon. If this object is lost or destroyed the wizard may obtain a new masterwork item to replace it but it takes 1 week to form a new bond. Once per day this object can be used to cast a spell which costs 0 HP but is otherwise cast the same way as if the wizard itself had cast it.
 - **Focus Casting:** (LVL 1) A wizard must have some object to focus upon in order to cast a spell. Either their esoteric object must be equipped or their spell book held.
 - **Study of Magic:** (LVL 1) Wizards are able to harness the power of magic through devoted study of the arcane arts. Their magical knowledge is recorded in a book of spells. A wizard spends time every day studying magic in some form. This could be reviewing their spell book, learning from someone, researching arcane lore, watching ritualistic performances, trying a new incantation or some other form of study.

Specific Traits: v1.5 by MorganM

Philosophy:

A character trait isn't just another kind of power you add on to your character—it's a way to quantify, and encourage, building a character background that fits what a player envisions or as a means to build a vision of a character. Think of character traits as "story seeds" for your background; after you pick your traits, you'll have points of inspiration from which to build your character's personality and history. Alternatively, if you've already thought of a background for your character, you can view picking traits as a way to quantify that background, just as picking race, class, and ability scores quantify a character's other strengths and weaknesses as well as shapes who that character is.

Traits grant a new type of bonus: a "trait" bonus. Trait bonuses do not stack with other trait bonuses—they're intended to put substance behind a character's background story and give you a slight edge over the non-PCs of the world, not a secret backdoor to focus all your traits on one type of bonus to gain an unseemly advantage over the rules. It's certainly possible that the benefits from different traits are similar, or even the same; you do not add together those bonuses but rather choose the better of the two or pick a different trait. The reason there are different trait names and descriptions with similar benefits is because the trait description should fit in with your character's story; not just a vehicle for more bonuses. So pick traits that suit your character based on the trait descriptions and not the trait bonuses. A lot of the descriptions have several meanings or choices so that they can suit more than one type of character; feel free to pick whichever choices or meanings fit best with your character or perhaps improvise something that better fits your character concept.

Traits are intended to model events that were formative in your character's development, either before they became an adventurer or events that happened while adventuring. Even if they become a hermit and abandon society, they'll still retain their knowledge and training of light weapons from the Swashbuckler trait. If you do not see any traits that fit your character concept then consult with your DM about creating a new one! Come up with a trait name and description you feel defines an important aspect of your character and together you can figure out the benefit or bonus. A quick rule of thumb to judge a trait's power is to think of it as a 'half feat'; so two traits are about the same power as a single feat.

DMs are also welcome to adjust any specific trait listed below as needed to fit their game; they may be adjusted or even removed as needed. The mechanics are also open to adjustments; for example the mechanics of earning traits or how racial traits are assigned.

Earning Traits:

Usually characters start with 1 Basic trait, 1 Learned Racial trait, and all Inherited Racial traits. Racial traits are chosen from the list of racial traits related to the race of your character. Typically a new trait is earned every 5th level (5,15,20). For a lower power game a DM may opt for earning traits every 10th level (10,20) or only allowing starting traits with no new ones being earned. However higher power games could allow characters to earn new traits every 4th level (4,8,12,16,20), maybe start with 3 or 4 traits, or all Inherited and Learned Racial traits could be assigned to new characters.

A DM may also choose a more free form method and award traits based on formidable experiences or epic encounters that characters are involved in thus working with players to evolve a character's persona as the story progresses while adding tangible results to those experiences.

Trait Types:

❖ Basic Traits

- [Combat Traits](#)
- [Faith Traits](#)
- [Magic Traits](#)
- [Social Traits](#)

❖ Racial Traits

- [Elf](#)
- [Dwarf](#)
- [Gnome](#)
- [Half-Elf](#)
- [Halfling](#)
- [Half-Orc](#)
- [Human](#)

Trait Examples:

Basic Traits

Combat

Anatomist

- ❖ **Description:** You have studied the workings of anatomy; either as a student at university, as an apprentice mortician or necromancer, or perhaps from your studies as a monk. You know where to aim your blows to strike vital organs.
- ❖ **Benefit:** +1d4 DMG on all critical hits.

Armor Expert

- ❖ **Description:** You have worn armor as long as you can remember, either as part of your training, life as an adventurer, or simply because you were seeking to emulate a hero. Your childhood or training armor wasn't the real thing as far as protection, but it did encumber you as much as real armor would have, and you've grown used to moving in such suits with relative grace.
- ❖ **Benefit:** +1 AC when wearing any armor.

Bullied

- ❖ **Description:** You were bullied often as a child, and you are now constantly ready to defend yourself with your fists.
- ❖ **Benefit:** +2 on attack rolls made with unarmed strikes.

Courageous

- ❖ **Description:** Your childhood was brutal, yet you persevered primarily through force of will and the hope that no matter how hard things might get, as long as you kept a level head you'd make it through.
- ❖ **Benefit:** +1 on Will saves.

Deft Dodger

- ❖ **Description:** Growing up in a rough neighborhood or a dangerous environment has honed your reaction time.
- ❖ **Benefit:** +1 on Reflex saves

Dirty Fighter

- ❖ **Description:** You wouldn't have lived so long without the aid of a sibling, friend, or companion on whom you could always count to distract your enemies long enough to do get a shot in. That companion may be another PC or an NPC (who may even be recently departed from your side).
- ❖ **Benefit:** +2 attack bonus to anyone you attack while flanking them.

Heavy Hitter

- ❖ **Description:** Bigger is better when it comes to weapons. That's the philosophy which has gotten you this far and seems to be working well.
- ❖ **Benefit:** +1 on attacks made with two-handed weapons.

Killer

- ❖ **Description:** You made your first kill at a very young age and found the task of war or murder to your liking. You either take particular pride in a well-placed blow, or vile pleasure in such a strike as you twist the blade to maximize the pain.
- ❖ **Benefit:** +1 DMG on all successful attacks.

Marksman

- ❖ **Description:** Countless hours over many years either shooting ranged weapons or using thrown weapons has given you an edge on accuracy.
- ❖ **Benefit:** +1 on attacks made with ranged weapons.

Reactionary

- ❖ **Description:** You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly.
- ❖ **Benefit:** +1 to Initiative checks.

Resilient

- ❖ **Description:** Growing up in the unforgiving wilds or in a run-down neighborhood often forced you to subsist on food and water from doubtful sources. You've built up your mettle as a result
- ❖ **Benefit:** +1 on Fortitude saves

Swashbuckler

- ❖ **Description:** You've trained long hours in your life with light weapons. Perhaps as a privateer on the high seas, taking lessons in the genteel art of fencing from tutors paid for by your parents or being taken under the wing of a disenfranchised adventurer who may (or may not) have turned to a life of crime.
- ❖ **Benefit:** +1 bonus on attacks made with light weapons.

Faith

Birthmark

- ❖ **Description:** You were born with a strange birthmark that looks very similar to the holy symbol of the god you chose to worship later in life. This birthmark can serve you as a divine focus for casting spells and as a physical manifestation of your faith which increases your devotion to your god.
- ❖ **Benefit:** +2 on all saving throws against divine spells.

Caretaker

- ❖ **Description:** As the child of an herbalist or an assistant in a temple infirmary, you often had to assist in tending to the sick and wounded.
- ❖ **Benefit:** +2 on Heal checks.

Child of the Temple

- ❖ **Description:** You have long served at a temple in a city, and not only did you pick up on many of the nobility's customs, you spent much time in the temple libraries studying your faith.
- ❖ **Benefit:** +1 to Knowledge skill.

Devotee of Nature

- ❖ **Description:** Your faith in the natural world or one of the gods of nature makes it easy for you to pick up on related concepts.
- ❖ **Benefit:** +2 on Survival checks.

Ease of Faith

- ❖ **Description:** Your mentor, the person who invested your faith in you from an early age, took steps to ensure that you understood that powers of your divine magic is no different than that which powers the magic of other religions. This philosophy makes it easier for you to interact with others who may not share your views.
- ❖ **Benefit:** +1 to Communication skill.

History of Heresy

- ❖ **Description:** You were raised with heretical views that have made it not only difficult for you to accept most religious beliefs, but you also have had to live with the fact that you or those you love were often treated as pariahs. As a result, you have turned your back on religious teachings.
- ❖ **Benefit:** +2 on all saving throws made against divine spells.

Indomitable Faith

- ❖ **Description:** You were born in a region where your faith was not popular, yet you never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive.
- ❖ **Benefit:** +1 on Will saves.

Sacred Conduit

- ❖ **Description:** Your birth was particularly painful and difficult for your mother, who needed potent divine magic to ensure you survived; your mother may or may not have survived. In any event, the magic infused you from an early age, and you now channel divine energy with greater ease than most.
- ❖ **Benefit:** +2 on the Turn/Rebuke Undead check.

Sacred Touch

- ❖ **Description:** You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer.
- ❖ **Benefit:** +2 on Heal checks.

Scholar of the Great Beyond

- ❖ **Description:** Your great interests do not lie with current events or the mundane— you have always felt out of place, as if you were born in the wrong era. You take to philosophical discussions of the Great Beyond and of historical events with ease.
- ❖ **Benefit:** +1 to Knowledge skill.

Sacred Avenger

- ❖ **Description:** You have a special connection between you and your deity which enhances your ability to achieve vengeance.
- ❖ **Benefit:** +2 to attack against the last creature that attacked you.

Lapsed Faith

- ❖ **Description:** It's not that you have forsaken your religion but rather you've lost interest and no longer practice it. You still remember a few prayers from your past experience.
- ❖ **Benefit:** Once per day you may heal 1d4 DMG even if you are not a divine caster.

Magic

Classically Schooled

- ❖ **Description:** Your apprenticeship or early education was particularly focused on the direct application of magic.
- ❖ **Benefit:** +1 to magic attack bonus.

Dangerously Curious

- ❖ **Description:** You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and usually caused quite a bit of damage and headaches for your parents as a result.
- ❖ **Benefit:** +2 on Use Magic Device checks.

Focused Mind

- ❖ **Description:** Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand.
- ❖ **Benefit:** +2 on Concentration checks.

Gifted Adept

- ❖ **Description:** Your interest in magic was inspired by witnessing a spell being cast in a particularly dramatic method, perhaps even one that affected you physically or spiritually. This exposure to magic has made it easier for you to work similar magic on your own.
- ❖ **Benefit:** Pick one additional favored spell.

Hedge Magician

- ❖ **Description:** You apprenticed for a time to a craftsman who often built magic items, and he taught you many handy techniques and means to identify magic items.
- ❖ **Benefit:** Once a day you may identify a magical item's enhancements and special abilities.

Magical Knack

- ❖ **Description:** You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the wild or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries

easy for you to understand, even when you turn your mind to other devotions and tasks.

- ❖ **Benefit:** Pick one 0-level spell from either arcane or divine magic. You may cast that spell even if you have no levels as a spell caster.

Magical Lineage

- ❖ **Description:** One of your parents was a gifted spellcaster who not only used metamagic often, but developed many magical items or perhaps even a new spell or two—and you have inherited a fragment of this greatness.
- ❖ **Benefit:** Your favored spell is considered 'enlarged' by metamagic and its range is doubled. Spells with out range are not effected so you should choose a favored spell with a specific range.

Magical Talent

- ❖ **Description:** Either from inborn talent, whimsy of the gods, or obsessive study of strange tomes; you have mastered the use of an orison or cantrip.
- ❖ **Benefit:** Choose a 0-level spell; either arcane or divine. You may cast that spell once per day as a spell-like ability even if you are not a spell caster.

Mathematical Prodigy

- ❖ **Description:** Mathematics has always come easily for you, and you have always been able to "see the math" in the physical and magical world.
- ❖ **Benefit:** +1 to Knowledge skill.

Skeptic

- ❖ **Description:** Growing up, you were always around magic practiced by inept wizards or con-artists to the extent that you realized that much of it was smoke and mirrors.
- ❖ **Benefit:** +2 on all saving throws against illusions.

Arcane Dabbler

- ❖ **Description:** Though your magical studies were decades ago, or perhaps you have never really pursued the arcane arts beyond initial training; you still remember your favorite little trick.
- ❖ **Benefit:** Choose a 0-level arcane spell. You may cast that spell once per day as a spell-like ability even if you aren't an arcane caster.

Social

Animal Affinity

- ❖ **Description:** A lot of animals just seem to be receptive to you; perhaps it's your aura or maybe you've spent a lot of time handling domesticated or trained animals.
- ❖ **Benefit:** +2 on Handle Animal checks.

Adopted

- ❖ **Description:** You were adopted and raised by someone not of your actual race, and raised in a society not your own. As a result, you picked up a Racial Trait from your adoptive parents and society.
- ❖ **Benefit:** Pick the race of your adoptive parents, different from yours, and select a Racial Trait from your adoptive parents' race.

Acrobat

- ❖ **Description:** Sometime in your life you've spent years working as an acrobat performing in a show; either a traveling band of vagabonds or perhaps a high society ballet performer.
- ❖ **Benefit:** +2 on Balance checks.

Athletic

- ❖ **Description:** All through your life you've been in sports activities or engaged in some athletic recreation. This has made you more adept at Tumbling, Jumping, Swimming, Climb or Balancing.
- ❖ **Benefit:** Pick one action: Tumble, Jump (high), Jump (long), Swim, Climb, or Balance. +2 bonus to checks on that action.

Big Ears

- ❖ **Description:** Although your big ears are always at the butt end of many jokes they do serve a purpose; your hearing is more acute than most.
- ❖ **Benefit:** +2 on Listen checks.

Bully

- ❖ **Description:** You grew up in an environment where the meek were ignored and you often had to resort to threats or violence to be heard.
- ❖ **Benefit:** +2 on Intimidate checks.

Canter

- ❖ **Description:** You grew up among thieves and scoundrels, and their unusual speech patterns and turns of phrase don't phase you in the slightest today as a result.
- ❖ **Benefit:** +2 on Sense Motive checks. +5 bonus to Bluff checks when sending or deciphering secret messages.

Charming

- ❖ **Description:** Blessed with good looks, you've come to depend on the fact that others find you attractive.
- ❖ **Benefit:** +2 on Diplomacy checks. +5 bonus to Diplomacy checks on a character that is (or could be) sexually attracted to you.

Child of the Streets

- ❖ **Description:** You grew up on the streets of a large city, and as a result you have developed a

knack of knowing where to go and who to talk to when you're looking for some information.

- ❖ **Benefit:** +2 on Gather Information checks.

Climber

- ❖ **Description:** Throughout your life you've had a knack for climbing; be it trees as a kid, rock climbing for fun as an adult, or part of some training.
- ❖ **Benefit:** +2 on Climb checks.

Defunct Scribe

- ❖ **Description:** When it was discovered that you were misusing your skills as a scribe for small time forgery con-jobs you were kicked out of the temple.
- ❖ **Benefit:** +2 on Forgery checks.

Deft Afoot

- ❖ **Description:** For some reason you just walk softer than most. It's not as though you've tried to be this way; it just comes natural.
- ❖ **Benefit:** +2 on Move Silent checks.

Equestrian

- ❖ **Description:** Calm and confident in the saddle; you have a knack for riding. This isn't limited to horses as there are many animals used for transportation.
- ❖ **Benefit:** +2 on Ride checks.

Farmhand

- ❖ **Description:** Either you grew up on a farm or worked for one as a farmhand. One important skill of anyone working on a farm is how to use a rope.
- ❖ **Benefit:** +2 on Use Rope checks.

Fast-Talker

- ❖ **Description:** You have a knack at getting yourself into trouble, and as a result developed a silver tongue.
- ❖ **Benefit:** +2 on Bluff checks.

Keen Sight

- ❖ **Description:** Your vision is above average and you're able to spot things easier and at a greater distance.
- ❖ **Benefit:** +2 on Spot checks.

Locksmith

- ❖ **Description:** Either you've worked as a locksmith by trade or apprenticed under one; perhaps in order to acquire the skill set to use for the misappropriation of other peoples things.
- ❖ **Benefit:** +2 on Open Lock checks

Makeup Artist

- ❖ **Description:** For a time you were a skilled makeup artist in support of theatrical performances. You're familiar with having to make people look like something different or altering appearances.
- ❖ **Benefit:** +2 on Disguise checks.

Musician

- ❖ **Description:** Music makes life worth living to you and you're rarely caught without your favorite

instrument. Dedication to practicing and perhaps even playing in performances has paid off.

- ❖ **Benefit:** +2 on Perform checks when using an instrument.

Natural-Born Leader

- ❖ **Description:** You've always found yourself in positions where others look up to you as a leader, and you can distinctly remember an event where you led several others to accomplish a goal that each of you individually could not.
- ❖ **Benefit:** All cohorts, followers, or summoned creatures under your leadership gain a +2 morale bonus on Will saves.

Observative

- ❖ **Description:** Attention to detail comes natural to you. Things that others might not catch seem obvious.
- ❖ **Benefit:** +2 on Search checks.

Out of Sight

- ❖ **Description:** Being the target of bullies all to often you found it best to just stay out of sight. Often you've had to duck for cover and make yourself not visible to those near by.
- ❖ **Benefit:** +2 on Hide checks.

Pick-Pocket

- ❖ **Description:** Over the years you've focused your dexterity toward nefarious actions.
- ❖ **Benefit:** +2 on Sleight of Hand checks.

Prostitute

- ❖ **Description:** You worked as a prostitute and you know how to flatter, please, and listen.
- ❖ **Benefit:** +2 Perform (act, sing, dance, etc) checks. +5 bonus to Diplomacy checks on a character that is (or could be) sexually attracted to you
- ❖ **Poverty-Stricken**
- ❖ **Description:** Your childhood was tough, and your parents had to make every copper piece count.

Hunger was your constant companion, and you often had to live off the land or sleep in the wild.

- ❖ **Benefit:** +2 on Survival checks.

Physician

- ❖ **Description:** There was a time where you were a doctor or perhaps you've apprenticed and studied the art of healing. In either event you understand the fundamentals of medicine.
- ❖ **Benefit:** +2 on Healing checks.

Rich Parents

- ❖ **Description:** You were born into a rich family, perhaps even nobility, and though you turned to a life of adventure anyway, you enjoyed a one-time benefit to your initial finances.
- ❖ **Benefit:** Multiply your level by 1000 and add that amount, in gold pieces, to your starting budget when your character is being created.

Sailor

- ❖ **Description:** Perhaps you've worked on the crew of a ship or maybe been a pirate sometime in your life. As a result your skills with using a rope are above average.
- ❖ **Benefit:** +2 on Use Rope checks.

Sportsman

- ❖ **Description:** Either for recreation or for survival you are skilled at catching game animals and rendering them into food.
- ❖ **Benefit:** +2 on Hunting checks.

Suspicious

- ❖ **Description:** You discovered that someone you trusted, perhaps a friend, parent, or other relative, had lied to you often about something you had taken for granted. This left you quick to question the claims of others.
- ❖ **Benefit:** +2 on Sense Motive checks.

Tinker

- ❖ **Description:** For some reason you could never leave well enough alone with regards to gadgets, contraptions, or devices. You find them easy to take apart but putting them back together is another matter.
- ❖ **Benefit:** +2 on Disable Device checks.

Racial Traits

Pick racial traits from those listed under the same race as your character. You may not choose racial traits from lists for races different than your character's race.

Elf

Inherited Traits:

Low-Light Vision:

- ❖ **Description:** Adapting to their surroundings often entails conditioning to seeing even when light is poor.
- ❖ **Benefit:** Elves can see twice as far as humans in conditions of poor illumination.

Keen Senses:

- ❖ **Description:** Apparently their pointed ears are for more than display!
- ❖ **Benefit:** +2 bonus on sight and sound based Perception checks.

Learned Traits:

Weapon Familiarity:

- ❖ **Description:** Given their slender stature; those elves who train with weapons find it easier to use certain ones.
- ❖ **Benefit:** +2 attack bonus when using longbows, longswords, rapiers, and shortbows.

Dwarf

Inherited Traits:

Darkvision 60 feet:

- ❖ **Description:** Generations of living deep within mountains has yielded the ability to see in the dark.
- ❖ **Benefit:** See in the dark up to 60 feet

Keen Senses

- ❖ **Description:** Their love of working with metal and stone naturally makes dwarves sense of touch more keen than others.
- ❖ **Benefit:** +2 bonus on taste and touch based Perception checks.

Learned Traits:

Stonecunning

- ❖ **Description:** Dwarves have a love for earth and stone, making them fine stonemasons and expert miners.
- ❖ **Benefit:** +2 bonus on Search checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors.

Greed

- ❖ **Description:** On the whole, they have a lust for treasure, especially precious metals and gems.
- ❖ **Benefit:** +2 bonus on Appraise checks.

Hatred

- ❖ **Description:** Received special training against these hated foes
- ❖ **Benefit:** +2 bonus on attack rolls against humanoid creatures of the orc and goblin subtypes

Elven Immunities:

- ❖ **Description:** Perhaps their similarity to fey is more than superficial?
- ❖ **Benefit:** Immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells or effects.

Elven Magic:

- ❖ **Description:** Either by intelligent design, naturally derived ability, generations of study and education, or a mix of all; magic comes easy to most elves.
- ❖ **Benefit:** +2 bonus to Magic Attack.

Languages:

- ❖ **Description:** In addition to their traditional education of Elven and Common languages most learn at least one other language either through further education or association with other races.
- ❖ **Benefit:** Choose two of the following: Draconic, Gnomish, Goblin, Orc, and Sylvan.

Hearty

- ❖ **Description:** Dwarves are resilient folk, capable of taking a great deal of punishment, both physical and magical.
- ❖ **Benefit:** +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Stability

- ❖ **Description:** Standing about a foot shorter than most humans, they make up for it in overall bulk, for dwarves have wide shoulders and hips.
- ❖ **Benefit:** +4 bonus when resisting a bull rush or trip attempt.

Defensive Training

- ❖ **Description:** A race constantly at war with giants and goblinoids as they battle over mountain territory and its precious resources.
- ❖ **Benefit:** +4 dodge bonus to AC against monsters of the giant type.

Languages:

- ❖ **Description:** All dwarves learn at least Dwarven and Common but most also pick up another language; typically through association with neighbors both friend and foe.
- ❖ **Benefit:** Choose two of the following: Elemental, Giant, Gnome, Goblin, Orc, and Undercommon.

Human

Inherited Traits:

Adaptability:

- ❖ **Description:** Humans possess exceptional drive and great capacity to endure and expand. Humanity is perhaps the most heterogeneous of all the common races.
- ❖ **Benefit:** Choose a Learned Racial trait from any other race. (Excludes Inherited Racial traits)

Learned Traits:

Diplomatic:

- ❖ **Description:** Driven by a lust of power over another or to bring cohesion between others; Humans find diplomacy often yields what they desire.
- ❖ **Benefit:** +2 on Diplomacy checks.

Weapon Training:

- ❖ **Description:** Given the broad diversity of human culture, and their drive to ever expand it's reaches, they have adapted to the use of nearly any weapon.

Halfling

Inherited Traits:

Keen Senses:

- ❖ **Description:** Perhaps part of that 'halfling luck' the fact that they have keen hearing?
- ❖ **Benefit:** +2 bonus on sound-based Perception checks.

Sure-footed:

- ❖ **Description:** No stranger to narrow escapes; being able to tumble or climb your way out of a situation may save their life! That and their

Learned Traits:

Fearless:

- ❖ **Description:** Even in the jaws of catastrophe, a halfling almost never loses his sense of humor.
- ❖ **Benefit:** +2 racial bonus on all saving throws against fear.

Weapon Familiarity:

- ❖ **Description:** The small size of a handcrossbow makes it a natural fit for halflings and slinging rocks is a fun childhood pastime
- ❖ **Benefit:** +2 attack bonus with slings and hand crossbows.

Gnome

Inherited Traits:

Low-Light Vision:

- ❖ **Description:** Natural ability imbues them with the ability to see well in meek lighting.
- ❖ **Benefit:** Gnomes can see twice as far as humans in conditions of poor illumination.

Keen Senses:

Skilled:

- ❖ **Description:** Human curiosity and ambition often triumph over their predilection for a sedentary lifestyle
- ❖ **Benefit:** +1 to all skills at each level.

- ❖ **Benefit:** Choose a weapon - hence forth you gain +1 ATK when using that type of weapon.

Languages:

- ❖ **Description:** While they may only learn the common tongue most find it necessary to pick up other languages of races that live among them.
- ❖ **Benefit:** Choose any two languages you want.

oversized, hairy, leather soled feet may be a factor.

- ❖ **Benefit:** +2 bonus on Acrobatics and Climb checks.

Halfling Luck:

- ❖ **Description:** It's just uncanny the luck halflings have; is it supernatural, magical, or a combination of quick wits, keen hearing, and sure footing?
- ❖ **Benefit:** +1 bonus on all saving throws.

Languages:

- ❖ **Description:** Obviously taught Halfling and Common languages they also tend to pick up a couple more in their travels or from family members who have traveled abroad.
- ❖ **Benefit:** Choose two of the following: Abyssal, Dwarven, Elven, Gnome, and Goblin

- ❖ **Description:** A Gnome's hands are as busy as their minds; always fidgeting or tinkering with something.
- ❖ **Benefit:** +2 bonus on smell- and touch-based Perception checks.

Gnome Magic:

- ❖ **Description:** Given their heritage with the fey they will forever be a magical race.

- ❖ **Benefit:** Gain the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation, speak with animals.

Illusion Resistant:

Learned Traits:

Defensive Training:

- ❖ **Description:** Due to their size it's a common gnomish defense mechanism to just get out of the way of 'big folk'!
- ❖ **Benefit:** +4 dodge bonus to AC against monsters of the giant type.

Obsessive:

- ❖ **Description:** Often they pursue crafts, professions, or collections with a passion that borders zealotry.
- ❖ **Benefit:** +2 racial bonus on a Craft or Profession of their choice.

Weapon Familiarity:

- ❖ **Description:** Perhaps from constant shenanigans which often involve tossing or lobbing objects it's only natural they find it easy to throw darts or knives.

- ❖ **Description:** Gnomes are no stranger to the illusions of magic as they are often proponents of such tickery!

- ❖ **Benefit:** +2 saving throw bonus against illusion spells or effects.

- ❖ **Benefit:** +2 attack bonus with darts and throwing knives.

Hatred:

- ❖ **Description:** Goblins and reptiles are the arch enemies of Gnomes.
- ❖ **Benefit:** +1 bonus on attack rolls against humanoid creatures of the reptilian and goblin subtypes due to special training against these hated foes.

Languages:

- ❖ **Description:** Gnomes are born with the ability to communicate with each other and always learn Common through association but their vast traveling often results in learning another.
- ❖ **Benefit:** Choose two of the following: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

Half-Orc

Inherited Traits:

Darkvision 60 feet:

- ❖ **Description:** They have the eyes of their orc kin.
- ❖ **Benefit:** See in the dark up to 60 feet.

Intimidating Posture:

- ❖ **Description:** Given their prominent orcish features and that they are shunned by nearly every other race; most half-orcs are rather intimidating.
- ❖ **Benefit:** +2 on Intimidation checks.

Learned Traits:

Weapon Familiarity:

- ❖ **Description:** These bulky weapons, capable of rendering great pain, are a favorite even among half-blood orcs.
- ❖ **Benefit:** +2 attack bonus when using greataxes and falchions.

Exiled Heritage:

- ❖ **Description:** Unaccepted by Humans and Orcs alike, not to mention every other civilized race, a lot of orcs turn to nomadic lifestyle.
- ❖ **Benefit:** +2 on Survival Checks.

Languages:

- ❖ **Description:** Often through association a half-orc picks up other languages.
- ❖ **Benefit:** Choose two of the following: Draconic, Giant, Gnoll, Goblin, and Abyssal.

Half-Elf

Inherited Traits:

Low-Light Vision:

- ❖ **Description:** One benefit often brought by their half-elven blood.
- ❖ **Benefit:** Can see twice as far as humans in conditions of poor illumination.

Keen Senses:

- ❖ **Description:** Blessed with the sharp eyes and ears of their elven kin.
- ❖ **Benefit:** +2 bonus on sight- and sound-based Perception checks.

Elven Immunities:

- ❖ **Description:** Elven blood is strong and imbues half-elves with their magical immunities.
- ❖ **Benefit:** immune to magic sleep effects and get a +2 saving throw bonus against enchantment spells or effects.

Adaptability:

- ❖ **Description:** The lack of a unified culture forces half-elves to be versatile.
- ❖ **Benefit:** +1 to all skills at each level.

Learned Traits:

Languages:

- ❖ **Description:** Half-elves find themselves everywhere in the world and part of conforming is learning the local languages.
- ❖ **Benefit:** Choose two of any languages they want.

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Free Form Traits:

Philosophy:

A character trait isn't just another kind of power you add on to your character—it's a way to quantify, and encourage, building a character background that fits what a player envisions or as a means to build a vision of a character. Think of character traits as “story seeds” for your background; after you figure out your character's traits, you'll have points of inspiration from which to build your character's personality and history. Alternatively, if you've already thought of a background for your character, you can view creating traits as a way to quantify that background, just as race, class, and ability scores quantify a character's other strengths and weaknesses as well as shape who that character is.

Many traits grant a new type of bonus: a “trait” bonus. Trait bonuses do not stack with other trait bonuses—they're intended to put substance behind a character's background story and give you a slight edge over the non-PCs of the world, not a secret backdoor to focus all your traits on one type of bonus to gain an unseemly advantage over the rules. It's certainly possible that the benefits from different traits are similar, or even the same; you do not add together those bonuses but rather choose the better of the two or pick a different trait. Traits should fit in with your character's story and should not be just a vehicle for more bonuses. So pick traits that suit your character based on the vision of what you want your character to be and not the bonuses a trait may grant.

Traits are intended to model events that were formative in your character's development, either before they became an adventurer or events that happened while adventuring. Even if they become a hermit and abandon society, they'll still retain their knowledge and training of light weapons from being a Swashbuckler. Consult with your DM about creating traits; how many traits a character starts with, what type they are, and come to an agreement on the specifics of the traits you come up with for your character. Write up a trait name and description you feel defines an important aspect of your character and together you can figure out the benefit or bonus. A quick rule of thumb to judge a trait's power is to think of it as a 'half feat'; so two traits are about the same power as a single feat. Keep that in mind as new traits are created and awarded.

DMs are also welcome to adjust any specific trait listed below as needed to fit their game; they may be adjusted or even removed as needed. The mechanics are also open to adjustments; for example the mechanics of earning traits or how racial traits are assigned.

Earning Traits:

Usually characters start with 1 Basic trait, 1 Learned Racial trait, and all Inherited Racial traits. Typically a new trait is earned every 5th level (5,15,20). For a lower power game a DM may opt for earning traits every 10th level (10,20) or only allowing starting traits with no new ones being earned. However higher power games could allow characters to earn new traits every 4th level (4,8,12,16,20), maybe even start with 3 or 4 traits, or all Inherited and Learned Racial traits. A DM may also choose a more free form method and award traits based on formidable experiences or epic encounters that characters are involved in thus working with players to evolve a character's persona as the story progresses while adding tangible results to those experiences.

Trait Types:

❖ Basic Traits

- Combat Traits
 - Traits related directly to combat actions, skills, maneuvers, etc.
- Faith Traits
 - Traits based on a character's faith to a deity, religion, or even lack of faith.
- Magic Traits
 - Traits related directly casting spells, magical abilities, magic attacks, etc.
- Social Traits
 - Traits associated with a character's social up-bringing, cultural associations, moral conduct, etc.

❖ Racial Traits

- Inherited Traits
 - Olfactory Traits
 - Natural or innate magical Traits
 - Traits based on bloodline or heredity.
- Learned Traits
 - Racial enemies

- Weapon familiarity
- Languages

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Microlite20

Edición Némesis



El presente documento recoge y adapta los siguientes manuales y reglas de Microlite20: *Core Rules*, *Game Master's Guide*, *Expert Rules*, *Mass Combat Rules*, *Equipment List*, *Arcane & Divine Spell List* y *Monster List*. Todo el contenido es compatible con el SRD. Creado por y para el grupo de juego Némesis.

- Sistema de juego -

Características

+

Hay tres características: **Fuerza** (FUE), **Destreza** (DES) e **Inteligencia** (INT).

Lanza 4d6 y descarta el valor más bajo. Suma los tres dados restantes y anota el resultado.

Repite la operación 3 veces (una por cada característica) y asigna los valores resultantes a voluntad.

Personajes heroicos: Haz cuatro tiradas y deja sin asignar la puntuación más baja.

Modificadores: (Puntuación de la característica - 10) / 2, redondeado hacia abajo.

Escribe la puntuación en la casilla **Ordinaria**. Si hay algún cambio temporal o reversible anótalo en la casilla **Actual**.

Razas

+

Elfo: +2 INT.

Enano: +2 FUE.

Gnomo: +1 DES y +1 INT.

Halfling: +2 DES.

Humano: +1 a todas a las habilidades.

Hombre lagarto: +2 FUE, +2 DES y -2 INT.

Semielfo: +1 DES y +1 a dos habilidades.

Semiorco: +4 FUE y -2 INT.

Clases

+

Bardo. DG d6. Puede llevar armadura ligera y escudo. Obtiene +2 a Comunicación, Conocimiento y Subterfugio. Puede *Contrarrestar efectos basados en el sonido*, en un radio de 10 m., y usar su canción para *Quitar el miedo*, 3 veces por día. A partir de nivel 6 puede lanzar conjuros de la lista de Druida o Ilusionista, una clase a su elección, como si tuviese 5 niveles menos.

Clérigo. DG d8. Puede llevar armadura ligera o intermedia y lanzar conjuros de su lista. Obtiene +3 a Comunicación. Puede *Expulsar muertos vivientes* con una tirada de Ataque mágico con éxito con CD igual a los PG actuales del muerto viviente. Si la CD se supera por 10 el muerto viviente es destruido. La expulsión puede ser utilizada (2 + Nivel + INT) veces al día.

Druida. DG d8. Puede llevar cualquier armadura y escudo mientras no sea de metal y lanzar conjuros de su lista. Obtiene +2 a Conocimientos y Supervivencia. Es inmune a conjuros de hadas, duendes y similares. A partir de nivel 3 puede *Pasar sin dejar rastro*, a voluntad. A partir de nivel 5 puede asumir la forma de un animal pequeño o mediano 3 veces por día, recuperando 2 PG por nivel al volver a su forma humana.

Explorador. DG d8. Puede llevar armadura ligera o intermedia y escudo. Obtiene +3 a Supervivencia y +1 a ataque y daño con armas a distancia. Puede atacar con dos armas ligeras en el mismo asalto con un -1 a cada ataque (no se pueden blandir dos estoques a la vez).



Guerrero. DG d10. Puede llevar cualquier tipo de armadura y escudo. Obtiene +3 a Físicas y +1 a todas las tiradas de ataque y daño (+1 adicional cada 5 niveles). Puede utilizar DES + Nivel en vez de FUE en ataques cuerpo a cuerpo con armas ligeras. Puede atacar con dos armas ligeras en el mismo asalto con un -2 a cada ataque (no se pueden blandir dos estoques a la vez).

Mago. DG d4. No puede llevar armadura. Puede lanzar conjuros de su lista. Obtiene +3 a Conocimiento.

Paladín. DG d10. Puede llevar cualquier tipo de armadura y escudo. Obtiene +1 a Físicas, +2 a Comunicación y +1 a todas las TS (+1 adicional cada 5 niveles). Es inmune a enfermedades. Puede *Detectar el Mal* a 20 m., a voluntad. Puede curar 2 PG por nivel por *Imposición de manos*, una vez al día. Requisito: estricto *Código de conducta* (Legal Bueno).

+

Clase de Dificultad (CD):

Fácil	5
Normal	10
Difícil	15
Muy difícil	20

Ejemplos: Escalar (Físicas + FUE), Esquivar una roca (Físicas + DES), Encontrar una trampa (Subterfugio + INT), Desactivar una trampa (Subterfugio + DES).

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Bonificador igual al nivel a la tirada de Ataque, Daño, Salvación, Habilidad o Conjuro. Limitado **una vez al día**.

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Ataques:

Mágico: INT + Nivel.

Clase de Armadura (CA): 10 + DES + Armadura.

Tirada de ataque: Bonificador de ataque + 1d20. Si se supera la CA del oponente es un impacto. Un 20 natural es un crítico automático que hace el daño máximo. Un 1 natural es una pifia.

Daño cuerpo a cuerpo: Suma el modificador de FUE al daño con armas a una mano, x2 para armas a dos manos.

Ataques extra: Pueden realizarse ataques extra en un mismo turno aplicando un -5 al ataque básico y siempre que el modificador todavía sea positivo (mínimo +1).

Regla del 50%: Utilízala cuando no haya otra regla aplicable. Tira 1d20, de 1 a 10 es un fallo, de 11 a 20 un éxito. Pueden aplicarse modificadores de +2/-2.

Combate de masas

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La Escala de combate (EC) es un mutiplicador que se asigna según el tamaño de cada unidad táctica que entra en combate, la cual ha de ser homogénea.

El combate de dos unidades de la misma EC se resuelve de como un combate individual entre un miembro de cada unidad.

Cuando combaten dos fuerzas de diferente EC multiplica del daño por la EC de quien lo hace y divide el resultado entre la EC de quien lo recibe. Los PG, la CA y otras estadísticas permanecen sin cambios.

Miembros de la unidad	EC
2-5	x3
6-10	x4
11-20	x5
21-40	x6
41-80	x7
81-160	x8
161-320	x9
321-640	x10

Durante la batalla reduce el tamaño de cada unidad de forma proporcional a los PG perdidos y vuelve a calcular la EC. Para ello puedes ayudarte de una regla de tres.

Magia

+

Listas de conjuros: Los personajes con aptitudes mágicas pueden lanzar conjuros de su lista que sean de un nivel igual o menor a la mitad de su nivel, redondeando hacia arriba. No hay que memorizar conjuros. Sólo porque un personaje pueda utilizar cualquier conjuro no quiere decir que deba usarlos todos, debe elegir conjuros acordes con el personaje.

Puntos de Magia (PM): Bonificador de INT + 1d6 por nivel. Lanzar un conjuro cuesta (nivel del conjuro x2) +1 PM. Los PM se recuperan tras 8 h. de descanso o fracción.

Modificar un hechizo: Cada modificación duplica el tiempo de lanzamiento del mismo.

Ampliar: Duplica el área de efecto del hechizo, cuesta 2 PM adicionales.

Extender: Duplica la duración del hechizo, cuesta 2 PM adicionales.

Potenciar: El hechizo hace un 50% más de daño, cuesta 4 PM adicionales.

CD a la TS contra conjuros: 10 + Nivel del lanzador + Modificador de INT del lanzador.

Enfermedades

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Nombre de la enfermedad, Forma de contagio (Contacto, Herida, Inhalación), CD Salvación (TS de Fortaleza para evitar el contagio), Incubación (tiempo que tarda en comenzar el daño), Daño (tras la incubación y cada día después).

Dolor rojo, Herida, CD 15, 1d3 días, -1d6 FUE.

Fiebre hilarante, Inhalación, CD 16, 1 día, -1d6 INT.

Fiebre sucia, Herida, CD 12, 1d3 días, -1d3 DES y -1d3 FUE.

Fuego mental, Inhalación, CD 12, 1 día, -1d4 INT.

Temblores, Contacto, CD 13, 1 día, -1d8 DES.



Valor de Desafío

Tipo de trampa: Ataque (Daño), CD Salvación (TS Reflejos, si se pasa se recibe la mitad del daño, si procede), CD Buscar (Subterfugio + INT), CD Desactivar (Subterfugio + DES, si se falla se activa).

VD1

Trampa básica de flechas: +10 (1d6, flecha), Buscar CD 20, Desactivar CD 20.

Trampa de dardo envenenado: +8 (1d4 + veneno, dardo), Buscar CD 20, Desactivar CD 18.

Trampa de foso camuflado: 3 m. de profundidad (1d6, caída), Salvación CD 15, Buscar CD 24, Desactivar CD 20.

VD2

Trampa de manos ardientes: Hechizo (1d4, fuego), Salvación CD 11 (½ Daño), Buscar CD 26, Desactivar CD 26.

Trampa de pozo: 12 m. de profundidad (4d6, caída), Salvación CD 20; Buscar CD 20, Desactivar CD 20.

Trampa de red grande: +5 (-), Salvación CD 14, Buscar CD 20, Desactivar CD 25.

VD3

Trampa de flecha envenenada: +12 (1d8 + veneno, flecha), Buscar CD 19, Desactivar CD 15.

Trampa de fuego: Hechizo (1d4+3, fuego), Salvación CD 13 (½ Daño), Buscar CD 27, Desactivar CD 27.

Trampa de pozo: 18 m. de profundidad (6d6, caída), Salvación CD 20; Buscar CD 20, Desactivar CD 20.

VD4

Trampa de foso con pinchos: 18 m. de profundidad (6d6, caída), +10 (1d4 pinchos, 1d4 cada uno), Salvación CD 20, Buscar CD 20, Desactivar CD 20.

Trampa de guadaña de pared: +20 (2d4+8, guadaña), Buscar CD 21, Desactivar CD 18.

Trampa de rayo: Hechizo (5d6, electricidad), Salvación CD 14 (½ Daño), Buscar CD 28, Desactivar CD 28.

VD5

Trampa de bola de fuego: Hechizo (1d4+7, fuego), Salvación CD 16 (½ Daño), Buscar CD 29, Desactivar CD 29.

Trampa de caída de bloques: +15 (6d6, aplastamiento), Buscar CD 25, Desactivar CD 17.

Pinchos de pared envenenados: +16 (1d8+4 + veneno, pinchos), Buscar CD 17, Desactivar CD 21.

VD6

Trampa de compactación de habitación: Las paredes se mueven hasta juntarse (12d6, aplastar), Buscar CD 20, Desactivar CD 22.

Trampa de foso con pinchos: 30 m. de profundidad (10d6, caída), +10 (1d4 pinchos, 1d4+5 cada uno), Salvación CD 20, Buscar CD 20, Desactivar CD 20.

Trampa de rayo: Hechizo (10d6, electricidad), Salvación CD 14 (½ Daño), Buscar CD 28, Desactivar CD 28.

VD7

Trampa de foso bien camuflado: 21 m. de profundidad (7d6, caída), Salvación CD 25, Buscar CD 27, Desactivar CD 18.

Trampa de relámpago en cadena: Hechizo (11d6 al objetivo más cercano, 5d6 a cada uno de los siguientes hasta 11, electricidad), Salvación CD 19 (½ Daño), Buscar CD 31, Desactivar CD 31.

Trampa de tentáculos negros: Hechizo (tentáculos), +7 (1d4+7 tentáculos, 1d6+4 cada uno), Buscar CD 29, Desactivar CD 29.

VD8

Trampa de destrucción: Hechizo (muerte), Salvación CD 20 (Daño 10d6), Buscar CD 32, Desactivar CD 32.

Trampa de foso bien camuflado: 30 m. de profundidad (10d6, caída), Salvación CD 20, Buscar CD 27, Desactivar CD 18.

Trampa de palabra poderosa, Aturdir: Hechizo (aturdir 2d4 turnos), Buscar CD 32, Desactivar CD 32.

VD9

Foso ancho con pinchos envenenados: 21 m. de profundidad (7d6, caída), +10 (1d4 pinchos, 1d4+5 + veneno cada uno), Salvación CD 20, Buscar CD 20, Desactivar CD 20.

Techo que cae: El techo se mueve hacia abajo (12d6, aplastar), Buscar CD 20, Desactivar CD 16.

Trampa de nube incendiaria: Hechizo (4d6 por turno durante 15 turnos, fuego), Salvación CD 22 (½ Daño), Buscar CD 33, Desactivar CD 33.

VD10

Habitación aplastante: Las paredes se mueven hasta juntarse (16d6, aplastar), Buscar CD 22, Desactivar CD 20.

Trampa de drenar energía: +8 (-2d4 niveles durante 24 horas), Salvación CD 23, Buscar CD 34, Desactivar CD 34.

Trampa de pared aplastante: Ataque automático (18d6, aplastar), Buscar CD 20, Desactivar CD 25.

Venenos

+

Nombre del veneno, Tipo (Contacto, Herida, Ingestión, Inhalación), CD (TS Fortaleza para evitar el daño), Daño / Daño (el primero es el daño que se recibe en el momento de fallar la 1ª TS y el segundo tras un minuto de exposición si se falla una segunda TS), Precio (de una dosis). La pérdida es temporal a menos que se indique con un asterisco (*), en cuyo caso es permanente. La inconsciencia por envenenamiento dura 1d3 horas.

Aceite de taggit: Ingestión, CD 15, 0 / Inconsciencia, 90 m.p.

Araña monstruosa (diminuta): Herida, CD 10, -1d2 FUE / -1d2 FUE, 85 m.p.

Araña monstruosa (pequeña): Herida, CD 10, -1d3 FUE / -1d3 FUE, 125 m.p.

Araña monstruosa (grande): Herida, CD 13, -1d6 FUE / -1d6 FUE, 250 m.p.

Araña monstruosa (gigante): Herida, CD 16, -1d8 FUE / -1d8 FUE, 500 m.p.

Arsénico: Ingestión, CD 13, -1 FUE / -1d8 FUE, 120 m.p.

Brizna mortal: Herida, CD 20, -1d6 FUE / -2d6 FUE, 1.800 m.p.

Escorpión monstruoso (diminuto): Herida, CD 12, -1 FUE / -1 FUE, 50 m.p.

Escorpión monstruoso (pequeño): Herida, CD 12, -1d2 FUE / -1d2 FUE, 100 m.p.

Escorpión monstruoso (grande): Herida, CD 14, -1d4 FUE / -1d4 FUE, 200 m.p.

Escorpión monstruoso (gigante): Herida, CD 18, -1d6 FUE / -1d6 FUE, 400 m.p.

Hñito azul: Herida, CD 14, -1 FUE / Inconsciente, 120 m.p.

Incienso quemado de othur: Inhalación, CD 18, -1 FUE* / -3d6 FUE, 2.100 m.p.

Niebla de la locura: Inhalación, CD 15, -1d4 INT / -2d6 INT, 1.500 m.p.

Nitharit: Contacto, CD 13, 0 / -3d6 FUE, 650 m.p.

Pasta de raíz de malys: Contacto, CD 16, -1 DES / -2d4 DES, 500 m.p.

Residuo de hoja de sassone: Contacto, CD 16, -2d12 PG / -1d8 FUE, 300 m.p.

Serpiente (venenosa mediana): Herida, CD 11, -1d6 FUE / -1d6 FUE, 120 m.p.

Serpiente (venenosa grande): Herida, CD 12, -1d6 FUE / -1d6 FUE, 180 m.p.

Serpiente (venenosa enorme): Herida, CD 14, -1d6 FUE / -1d6 FUE, 250 m.p.

Veneno del sueño: Herida, CD 13, inconsciente/inconsciente 2d4 horas, 75 m.p.

Wyvern: Herida, CD 17, -2d6 FUE / -2d6 FUE, 3.000 m.p.

Caídas

+

Daño de 1d6 por cada 3 m, TS Reflejos ½ (CD: metros de caída x3). Sobre estacas o pinchos +3 al daño por cada metro de caída (máx. + 12).

Calor y frío extremos

+

Si no se lleva la protección adecuada se hará una TS Fortaleza cada 10 minutos (CD 15, +1 por cada tirada previa), recibiendo 1d6 de daño por cada fallo.

Experiencia

+

Valor de Desafío (VD): DG de los enemigos derrotados o el VD desafío asignado a una trampa, situación, etc. Suma uno al VD cada vez que se duplique el número de enemigos (1 Esqueleto: VD1; 2 Esqueletos: VD2; 4 Esqueletos: VD3, etc.).

Se sube de nivel cuando el total de los VD superados es igual al nivel actual x 10. Pon el contador a cero después de la subida.

Cada nivel ganado otorga:

+1 DG a los PG.

+1 a las tiradas de ataque.

+1 a todas las habilidades.

Si el nivel es múltiplo de tres (3, 6, 9, 12, etc.) suma +1 a FUE, DES o INT.

Guerreros: Ganan +1 a las tiradas de ataque y daño en los niveles múltiplos de 5 (5, 10, 15, etc.).



Lanzadores de conjuros: Ganan +1d6 PM cada nivel. Ganan acceso a nuevos niveles de conjuro en los niveles impares (3, 5, 7, 9, etc.).

- Equipo -

Equivalencias monetarias: Relación 1 a 10 según la escala siguiente.

Monedas de platino (m.pl.).

Monedas de oro (m.o.).

Monedas de plata (m.p.).

Monedas de cobre (m.p.).

Dinero inicial: Cada personaje de nivel 1 comienza con ropa básica y 100 m.o.

Precio: El coste de cada arma incluye los accesorios (vaina, carcaj, aceite de armas...).

Alcance: Rango en metros donde no se aplica penalizador. Se obtiene un -2 por cada incremento. Alcance máximo: 5 rangos (-8).

Armaduras

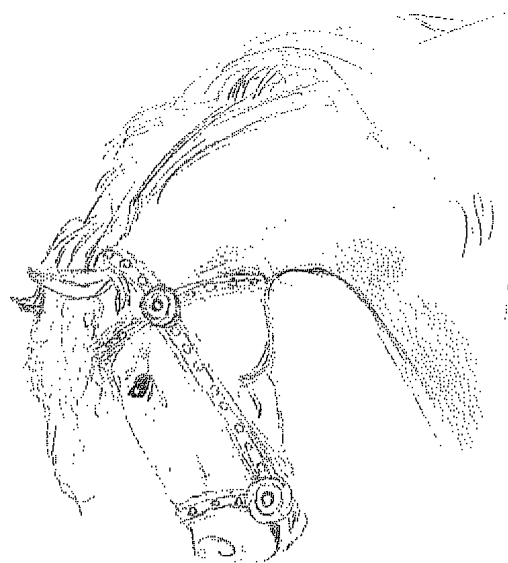
Ligeras	CA
Acolchada	+1 ... 2 m.o.
Cuero	+2 ... 10 m.o.
Cuero endurecido	+3 ... 25 m.o.
Camisa de malla	+4 ... 100 m.o.
Intermedias	CA
Piel	+3 ... 15 m.o.
Cota de escamas	+4 ... 50 m.o.
Cota de mallas	+5 ... 150 m.o.
Coraza	+5 ... 200 m.o.
Pesadas	CA
Cota de láminas	+6 ... 200 m.o.
Cota de bandas	+6 ... 250 m.o.
De placas	+7 ... 600 m.o.
De placas completa	+8 ... 1.500 m.o.
Escudos	CA
Rodela	+1 ... 15 m.o.
Ligero de madera	+1 ... 3 m.o.
Ligero de metal... ..	+1 ... 9 m.o.
Pesado de madera	+2 ... 7 m.o.
Pesado de metal	+2 ... 20 m.o.
De torre	+3 ... 30 m.o.

Ropas

Atuendo de cortesano	30 m.o.
Atuendo de noble	75 m.o.
Atuendo de rey	200 m.o.
Túnica de monje	5 m.o.
Ropa de artesano	1 m.o.
Ropa de artista	3 m.o.
Ropa de campesino	1 m.p.
Ropa de explorador	10 m.o.
Ropa de invierno	8 m.o.
Ropa de viajero	1 m.o.
Vestiduras de erudito	5 m.o.
Vestimentas de clérigo	5 m.o.

Monturas

Albarda	5 m.o.
Alforjas	4 m.o.
Alimento (por día)	5 m.c.
Barda (mediana)	Precio Armd. x2
Barda (grande)	Precio Armd. x5
Burro o Mula	8 m.o.
Brida y bocado	2 m.o.
Caballo de guerra ligero	150 m.o.
Caballo de guerra pesado	400 m.o.
Caballo ligero	75 m.o.
Caballo pesado	200 m.o.
Establo (por día)	5 m.p.
Perro de guarda	25 m.o.
Perro de guerra	75 m.o.
Pony	30 m.o.
Pony de guerra	100 m.o.
Silla de montar	10 m.o.
Silla de montar militar	20 m.o.



Armas

#

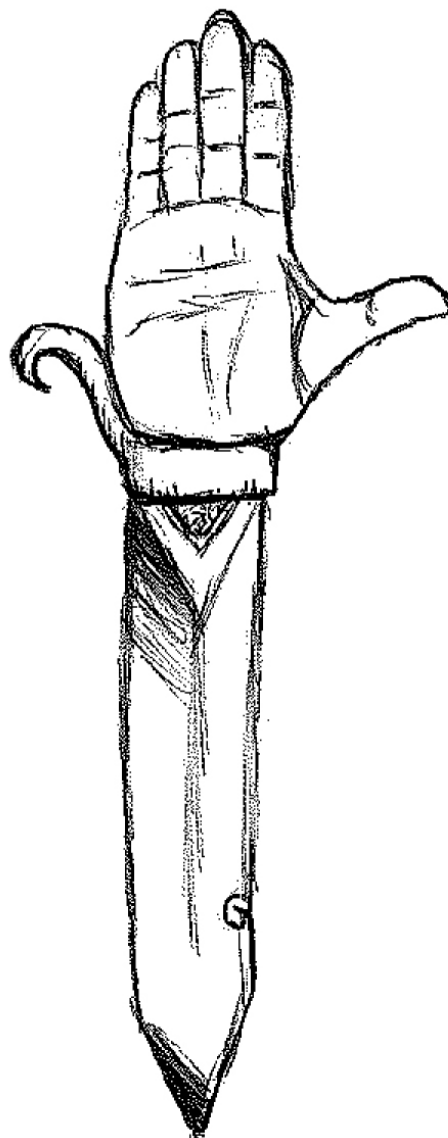
Desarmado ... 1d3 ... - ... -

Ligeras	Daño	Alcance
Cachiporra ...	1d6 ...	1 m.o.
Daga ...	1d4 ... 3	2 m.o.
Espada corta ...	1d6 ...	10 m.o.
Hacha arrojadiza ...	1d6 ... 3	8 m.o.
Hacha de mano ...	1d4 ...	6 m.o.
Hoz ...	1d6 ...	6 m.o.
Martillo ligero ...	1d6 ... 6	1 m.o.
Maza ligera ...	1d6 ...	6 m.o.
Pico ligero ...	1d4 ...	4 m.o.

A una mano	Daño	Alcance
Cimitarra ...	1d6 ...	15 m.o.
Clava ...	1d6 ... 3	-
Espada bastarda ...	1d10 ...	35 m.o.
Espada larga ...	1d8 ...	15 m.o.
Estoque ...	1d6 ...	20 m.o.
Hacha de batalla ...	1d8 ...	10 m.o.
Hacha enana ...	1d10 ...	30 m.o.
Lanza corta ...	1d6 ... 6	1 m.o.
Látigo ...	1d3 ...	1 m.o.
Martillo de guerra ...	1d8 ...	12 m.o.
Mayal ...	1d8 ...	8 m.o.
Maza con pinchos ...	1d8 ...	8 m.o.
Maza pesada ...	1d8 ...	12 m.o.
Pico pesado ...	1d6 ...	8 m.o.
Tridente ...	1d8 ... 3	15 m.o.

A dos manos	Daño	Alcance
Alabarda ...	1d10 ...	10 m.o.
Alfanjón ...	2d4 ...	75 m.o.
Bastón ...	1d6 ...	-
Bisarma ...	2d4 ...	9 m.o.
Cadena armada ...	2d4 ...	25 m.o.
Gran clava ...	1d8 ...	5 m.o.
Gran hacha ...	1d10 ...	20 m.o.
Guadaña ...	2d4 ...	18 m.o.
Guja ...	1d8 ...	8 m.o.
Lanza ...	1d8 ... 6	2 m.o.
Lanza larga ...	1d8 ...	5 m.o.
Mandoble° ...	2d6 ...	50 m.o.
Mayal pesado ...	1d8 ...	15 m.o.
Pica ...	1d8 ...	10 m.o.

A distancia	Daño	Alcance
Arco corto ...	1d6 ... 20	30 m.o.
Arco largo ...	1d8 ... 30	75 m.o.
Ballesta de mano ...	1d4 ... 10	100 m.o.
Ballesta ligera ...	1d8 ... 25	35 m.o.
Ballesta pesada ...	1d10 ... 40	50 m.o.
Dardo ...	1d4 ... 6	5 m.p.
Honda ...	1d4 ... 15	-
Jabalina ...	1d6 ... 10	1 m.o.
Red ...	- ... 3	20 m.o.



Equipo de aventurero

#

Aceite (frasco de ½ l.)	1 m.p.
Acero y pedernal	1 m.o.
Ácido (frasco)	10 m.o.
Abrojos	1 m.o.
Agua bendita (frasco)	25 m.o.
Aguja	5 m.p.
Ariete portátil	10 m.o.
Antitoxina (vial)	50 m.o.
Antorcha	1 m.c.
Anzuelo	1 m.p.
Bolsa de cinturón (vacía)	1 m.o.
Bolsa de componentes	5 m.o.
Botella (vacía)	2 m.o.
Cadena (3 m.)	30 m.o.
Campana	1 m.o.
Cántaro de cerámica	2 m.c.
Cerradura simple	20 m.o.
Catalejo	1.000 m.o.
Cerradura media	40 m.o.
Cerradura de calidad	80 m.o.
Cesta (vacía)	4 m.p.
Clavo de escalada	1 m.p.
Cofre (vacío)	2 m.o.
Cubo (vacío)	5 m.p.
Cuerda de cáñamo (15 m.)	1 m.o.
Cuera de seda (15 m.)	15 m.o.
Escalera (3 m.)	5 m.c.
Espejo pequeño	10 m.o.
Estuche para pergaminos	1 m.o.
Frasco (vacío)	3 m.c.
Gancho para escalar	1 m.o.
Herramientas de artesano	5 m.o.
Herramientas de ladrón	30 m.o.
Instrumento musical	5 m.o.
Jabón (½ kg.)	5 m.p.
Jarra de cerámica	3 m.c.
Kit de disfraz	50 m.o.
Kit de curación	50 m.o.
Lacre	1 m.o.

Lámpara cubierta	7 m.o.
Lámpara de cerámica	1 m.p.
Lámpara de ojo de buey	12 m.o.
Leña (para 1 día)	1 m.c.
Libro de conjuros (vacío)	15 m.o.
Lona (1 m²)	1 m.p.
Lupa	100 m.o.
Mallo	1 m.o.
Martillo	5 m.p.
Manta de invierno	5 m.p.
Mochila (vacía)	2 m.o.
Monóculo	15 m.o.
Odre	1 m.o.
Olla de hierro	5 m.p.
Pala	2 m.o.
Papel (hoja)	4 m.p.
Pata de cabra	2 m.o.
Pergamino (hoja)	2 m.p.
Pértiga (3 m.)	2 m.p.
Pico de minero	3 m.o.
Piedra de afilar	2 m.c.
Pluma	1 m.p.
Polipasto	5 m.o.
Raciones de viaje (por día)	5 m.p.
Red de pesca (2 m²)	4 m.o.
Reloj de arena	25 m.o.
Saco (vacío)	1 m.o.
Sello (anillo)	5 m.o.
Símbolo sagrado de madera	1 m.o.
Símbolo sagrado de plata	25 m.o.
Silbato de señales	8 m.p.
Saco de dormir	1 m.p.
Taza de cerámica	2 m.c.
Tienda de campaña	10 m.o.
Tinta (vial de 25 ml.)	8 m.o.
Tiza (1 trozo)	1 m.c.
Tonel (vacío)	2 m.o.
Vela	1 m.c.
Vial (vacío)	1 m.o.



- Conjuros de Clérigo -

Nivel 0

*

Crear agua: Crea 10 litros de agua pura por nivel.

Guía: +1 a tiradas de Ataque, Salvación y Habilidad durante 1 min. por nivel.

Luz: Hace que un objeto brille como una antorcha durante 10 min. por nivel.

Purificar agua y comida: Purifica 30 cm³ de agua o comida por nivel.

Resistencia: El lanzador gana un +2 en todo tipo de TS durante 1 min.

Nivel 3

*

Crear comida y agua: Alimenta a 3 humanos (o un caballo) por nivel.

Curar heridas graves: Cura 3d8 de daño +1 por nivel (máx. +15).

Hablar con los muertos: Un cadáver responde a una pregunta por cada 2 niveles durante 1 min. por nivel.

Luz abrasadora: Rayo luminoso que hace 1d8 de daño por cada 2 niveles (1d8 por nivel contra muertos vivos).

Plegaria: Los aliados obtienen +1 a todas las tiradas y los enemigos -1 durante 1 turno por nivel.

Quitar enfermedad: Cura todas las enfermedades que afectan a la criatura objetivo.

Nivel 1

*

Bendecir: Los aliados ganan +1 a tiradas de Ataque y Salvación contra miedo durante 1 min. por nivel.

Bendecir agua: Crea agua bendita.

Curar heridas ligeras: Cura 1d8 de daño +1 por nivel (máx. +5).

Escudo de fe: Aura que concede +2 a la CA (si no se usa escudo) durante 1 min. por nivel.

Favor divino: El lanzador gana +1 por cada 3 niveles en las tiradas de ataque y daño durante 1 min.

Piedra mágica: 3 piedras ganan un +1 al Ataque y hacen 1d6+1 de daño durante 30 min. o hasta que se usen.

Nivel 4

*

Curar heridas críticas: Cura 4d8 de daño +1 por nivel (máx. +20).

Detectar mentiras: Revela las mentiras de un sujeto durante 1 min. por nivel o hasta que cese la concentración.

Lenguas: El lanzador puede hablar cualquier idioma durante 10 min. por nivel.

Libertad de movimiento: El lanzador se mueve sin penalizadores y sin importar los obstáculos durante 10 min. por nivel.

Neutralizar veneno: Inmuniza durante 10 min. por nivel o neutraliza un veneno.

Restauración: Recupera una pérdida de nivel o de característica.

Nivel 2

*

Ayuda: +1 a tiradas de Ataque y Salvación contra terror, 1d8 PG temporales más 1 adicional por nivel (máx. +10).

Curar heridas moderadas: Cura 2d8 de daño +1 por nivel (máx. +10).

Quitar parálisis: Libera una o más criaturas de la parálisis o los efectos de la lentitud.

Reposo gentil: Preserva un cadáver.

Restauración menor: Elimina penalizadores mágicos a las características, o repara su daño en 1d4.

Retrasar veneno: Neutraliza el efecto del veneno en una persona durante 1 hora por nivel.

Nivel 5

*

Comunión: La Deidad responde sí o no a una pregunta por nivel durante 1 turno por nivel.

Curar heridas ligeras masivo: Cura 1d8 puntos de daño +1 por nivel a 1 criatura por nivel.

Descarga flamígera: 1d6 de daño por fuego por nivel (máx. 15d6).

Expiación: Quita maldiciones de una persona.

Revivir a los muertos: Revive un sujeto que ha muerto hace menos de 1 día por nivel.

Visión verdadera: Le permite al lanzador ver las cosas como son realmente durante 1 min. por nivel.

Nivel 6

*

Búsqueda: Ordena a cualquier criatura entregarse a una tarea concreta durante 1 día por nivel o hasta que se realice.

Curar heridas moderadas masivo: Cura 2d8 de daño +1 por nivel a 1 criatura por nivel.

Dañar: Ataque de toque (ignora armadura) que hace 10 puntos de daño por nivel.

Destierro: Expulsa a su plano natal a 2 DG por nivel.

Festín de héroes: Genera comida para 1 criatura por nivel que además cura enfermedades y otorga +1 a golpear durante 12 horas.

Sanar: Cura 10 puntos de daño por nivel y todas las enfermedades físicas y mentales.

Nivel 8

*

Aura sagrada: Proporciona +4 a CA, +4 a Tiradas de Resistencia y +4 a Salvación contra hechizos.

Campo antimágico: Niega la magia en 3 m. durante 10 min. por nivel.

Cerradura dimensional: Bloquea teleportación y viaje interplanar al objetivo durante 1 día/nivel.

Curar heridas críticas masivo: Cura 4d8 de daño +1 por nivel a 1 criatura por nivel.

Discernir ubicación: Revela el sitio exacto donde se encuentre una criatura u objeto.

Tormenta de fuego: Hace 1d6 de daño por fuego por nivel.

Nivel 7

*

Curar heridas severas masivo: Cura 3d8 de daño +1 por nivel a 1 criatura por nivel.

Destrucción: Mata una criatura objetivo y destruye sus restos hasta que no queda nada.

Excursión etérea: El lanzador se vuelve etéreo durante 1 turno por nivel.

Regenerar: Los miembros amputados vuelven a crecer y cura 4d8 de daño +1 por nivel (máx. +35).

Restauración mayor: Como Restauración, pero recupera todos los niveles.

Resurrección: Resucita completamente un muerto con cualquier parte de su cuerpo, por pequeña que sea.

Nivel 9

*

Atar alma: Atrapa almas de recién muertos para prevenir su resurrección.

Etereidad: El lanzador y sus aliados viajan al plano etéreo durante 1 min. por nivel.

Implosión: Mata una criatura por asalto durante 4 asaltos o hasta que se rompe la concentración.

Portal: Conecta dos planos para viajar o invocar durante 1 turno por nivel.

Proyección astral: Proyecta al lanzador y sus aliados en otro Plano Astral.

Sanar masivo: Como Sanar, pero a 1 criatura por nivel.



- Conjuros de Druida -

Nivel 0

*

Crear agua: Crea 10 litros de agua pura por nivel.

Detectar magia: Detecta hechizos y objetos mágicos en 20 m. a la redonda durante 1 min. por nivel o hasta que se pierda la concentración.

Detectar veneno: Detecta veneno en una criatura u objeto.

Leer magia: Permite leer pergaminos y grimorios durante 10 min. por nivel.

Remendar: Realiza reparaciones menores en un objeto.

Resistencia: El lanzador obtiene un +1 a las TS durante un min.

Nivel 2

*

Calentar metal: Sube la temperatura de un metal hasta que causa daño.

Convocar enjambre: Llama a una cantidad considerable de murciélagos, ratas o arañas durante el tiempo que se permanezca concentrado +2 asaltos.

Deformar madera: Comba la madera en un radio de 3 m.

Forma arbórea: El aspecto del lanzador será el de un árbol durante 1 h. por nivel.

Piel robliza: +2 a la CA durante 10 min. por nivel.

Ráfaga de viento: Hace volar o derriba a criaturas pequeñas.

Nivel 1

*

Bayas buenas: 2d4 bayas curan 1 PG cada una (máx. 8 PG cada 24 horas).

Enmarañar: La vegetación circundante atrapa a todos en un radio de 12 m. durante 1 min. por nivel.

Flamear: Llamada arrojada o de toque de 1d6 de daño +1 adicional por nivel.

Fuego feérico: Delimita a los receptores con luz durante 1 min. por nivel, cancela contorno borroso, invisibilidad, etc.

Hablar con los animales: El lanzador puede comunicarse con los animales durante 1 min. por nivel.

Niebla de oscurecimiento: Una niebla oculta al lanzador durante 1 min. por nivel.

Nivel 3

*

Brotar de espinas: Durante 1 h. por nivel las criaturas en el área de efecto sufren 1d4 de daño si no reducen su velocidad a la mitad.

Fundirse con la piedra: El lanzador y su equipo se funden con la piedra.

Hablar con las plantas: El lanzador puede comunicarse con las plantas durante 1 min. por nivel.

Llamar al relámpago: Atrae rayos del cielo de 3d6 de daño una vez por asalto durante 1 min. por nivel.

Protección contra la energía: Absorbe 12 puntos de daño por nivel de un tipo de ataque basado en energía durante 10 min. por nivel.

Respiración acuática: Los receptores del conjuro pueden respirar bajo el agua durante 2 h. por el nivel, dividido entre el número de objetivos.



Nivel 4

*

Caminar por el aire: El receptor puede caminar por el aire durante 10 min. por nivel.

Caparazón antivegetal: Mantiene a raya a las plantas animadas durante 10 min. por nivel en un radio de 3 m.

Piedras puntiagudas: Durante 1 h. por nivel las criaturas en el área de efecto sufren 1d8 de daño si no reducen su velocidad a la mitad.

Reencarnar: Devuelve al receptor a la vida dentro de un cuerpo al azar.

Repeler sabandijas: Insectos, arañas y otros bichos se mantienen alejados a 3 m. de distancia durante 10 min. por nivel.

Tormenta de hielo: Granizo que inflinge 5d6 de daño en un cilindro de 12 m. de ancho.

Nivel 5

*

Dotar de consciencia: Un animal o planta adquiere intelecto humano.

Llamar a la tormenta de relámpagos: Como *Rayo relampagueante* pero haciendo 5d6 por rayo.

Muro de fuego: Hace 2d4 de daño por fuego a una distancia de 3 m. y 1d4 a 6 m., atravesarlo produce 2d6 de daño más 1 adicional por nivel.

Plaga de insectos: Hasta seis enjambres de langostas atacan a otras criaturas durante 1 min. por nivel.

Polimorfar funesto: Transforma al objetivo en un animal inofensivo.

Transmutar roca en barro: Transforma 6 m³ de roca en barro por nivel.

Nivel 6

*

Muro de piedra: Crea una pared de sillares a la que se puede dar forma.

Piedra parlante: Permite hablar con la piedra, natural o trabajada, durante 1 min. por nivel.

Remover la tierra: Cava zanjas y crea colinas en un área de 225 m² y 3 m. de profundidad.

Roble guardián: El árbol receptor se convierte en un árbol viviente guardián.

Semillas de fuego: Bellotas y bayas funcionan como bombas de mano (1d6 de daño por fuego por nivel dividido en 4 semillas) que explotan en un radio de 3 m. e inflaman materiales combustibles.

Viajar entre las plantas: El lanzador puede moverse instantáneamente entre dos plantas de la misma especie.

Nivel 7

*

Bastón cambiante: La vara del lanzador se convierte en un árbol viviente a su voluntad.

Caminar con el viento: El lanzador y sus aliados adoptan una forma vaporosa, pudiendo viajar a una velocidad de 100 km/h. durante 1 h. por nivel.

Controlar el clima: Cambia el clima en el área local.

Dedo de la muerte: Mata a una criatura objetivo.

Terremoto: Crea un intenso temblor de tierra en un radio de 40 m. que hace que se desplomen techos, paredes, aparezcan grietas, etc.

Tormenta de fuego: Llueven llamas que hacen 1d6 de daño por fuego por nivel en un área de 6 m³ por nivel.



- Conjuros de Ilusionista -

Nivel 0

*

Detectar ilusión: Detecta las ilusiones en un radio de 20 m. durante 1 min. por nivel.

Leer magia: Permite leer pergaminos y grimorios durante 10 min. por nivel.

Luces danzantes: Crea antorchas o luces similares durante 1 min.

Marca arcana: Inscribe una runa personal permanente (visible o invisible).

Prestidigitación: Pequeños trucos de manos (cartas, monedas, etc.) durante 1 hora.

Sonido fantasma: Ruidos imaginarios durante 1 turno por nivel.

Nivel 1

*

Disfrazarse: Cambia tu apariencia durante 10 min. por nivel.

Encantar persona: Hace que una persona sea tu amiga durante 1 min. por nivel.

Hipnotismo: Fascina a criaturas de 2d4 PG's durante 2d4 turnos.

Imagen silenciosa: Crea una ilusión menor diseñada por el lanzador.

Rociada de color: Incapacita criaturas en un cono de 5 m.

Ventriloquia: La voz de lanzador sale de otro lugar durante 1 min. por nivel.

Nivel 2

*

Contorno borroso: El lanzador gana +4 a la CA y no puede ser acechado durante 1 min. por nivel.

Forma hipnótica: Fascina a criaturas por valor de 2d4+nivel PG mientras dure la concentración +2 turnos.

Imagen menor: Como *Imagen silenciosa*, pero con algún sonido.

Imagen múltiple: Crea 1d4+1 dobles falsos del lanzador durante 1 min. por nivel.

Invisibilidad: El lanzador se vuelve invisible durante 1 min. por nivel o hasta que ataque.

Risa espantosa: El objetivo no puede hacer otra cosa durante 1 turno por nivel.

Nivel 3

*

Desplazar: Los ataques contra el lanzador fallan el 50% de las veces durante 1 turno/nivel.

Esfera de invisibilidad: Como *Invisibilidad* pero con radio de 3 m.

Imagen mayor: Es similar a *Imagen Menor*, añadiendo, olor y efectos térmicos.

Luz solar: Luz del día en un radio de 20 m. durante 10 min. por nivel.

Sueño profundo: Duerme a criaturas por valor de 10 PG durante 1 min. por nivel.

Sugestión: Obliga al objetivo a seguir el curso de acción indicado durante 1 hora por nivel o hasta que se complete la tarea.

Nivel 4

*

Asesino fantasma: Crea la peor ilusión peor ilusión para el objetivo, que muere o sufre 3d6 de daño.

Confusión: Los objetivos se comportan erráticamente durante 1 turno por nivel.

Creación menor: Crea un objeto de tela o de madera.

Hechizar monstruo: Hace que un monstruo se crea tu aliado durante 1 día por nivel.

Invisibilidad mayor: Como *Invisibilidad*, pero el lanzador puede atacar y permanecer invisible.

Pauta iridiscente: Luces que fascinan a criaturas de 24 PG durante la concentración más 1 turno por nivel.

Nivel 5

*

Apariencia: Cambia la apariencia de una persona durante 12 horas por cada 2 niveles.

Creación mayor: Crea un objeto de piedra o de metal.

Dominar persona: Controla al objetivo telepáticamente durante 1 día por nivel.

Envío: Manda un mensaje corto a cualquier parte, instantáneamente.

Imagen persistente: Como *Imagen mayor* durante 1 minuto por nivel, no requiere concentración.

Romper encantamiento: Libera al objetivo de encantamientos, alteraciones, maldiciones y petrificación.

Nivel 6

*

Engaño: Te vuelve invisible y crea un doble ilusorio.

Imagen permanente: Ilusión permanente controlada por la concentración que afecta a la vista, el oído y el tacto.

Imagen programada: Como *Imagen mayor*, pero disparada por un suceso concreto.

Paseo por las sombras: Permite desplazarse rápidamente a través de las sombras, a 80 km/h durante 1 hora por nivel.

Sugestión en masa: Como *Sugestión*, pero añadiendo un objetivo por nivel.

Visión verdadera: Permite ver las cosas como verdaderamente son.

Nivel 7

*

Aparición: Como *Asesino fantasma*, pero afecta en un radio de 10 m.

Invisibilidad en masa: Como *Invisibilidad*, pero afecta a todos los que se encuentren en el área.

Palabra poderosa, Cegar: Ciega a una criatura de 200 PG o menos.

Puerta en fase: Crea un paso invisible a través de la madera y la piedra.

Proyectar imagen: Crea un doble ilusorio que puede hablar y lanzar conjuros a la mitad del nivel, durante 1 turno por nivel.

Rociada prismática: Explosión de rayos en cono de 20 m. Lanza 1d8 por cada criatura en el área de efecto. 1 (Rojo): 20 Puntos de daño por fuego (TS Reflejos para ½). 2 (Naranja): 40 Puntos de daño por ácido (TS Reflejos para ½). 3 (Amarillo): 80 Puntos de daño por electricidad (TS Reflejos para ½). 4 (Verde): Veneno mortal (TS Fortaleza para -1d6 a CON). 5 (Azul): Petrificación (TS Fortaleza niega). 6 (Índigo): Locura (TS Voluntad niega).



- Conjuros de Mago -

Nivel 0

*

Detectar magia: Detecta hechizos y objetos mágicos en 20 m. a la redonda durante 1 min. por nivel o hasta que se pierda la concentración.

Leer magia: Permite leer pergaminos y grimorios durante 10 min. por nivel.

Luz: Hace que un objeto brille como una antorcha durante 10 min. por nivel.

Mano de mago: Telekinesis con hasta 2 kg. hasta que se rompa la concentración.

Marca arcana: Inscribe una runa personal permanente (visible o invisible).

Prestidigitación: Pequeños trucos de manos (cartas, monedas, etc.) durante 1 hora.

Sonido fantasma: Ruidos imaginarios durante 1 turno por nivel.

Nivel 2

*

Escalada de araña: El lanzador puede caminar por paredes y techos durante 10 min. por nivel.

Esfera llameante: 2d6 de daño por fuego durante 1 turno por nivel, se necesita concentración para dirigirla en cada turno.

Flecha ácida: Ataque a distancia (Ataque Mágico, ignora armadura) de 2d4 de daño durante 1 turno + 1 turno por cada 3 niveles; alcance de 100 m. +15 por nivel.

Invisibilidad: El lanzador es invisible durante 1 min. por nivel o hasta que ataque.

Levitar: El lanzador puede ascender o descender a durante 1 min. por nivel.

Llamar: Abre una cerradura o puertas cerradas normal o mágicamente.

Nivel 1

*

Armadura de mago: Otorga al lanzador +4 a la CA durante 1 h. por nivel.

Caída de pluma: Frena la caída de un objeto o criatura durante 1 turno por nivel o hasta aterrizar.

Contacto electrizante: Ataque de toque (ignora armadura) que hace 1d6 de daño eléctrico por nivel (máx. 5d6).

Disco flotante: Crea un disco horizontal de 1,5 m. de diámetro que puede soportar 50 kg. por nivel y dura 1 hora por nivel.

Dormir: Hace que duerman un número de criaturas igual a 4 DG durante 1 min. por nivel.

Proyectil mágico: Rayo de energía arcana de 1d4+1 de daño que impacta automáticamente; proyectil adicional a niveles 3, 5, 7 y 9 (máx. 5); alcance de 30 m. + 3 por nivel.

Nivel 3

*

Clarividencia/Clariaudiencia: El lanzador oye o escucha a distancia durante 1 min. por nivel.

Disipar magia: Cancela hechizos y efectos mágicos.

Bola de fuego: 1d6 de daño por fuego por nivel, 6 m. de radio.

Volar: El lanzador puede volar 20 m. por asalto durante 1 min. por nivel.

Relámpago: 1d6 de daño eléctrico por nivel.

Toque vampírico: Ataque de toque (ignora armadura) que drena 1d6 PG por cada 2 niveles.



Nivel 4 *

Animar muertos: Crea esqueletos o zombies con 2 DG por Nivel.

Ojo arcano: Ojo invisible flotante que se mueve a 10 m. por asalto durante 1 min. por nivel.

Tentáculos negros: Tentáculos que agarran todo en 6 m. de radio durante 1 turno por nivel.

Puerta dimensional: Teleportación a corta distancia.

Polimorfizar: Convierte al lanzador en otra criatura con los mismos DG que su nivel durante 1 min. por nivel, recupera todas las heridas al volver a su forma original.

Piel de piedra: Ignora 10 puntos de daño por ataque durante 10 min. nivel o hasta que haya absorbido su nivel x 10 de daño.

Nivel 5 *

Contactar otro plano: Permite hacer una pregunta a una entidad extraplanar hasta que cesa la concentración.

Debilidad mental: La INT del objetivo baja a 1, no puede hablar ni comunicarse, pensamiento básico.

Nube aniquiladora: Genera una masa gaseosa letal que durante 1 min. por nivel mata a las criaturas de 3 DG o menos, las de 4 a 6 DG deben hacer una TS o morir, las de más de 6 DG reciben daño de FUE.

Pasaje: Crea un pasaje a través de la madera o la piedra durante 1 h. por nivel.

Permanencia: Hace un hechizo permanente.

Teleportarse: Puede teleportar al lanzador a una distancia máxima de 160 km. por nivel.

Nivel 6 *

Campo antimágico: Niega la magia en 3 m. de radio durante 10 min. por nivel.

Contingencia: Coloca una condición para que se active un hechizo durante 1 día por nivel o hasta la activación.

Desintegrar: Ataque de toque de 2d6 de daño por nivel (máx. 40d6), si el objetivo llega 0 PG es desintegrado.

GEAS: Ordena a cualquier criatura entregarse a una tarea concreta durante 1 día por nivel o hasta que se realice.

Rayos en cadena: Ardientes rayos de 1d6 de daño por nivel que emanan de las manos del lanzador, 1 rayo secundario por nivel que hace la mitad de ese daño, alcance de 100 m. + 15 por nivel.

Visión verdadera: Permite ver las cosas como realmente son durante 1 min. por nivel.

Nivel 7 *

Bola de fuego retardada: 1d6 de daño por fuego por nivel, puede posponerse su explosión hasta 5 turnos.

Cambio planar: Permite viajar hasta a 8 personas a otro plano.

Dedo de la muerte: Apunta con el dedo a una criatura, que muere si no pasa una TS de Fortaleza.

Devolver hechizo: Refleja 1d4+6 niveles de hechizo a su lanzador durante 10 min. por nivel o hasta que se agote.

Excursión etérea: El lanzador se vuelve etéreo durante 1 turno por nivel.

Palabra poderosa, Cegar: Ciega a una criatura de menos de 200 PG durante 1d4+1 minutos, permanente si tiene menos de 50 PG.

Nivel 8 *

Atrapar el alma: Aprisiona el alma de la criatura objetivo dentro de una gema.

Clonar: Crea un duplicado que se despierta cuando el original muere.

Danza irresistible: Fuerza a un sujeto a bailar durante 1d4+1 turnos.

Marchitamiento horrible: Hace 1d6 de daño por nivel en un radio de 10 m.

Nube incendiaria: 4d6 de daño por fuego durante 1 turno por nivel.

Palabra poderosa, Aturdir: Aturde a una criatura con 150 PG o menos durante 2d4 turnos.

Nivel 9 *

Atar alma: Atrapa almas de recién muertos para prevenir su resurrección.

Eteridad: Permite viajar al Plano Etéreo al lanzador y sus aliados durante 1 min. por nivel.

Palabra poderosa, Matar: Mata a una criatura de 100 PG o menos.

Portal: Conecta dos planos para viajar o invocar durante 1 turno por nivel.

Proyección astral: Proyecta al lanzador y sus compañeros en otro Plano Astral.

Tormenta de meteoros: Llueven 4 esferas explosivas de 6d6 de daño por fuego.

- Monstruos -

Habilidades: Todas las criaturas tienen un bonificador a sus habilidades igual a sus DG. Si la criatura es inteligente añade +3 a una habilidad. Asigna modificadores por característica según creas conveniente. También se pueden añadir niveles de Clérigo o Mago para lanzadores de conjuros.

Avance de nivel: Para hacer monstruos más fuertes añádeles más DG. Por cada DG añade la mitad de su valor a los PG y un +1 a sus habilidades y estadísticas de Combate. Cada vez que se dupliquen los DG aumenta el dado de daño (d2 / d3 / d4 / d6 / d8 / d10 / d12 / d20). Adicionalmente, se pueden añadir niveles de clase a los monstruos inteligentes a partir de los DG previos.

Crea tus propios monstruos: Asigna una cantidad de DG (d8 para la mayoría, d12 para muertos vivientes y dragones). El bonificador de habilidades y combate es igual al número de DG. Si es una criatura inteligente añade +3 a una habilidad. Asigna bonificadores por característica según creas conveniente.



Alimañas

X

Araña monstruosa (minúscula): DG 1/2d8 (2 PG), CA 15, Mordisco +5 (1d3-4 + veneno).

Araña monstruosa (pequeña): DG 1d8(4 PG), CA 14, Mordisco +4 (1d4-2 + veneno).

Araña monstruosa (grande): DG 4d8+4 (22 PG), CA 14, Mordisco +4 (1d8+3 + veneno).

Araña monstruosa (gigante): DG 8d8+16 (52 PG), CA 16, Mordisco +9 (2d6+6 + veneno).

Escorpión monstruoso (minúsculo): DG 1/2d8+2 (4 PG), CA 14, Pinzas +2 (1d2-4) o Aguijón -3 (1d2-4, Veneno).

Escorpión monstruoso (pequeño): DG 1d8+2 (6 PG), CA 14, Pinzas +1 (1d3-1) o Aguijón -4 (1d3-1, Veneno).

Escorpión monstruoso (grande): DG 5d8+10 (32 PG), CA 16, Pinzas +6 (1d6+4) o Aguijón +1 (1d6+2 + veneno).

Escorpión monstruoso (gigante): DG 10d8+30 (75 PG), CA 20, Pinzas +11 (1d8+6) o Aguijón +6 (2d4+3 + veneno).

Animales

X

Águila: DG 1d8+1 (5 PG), CA 14, Garras +3 (1d4).

Bisonte: 5d8+15 (37 PG), CA 13, Cornada +8 (1d8+9).

Burro: DG 2d8 (11 PG), CA 13, Mordisco +1 (1d2).

Caballo (ligero): DG 3d8 + 6 (19 PG), CA 13, Coz -2 (1d4+1).

Caballo (pesado): DG 3d8+6 (19 PG), CA 13, Coz -1 (1d6+1).

Caballo de guerra (ligero): DG 3d8+9 (22 PG), CA 14, Coz +4 (1d4+3).

Caballo de guerra (pesado): DG 4d8+12 (30 PG), CA 14, Coz +6 (1d6+4).

Cocodrilo: DG 3d8+9 (22 PG), CA 16, Mordisco +6 (1d8+6) o Coletazo +6 (1d12+6).

Cocodrilo (gigante): DG 7d8+28 (59 PG), CA 16, Mordisco +11 (2d8+12) o Coletazo +11 (1d12+12).

Gato: DG 1/2d8 (2 PG), CA 14, Garras +4 (1d2-4).

Jabalí: DG 3d8+12 (25 PG), CA 16, Colmillos +4 (1d8+3).

Lobo: DG 2d8+4 (13 PG), CA 14, Mordisco +3 (1d6+1).

Mula: DG 3d8+9 (22 PG), CA 13, Coz +4 (1d4+3).

Oso negro: 3d8+6 (19 PG), CA 13, Garra +6 (1d4+4) o Mordisco +1 (1d6+2).

Oso pardo: DG 6d8+24 (51 PG), CA 15, Garras +11 (1d8+8) o Mordisco +6 (2d6+4).

Perro: DG 1d8+2 (6 PG), CA 15, Mordisco +2 (1d4+1).

Perro de guerra: DG 2d8+4 (13 PG), CA 16, Mordisco +3 (1d6+3).

Poní: DG 3d8+6 (19 PG), CA 13, Coz -1 (1d6+1).

Poní de guerra: DG 2d8+4 (13 PG), CA 13, Coz +3 (1d3+2).

Rata: DG 1d2 (1 PG), CA 14, Mordisco +4 (1).

Serpiente (constrictor): DG 3d8+6 (19 PG), CA 15, Mordiscos +5 (1d3+4), Constricción (1d3+4).

Serpiente (gigante constrictor): DG 11d8+14 (63 PG), CA 15, Mordisco +13 (1d8+10), Constricción (1d8+10).

Serpiente (pequeña venenosa): DG 1d8 (4 PG), CA 17, Mordisco +4 (1d2-2 + veneno).

Serpiente (mediana venenosa): DG 2d8 (9 PG), CA 16, Mordisco +4 (1d4-1 + veneno).

Serpiente (grande venenosa): DG 3d8+6 (19 PG), CA 15, Mordisco +4 (1d4 + veneno).

Serpiente (gigante venenosa): DG 6d8+6 (33 PG), CA 15, Mordisco +6 (1d6+4 + veneno).

Tejón: DG 1d8+2 (6 PG), CA 15, Garras +4 (1d2-1).

Animales terribles

x

Lobo terrible: DG 6d8+18 (45 PG), CA 14, Mordisco +11 (1d8+10).

Oso terrible: DG 12d8+51 (105 PG), CA 17, Garra 19 (2d4+10) o Mordisco +13 (2d8+5).

Rata terrible: DG 1d8+1 (5 PG), CA 15, Mordisco +4 (1d4 + enfermedad).

Dinosaurios

x

Megaraptor: DG 8d8+43 (79 PG), CA 16, Garras +9 (2d8+5) o Mordisco +4 (2d6+2).

Tiranosaurio: DG 18d8+99 (180 PG), CA 14, Mordisco +20 (3d6+13).

Triceratops: DG 16d8+124 (196 PG), CA 18, Cornada +20 (2d8+15).

Velociraptor: DG 4d8+16 (34 PG), CA 16, Garras +6 (2d6+4) o Mordisco +1 (2d4+2).

Dragones

X

Dragón dorado adulto: DG 23d12+115 (246 PG), CA 30, Mordisco +32 (2d8+11) o Aliento de fuego (12d10, Físicas+DES CD 26 salva mitad del daño).

Dragón plateado adulto joven: DG 19d12+79 (202 PG), CA 28, Mordisco +24 (2d6+6) o Aliento de hielo (10d8, Físicas+DES CD 23 salva mitad del daño).

Dragón rojo joven: DG 13d12+39 (123 PG), CA 21, Mordisco +20 (2d6+7) o Aliento de fuego (10d10, Físicas+DES CD 24 salva mitad del daño).

Dragón rojo muy viejo: DG 31d12+248 (449 PG), CA 36, Mordisco +40 (4d6+13) o Aliento de fuego (18d10, Físicas+DES CD 33 salva mitad del daño).

Humanoides

X

Elfo: DG 1d8 (4 PG), CA 15, Espada larga +2 (1d8+1) o Arco largo +3 (1d8).

Enano: DG 1d8+2 (6 PG), Hacha de guerra +3 (1d10+1) o Arco corto +1 (1d6).

Gnoll: DG 2d8+2 (11 PG), CA 15, Hacha de batalla +3 (1d8+2) o Arco corto +1 (1d6).

Goblin: DG 1d8+1 (5 PG), CA 15, Maza con pinchos +2 (1d6) o Jabalina +3 (1d4).

Halfling: DG 1d8+1 (5 PG), CA 16, Espada corta +3 (1d6) o Ballesta ligera +3 (1d6).

Hobgoblin: DG 1d8+2 (6 PG), CA 15, Espada larga +2 (1d8+1) o Jabalina +2 (1d6+1).

Hombre lagarto: DG 2d8+2 (11 PG), CA 15, Garra +2 (1d4+1) o Maza ligera +2 (1d6+1) o Jabalina +1 (1d6+1).

Hombre-Lobo (forma humana): DG 3d8+7 (20 PG), CA 17, Espada larga +3 (1d8+1) o Ballesta ligera +2 (1d8).

Hombre-Lobo (forma de lobo): DG 3d8+7 (20 PG), CA 16, Garras +5 (1d6+3).

Hombre-Lobo (forma híbrida): DG 3d8+7 (20 PG), CA 16, Garras +4 (1d4+2).

Hombre-Rata (forma humana): DG 2d8+3 (12 PG), CA 15, Rapier +2 (1d6+1) o Ballesta ligera +1 (1d8).

Hombre-Rata (forma de rata monstruosa): DG 2d8+3 (12 PG), CA 17, Mordisco +6 (1d4+1 + enfermedad).

Hombre-Rata (forma híbrida): DG 2d8+3 (12 PG), CA 16, Rapier +5 (1d6+1) o Ballesta ligera +4 (1d8).

Humano plebeyo: DG 1d8+1 (5 PG), CA 12, Daga +1 (1d6+1) u Honda +1 (1d4).

Kobold: DG 1d8 (4 PG), CA 15, Lanza +1 (1d6-1) u Honda +3 (1d3).

Orco: DG 1d8+1 (5 PG), CA 13, Alfanjón +4 (2d4+4) o Jabalina +1 (1d6+3).

Osgo: DG 3d8+3 (16 PG), CA 17, Maza con pinchos +5 (1d8+2) o Jabalina +3 (1d6+2).



Muertos vivientes

X

Esqueleto guerrero: DG 1d12 (6 PG), CA 15, Cimitarra +1 (1d6 +1) o Golpe +1 (1d4+1).

Fantasma: DG 5d12 (32 PG), CA 15, Toque incorpóreo +5 (1d4 y -1d6 FUE, CD 14 FUE para negar).

Gul: DG 2d12 (13 PG), CA 14, Mordisco +2 (1d6+1 + parálisis) o Garras +0 (1d3 + parálisis).

Sombra: DG 3d12 (19 PG), CA 13, Toque incorpóreo +3 (-1d6 FUE).

Vampiro engendro: DG 4d12+3 (29 PG), CA 15, Golpe +5 (1d6+4 y -1 nivel, CD 14 Físicas+FUE para negar) o drenado de sangre (-1d4 FUE).

Wight: DG 4d12 (26 PG), CA 15, Golpe +3 (1d4+1 + drenaje de energía).

Zombi: DG 2d12+3 (16 PG), CA 11, Golpe (1d6+1) o Maza +2 (1d6+1).

Ahogador: DG 3d8+3 (16 PG), CA 17, Tentáculo +6, 1d3+3.

Broza movediza: 8d8+24 (60 PG), CA 20, Golpe +11 (2d6+5), Constricción (2d6+7).

Cocatriz: DG 2d10 (27 PG), CA 14, Picotazo +9 (1d4-2 + petrificación, CD 12, TS Fortaleza niega).

Cubo gelatinoso: DG 4d10+32 (54 PG), CA 3, Golpe +1 (1d6 + ácido 1d6) más deglución (parálisis + ácido 1d6 por turno, TS Reflejos CD 13 niega).

Elemental de aire (grande): DG 8d8+32 (68 PG), CA 18, Golpe +12 (2d8+7).

Ent: DG 7d8+35 (66 PG), CA 20, Golpe +12 (2d6+9).

Estirge: DG 1d10 (5 PG), CA 16, Toque +7 (agarre -1d4 CON, hasta -4 CON).

Gárgola: DG 4d8+19 (37 PG), CA 16, Garra +6 (1d4+2).

Gigante de las colinas: DG 12d8+48 (102 PG), CA 20, Gran garrote +16 (2d8+10) o Roca +8 (2d6+7).

Grifo: DG 7d10+21 (59 PG), CA 17, Picotazo +11 (2d6+4).

Gólem de piedra: DG 14d10+30 (107 PG), CA 26, Golpe +18 (2d10+9).

Gusano carroñero: DG 3d8 (13 PG), CA 17, Mordisco +6/+6 (1d10 + parálisis).

Lamia: DG 9d10 + 9 (58 PG), CA 18, Toque +12 (1d4 Drenaje de INT), Daga +12 (1d6+4), Garras +7 (1d4+2).

Ninfa: DG 6d6+6 (27 PG), CA 17, Daga +6 (1d4) o Mirada (aturdido durante 2d4 turnos, TS Fortaleza CD 17 niega).

Ogro: DG 4d8+11 (29 PG), CA 16, Gran clava +8 (2d8+7) o Jabalina +1 (1d8+5).

Oso lechuza: DG 5d10+25 (52 PG), CA 15, Garras +9 (1d6+5).

Otyugh: DG 6d8+9 (36 PG), CA 17, Tentáculo +4 (1d6 + infección).

Oxidador: 5d8+5 (27 PG), CA 18, Antena +3 (Oxidación), Mordisco +3 (1d3).

Perro infernal: DG 4d8+4 (22 PG), CA 16, Mordisco +5 (1d8+1 + fuego 1d6).

Planta carnívora: DG 8d8+24 (60 PG), CA 20, Golpe +11 (2d6+5), Constricción (2d6+7).

Troll: DG 6d8+36 (63 PG), CA 16, Garras +9 (1d6+6).

Unicornio: DG 4d10+20 (42 PG), CA 18, Cuerno +11 (1d8+8) o Coz +3 (1d4+2).

Wyvern: DG 7d12+14 (59 PG), CA 18, Aguijón +10 (1d6+4 + veneno) o Garras +10 (2d6+4) o Mordisco +10 (2d8+4).



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Section 5:

Character Sheets & More

This section includes characters for Microlite20 and some Microlite20-based games. This section also includes OGL campaigns and adventures designed for Microlite20.

Character Sheet

	Score	Modifier	Resistance	
STR				Fort
DEX				Ref
INT				Per
CHA				Will

Attack	Damage	Defence	Magic	Speed

HP	<input type="text"/>	<input type="text"/>
	Maximum	Current
WP	<input type="text"/>	<input type="text"/>
	Maximum	Current
CP	<input type="text"/>	<input type="text"/>
	Maximum	Current

Weapon	Damage	Range

Armor	Defence / Penalty	Max. SPD

[illegible]

Portrait

Name: _____

Class:

Level/XP:

Motivators:

Characteristic Habit: _____

Likes: _____

Dislikes: _____

Greatest Wish: _____

Greatest Fear:

Morale Codex (if any):

Experience with / Knowledge of:

Notes:



MICROLITE20

Player Character Record Sheet



Name:		Race		Class:	
Description:					
Hit Points	STRENGTH	SKILLS	Weapons		Gear
		Physical			
	DEXTERITY	Subterfuge			
AC		Knowledge			
	MIND	Communication			
Armour:		Melee Bonus:	Missile Bonus:	Magic Bonus:	
Notes:					

Character Sheet by Brian DeClercq



MICROLITE20

Player Character Record Sheet



Name:		Race		Class:	
Description:					
Hit Points	STRENGTH	SKILLS	Weapons		Gear
		Physical			
	DEXTERITY	Subterfuge			
AC		Knowledge			
	MIND	Communication			
Armour:		Melee Bonus:	Missile Bonus:	Magic Bonus:	
Notes:					

Character Sheet by Brian DeClercq



MICROLITE20

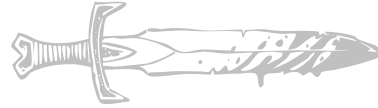
Player Character Record Sheet



Name:		Race		Class:	
Description:					
Hit Points	STRENGTH	SKILLS	Weapons		Gear
		Physical			
	DEXTERITY	Subterfuge			
AC		Knowledge			
	MIND	Communication			
Armour:		Melee Bonus:	Missile Bonus:	Magic Bonus:	
Notes:					

Character Sheet by Brian DeClercq

EYE COLOR:



NOTES

EYE COLOR:



MIND

SURVIVAL

CP

NOTES

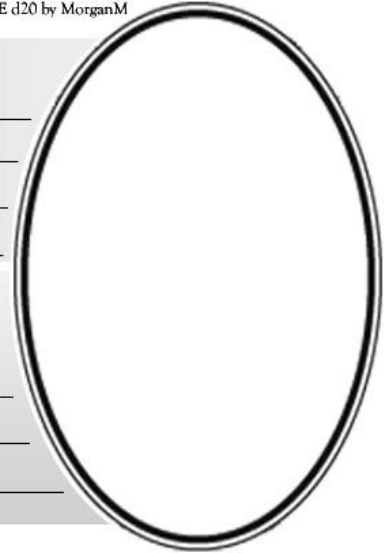
PERSONA

Player _____
 Name _____
 Race _____
 Alignment _____
 Deity _____
 Traits _____

Class / Level

Appearance

gender _____ size _____
 height _____ weight _____
 age _____ hair _____
 skin _____ eyes _____









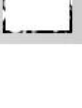


trait name

trait bonus

STATISTICS

Modifier = (STAT-10)/2 (round down)

Strength   
 Dexterity   
 Mind   

Hit Points







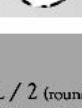
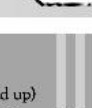
HP = STR STAT+1d6 per Level

HP  







Wounds / Disease / Poison

SKILLS

Rank = Level+Class Bonus+Race Bonus







Physical  
 Subterfuge  
 Knowledge  
 Communication  

SAVES

Fortitude  
 Save=Pys+STR
 Reflex  
 Save=Pys+DEX
 Will  
 Save=Level+MND


COMBAT

Attack Bonus

Melee  
 Bonus=Level+STR
 Ranged  
 Bonus=Level+DEX
 Magic  
 Bonus=Level+MND

Armor Class

AC = 10+DEX+Armor Bonus

AC  

Initiative

Init. = DEX



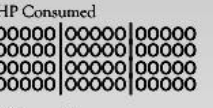


INIT 

MAGIC

Spell Level = Caster LVL / 2 (round up)

Spell DC = 10+Caster LVL+MIND modifier

HP Cost = Spell LVL * 2 + 1

Spell Level  DC 
 HP Consumed 
 Turn Undead 
 Lay On Hands 
 Favored Spells

GEAR

Equipped Items

Melee Weapon

Name _____

ATK  DMG  Effects _____

Ranged Weapon

Name _____

ATK  DMG  Ammunition  Range  Effects _____

Armor

AC  Name _____
 Effects _____


Melee Weapon

Name _____

ATK  DMG  Effects _____

Ranged Weapon

Name _____

ATK  DMG  Ammunition  Range  Effects _____

Shield

AC  Name _____
 Effects _____

Equipment Inventory

Head Name _____ Effects _____	Ears Name _____ Effects _____	Neck Name _____ Effects _____
Back Name _____ Effects _____	Arms Name _____ Effects _____	Wrists Name _____ Effects _____
Hands Name _____ Effects _____	Fingers Name _____ Effects _____	Chest Name _____ Effects _____
Waist Name _____ Effects _____	Legs Name _____ Effects _____	Feet Name _____ Effects _____

Backpack	Name _____		Effects _____			
	item name / description	qty.	item name / description	qty.	item name / description	qty.

Pouches/Pockets Location _____		Pouches/Pockets Location _____		Pouches/Pockets Location _____	
item name / description	qty.	item name / description	qty.	item name / description	qty.

Wealth Carried With					Secured Away				
Location _____					Location _____				
cp.	sp.	gp.	pp.	ep.	cp.	sp.	gp.	pp.	ep.

Gems & Other Coins	Location

Titles / Notoriety		Land / Estates	

Other Wealth		Other Wealth	

Associations

[illegible]

Career

[illegible]

Professions	rank
	<input type="radio"/>
	<input type="radio"/>
	<input type="radio"/>

PERSONA

Player _____
 Name _____
 Race _____
 Alignment _____
 Deity _____

Class / Level










Appearance

gender _____ size _____
 height _____ weight _____
 age _____ hair _____
 skin _____ eyes _____

Personality & Motives

STATISTICS

Modifier = (STAT-10)/2 (round down)

Strength   
 Dexterity   
 Mind   

Hit Points

HP = STR STAT+1d6 per Level









HP 

damage taken
 00000|00000|00000
 00000|00000|00000
 00000|00000|00000
 00000|00000|00000
 00000|00000|00000
 00000|00000|00000







Wounds / Disease / Poison

SKILLS

Rank = Level+Class Bonus+Race Bonus







Physical  
 Subterfuge  
 Knowledge  
 Communication  

SAVES

Fortitude  
 Save=Pys+STR
 Reflex  
 Save=Pys+DEX
 Will  
 Save=Level+MND



COMBAT

Attack Bonus

Melee  
 Bonus=Level+STR
 Ranged  
 Bonus=Level+DEX
 Magic  
 Bonus=Level+MND

Armor Class

AC = 10+DEX+Armor Bonus

AC  

Initiative

Init. = DEX



INIT 

MAGIC

Spell Level = Caster LVL / 2 (round up)

Spell DC = 10+Caster LVL+MIND modifier

HP Cost = Spell LVL * 2 + 1

Spell Level  DC 
 HP Consumed
 00000|00000|00000
 00000|00000|00000
 00000|00000|00000
 00000|00000|00000
 Turn Undead
 00000|00000|00000
 Lay On Hands
 00000|00000|00000
 Favored Spells

GEAR

Equipped Items

Melee Weapon

Name _____

ATK  DMG  Effects _____

Ranged Weapon

Name _____

ATK  DMG  Ammunition
 00000|00000
 00000|00000 Range  ft.

Effects _____

Armor

AC  Name _____ Effects _____

Melee Weapon

Name _____

ATK  DMG  Effects _____

Ranged Weapon

Name _____

ATK  DMG  Ammunition
 00000|00000
 00000|00000 Range  ft.

Effects _____

Shield

AC  Name _____ Effects _____

Head	Name _____	Ears	Name _____	Neck	Name _____
Effects	_____	Effects	_____	Effects	_____
Back	Name _____	Arms	Name _____	Wrists	Name _____
Effects	_____	Effects	_____	Effects	_____
Hands	Name _____	Fingers	Name _____	Chest	Name _____
Effects	_____	Effects	_____	Effects	_____
Waist	Name _____	Legs	Name _____	Feet	Name _____
Effects	_____	Effects	_____	Effects	_____

Backpack	Name _____		Effects _____			
	item name / description	qty.	item name / description	qty.	item name / description	qty.

Pouches/Pockets	Location	
item name / description		qty.

Pouches/Pockets	Location	
item name / description		qty.

Pouches/Pockets	Location	
item name / description		qty.

[illegible]

Gems & Other Coins	Location	Gems & Other Coins	Location

Titles / Notoriety		Land / Estates	




Other Wealth		Other Wealth	

Associations

[illegible]

Followers, Hirelings, & Other Associations

[illegible]

Professions	rank
	
	
	

MICROLITE 74 CHARACTER RECORD SHEET

NAME: RACE: CLASS: STR: () DEX: () MIND: () SAVING THROWS FORT: REFLEX: WILL: HP: AC: MELEE/DAMAGE BONUS: MISSILE BONUS: MAGIC ATTACK BONUS:	EXPERIENCE LEVEL:	TREASURE
LANGUAGES KNOWN:		
EQUIPMENT	SPELLS	MAGIC ITEMS

Nombre

Raza

Clase

Nivel

Jugador

Microlite20

Edición Némesis

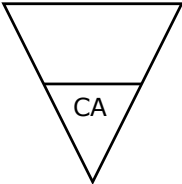
Hoja de personaje

Descripción física

Descripción psíquica

	Ordinaria	Actual	Modificador		Salvación		Ataques
FUE				Fortaleza		Cuerpo a cuerpo	
DES				Reflejos		A distancia	
INT				Voluntad		Mágico	

HABILIDADES		
Comunicación	___
Conocimiento	___
Físicas	___
Subterfugio	___
Supervivencia	___



Armadura: _____

Escudo: _____

CA: _____ = 10 + DES (____) + Armadura (____).

Iniciativa: 1d20 + DES (____)

Puntos de Golpe	/
Puntos de Magia	/
Acto Heroico	Una vez al día <input type="checkbox"/> = + _____

Arma	Daño	Alcance	Notas
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Equipo, notas, etc.

EXPERIENCIA

Frahl the Ogre King

An Adventure for Four 2nd-Level Player Characters

Hook

The Ogre King must be stopped before he completely terrorizes the country-side. The adventurers are asked to find this Frahl and stop his reign.

What's Really Going On

This was originally a pocket mod adventure I found on the Microlite site. I thought the map could use some cleaning up with a lot of the needless hallways condensed and/or removed. The original quest didn't come with any hooks or back plot so DMs can come up with their own hooks to their campaign or just run this as a one off adventure.

Monsters/NPC/Traps

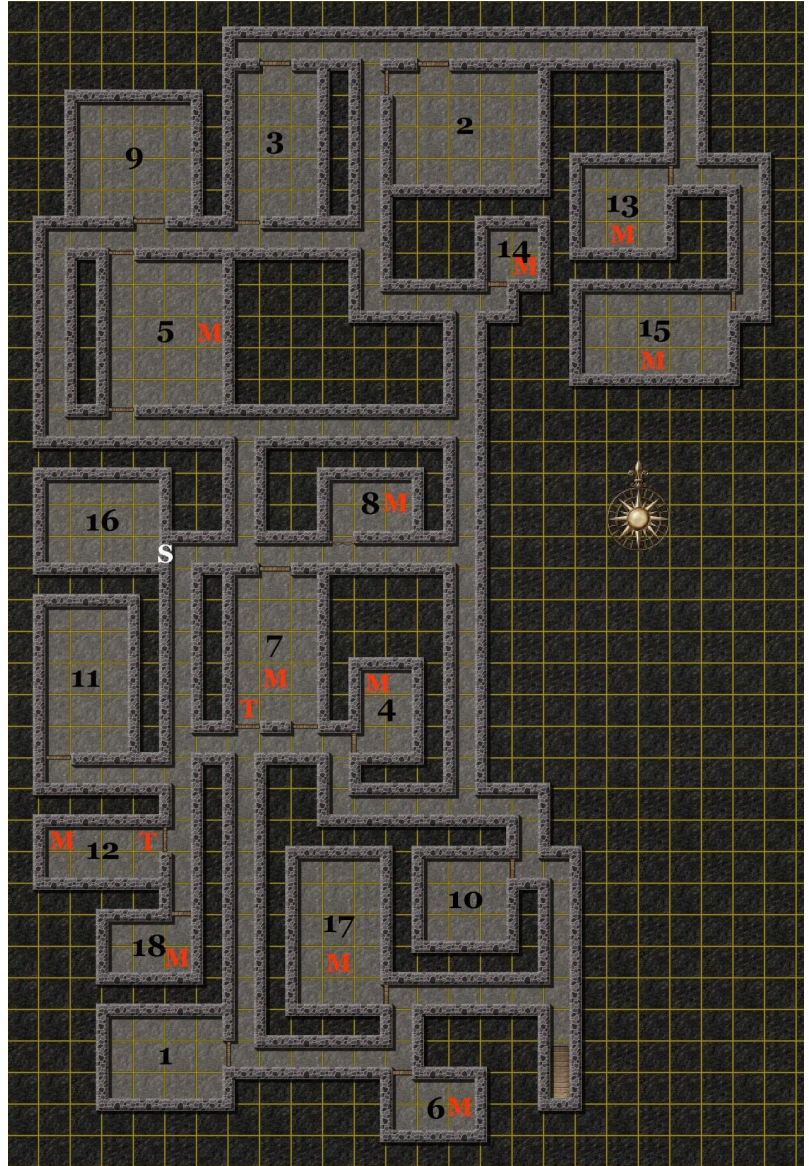
- **Formian Worker:** HD 1d8+1, AC 17, Bite +3 (1d4+1), CR 1/2
- **Zombie, Human:** HD 2d12+3, AC 11, Slam + 2 (1d6+1), CR 1/2
- **Hobgoblin:** HD 1d8+2, AC 15, Longsword +1 (1d8) or Javelin +2 (1d6), CR 1/2
- **Ankheg:** HD 3d10+9, AC 18, Bite +6 (2d6+7), CR 3
- **Choker:** HD 3d8+3, AC 17, 2 tentacles +6 (1d3+3) and constrict (1d3+3), CR 2
- **Ghoul:** HD 2d12, AC 14, Bite +3 (1d8+1 & par) and 2 claws +0 (1d4 & par), paralysis (DC 14), CR 1
- **Ettercap:** HD 5d8+5, AC 14, Bite +3 (2d4+3 and poison) and 2 claws +1 (1d3), poison (DC15) or 1d6 Dex, CR 3
- **Dire Badger:** HD 3d8+15, AC 16, 2 Claws +4 (1d4+2) and Bite -1 (1d6+1), CR 2
- **Frahl (Ogre):** HD 5d8-5, AC 16, Greatclub +7 (1d10+5), CR 2
- **T'saazzk (Ogre):** HD 5d8+10, AC 15, Scythe +9 (2d4+7) CR 2
- **Pit Trap:** 20' deep, find/disable (DC 22), CR 1
- **Poison Needle Trap:** find/disable (DC 22), CR 2

Rooms/Encounters

1. Features: Horn, books, jar, anvil, dome oven and a pillar
2. Features: empty mug, dice, dead insects, flint and tender, loose masonry and a small idol. Door (East) wooden, strong, locked, door (North) wooden, good, locked
3. Features: paint, the corpse of an adventurer and a carving. Door (North) wooden, simple, locked
4. Monsters: 5 Formian Workers hp (8,3,6,8,7). Treasure: 80 gold coins
5. Features: Mysterious stain, scorch marks, iron maiden, fountain, loose masonry. Monsters: 6 Human Zombies hp (14,9,8,23,22,16). Treasure: 45 gold coins. Door (South) iron, locked.
6. Features: Frahl's throne room. Monsters: Frahl (hp 22) and T'saazzk (hp 32). Treasure: 900 gold pieces on Frahl and 4 gp on T'saazzk
7. Features: dead insects, branding iron, spices, moldy carpet. Monsters: 5 human zombies hp(19,20,7,17,19). Treasure: 100 gold pieces. Door (South,1 from west) wooden, simple, trapped(pit trap)
8. Monsters: 6 Hobgoblins hp(5,3,5,6,7,3). Treasure: 160 gold pieces. Door (south) concealed wooden, simple locked, behind tapestry
9. Features: Mysterious stain, small table, firepit, pedestal
10. Features: moldy pouch, flint and tinder, manacles
11. Features: sack, scorch marks, grinder, box, loose masonry.
12. Monsters: 1 Ankheg hp(34). Door (east) wooden, strong, trapped (poison needle trap)
13. Monsters: 1 Choker hp(9). Treasure: 54 gold pieces.
14. Monsters: 1 Ghoul hp(14). Treasure: 140 gold pieces, masterwork dagger (302 gp). Door (south) wooden, good, locked.
15. Features: torch stub, chute, chasm, well, dung heap. Monsters: 1 Ettercap hp(24). Treasure 240 gold pieces, a decorative ring(300 gp), a gold music box (1000gp) A rare book (500 gp). Door (East) wooden, strong, locked
16. Features: some twine, mud, rack, painting and a wall basin. Hidden Treasure Search (DC 22) 140 gp, 2 scrolls; silent image and summon monster II. Door (secret) side-sliding, pressure-plater trigger
17. Monsters: 3 Hobgoblins hp(6,5,4). Treasure: 250 gold pieces.
18. Monsters: 1 Dire Badger hp(24). Treasure: 80- gold pieces.

Outcomes

This adventure is pretty simplistic with very little added detail other than what was generated from the random dungeon generator. This should give you DMs plenty of room to do whatever you want to with this adventure to make it yours. Enjoy it!!



MICROLITE20

THE IRON SKULL

TINY DUNGEON FOR
CHARACTER LEVELS 1-3

BUNKERCLUB55

An Iron Skull is a construct that can take control over minds. All of them were made by an ancient race of sages for some purpose known only to them. This one controls a powerful outsider. When the PCs enter the dungeon it will do its best to kill them and eventually escape the dungeon with a new slave. The outsider is a Fepition, a slender humanoid race from outer planes, now controlled by the Skull.

General

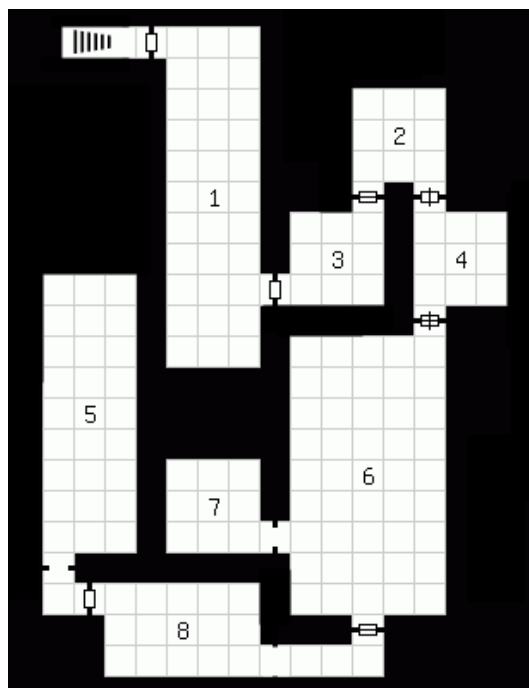
Monsters' tactics: Some

Dungeon Walls: Masonry (Climb DC 15)

Dungeon Floor: Hewn Stone (Balance DC 10 to charge or run)

Temperature: Cold

Illumination: Dark



Room #1

West Entry: Unlocked Good Wooden Door (hard 5, 15 hp) Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27.

The Fepition is hidden close to the west door, he will shoot at PCs as soon as they enter the room, and he will try to make them run towards him, in the middle of the room there is a large pit, every PC will fall in it if they chase him (2D6 damage, ST 15 VS DEX for half damage). After the PCs fall in the pit or if they are spending time avoiding it, he will back in room 2, activating the Pendulum trap (room1) and the needle trap (room 3).

The room is empty.

Room #2

This was a guard room, there are shelves, chairs, a table ...

Room #3

North Entry: Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)

Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison); poison DC 14 Fortitude save resists 1D6 Con); Search DC 22; Disable Device DC 17.

This room is empty.

Room #4

This room is a pit 20 ft. deep if the PCs don't pay attention (ST VS DEX DIFF 12) the first of them will fall for 2D6 + 1D6 for the spikes (ST 15 VS DEX for half damage). The fepition will wait invisible in room 6, aiming to the fallen one or to any other injured PC, he is using some furniture as cover and he gets +4 AC. He will shoot at them until they are half way in the room or until he's 50% of his HPs, then he flees in room 8. Walking in the pit causes 1D6 damage every round (it takes 2 rounds to cross the room) or no damage if they pay attention and cross the room in 4 rounds.

Room #5

This is the library, the fepition is waiting invisible, after the Animated daggers attack he backstabs one of the player and fights to the death. The Iron Skull is on a shelf,

there is a lot of other strange objects and books so none of the PCs notice it in the beginning. Now the DM should choose what to do. The first option is just fighting, the iron skull try to possess a PC, they can notice a strange light in the eyes of the skull after each try, they will be suspicious and hopefully they will try to shatter the skull ... or ... the skull lets the PCs kill all the monsters and pretends to be just a treasure since it's a valuable objects (and also magic, but the DM should not reveal the nature of its magic). It will be a silent companion for a while, waiting the opportunity to take control over a PC during a rest. Then only the DM knows what will happen.

Monsters: 1 Iron Skull, 1 Fetiption, 1D6+1 Animated Daggers

TREASURE:

- 20+ 5D20 books, every 10 books one is worth 100gp, the others only 10gp
- 2D6 scrolls of arcane magic level 1-2
- 3D6 mundane objects (3D10 gp each)
- 1 book with the description of the Iron Skulls (it will take a little before the players read it ...)
- a picture of Laura Antonelli in her 30' (50gp)
- 2D6 masterwork daggers (+1 to hit)
- 1 arcane scroll "Animate Dagger"
- the iron skull (500gp)
- the strange 2h sword of the feiption deals +1 extra damage (750gp)

Room #6

On the North wall there is the lever closing the pit in room 4. When the PCs are in the middle of the room a bunch of animated daggers will attack.

Monster: 1D6+1 Animated Daggers

Room #7

A kitchen ...

Room #8

The feiption waits hidden and protected by crates (+4 AC) in the W door shooting at PCs entering the room, then he flees in room 5 and uses the last invisibility.

MONSTERS

ANIMATED DAGGER (N)

HD1 (5 hp), AC15 Hardness 5, natural (!?) +2 (1D4)

Flying daggers. An arcane spell caster can create Animated Daggers with a 4th level spell. "Animate Dagger" creates a dagger that guards a place against intruders, it's permanent, a magi can have one animated dagger for each class level. The spell requires a masterwork dagger.

FETIPTION (NE)

HD3 (22hp), AC15, 2h sword +6 (2D6+3), Short Bow +4 (1D6)

Ruthless bounty hunters and assassins from other planes. They hunt in groups of 1D6+1 individuals. They can cast invisibility 2/day. They are smart hunters and torturers.

IRON SKULL (LE)

HD2 (15hp), AC10 Hardness 5, attacks none

Looks like a solid metal skull. It can cast at will charm (DC 16), if succeeded it can control the body as it was its own. The Mye can use any skill that the host creature knows. It can take control of 1 creature at time. The skull is specially made to be almost indestructible. They are cunning and very intelligent creatures (MIND 15-18). No one knows how to make new ones, stop asking.

ENDING

Was the Fetiption summoned or his band is still around?

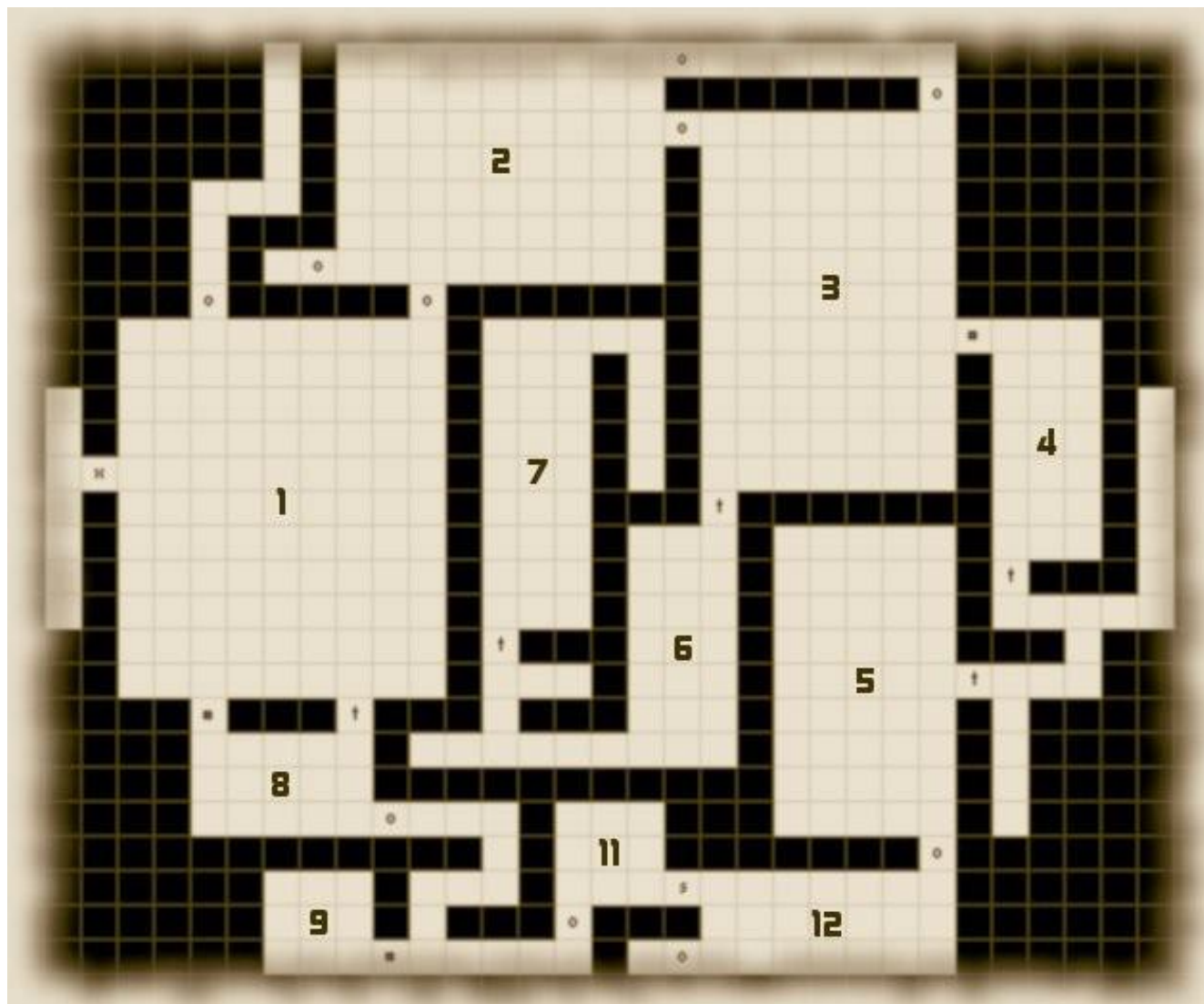
Are there others Skulls?

What does the Skull want? Power? Build an iron body? Knowledge? Resurrect the sages?

Fetiption is generated with Greywulf's critters generator (only few changes), and the dungeon map is made with donjons' dungeon generator (with some changes).

The Temple of K'thu'uk

A Microlite20 adventure suitable for four 1st level adventurers.



Not so long ago the hill and environs was home to one of the stranger Kobold tribes of the realm. The entire area was deeply forested, and the Tribe of K'thu'uk held sway. These Verdant Kobolds called the tree branches their home, worshipping the bones of their Green Dragon ancestor in their whistling, chirping language.

Then the humans came. They tore down much of the woodland to build their farms and villages. The Tribe of K'thu'uk fought back as only they knew how, erecting ingenious traps along forest paths, luring hunters into deadly swampland and planting assassin vines and slumberspores where humans were likely to tread.

The humans grew to fear the Forest, and reacted in the way all Humans respond to things they fear. They destroyed it. Much of the forest was taken by fire leaving a vast tract of ash that has only become usable farmland in recent years. What remains of the the forest nestles atop the hill surrounded by a river – a fortunate defence against the flames, and the Verdant Kobold's saviour.

Hidden in the copse is a cave mouth underneath a rock outcropping shaped like a dragon's jaw. This is the entrance to the Temple of K'thu'uk, now the Verdant Kobold's home and holiest of holies.

You have been asked by the Sheriff of Ashton (the closest Human Village) to clear the Kobolds from the area once and for all. Behemial Shoreson, one of the villagers, was killed in the Trapped Copse just a week ago. Enough is enough.

You are promised 15gp for each Kobold head returned to the village square by midnight three days' hence. In addition, any treasure found in the Copse is yours to keep. Ashton is a small village with just one tavern (The Burning Oak) and a small shop that is able to supply anything up to 20gp in value from the **Microlite20**

Equipment List.

Entering the Trapped Copse

The copse is clearly visible and easily reached in just a few hours after leaving Ashton. There are a number of hunter's trails through the copse, though these are regularly trapped by the Kobolds. Roll 1d6 three times on the following table before the Temple entrance is reached:

1. A **Small Assassin Vine** lays across the path. Search DC15, otherwise it gets a free attack on one random character. **EL2**
2. **Slumberspores** block the way. They look like small round purple heather bushes, and are quite common. Touching them induces sleep and can cause a lung infection. **EL1**
3. **Pit trap**, 10' deep (1d6 fall), Avoid DC20, Search DC24, Disable DC20. **EL1**
4. **Net trap**, +5, Avoid DC20, Search DC24, Disable DC25. **EL2**
5. **Springback branch**, +5 (1d4), Avoid DC15, Search DC20, Disable DC20. **EL1**
6. **Poison dart trap**, +8 (1d4 +poison -1STR/-1d4STR), Search DC20, Disable DC18. **EL1**

Note that Avoid checks are (phys+DEX); Search/Spot checks are (know+MIND); Disable checks are (sub+DEX). To save vs. poison roll (phys+STR) against the DC for primary then again 1 minute later against secondary effects.

In addition, the characters will hear or spot (DC20) lizardlike creatures swinging from branch to branch in the foliage. By the time they have chance to react however, the Kobolds have disappeared.

The Temple Entrance

The entrance to the Temple is easily found; a stone outcropping shears out of the ground like a lunging dragon's maw. It is covered in a luminescent moss which gives it an eerie glow in the forested gloom. Beneath the outcropping is a small cavemouth barely 5' high.

It is not trapped in any way – but do not tell the players that! Let them search. This is intentional deception designed to inflict paranoia on unwelcome visitors. A stone tunnel leads downward to a battered wooden door. There is a grill set in the wood about 3' from the ground.

All doors are made of very old, almost rotten wood (12hp) and closed but not locked unless otherwise specified. The walls of this temple are covered in patches of phosphorescent moss giving gloomy lighting to a 10' radius. This is in itself a Kobold trap – roll (phys+STR) DC12 each hour or take 1 STR damage from spore inhalation. Anyone who takes more than 3 STR damage develops a noisy dry cough making hiding or moving silently difficult (-4 penalty). The Kobolds are immune to it's effects. This damage heals when out of the Temple at a rate of 1STR/week.

Random Encounters

While in the Temple, roll 1d6 per hour. On a 6, roll 1d6 on the following table. Assume these creatures arrive through the network of small tunnels (see Room 10)

- | | |
|-----|----------------------------------|
| 1-2 | 1 x Verdant Kobold - EL1 |
| 3-4 | 2 x Dire Rats - EL2 |
| 5 | 1 x Small Alligator - EL2 |
| 6 | Roll Twice |

Room 1 - EL3

Gnarled tree roots hang from the roof of this large chamber. On a

raised dais in the centre is a huge statue of a headless dragon; it appears carved from one solid lump of jade. The tree roots hang and loop around its neck and outstretched wings. Scattered on the floor of the chamber are tree saplings in pots, and pools of water gather in the corners.

Four **Kobolds** are tending the saplings; they have advance warning of the adventurers' approach and are hiding among the sapling with their spears and slings. The DC to Spot them is 16 each.

Exits: Two south, two north, one west

Treasure: Kobold equipment, jade dragon statue (worth over 600gp if it could be moved)

Room 2 - EL2

Overtaken barrels, tent canvas and chests mark this as a store room – and a very disorganised one at that. The mess from the east side of the room has been pushed aside to make room for a rough firepit and rags cover a seating area. There's a smouldering fire in the pit and the charred remains of some woodland creature.

Two **Kobolds** are fighting over the food and don't notice the PCs at all.

Exits: One north, one west (to a privy), two east

Treasure: sundry items – mainly canvas and travel goods

Room 3 - EL3

Rags adorn the floor, some covered in blood from – well, it's better not to know where the blood came from.

Four huddled **Kobolds** are sleeping off their night scouting the forest and will only notice the PCs when they're almost on top of them. Award no EL if the Kobolds are killed without a fight.

Exits: One north, one south, one east, one west

Treasure: Nothing of worth

Room 4 - EL4

Rough sketches of traps and maps of the forest cover the walls. A large table surrounded by chairs and upturned barrels is littered with parchment, lumps of charcoal and small models made of wood and twine.

Two **Kobold Elders** lurk in the shadows; these are the most

experienced trap setters in the tribe and have earned their position of leadership. Spot DC20; they are hidden behind barrels at opposite sides of the room and will fire at the backs of anyone who approaches their opposite number. Good luck smoking them out!

Exits: One west, one south

Treasure: The maps, sketches and models are worth about 200gp to cartographers, trapmakers and enemies of Kobolds everywhere

Room 5 - EL3

The floor is a morass of mud and still water. Small patches of plant life float on the foetid surface. Two **Small Alligators** twist as you enter and slide into the water and approach.

The water is only 4' deep, so can be waded with caution by anyone but the shortest halfling. If both Alligators manage to bite the same character they will try to pull their victim in – roll (phys+STR) DC20 to resist. Anyone in the water is at -2 to attack.

Exits: One south, one east

Treasure: Submerged a third of the way into the room is the skeleton of a dwarven cleric, still clutching his Masterwork Warhammer. A *Circlet of Protection* (+1 AC) adorns the skull.

Room 6 - EL3

A voice shouts as you open the door: "Stop, fiends and bow before the might of K'thu'uk , the Dragon Who Will Come Again!". A clearly crazed Kobold wielding a green spear and facepaint points to a tapestry depicting a Green Dragon being beheaded by an Elf. This is **Klaldyk**, High Priest of K'thu'uk. He begins to gesture wildly.....

Exits: One west (covered by the tapestry), one north

Room 7 – EL4

Just in front of the entrance to this room is a 15' pit trap. Avoid DC20, Search DC24, Disable DC20. Anyone falling in takes 1.5d6 damage. All the walls of the pit are covered in wooden spikes angled sharply downward; anyone trying to climb out will take 1d4 damage per round, (phys+DEX) DC20 for half.

In the centre of this room is a large raised dais, around which are six stone pillars carved in an intricate leaf pattern. Lit torches set in the walls lick patterns across the floor. Resting on the dais is a large dragon skull covered in moss.

As the players approach, the skull lifts from the ground, it's eye sockets glowing with a baleful green pulse. Words echo through the room: "You dare defile my Temple?! You shall die!". **K'thu'uk's Skull** lunges toward you, it's teeth dripping venom.....

Exits: One south, one east.

Treasure: At the end of the eastern corridor are three sacks. These contain the remains of K'thu'uk's treasure: 80gp, 600sp and three jade figurines (carved likenesses of the green dragon from Room 1) worth 120gp each. There are no traps.

Room 8

Warm mist laces the air, and plants fill the room.

Among the plantlife nestles 2 **Slumberspores** and a nearby **Assassin Vine**. Spot DC15 to notice each; (phys+DEX) DC20 to avoid contact with the Slumberspores. The Assassin Vine will attempt to constrict anyone who falls asleep.

Exits: Two north, one east

Room 9

Spilled soil and plant pots litter the ground. There is a distinct scent of plants and moisture in the air and a feeling of quiet solitude.

Exits: One east. Unlike the other rooms, this door is quite sturdy and can be latched shut from inside; stress that this room may be a safe place for the characters to rest. Roll no random encounters while they are here.

Room 10 – EL variable

There is no Room 10 displayed on the map; This is a network of tiny passageways that criss-cross around, above and underneath the other Temple rooms. These are inaccessible to any but the smallest adventurer (a halfling might *just* be able to pull themselves along on their knees and elbows). These tunnels are too small for Kobold Elders to enter, and Klaldyk (see Rooms 6 and 7) will not demean himself by using them. There are usually 1d10 Kobolds in the tunnels at any point in time.

Room 11 – EL3

The sound of scuffling alerts you to activity as you approach the room. Three **Dire Rats** are exploring the contents of this store room; most of the food and drink is spoiled though you might be able to salvage something.....

Exits: One south, one east

Treasure: 20' good rope, various gardening implements, a serviceable Leather tunic that will serve as armour (+2 AC) and, hidden in an old box (Search DC25) is a *Shortsword* +1 that has been used to make seed holes by the Kobolds.

Room 12 - EL4

Rough planting tables line the walls, stacked with pots, soil and sundry implements.

Hiding under the tables are two **Kobolds** and a **Kobold Elder**. They will stay there until Spotted (DC20) in which case they will use their slings and small crossbow to good effect.

Plot Twists & Options

1. The Verdant Kobolds did not cause the death of Behemial Shoreson. He was killed by the Sheriff, a wealthy landowner who wishes to expand his holdings into the Copse. The Kobolds just wish to be left alone while they attempt to resurrect their Dragon God
2. The Kobolds are under the sway of Symathrae, an evil river Nymph who almost died as a result of ash infecting her river. She wishes to lure more Humans to the copse in order to exact her revenge. K'thu'uk knows nothing of this.
3. K'thu'uk was a powerful druid in life; use the Druid spell list from the SRD for the skull's magic, maximum spell level 2. K'thu'uk's preferred spells are *Guidance*, *Produce Flame* and *Summon Nature's Ally II*.
4. K'thu'uk could be negotiated with. He wishes only to be left alone while the Kobolds work toward returning him to life. He was a Neutral Mage (or Druid) in life, working for the good of the forest with his Kobold assistants. His death occurred before the first human settler set foot on this land. Though the taint of Undeath has turned him toward Evil, it is targeted at the Warped Elves to the North; he believes some of his bones remain with that tribe. Find and return them to him and he swears humans will be safe from then onward in the Trapped Copse.
5. To increase the difficulty of this adventure: add **Winged Kobolds** and more **Kobold Elders**.
6. To decrease the difficulty: remove two **Kobold Elders** and one **Small Alligator**. Roll Random Encounters once every 2 hours.

Monsters

Verdant Kobold, HD1d8 (4hp), AC15, Spear +0 (1d6-1) or Sling +2 (1d4)

STR 8 DEX 12 MIND 12, subterfuge +4, all other skills +1

Winged Kobold, HD2d8 (8hp), AC15, Spear +1 (1d6) or Sling +2 (1d4). Able to fly.

STR 8 DEX 13 MIND 12, subterfuge +5, all other skills +2

Verdant Kobold Elder, HD3d8 (12hp), AC15, Spear +2 (1d8-1) or Small Crossbow +4 (1d8)

STR 9 DEX 13 MIND 13, subterfuge +6, all other skills +3

Klaldyk (Verdant Kobold Cleric-2), HD1d8+2d6 (10hp), AC15, Spear +2 (1d6-1).

Divine magic, max level 1. Preferred spells: *Guidance* and *Shield of Faith*.

STR 8 DEX 13 MIND 14, communication +6, all other skills +3

All Verdant Kobolds have a +4 bonus to Climb (Phys+DEX) checks.

K'thu'uk's Skull, HD4d6+11 (26hp), AC16, Bite +6 (1d8+2 plus acid, 1d4/round for 1d4 rounds, (phys+STR) DC20 for half).

Arcane Magic, max level 2. Preferred spells: *Guidance*, *Prestidigitation* and *Magic Missile*. Undead traits.

STR 14 DEX 16 MIND 16, communication +7, all other skills +4

Dire Rat, HD1d8+1 (5hp), AC15, Bite +4 (1d4 plus disease)

Small Alligator, HD2d8+8 (16hp), AC16, Bite +6 (1d6+4) or Tail slap +6 (1d4+4)

Small Assassin Vine, 2d8+6 (14hp), AC15, Constrict +4 (1d4/round until Break free (phys+STR) DC=vine's current hp

Slumberspore, 1d8 (4hp), AC10. If touched in anyway, (MIND save) DC12 or fall into deep sleep 1d4 hours. Take 1d4 damage from spores infecting lungs, Resist (phys+STR) DC12.

Symathrae (River Nymph), HD3d6+3 (12hp), AC17, Dagger +3 (1d4) or Seductive Drowning (MIND save) DC15 or be drawn into the river. 1d6 damage/round from her watery kiss until Resisted (MIND save) DC15

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The Bounty of Valanunthe

The Laughing Dragon Inn

After finding Fonkin, the party returns back to Dale and the Laughing Dragon Inn. There they find the townsfolk gathered in celebration of the return of their beloved gnome. Its obvious Fonkin is uncomfortable with all the attention and is glad when the applause turns to the adventurers when they walk through the door. When things turn back to some semblance of order the group sees Fonkin head off to a more private area of the tavern and joins him there. It is here where they get the reason why they found Fonkin where they did.

Fonkin: A few days ago somebody broke into my home and stole a very valuable artifact from me. I knew right away it was missing and had a pretty good idea of who it was that stole it. I had an apprentice by the name of Valanunthe that had recently left my services and I believe she came back and stole this item. I cast a spell to locate the item and it led me to the ruins in the forest. When I got there I saw some footprints and I knew she had went in. I managed to keep out of sight while I did my best to track her in the dungeon but was unable to break the enchantment on the door in the room you found me in. I believe it heads down to an even lower level and I am hoping to find her there. However its obvious that I'm getting too old for this kind of work and I was hoping you would go and rescue this item for me and as much as it pains me, bring back Valanunthe, dead or alive. I will pay you a bounty of 800gp alive or 300 gp dead. I need to know what she knows so alive if possible.

Stolen Item: Amulet of the Mighty Fist +2 STR This item grants a +2 to the wearer Strength Stat while its worn.

During this time Johnne Wolfsbane will come into the room carrying a package. Its some of the adventuring gear that belonged to his wife and Axiel's mother. +2 Robes and the Orb of Light (30' of continuous light) that mounts on the end of a quarter staff. Fonkin will also present her (the Wizard) with a Scroll of Knock capable of opening the magically locked door to the second level (Will always open that lock, no DC required)



Room 1 (20' x 30') Encounter: EL 4

- **South Door:** Wooden, Simple Unlocked
- **Monsters**
 - 2 Troglodytes HP 13, 6 (HD 2), AC 15, Attack Longspear +1 Melee 1d8
- **Treasure**
 - 40 Gold Pieces
 - masterwork composite Mighty Crossbow +1 Str Bonus
- **Description:** You get the feeling that the two troglodytes in this room weren't here by chance, its possible Valanunthe is surrounding herself with some protection.

Room 2 (30' x 40')

- **West Door:** Wooden, Simple Locked
- **Description:** This room contains a large cupboard against the south wall and above it is a candelabra with candles that look recently used. Inside the cupboard is an empty pouch and what appears to be some sort of trophy.

Room 3 (20' x 30')

- **North Door:** Wooden, Simple Stuck
- **Description:** This room is completely empty although it looks to have been recently maintained, there is very little dust on the floor.

Room 4 (20' x 20') Encounter: EL 4

- **West Door:** Wooden, Simple Unlocked(free)
- **Monsters:**
 - 2 Duergar HP 10, 10(HD 2), AC 17, Attack Battleaxe +2 Melee 1d8 or Attack Crossbow (Light) +2 Ranged 1d8.
 - Attack: One Duergar will rush the door to engage the party while the other fires the crossbow. He will fire two rounds before closing to melee
- **Treasure:**
 - 30 Gold Pieces (on Duergar), Notice
- **Description**

This room looks like it was being set up as an impromptu rest area for the two duergar here. There are bedrolls in the corner and what looks to be dirty plates laying next to them. If the Durgar are searched, a notice will be found advertising for mercenaries, the note specifically says 'See Valanunthe at the Minstrel's Flask for details'.

Room 5 (30' x 40')

- **East Door:** Wooden, Strong Locked
- **Description**

It looks as if another adventurer made his untimely demise here in this room. It doesn't appear as if the body has been here that long. There is a sconce in the wall with the torch still lit and a small altar in the northwest corner.

Room 6 (40' x 40') Encounter: EL 2

- **South Door:** Wooden, Simple Stuck
- **Monster**
 - *Monstrous Centipede, Large 12 HP (2HD) Attack Bite +3 Melee (1d8+4 Plus Poison)*
- **Treasure**
 - *800cp among the refuse*
- **Description:** *The collapsed hole in the north corner gives away how this creature ended up in this room. There is some refuse against the walls and if it is searched will reveal 800 copper pieces.*

Room 7 (30' x 50') Encounter: EL 3

- **West Door:** Wooden, Simple Locked
- **Monster**
 - **Valanunthe:** 20 hp (3HD) , AC 15, Attack +4 Longsword(magic) (1d8 + 4), +1 Ranged Composite Longbow (1d8+2)
Attack: *Valanunthe will know you are coming. She will be in the SE corner and will get two ranged attacks on the first character through the door. She will then switch to Melee and close on the party (normal initiative applies). As she attacks she will whisper a word and touch the blade, causing it to faintly glow(+4 to attack and damage)*
- **Treasure**
 - *900 gold pieces (on Valanunthe)*
 - *The Amulet of the Mighty Fist (on Valanunthe)*
 - *Note [see appendix] (on Valanunthe)*
 - *64 gold pieces (in room)*
 - *gemstone worth 7gp (in room)*
- **Description**

This is the room that Valanunthe has set up as her own. There are several books scattered all over the floor, and a small cot against the east wall. There is also a weapons rack here but it is empty.

Room 8 (20' x 20') Encounter: EL 3 Trap: EL2

- **West Door:** Wooden, Simple Locked
- **Trap:** 40' Pit Trap at Door (CR2) Find DC 21, Disable DC 21, Avoid DC 20, 4d6 damage
- **Monster**
 - Bugbear 16 hp (3 HD), AC 17, Melee +5 Morningstar(1d8+2), Ranged +3 Javelin(1d6+2)
- **Treasure**
 - 170 gold pieces
- **Description:**

From the fight with the bugbear living here, you can understand why he was off on his own. The room is full of broken furniture, rags and an ancient iron maiden in the corner. The room is also slightly uneven, giving one side a sunken appearance.

Room 9 (50' x 40')

- **South Door:** Iron, Stuck
- **Description:**

It looks like something is living here but isn't at home. There is some fuel oil and pot in here as well as straw bedding with a crate next to it. The north wall has a small recess in it but it appears to be empty. You also notice a lever on the south wall in the up position.
- **9a Special:**

This lever opens up a secret door leading to Valanunthe's room. It also alerts Valanunthe that the door has been opened so she will be aware.(description: You hear a faint rumbling sound as if something large is sliding against the earth.)

Area 9b Trap: EL 1

- **DM Note:** This is the secret door that is opened from the lever in Room 9. This door cannot be detected and can only be opened by pulling the lever.
- **Trap:** Arrow Trap (CR1) Find DC20, Disable DC20, Atk +10 X 4 arrows (1d6 damage per arrow) a pressure plate in the hall immediately to the south of the door will set off the trap. Anybody in the line of site will have to roll against it to see if they are hit, +5 means they dodged the arrow and the person behind will also have to roll to see if they are struck.

Room 10 (50' x 30') Trap: EL 3

- **North Door(west):** Wooden, Simple Stuck (trapped)
- **North Door(east):** Wooden, Simple Unlocked
- **Trap:** Burning Hands (CR3) Find DC21, Disable DC21, Save DC11 (half damage), 5d4 damage
- **Description:**

This room looks like it recently had an occupant. There is a pair of boots on the floor and oddly a hat rack in one corner. There is also an odd stain on the floor near the west door.

Room 11 (30' x 40')

- **West Door:** Wooden, Strong Stuck
- **Description:** Empty. There is nothing in here.

Room 12 (40' x 40') Encounter: EL 5 Trap: EL 2

- **West Door:** Iron, Locked
- **Traps:** 40' Pit Trap at Door (CR2) Find DC 21, Disable DC 21, Avoid DC 20, 4d6 damage
- **Monsters**
 - 3 Kobolds 8,8,5 hp (HD1), AC 15, Melee + 1 Spear (1d6), Ranged +3 Sling (1d4)
 - 2 Kobold Champions 11,12 hp (HD2), AC 17, +3 Melee Short sword (1d6 + 3)
 - **Attack:** The smaller Kobolds will stay as far back as possible firing their slings while the two larger kobolds close to attack. They will not fight melee until the champions are dead.
- **Treasure**
 - 170 gp in a chest against the east wall
- **Description**

It appears that this group was hired as the master trap makers. There is various items for trapmaking in this room, although none of it looks like anything you could figure out. The kobolds have a chest against the east wall.

Encounter 1 (what are you doing here?) Encounter: EL 6

- **Monsters**
 - Hobgoblins(4): 8,10,10,9 hp (HD 2) AC 15
 - Attack Longsword +2 Melee (1d8+1)
 - Attack Javelin +2 Ranged (1d6+1)
- **Encounter Info:** It appears that you have surprised these hobgoblins as they were coming out of this door (+2 to initiative), they seem relaxed and are startled that your not somebody who should be here.

Encounter 2 (Ambush!) Encounter EL 3

- **Monsters**
 - Orcs (4): 4,3,9,4 hp (HD1), AC 13
 - Attack Greataxe +3 Melee (1d12 +3)
 - Orc Archers (2): 3,4 hp(HD1), AC 13
 - Attack Longbow +1 Ranged (1d8)
- **Encounter Info:** These orcs must have heard the noise from the room because this patrol knows your coming. (The two archers will get automatic initiative and will fire from behind the 4 orc fighters. Once the first volley is loosed, roll for initiative as usual).

Encounter 3 (Sappers) Encounter: EL 3

- **Monsters**
 - **Goblins (5): 5,4,5,8,7 hp (HD1), AC 15**
 - **Attack Morningstar +2 Melee (1d8)**
- **Encounter Info:** These goblins will be around the corner from the long hallway . When the party is within 60' feet they will hear loud pounding and other assorted sounds associated with construction. Because the goblins are actively working on expanding the dungeon they won't hear the party and the party gets +3 initiative. After the fight the party will find assorted digging tools.

Appendix

Note found in Valanunthe's possession

Valanunthe,

The ruins to the west of dale will make a fine staging area in our recruitment of mercenaries. Besides a few houseguests the place is all but empty and has the room to house a few 100 of our new found friends. I also have Girck rounding up as much goblinoid recruits as he can from the local countryside. There is a small abandoned keep to the east of you that will be soon be ours as well. However its taken Girck longer than I expected to send me word of the 'all clear'. Once you have a base established here, send scouts to the keep.

Zulfer t

Conclusions

If Valanunthe is brought in alive, she will be taken by the Commander of the Watch to the nearby garrison and Fonkin will pay you the full bounty as promised when you meet back with him at the Laughing Dragon Inn. When you go to return the Amulet of the Mighty Fist to him, he will smile and say that he truly feels that the party will make better use of it then he will and will 'lend' it to the party for as long as they have need of it. If the party searched Valanunthe and found the note in her possession they can ask Fonkin about Zulfert. If they did not find the note, the Commander will come bursting into the Inn right after the exchange about the amulet and will present Fonkin with the Note to see if he can make sense of it. Both exchanges will result in Fonkin offering this information about Zulfert.

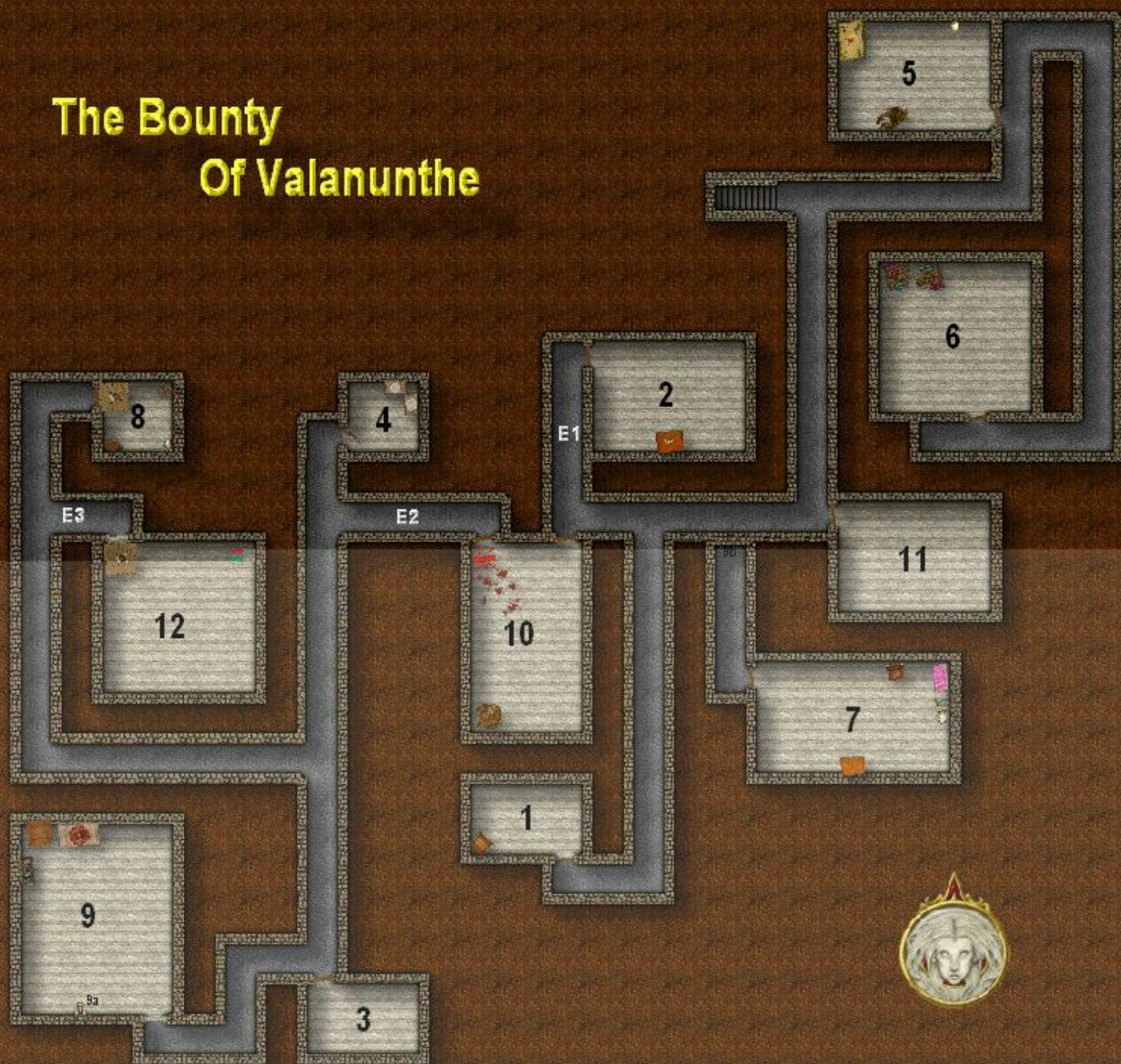
Fonkin: Many years ago in the Dark Valley, a castle was built. It wasn't built to house a Lord or an Army, it was built as a place of learning for those interested in the Arcane Arts and it was called 'The Wizards Keep'. It was ran by a group of powerful wizards called the Triton who wanted to share what they knew with eager young minds. For years the school was a place of wonder, and people came from far and wide to learn what they could from these wise instructors. *In fact your mother (points to Axiel) was a student there for a few years, although she was a bit too wild for the likes of those stodgy old wizards (Fonkin smiles a sad smile to himself as if reliving an old memory before continuing the tale).* The school prospered under the wizards' tutelage until the year they took in a young apprentice named Zulfert. Rumor says he was proud and arrogant and felt there was more to learn then he was being taught. He chafed under the Tritons rules of what magic should and shouldn't do and secretly began reading the spells and scrolls the wizards kept locked away. I was told he was a charismatic fellow and soon he had a group of likeminded wizards following his every word. When the Triton found out that Zulfert had been reading the forbidden scrolls they decided enough was enough, it was time for him to leave. When he got wind that he was being expelled, he gathered his friends around him, thinking they had the power to take on their instructors and bring in a new order in the school. The ensuing battle was epic with wizards joining in on both sides of the fray while others found the quickest way out the door to escape the mystical battle within. In the end Zulfert and his minions were defeated but at tremendous cost. The Castle was devastated and untold lives had been taken on both sides. The wizards that formed the Triton were aghast at what had occurred and how their dream had turned into a nightmare. They left the Keep, never to return. It is said that Zulfert's remains were never found either and that some loyal henchmen of his had dragged the body away. Now it appears that maybe the wizards never finished the job and that he still exists out there. The question is what does he want with us and why now.

Unfortunately Valanunthe's capture does not lend more information. It seems she is under some powerful geas to remain silent about her plans and no spell can break it.

If Valanunthe is killed during the adventure, Fonkin will only pay the minimum he stated for the bounty. He will also be less inclined to give the Amulet of the Mighty Fist to the party because in some way he will be saddened by her death. (Base Rate is DC13 unless he can be bluffed). Since Valanunthe will have most likely been searched after her death, the adventurers will have the note and questioning Fonkin about Zulfert will have him recite the statement above.

MAP

The Bounty Of Valanunthe



The Kappa Scourge

Introduction

How the group hears about a fisherman murdered by turtle demons, a shortage of Hideo's Poultice which is used to protect the boats, and how is drawn into a fight between bandits, cultists, and monsters.

Kappa have attacked the fishermen in Nikko and hurt FUCHIDA Nori badly. He dies of his rotting wounds within hours of the attack. His body is cremated, a sacrifice is made to Kawa No Kami at the little shrine. His wife and two daughters cry all day, for not only has their loved one passed away, things being as they are, they will probably end their lives in poverty unless something is done.

Bonus points (1 EL) for players who find a creative solution for the FUCHIDA family to earn their livelihood. Escorting them to Hakone where FUCHIDA Ayame's sister TAKISHITA Hanae lives would be an option; offering to marry her would also be an option. (Although such a solution would imply that a certain amount of money be paid every month.)

The Village

On the way to Hakone, the party happens upon the remains of an assault. There are tracks to be followed that lead to the hide-out of Musashi, a newly arrived robber from Akaki. An evil agent tries to use the party to replace the notorious bandit.

The village has a little wharf with three boats used by fishermen. Behind the village is a small lake fed by three streams, the black, white, and purple Kako. The village itself is defended by a stream coming down from Gassan mountain, little Yukawa. It flows around the southern edge of the village, forming a natural barrier. A frail bridge leads across the Yukawa into Nikko itself. At the right side before crossing the bridge, there's a shrine to the river god Kawa-no-kami.

In all, the village consists of about ten houses housing about thirty males able to bear arms plus wives and children. There's a simple teahouse with two rooms on the upper floor and a raised corner for richer clients. At night, there will always be at least five or six men at the teahouse, drinking, talking, and gambling.

It turns out that there is not enough of Hideo's Poultice to go around for all three fishing boats anymore. The richo of Nikko, Jumonji Kazu, asks the party for their help: Get message to the richo of Hakone and ask for more poultice, then bring it back as fast as possible.

Help is Needed

The richo of Nikko is desperate. He needs help. The boats of fishermen, the local bridges, and the moorings are usually protected from the terrible rotting kappa touch by a secret poultice distributed by the provincial government. The supply has been dwindling, but a plea for help has been ignored by the neighbouring village of Hakone down river.

Would the party travel downstream along the Kako river to Hakone and ask for help, and hopefully bring back new supplies?

Unfortunately, using a raft would seem a dangerous idea in such troubled times.

On the River

Should the party choose to travel by raft, it will be attacked by a kappa who overturn and perhaps even smash their boat or raft.

The turtle demons believe that humans are encroaching on the rivers, lakes, and swamps that are rightfully theirs. The kappa will attack furiously, trying to take down as many humans as possible before escaping back into the water. If they are unhurt in the water, they'll attempt to grapple with their foes. If stunned opponents are not freed within four rounds, they drown.

HP 4d6+15, AC 17, Atk claw +4 (2d4+2 and save Phys+DEX vs. the attack roll or be stunned for 1d4 rounds; alternatively, no damage and save Phys+STR vs. DC 15 or be slowed for seven rounds). CR 3½.

On the Road

How the party reaches the site of a slaughter and finds the bandit's lair.

On the way to Hakone, the party happens upon the remains of an assault on people coming the other way. There's blood on the ground, two dead bodies, nothing of value left behind. It seems that there was quite a struggle, and that not all the victims were killed.

As the party searches the two remains, there's a reluctant "Help! Please!" to be heard. Behind some bushes lies Tori.

Tori

This traveller had joined a delegation from the richo of Hakone to travel to

Nikko and on to the Gassan shrine. On their way they were attacked by the notorious bandit Musashi who killed two soldiers and took away two others, the bureaucrat Sayuki and the young ONISHI retainer Koto.

If asked why he knew the bandit's name, he says he overheard them say it, and he knows that there was once a bandit of that name in the neighbouring province of Akaki, driven out by the warlord Taira no Hitoshi. He is said to rule the province with an iron fist en lieu of the provincial governor.

Tori will recover quickly from his wounds and wants to go and drive Musashi out of his new hideout. This would be the honorable thing to do, earning the gratitude of the richo in Hakone. He will also hint at the treasures Musashi must be guarding.

Following the bandit's trail to Musashi's lair is not too difficult, once you know what you are looking for.

Tori, cleric 3, STR 12/+1, DEX 12/+1, WILL 16/+3, Comm +6, others @ +3, HP 23, AC 11 (no armor), Atk +4 (1 unarmed), CR 3.

He claims to be the son of a priest from a southern town, able to wield a club but unschooled as a fighter. He will not use his spell where the party can see it until the very end. Preferred spells: Inflict Wounds (1d8 or 2d8 +3), Magic Stones (3x 1d6+1 using Atk +4), Bull's Strength (STR +4 for three rounds), Summon Spider II (HP 2d8+2, Init +3, AC 14, Atk +4 for 1d6 bite + poison DC 12 or loose 2x 1d4 STR).

This nasty fellow is an agent of evil, having convinced first the kappa and now the party to attack the bandits in order to weaken Musashi. His plan is to try and convince the bandits that they would do well to erect a shrine to Kayutsuchi, the god of fire. All he needs to do is to kill Musashi and take his place. At the same time he cannot allow the group to reach human settlements lest they call for help before his hold on the bandits has grown strong enough.

Tori will fight honorably with the party until Musashi is dead, if provided with weapon and armour. If the party does not help out, he'll tag along, trying to keep an eye on them, calling upon kappas to attack them if they are moving in the wrong direction. If the party is forced to flee from the kappa onslaught, he'll direct the party to the bandit's lair. If the party manages a peaceful agreement with Musashi against the kappa, Tori's next move will be the assassination of Musashi while the kappas attack.

When Musashi is dead, Tori will use his magical powers to convince the bandits that he's here to help, and he'll use them to attack the party, if possible.

Remember: In any combat, Tori will be in favor of taking prisoners instead of killing the bandits! He'll accept any surrender, planning to use these poor fellows

Rear Guard

If the party is very fast, or by the time the old Kaku castle ruins are reached, it

is possible to fight the rear guard. He has been delayed and will be unable to call for help. If he escapes and makes it to the bandit's camp, however, they will be warned and well prepared. This will mean that three of them will be hiding in the trees, shooting at the party with their yumi, while the others are hiding in the bushes, ready to sneak up and backstab any party members passing by.

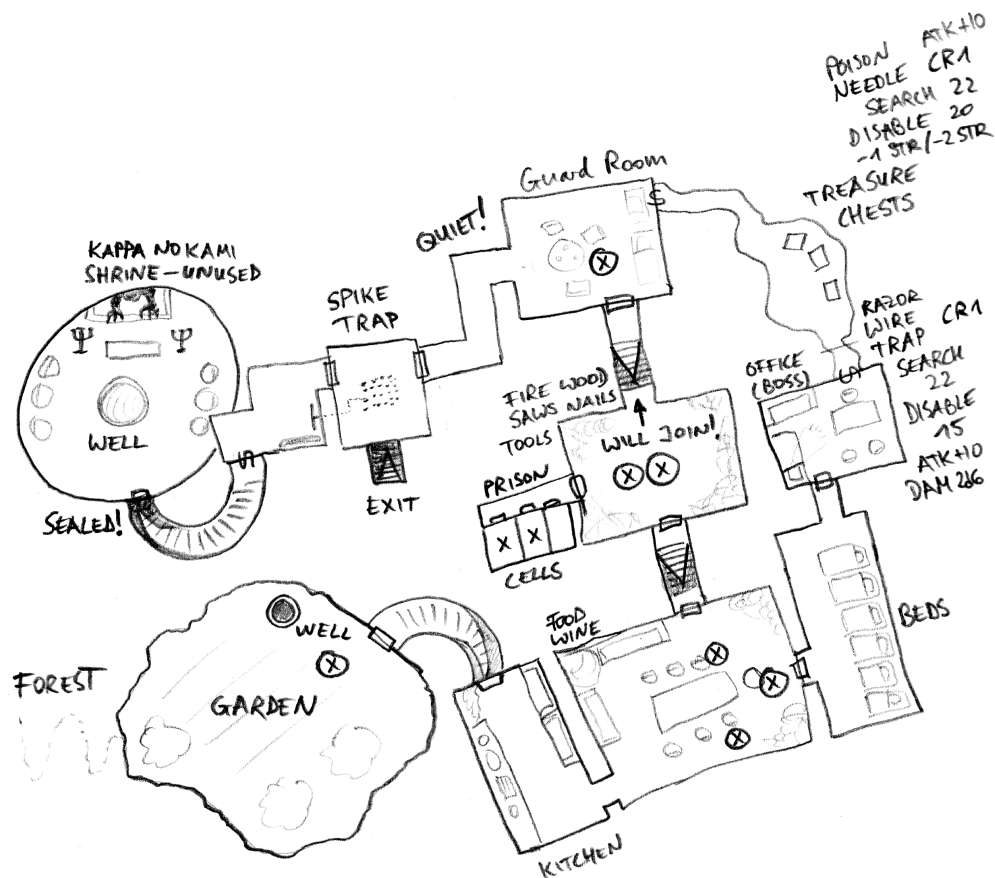
Shoichi, Fighter 1, STR 12/+1, DEX 10/0, WILL 8/-1, Phys +5, others @ +2, HP 16, AC 12 (Leather), Atk +2 (1d6 Mace), CR 1.

Musashi's Lair

How the party clears out the lair and finds a mysterious Kappa temple.

Currently Musashi employs six men only. They are preparing the ruins of the old Kako castle for the arrival of their comrades. Thus, there will be about two dozen bandits arriving in the next four weeks. Plenty of opportunity for revenge should anything happen to Musashi.

If a lot of time is spent observing the ruin and searching the environment, Jumonji and Kanada will be seen leaving the ruin and making towards the road. If attacked, they will try to flee back into the ruin, trying to use the spike trap in the entrance to their advantage, and warning Fujio in the guard room. See the Mess section for the stats of these two rogues.



Hooks for Future Sessions:

- Should the party feel like taking over, it should be possible to attract a small following up here, specially with all the rogues from Akaki still to come. Whom to trust, however...
- Further searching reveals the remains of a pyre; amongst the ashes there will be non-human bones and pieces of a kappa carapace. Further searching will reveal a hidden kappa lair near the bandit's camp housing several grown kappas and some young. Tori will be unwilling to follow this trail; should the party follow it anyway, Tori will make a getaway, because the kappa will recognize him: He nudged them on to the first failed attack on the bandit's camp! See Kappa Temple below.

Entrance

The main door is closed but unlocked, since they're expecting the rear guard, Shoichi.

Anybody carelessly entering the room will step on the trigger plates that will release sharp iron spikes from the floor using *Atk +10 (1d6)*, use *Sub+Know* vs. *DC 13* to find the trap and *Sub+Know* vs. *DC 22* to disarm it.

There are two doors leading further into the underground section of the former castle: The door to the right leads to the Guard room, the door to the left leads into the trap room where several turns of the wheel will reload the trap.

Check *Sub+MIND* vs. *DC 15* to find the door hidden behind lots of trash, firewood and an array of 4 very simple sankaku yari (the simplest spears). The door is locked and has not been opened in ages. Tori will suggest not to investigate and clear out the bandit lair first.

Kappa Temple

Old temple with a big statue of a black kappa god seemingly trying to reach out to the people in the round temple. There's a well, here, filled with water. The water is potable. The well is too deep to tell what lies beneath the water.

Hooks for Future Sessions:

- Let this be a secret water-filled tunnel to a kappa lair that has an exit towards the river. The lair itself is air-filled, so all that is required here is a dive 5m down into absolute darkness, 2m swim in a horizontal tube, and back up again. No problem for a trained diver, if he knows what to expect. On the other side, the pool is connected to the kappa lair via a tiny crack, small enough to allow the passage of a human without any armour, but not wide enough for a kappa's carapace to fit through. In an emergency, just improvise: Long tunnels, cold, a central chamber with beds, chests, a big altar for Kawa No Kami, the river dragon (chaotic neutral), acting as a *PR 2* shrine, some treasure (three jade turtle figurines, each worth 200gp, 120 silver coins), one kappa to be surprised

in the tunnel, five grown kappas and several children in the main chamber, two more outside the lair, scouting the area. Killing kappa children is bad for your prestige.

Guard

If the door from the entrance is just opened and nothing happens, the guard Fujio will call: "Hey, is that you, Shoichi? The boss wants to see you!"

If alerted by the noise of more than one person in the corridor, Fujio will try to flatten himself against the wall to sneak up on them (Sub+DEX vs. Sub+WILL of the first person entering the room) using Atk +6 (1d6+6 Mace).

Fujio, Rogue 1, STR 10/0, DEX 12/+1, WILL 8/-1, Sub +5, others @ +2, HP 13, AC 12 (Leather), Atk +1 (1d6+1 Mace), CR 1. Treasure: 5gp, 3sp, 12cp.

In the second round, Fujio will shout at the top of his lungs. This will alert Masamune and Kondo from the storage room. They will arrive in round five.

The room has a table, three stools, a cupboard, and a sleeping mat for the guard.

A secret tunnel starts behind the shelf, search DC 20. Only Musashi knows of this tunnel.

Storage

There are two guards in this room, talking to each other about the plans for the prisoners: Musashi will try to ask for money from Nikko for 50% of the poultice, keeping the rest to himself, and he'll send a ransom note to Hakone for the two prisoners.

Masamune, Fighter 1, STR 12/+1, DEX 10/0, WILL 8/-1, Phys +5, others @ +2, HP 16, AC 13 (leather do + kote), Atk +3 (1d8+2 heavy mace), CR 1. Treasure: 9gp, 9sp, 7cp.

Kondo, Fighter 1, STR 12/+1, DEX 10/0, WILL 8/-1, Phys +5, others @ +2, HP 17, AC 12 (leather do), Atk +3 (1d10+2 katana), CR 1. Treasure: The three prison cell keys, 7gp, 8sp, 3cp.

The room contains the armor and weapons of the two prisoners and the two soldiers killed, as well as lots of stuff used to rebuild the hide-out: 5 leather do (AC +2), 2 leather kote (AC +1), 3 leather sune-ate (+1), 1 katana, 3 yari, 1 yumi, 20 arrows in a quiver, 4 tantos, hammers, nails, saws, axes (for wood cutting), ropes, linen, pegs, tents, etc. This should suffice to build a hide-out for twenty to thirty people! There's also lots of other stuff such as an empty, portable apothecary's chest, crude chairs, tables, etc.

Prison

The three prison cells are all locked; two prisoners are kept here. Both are wounded from the fighting, but unharmed. They are brothers serving as guards in Hakone.

Eisuke, Fighter 1, STR 16/+3, DEX 5/-2, WILL 8/-1, Phys +5, others @ +2, HP 5/17 (badly hurt), AC 8 (none), Atk +5 (1+3 unarmed).

Kurusu, Fighter 1, STR 15/+2, DEX 11/0, WILL 8/-1, Phys +5, others @ +2, HP 7/18 (badly hurt), AC 10 (none), Atk +4 (1+2 unarmed).

If the bandit lair is not cleared, the prisoners would like to equip themselves, and leave as fast as possible, bury their two friends back on the road, and rush back to Hakone to inform the authorities and return with a larger force of men. If the party does not agree, they will propose to leave on their own. If the party agrees to that, authorities in Hakone will be forewarned.

If the bandit lair has been cleared, the prisoners would like to search for the poultice, and bring it to Nikko as fast as possible.

Two sets of armor (do, kote, and sune-ate for AC +4) and two yari (1d8) in the storage room belong to these two prisoners.

Hooks for Future Sessions:

- It is not at all clear that the authorities will be pleased with the party's meddling. After all, they are involved in a disturbance of the peace instead of letting the authorities handle it. Soon enough a group of Kouken-agensuto-Zaigou will be looking for the party on the road between Hakone and Nikko. They are Guardians against Sin, a branch of the province's Jingikan (Office of Deities), and not to be trusted.
- The MARIOKA family will be in the party's debt in times to come if the two brothers make it back to Hakone. Their father was a warrior in the service of the imperial army many years ago. Even though he's retired now, he's still an impressive man: Strong, tough, wily, a valuable ally.

Mess

This is where the bandits eat and drink. At the moment Musashi is sitting here with two of his team, explaining how one of them will travel to Nikko and the other to Hakone, how to deliver the ransome and extortion letters, how to retrieve the money, and so on.

Most probably, they haven't heard any noise from the storage area through two sturdy doors. And if the door is opened, Musashi will not immediately realize that strangers have entered the room and mistake them for Masamune and Kondo. He'll order them out of the room while he's talking to the messengers. This will allow the party to surprise the three, if they act decisively.

Jumonji, Rogue 1, STR 10/0, DEX 12/+1, WILL 8/-1, Sub +5, others @ +2, HP 13, AC 12 (leather do), Atk +1 (1d6 tamagusari), CR 1. Treasure: 12gp, 5sp, 3cp.

Kanada, Rogue 1, STR 10/0, DEX 12/+1, WILL 8/-1, Sub +5, others @ +2, HP 13, AC 12 (leather do), Atk +1 (1d6+1 mace), CR 1. Treasure: 4gp, 2sp, 13cp.

Musashi, Rogue 4, STR 14/+2, DEX 16/+3, WILL 13/+1, Sub +8, others @ +5, HP 35, AC 17 (leather do + kote + sune-ate), Atk +7 (1d6+2 nunchaku), CR 6. 3 smoke grenades to cover his retreat. Treasure: 14gp, 12sp, 15cp.

Musashi is an excellent fighter but no fool. If he's the last man standing, he'll run for the secret door in his office using the smoke grenades to cover his retreat.

Should the party have tarried outside for too long, Jumonji and Kanada will be gone on their mission, and Musashi will have retreated into his office. There, he should get enough advance warning through the open doors for him to make a disappearance through the secret door. That's what he'll try to do, hoping that the secret door and the razor wire trap behind will delay pursuit long enough for him to make it out of the ruin and hide in the the forest.

Kitchen

Ventilation shafts above the fireplace lead up to the garden. The two doors leading up to the garden are closed, but not locked.

Careful searching of the kitchen will reveal the tools necessary to poison weapons, but no poison itself. Needless to say, the possession of these tools is illegal. They could be transported in a portable apothecary's chest, however. And indeed, there's one such chest to be found in the storage room.

If questioned, the bandits will say that the kitchen was Masahiko's domain and they don't know the details. In fact, Musashi has used some of Masahiko's poisoned needles to secure his treasure chests. But nobody knows this, of course.

Garden

Masahiko is the bandit's cook. If he hears fighting in the kitchen, he'll hide in the garden. If the party has found the hidden entrance from the forest, he'll be busy with plants. If he hears about an imminent kappa attack, he'll lead the party inside, lock the door, and call for a bandit meeting in the mess.

He has two kamas (sickles) and a poisoned tanto. If he is surprised by the party, he'll greet the party as liberators if they look too strong for him to take down. He'll try to exploit a moment of weakness to sneak attack a character (2x Atk +5, 1d6+5 each)

Masahiko, Thief 2, STR 10/0, DEX 14/+2, WILL 12/+1, Sub +6, others @ +3, HP 13, AC 12 (Leather), Atk +4 (1d4 Tanto, with DC 14 -1 STR/unconscious poison), 2x Atk +2 (1d6 Kama, can disarm foes standing nearby who did not attack him), CR 2. Treasure: Keys to the doors leading

from the garden down to the kitchen, three more applications of the Blue Whinnis poison (120 gp each).

Masahiko could be persuaded to help in the murder of Musashi with some gold. He's a shinobi spy sent by another faction from Hakone and knows that there must be some treasure hidden here somewhere.

Hooks for Future Sessions:

- Depending on what happens to Masahiko, there will be a shinobi clan in Hakone with an attitude towards the party. Assuming that there is a contact man that Masahiko meets on a regular basis it will only be a few days until the clan learns what happened. If played well, the party could get involved in the destiny of this shinobi clan as incursions from TAKE-ODORIKO (Bamboo Dancer) shinobi from Akaki start to threaten endanger local shinobi activities. At first the clan will suspect the party to be part of an Akaki incursion, of course: Some newcomers killing other newcomers; that must look like an old story to local observers.

Quarters

Sleeping quarters. Beds. Smelly. Thorough searching will reveal 15 cp and 3 sp.

Office

A shelf, a clean bed, two carpets hanging at the wall (they don't look too clean), a table, three chairs, and no treasure. A secret tunnel starts behind one of the carpets, search DC 15. Only Musashi knows of this tunnel.

The poultice the bandits stole from the delegation on its way from Hakone to Nikko is on the shelf right here. The prisoners will be interested in bringing it to Nikko.

Secret Passage

The entrance from the office is protected by a razor wire. Atk +10 for 2d6, search DC 22, disable DC 15 (or just destroy it by cutting the wire).

Three little chests stand by the cave walls. The first chest contains 2 pp, 70 gp, 100 sp, 110 cp, the second chest contains 10 smoke grenades (50 gp), and the third chest contains a golden circlet with four aquamarines inlaid (4000 gp) plus a brass mug with a jade dragon winding its way around it (500gp). Chests 1 & 3 are protected by a poison needle trap: Atk +10, search DC 22, disable DC 20, poison -1/-2 STR, CR 1.

Arrival in Hakone

How the party finally reaches its destination.

Hakone is a small town lying in the crook of of the Kawa river. On the other side of a river, the west bank rises darkly into the Kuroiwa (Black Rock) mountains. They protect the north-western dark forest. Hakone itself overlooks the settled part of the valey towards the east. The road goes east before it splits into north (Nikko, Tobu) and south (turning west towards Kurobano).

There are about four dozen houses here, for a total of about 5000 people living in the area here. Nearly all the families in Nikko and Tobu have relatives here. With access to Mt Takenaga in the north endangered by the encroaching forest and Kurobano bearing the weight of the armed forces lodging there, Hakone has become the hub of the north-eastern economic activities. Here is where the loggers tie their huge rafts, where the north-eastern Toriyama dyes are produced, and bull market one the first Monday of every month.

Hooks for Future Sessions:

- The FUCHIDA family belongs to the Fukabayashi shinobi clan; the clan is known in Sairyuukoe province for its use of all sorts of spider poisons. Players interested in forming an alliance with this clan will be instructed to optain spider poison for the clan out in the wilderness.

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Date: 2007/01/16 03:31:57

Quest for the Abyssal Scepter

A Microlite20 adventure for 1st level characters.



A simple wooden stick... but with the power to control anyone? Known as the Abyssal Scepter it has been stolen from the Priests of Woodcliff by a horde of goblins, worse, behind this theft is a master plan to destroy the town of Woodcliff entirely.



The Quest for the Abyssal Scepter by Chad Rose

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Maps – by Chad Rose and based off of Dyson Logos' Geomorph Maps and the Troll and Flame blog's isometric mapping style.



“...the adventures just begun!”

The Quest for the Abyssal Scepter...

A simple wooden stick... but with the power to control anyone? Known as the Abyssal Scepter it has been stolen from the Priests of Woodcliff by a horde of goblins, worse, behind this theft is a master plan to destroy the town of Woodcliff entirely.

The Quest for the Abyssal Scepter is an adventure for a party of four 1st level characters. Two strong combat-oriented characters and a Cleric are highly recommended. If the party consists of more or less characters simply alter the number of enemies as you see fit.

Before running the Quest for the Abyssal Scepter it would be a good idea to read through the entire adventure to get familiarized with it.

The Quest for the Abyssal Scepter may be played as a stand-alone adventure, as part of the War of Woodcliff story-arc, WW1-WW3 (Quest for the Abyssal Scepter WW1, Captives of the Lost Mountains WW2, Battle of the Blighted People WW3), or as part of your own campaign.

In this adventure characters will explore a dungeon complex and underground caverns, Maps #1 and #2. Areas in the complex and caverns are broken up into “Rooms” and given a number to reference where a description of the inhabitants and features of the room can be found.

Each “Room” will have a; Room # and name of room, Features, Monsters, Treasure, Entries and possibly Notes.

Room # and name of room corresponds to the Room # to reference and a general name for the type of room.

Features will be a simple list of the items present in the room. It's up to the GM as to how and where in the room these items are.

Monsters indicates any inhabitants in the room.

Treasure list any treasure present found on monsters or un-guarded.

Entries is a list of all the possible exits/entrances to a particular room and if the entrance is unlocked, locked, stuck, un-stuck, or trapped.

Notes cover anything unusual in or about the room.

If used as part of the War of Woodcliff story-arc the characters should return to town with the information found in the letters in Iuzami's room, the moving of the captives into the mountains and map to that location, and be asked by Woodcliff's town leaders to go into the mountains after any captives that may still be alive and the creatures responsible for the raids on the town.

Also, if used as part of the War on Woodcliff story-arc, it is recommended that characters only gain one level from the Quest for the Abyssal Scepter and then reset EL's back to zero to conform to the encounters in the next adventure.

The Dwarf Osk, found in the Room #8 Cell, will join the party if they desire and will be fully cooperative (compared to his more tight-mouthed stance in the

Goblin complex). Osk will be adamant on finding out what has become of his Dwarven brethren since seemingly Goblins have overtaken his clans home.

The story so far...

The small borderland town of Woodcliff has seen increasing attacks by hordes of wolf-mounted goblins. The goblins have been ransacking the town at night leaving behind burning buildings and missing towns-people.

The leaders of Woodcliff are hiring out bands of adventurers and mercenaries to investigate and end this threat.

The player's characters are one of these bands of heroes. They have been directed to the entrance of an old underground Dwarven complex and it is believed that the goblins now occupy this place.

As the party assembles and prepares to head out of town they are approached by the Priests of Woodcliff. In hushed tones they tell the adventurers dire news. A magical artifact was stolen in the last attack from the priesthood, a scepter of power in the hands of evil, the Abyssal Scepter. An unlikely looking item, a seemingly simple stick or branch from a small tree, this scepter has the power to control people by bending their will to that of the wielder of the scepter. The priesthood offers a sizable reward. (This reward and the town leader's offer are to be determined by the GM according to their campaign.)

#1	Guardroom
Features	Torches, relief (a crude stone picture of a giant goblin wielding a battleaxe (the god of the goblins MIND+KNOW DC15 to recognize), gauntlets, helms, figurine (crude, wooden, also of the Goblin God), tankards
Monsters	Goblin (4) CR1/3 AC15 HD 1d8+1 HP5 M6 Morningstar +2 melee (1d6) or javelin +3 ranged (1d4), +1 size, +1 DEX, +2 leather, +1 light shield, darkvision 60', S11 D13 M10 C6, humanoid
Treasure	3GP, 1SP, 2 CP each Goblin
Entries	West entry; Door, wooden, unlocked, unstuck South entry; Door, wooden, unlocked, unstuck

#2	Armory
Features	Torch, weapon rack, weapons (crude morningstars (4), crude javelins (4))
Monsters	-
Treasure	-
Entries	North entry; Door, wooden, unlocked, unstuck South entry; Door, wooden, unlocked, unstuck

#3	Barracks
Features	Bunks, pillows, stools, chamberpot, leggings, tunics, headband (worn, cloth)
Monsters	Goblin (4) CR1/3 AC15 HD 1d8+1 HP5 M6 Morningstar +2 melee (1d6) or javelin +3 ranged (1d4), +1 size, +1 DEX, +2 leather, +1 light shield, darkvision 60', S11 D13 M10 C6, humanoid
Treasure	2GP, 3SP, 1CP each Goblin
Entries	North entry; Door, wooden, unlocked, unstuck
Notes	The goblin's beds in the barracks are made from a hodge-podge of materials and are considered difficult terrain (+1 cost to Move if passing through a square with a Bed symbol.)

#4	Entry
Features	Sconces, desk, armchair, tapestry (depicting a Drow with red eyes), jug, armbands (worn, cloth)
Monsters	Goblin (1) CR1/3 AC15 HD 1d8+1 HP5 M6 Morningstar +2 melee (1d6) or javelin +3 ranged (1d4), +1 size, +1 DEX, +2 leather, +1 light shield, darkvision 60', S11 D13 M10 C6, humanoid
Treasure	2GP, 5SP
Entries	West entry; Door, wooden, locked (pick DC21, break DC16) South entry; Door, wooden, unlocked, unstuck
Notes	The goblin in this room greets visitors to the goblin complex. Visitors are given the armbands so the inhabitants of the complex know they are friendly to the goblins. The goblin will try to warn the two goblins in Room #5 if

	there are intruders.
#5	Waiting Room
Features	Statue (of the god of the goblins MIND+KNOW DC15 to recognize), animal trophy (stuffed Worg), stools, drum
Monsters	Goblin (2) CR1/3 AC15 HD 1d8+1 HP5 M6 Morningstar +2 melee (1d6) or javelin +3 ranged (1d4), +1 size, +1 DEX, +2 leather, +1 light shield, darkvision 60', S11 D13 M10 C6, humanoid
Treasure	1 SP, 3 CP each Goblin
Entries	North entry; Door, wooden, unlocked, unstuck East entry; Door, wooden, unlocked, unstuck
Notes	If the two goblins here are warned of intruders, or intruders arrive and are not wearing the armbands, one goblin will try to open the door leading to Room #6 while the other attempts to get to the drum to beat out a warning signal to the goblins in the complex. It will take each goblin one round to reach the door and drum, the next round the door will be opened and the drum will be sounded. If the drum is successfully sounded the goblins in the complex cannot be surprised.
#6	Great Hall
Features	Columns, balcony, railing, mosaic hanging under the balcony (depicting two, flaming eyes MIND+KNOW DC15 to recognize these as a symbol of the goblin god), tables, benches
Monsters	Goblin (4) CR1/3 AC15 HD 1d8+1 HP5 M6 Morningstar +2 melee (1d6) or javelin +3 ranged (1d4), +1 size, +1 DEX, +2 leather, +1 light shield, darkvision 60', S11 D13 M10 C6, humanoid
Treasure	3GP, 1SP, 4CP each Goblin
Entries	West entry; Door, unlocked, unstuck North entry; Stairs East entry; #1 Door; iron, locked (pick DC21, break DC28) (Room #7) #2 Door; iron, locked (pick DC21, break DC28) (Room #8) #3 Door; iron, locked (pick DC21, break DC28) (Room #9) #4 Door, wooden, unlocked, unstuck, trapped (if exiting to Room #14) South entry; #1 Door, wooden, locked (pick DC21, break DC16) South entry; #2 Door, wooden, unlocked, unstuck
Notes	There are four goblins in the Great Hall at any one time seated at the tables (roll randomly to determine what table). The goblin closest to Room #9 will attempt to free the wolves within to fight for the goblins as mounts or individually. If the drums were sounded the wolves will already have been released. There is a 1 in 6 chance, 1 on a d6, that Iuzami (from Room #20) will also be present at his table in the Balcony Room #12 and will send his skeletons (from Room #20A), located behind the curtain in Room #12, to fight alongside the goblins while Iuzami fights from the balcony railing overlooking the Great Hall.

#7	Cell
Features	Mattress, trough, straw, odor
Monsters	- (captives, see notes)
Treasure	-
Entries	North entry; Door, iron, locked (pick DC21, break DC28)
Notes	The captives here are human commoners, (4) AC10 HD1 HP3 M6 punch melee (1d3), taken from the town of Woodcliff on previous raids. They do not have any useful information about the goblin complex and will only fight to free themselves (not to pursue treasure, fame or more information about the goblin complex).

#8	Cell
Features	Mattress, trough, straw, odor
Monsters	- (captive, see notes)
Treasure	-
Entries	North entry; Door, iron, locked (pick DC21, break DC28)
Notes	Inside this cell is the Dwarf Osk, CR1/2 AC10 HD1d8+2 HP6 M4 S13 D11 M10 C8, from the Lost Mountains. Osk was sent years ago by the Dwarves of the Lost Mountains when they lost contact with their kin from this complex. He was overwhelmed by the goblins that are now in control of the place and imprisoned. In the lengthy time he has been here he has learned that the captives taken from Woodcliff are being moved from this place to another in the Lost Mountains, though he's unsure exactly where. Osk will gladly join the party mostly because he's worried that if someone besides the Dwarves reclaims the place they may lose it. He does know the goblin complex from previous visits but will only give away bits-and-pieces of information if a character can use diplomacy, charm, intimidate, etc. (DC 15) to nudge him into "remembering."

#9	Cell
Features	Mattress, trough, straw, odor
Monsters	Wolves (2) CR1 AC14 HD2d8+4 HP13 M10 bite +3 melee (1d6+1), animal
Treasure	-
Entries	North entry; Door, iron, locked (pick DC21, break DC28)
Notes	There are two wolves kept here by the goblins as mounts. The wolves are loyal to the goblins and will act as mounts or fight individually against any threat if released. If released by the goblins during an attack on Room #6 they may be used as mounts or attack individually.

#10	Pantry
Features	Barrels (grain), casks (wine), sacks (rotten fruit), broom
Monsters	-
Treasure	-
Entries	North entry; Door, wooden, locked (pick DC21, break DC16)

#11	Kitchen
Features	Furnace (ruined, now used as a firepit), table, large pot, bowls (wooden, crude), ladle, spoon, studded staff in pot (see treasure, used to stir pot and crusted with food), large wooden crate with a baby ogre in it
Monsters	Ogre (1) CR3 AC16 HD4d8+11 HP 29 M6 huge pan +8 melee (2d8+7), +5 natural, +3 hide armor, darkvision 60', low-light vision, S21 D8 M6 C7, giant
Treasure	Carved Wooden Staff Studded with Copper 200GP (in pot and used by the ogress to stir it) On Ogress; 60PP Potion of Reduce Person (250GP) Silver Pin Set with Blue Quartz (300GP)
Entries	North entry; Door, wooden, unlocked, unstuck
Notes	The ogress in this room was captured by Forn Lask and ordered to protect the goblins and Iuzami if the goblin complex was attacked or her infant baby ogre would be killed by the goblins. The ogress acts as the goblins cook and keeps her baby ogre in the kitchen with her in a large wooden crate. While she will attack anyone that threatens her or her child aggressively she will not venture out of the kitchen, even to protect the goblins or Iuzami.

#12	Balcony
Features	Great chair, large table, pennants (depicting two, flaming eyes (MIND+KNOW DC15 to recognize these as a symbol of the goblin god)), candles
Monsters	-
Treasure	-
Entries	East entry; Door, stuck (break DC16)
Notes	The Balcony overlooks Room #6 at the location of the railing.

#13	Storage
Features	Anvil, bellows (broken), statues (of dwarven make), urn
Monsters	-
Treasure	Lacquered Wooden Urn 300GP (Can be recognized as a "Nice looking Urn," or its worth realized with a MIND+KNOW DC12 check.
Entries	West entry; Door, stuck, (break DC16)
Notes	Items left over from the Dwarven clan that once lived here have been thrown into this room.

#14	Corridor to Caverns
Features	Dark
Monsters	-
Treasure	-
Entries	East entry; Stairs

	South entry; Door, locked (pick DC21, break DC16) West entry; unlocked, unstuck, trapped, Rolling Rock Trap (rock +10, 2 squares, D2d6, Find DC20 Disable DC22) The rock drops from the ceiling once the door closes landing in the first 10x10 area behind the door and rolls down the corridor into Room #17.
Notes	The corridors well-hewn rock changes at the end of this passage into rough caverns.

#15	Locked Passage
Features	Dark
Monsters	-
Treasure	-
Entries	North entry; Door, locked (pick DC21, break DC16) West entry; Door, trapped, Scything Blade Trap (blade +8 (D1d8) Find DC21 Disable DC20, first person through door)

#16	Loot Room
Features	Dark, barrels, crates, boxes
Monsters	-
Treasure	-
Entries	East entry; Door, trapped, Scything Blade Trap (blade +8 (D1d8) Find DC21 Disable DC20, first person through door)
Notes	The barrels, crates, boxes, etc. are filled with goods taken from raids on Woodcliff and contain items such as building materials, cloth, hides, etc.

#17	Signed Cavern
Features	Sign (wooden and jammed into the earthen floor and reads; “←EXIT! Chief Iuzami →”)
Monsters	-
Treasure	-
Entries	North entry; Passage West entry; Passage East entry; Passage, trapped, Camouflaged Pit Trap D1d6 (Find DC24 Disarm DC20 Save DEX+PHY DC20 avoid)
Notes	The sign points the characters left to “Exit,” which actually leads to another room and a group of goblins on a ledge waiting to ambush intruders, and right to “Chief Iuzami,” which leads to a pit trap and then the privy.

#18	Nexus
Features	Torches, ledges, ladder (on ledge at 18A)
Monsters	(18A) Goblin (4) CR1/3 AC15 HD 1d8+1 HP5 M6 Morningstar +2 melee (1d6) or javelin +3 ranged (1d4), +1 size, +1 DEX, +2 leather, +1 light shield, darkvision 60’, S11 D13 M10 C6, humanoid

Treasure	4GP, 7SP, 16CP each Goblin
Entries	Northwest entry; Passage Northeast entry; Passage Southeast entry; Passage Southwest entry; Passage
Notes	The goblins here (on the ledge 18A) will attempt to ambush any unsuspecting parties entering the Nexus with javelins. It's a DC15 Jump check, with at least a 10' foot start, to reach the ledge and pull oneself up. No further movement is allowed. A character on the ledge may assist (+2) others in scrambling up (DC15) with no further movement allowed.

#19	Privy
Features	Torches, sinkhole, (Dwarven crafted items tossed in here by the goblins; paintings, books, tapestries, etc.)
Monsters	-
Treasure	-
Entries	East entry; Passage, trapped, Camouflaged Pit Trap D1d6 (Find DC24 Disarm DC20 Save DEX+PHY DC20 avoid)
Notes	If the trap is triggered and the goblins from 18A have not been encountered yet they will attempt to pin the party in between themselves and the pit trap.

#20	Iuzami's Lair
Features	Torches (one is an Everburning Torch (110GP), carpets, desk, chair, bed, wardrobe, mirror, gown, hose, kerchief, tray, vials, loom
Monsters	Iuzami (E-you-zah-me) Drow CR2 AC16 (18) HD2d8 HP18 M6 Rapier +3 melee (1d6+1) or hand crossbow (6 bolts) +2 ranged (1d4+p), poison – unconscious 1 min./unconscious 2d4 hours (STR+PHY DC13 neg.) or Abyssal Scepter – provides <i>Protection from Good</i> as Cleric spell (+2 AC and saves, counter mind control, hedge out elementals and outsiders) and <i>Suggestion</i> as the Bard spell, spell-like abilities, <i>dancing lights</i> / <i>darkness</i> / <i>faerie fire</i> , +1 DEX, +4 chain shirt, +1 light shield, SR13, darkvision 120', S10 D13 M11 C11, humanoid)
Treasure	Found at 20A; Chest, locked DC20, un-trapped; 4000SP (300GP) Found at 20A; Trunk, locked DC20, trapped, Fusillade of Darts (Find DC14 Disable DC20 1d3 darts +10 (D1d4+1); Jasper (30GP), Rock Crystal (20GP), Sardonyx (50GP), Painted Glass Dice (60GP), Darkwood Shield, Buckler, (167GP), Potion of Cure Light Wounds (50GP). On Iuzami; Abyssal Scepter – provides <i>Protection from Good</i> as Cleric spell (+2 AC and saves, counter mind control, hedge out elementals and outsiders) when held and <i>Suggestion</i> spell as the Bard spell. Only usable by "Evil" individuals. There are 11 charges remaining in the Abyssal Scepter and the caster level is 2 nd . Dragonscale (Red Dragon) Hunter's Cap 900GP
Entries	South entry; Passage East entry; Passage

Notes

If Iuzami hears combat at Room #18 he will have his skeletons here otherwise if he is confronted by enemies he will summon his Skeletons ((4) CR1/3 AC15 HD1d12 HP6 M6 Scimitar +1 melee (1d6+1) or 2 claws +1 melee (1d4+1), +2 natural, +2 heavy steel shield, DR5/bludgeoning, darkvision 60', immune cold, undead traits, S13 D13 M0 C1, undead) from 20A. He will also use the Abyssal Scepter's *Protection from Good* S-LA and then either his hand crossbow or Scepter's *Suggestion* power (to have the strongest looking party members do seemingly reasonable things like leaving the fight to guard the entrance to the room so no further enemies sneak up on the party. Anything that would take a party member out of the fight within the *Suggestion* spells ability). Iuzami will try to flee if the fight goes poorly for him and his skeletons.

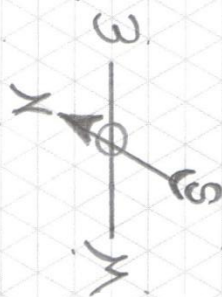
If the characters search Iuzami's room they will find on and in the desk letters regarding the captives and their movement to another location in the Lost Mountains. There is also a relatively well-drawn map to the location. If Osk is present or shown the letter he will cry out and exclaim that the location shown on the map is the same as that of his Dwarven clan, the very one he set out from all those years ago to come here, even though it seemingly cannot be. The letters are being sent to Iuzami from someone by the name of Forn Lask.

QUEST FOR

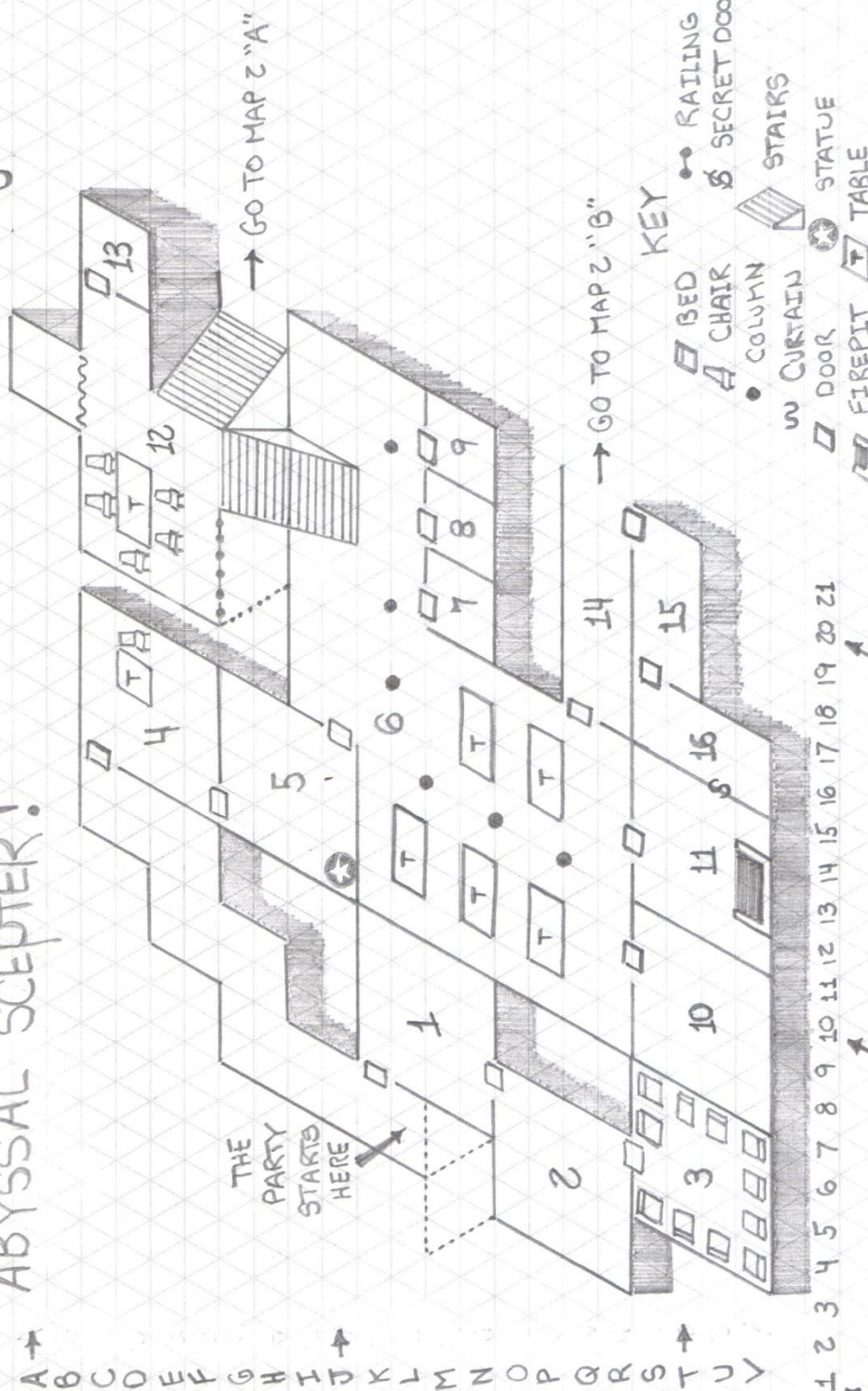
THE

ABYSSAL SCEPTER!

MAP #1

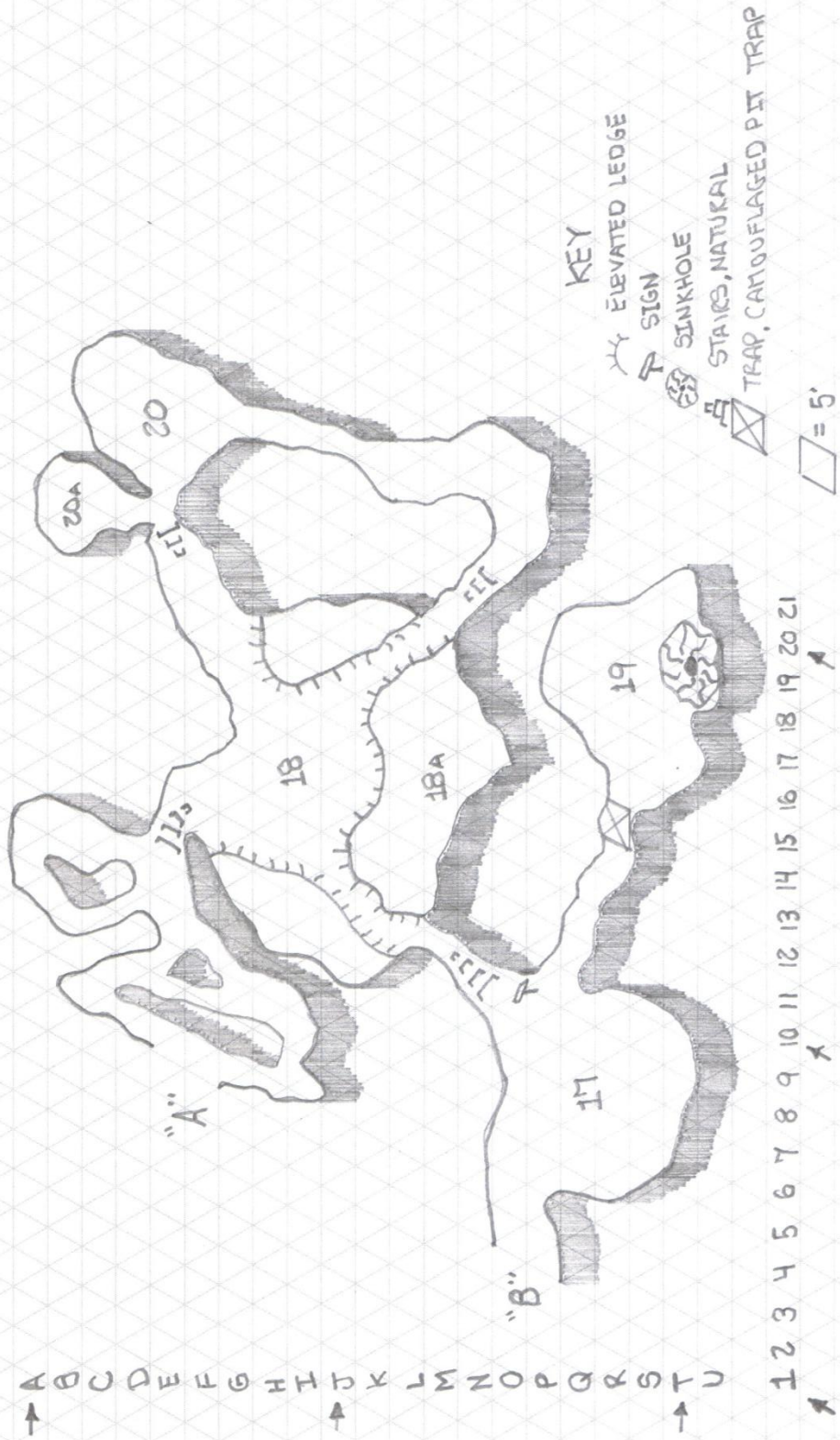


A B C D E F G H I J K L M N O P Q R S T U V



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

MAP #2



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“...the adventure’s just begun.”

White Room – Level variable

Random Events (d20)

1. Add wall
2. Add room
3. Add door
4. Add trap
5. Add trap
6. Level-2 encounter
7. Level-1 encounter
8. Level-1 encounter
9. Level+0 encounter
10. Level+0 encounter
11. Level+0 encounter
12. Level+1 encounter
13. Level+1 encounter
14. Level+2 encounter
15. Level+3 encounter
16. Add treasure
17. Add NPC
18. Erase all room contents
19. Remove one item
20. Roll twice

Our Heroes awake to find themselves in a featureless white room surrounded by plain black walls. It is about 200' square with no apparent means of exit. There is no ceiling, only an unearthly white glow that illuminates the whole area. The walls are 12' high and 5' thick. They can be climbed with a difficult skill check. Encourage the players to work out other means of escape! Any forms of long-range teleport, or planar travel do not work.

From the top of the wall, the PCs can see a vast open white plain with deep black evenly spaced black furrows stretching into the distance. Between some of the furrows are other strange black markings. If the players don't work out what it is, an Insight check or equivalent reveals that this is writing on a huge scale.

As the players watch more markings appear, and a roar comes from beneath them inside the white room. One of the characters feels a tentacle curl around his leg and he is pulled inside by a huge Chaos Beast!

And so it continues with monsters, traps and walls being added to the white room as the heroes puzzle the mystery of this strange place. If one of the players tries writing something between the furrows, whatever they write appears in the white room. Other words also appear, seemingly at random. If you're feeling kind, suggest that the players write the word "ladder" to simplify entry and exit.

Conclusion: If any of the heroes write the words "The end" or "Home", the characters awake around a campfire in a forest clearing. Around them grows a faerie ring and they have the oddest feeling that they are nothing more than fictional characters in a game played by the gods.

Section 6:

Microlite74, Microlite78, and Microlite81

In 2008, Randall Stukey produced the first version of *Microlite74*. This was an attempt to convert the original 1974 edition of the world's most popular fantasy RPG to the *Microlite20* system. Randall expected the game to be used to introduce 3rd edition players to early "old school" editions and styles of play and if they decided they enjoyed such play, they would move on to the original games. Surprisingly, *Microlite74* itself became quite popular in and of itself. The game has been through several editions and has spawned a host of supplements, variants, and Microlite20 editions of other TSR editions (1e and B/X). This section includes some of these games:

- Microlite74 1.1 (the original version of the game and the only one that is truly "microlite")
- Microlite74 3.0 Basic
- Microlite74 3.0 Standard
- Microlite74 3.0 Extended
- Microlite78: First Edition Lite
- Microlite81
- Microlite81 Extended

Many supplements and games available as of the publication of this volume are not included because it seemed unfair to inflate the size of this already large collection with a lot of secondary material created and published by the compiler of this collection. Free copies of the following additional supplements, variants, and games can be obtained from the Microlite20 Download Library (<https://microlite20.org/forum/index.php?action=downloads>) or as "Pay What You Want" downloads on RPGNow:

Microlite74 Companion I: Optional Rules, Microlite74 Companion 2: Treasure, Microlite74 Companion III: More Optional Rules, Microlite74 Companion IV: Bestiary of Monsters, Microlite74 Companion V: First Edition Spells, Microlite74 Swords & Sorcery Edition, Microlite74 Light vs Dark, Microlite74 3d6 Edition, Microlite75 Basic, Microlite75 Standard, Microlite75 Extended, Microlite81 Complete, Microlite81 Advanced.

Microlite74, like its parent game, Microlite20, is a trimmed-down, sub-miniature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal of Microlite74, however, is to recreate the style and feel of that very first ("Oe") fantasy roleplaying game published back in 1974.

Stats

There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND).

Roll 3d6, Total the 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Humans can be any class (suggested maximum level 12-14)

Dwarves can be Fighters, max level 6.

Special Abilities: +4 to magic resistance; note slanting passages, traps, shifting walls and new construction in underground settings (D20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Elves can be Fighters or Magic-Users, max level 8.

Special Abilities: Can switch between classes between adventures and can use magic armour and magic weapons when acting as a magic-user; +2 to hit and damage goblinoid monsters; note secret/hidden doors (D20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

Halflings can be Fighters, max level 6.

Special Abilities: +4 to magic resistance; +2 to hit and damage with slings and light bows; can blend in background (D20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors – this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do).

Classes

The classes are Fighter, Magic-User, Cleric. Characters begin at Level 1.

Fighters wear any kind of armour or weapon and may use shields. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter.

Magic-Users wear no armour and can only use daggers or staves as weapons. They can cast arcane spells.

Clerics can wear light or medium armour and use shields, but cannot use edged weapons. They cast divine spells. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded, the undead flees; if exceeded by 10 it is destroyed. This can be used (2 + Level + MIND bonus) times per day.

Skills

There are no skills in Microlite74. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation. If the GM decides a random success chance is truly needed, roll 1D20 + level if the character is attempting something directly related to their class, 1d20 + (level/2) otherwise. Roll higher than the GM assigned Difficulty Class to succeed.

Languages: All character races speak common. Other intelligent beings speak their own languages (20% chance of also speaking common). Beings with a MIND over 10 may speak one additional language per point of MIND over 10.

Saving Throws: Note that there are no separate "saving throws" in this game: use STR bonus + your level for Fortitude saves and use DEX bonus + your level for Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Magic

Magic-Users can cast any arcane spell from the Microlite74 list, and Clerics any divine spell from the Microlite74 list, with a spell level equal or below 1/2 their class level, rounded up. A Magic-User starts with three first level arcane spells in his spell book and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. Clerics do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	1	2	3	4	5	6
HP Cost	3	5	7	9	11	13

This loss **cannot** be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from first upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

For purposes of things like dispelling, the Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, the character is unconscious and near death. Further damage directly reduces STR. If that reaches 0, the character is dead.

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round.

Initiative: Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR bonus + Level
Missile attack bonus = DEX bonus + Level
Magic attack bonus = MIND bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

Fighters can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

All weapons do 1d6 damage, add STR bonus to Melee damage. Fighters wielding two weapons roll 1d6 twice and use the higher roll.

Armour Class (AC) = 10 + DEX bonus + Armour bonus. Basic Armour Bonuses: Light Armour (e.g. leather) +2, Medium Armour (e.g. Chainmail) +4, Heavy Armour (e.g. Plate) +6; a shield adds +1.

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence.

Healing: All characters recover hit points lost due to wounds and damage at a rate equal to one-half their level (round up) in hit points per night of rest. (In addition, Magic-Users and Clerics recover all hit points lost due to spell casting with a night's rest.) If a character has lost strength due to wounds, no hit points are recovered, but the character regains lost strength at

the rate equal to their STR Bonus (minimum of 1 point regained) per full day of rest.

Energy Drain: Certain undead and demonic monsters can drain energy levels from characters. Each energy level drained reduces the character's level by one, the character may regain the level normally via experience. Optional: If the standard rule seems to harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Hirelings

Players may find it useful to have their characters hire bearers to carry light sources into ruins and dungeons (and to carry treasure out) and men-at-arms to aid in combat. In some areas there may be a guild where such people may be found and hired, in other areas characters may have to advertise. Pay must be negotiated and what will be asked will depend on the situation the hirelings think they may get into and the reputation of the characters hiring them.

Bearers have 2 hit points and generally will only fight if cornered and there is no other choice – even then their effective level (used in attack rolls) is -2. They will carry light sources and baggage willing so long as they are paid, fed, treated well, and not exposed to much mortal danger. Minimum pay: 1 SP/day.

Men-at-Arms will fight but consider being used as a bearer (except of treasure they get a share of) to be beneath them. Green Men-At-Arms have 4 hit points, an effective combat level (used in attack rolls) of 0 and can use whatever armour and weapons their employers provide. Minimum pay: 5 SP/day plus 1/20 of a share of any non-magical treasure found. Veteran Men-at-Arms have 7 hit points, an effective combat level (used in attack rolls) of 1 and can use whatever armour and weapons their employers provide. Minimum pay: 1 GP/day and 1/10 a share of any non-magical treasure found. Men-at-Arms will serve willingly as long as they are fed, paid, treated well, and not asked to take unusual risks that their employers are not taking with them.

Monsters

See the Microlite74 Monster List. To create new monsters quickly, assign Hit Dice (d6 for most things, d8 for Dragons, Demons and Undead). Attack bonus = number of Hit Dice. Damage = hit die type + (number of hit dice/2, round down). If it is an intelligent monster, give it a +3 bonus to attack. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Other Hazards

Falling: 1d6 damage per 10', half damage on DEX save.
DC=depth fallen in feet
Spikes: add +1 point to falling damage per 10' fallen, max +10
Poison: STR save to avoid or for half, depending on poison.
Effect varies with poison type.
Extreme Heat & Cold: If not wearing suitable protection, STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Characters get Experience Points (XP) when their party defeats monsters. Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.: 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like. The GM should assign XP depending on the situation (usually from 1 to 5 XP).

Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, etc.). A character earns 1 XP for each 100gp so spent.

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials and treasure spent. When the total = 20 x your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Each level adds:
+1d6 to Hit Points
+1 to all attack rolls

(Note that both the above are already included in the attack and hit point formulas given in the rules.)

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX or MIND (player's choice).

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

Clerics and Magic-Users gain access to new spell levels at levels 3, 5, 7, 9, and (Magic-User only) 11. When a Magic-User gains access to a new spell level he gets one spell of the new level added to his spell books. The player may select the spell subject to DM veto.

Example: Four newly minted second level adventurers have just completed a dungeon adventure. They each need 40 XP to reach third level. Their expedition was extremely successful. They defeated 22 XP worth of monsters and earned 7 XP from traps and other GM specials for a total of 29 XP each. The party's cleric earned 4 XP for great roleplaying while risking her life to save the party from an angry spirit. The party also found and recovered 2900gp in treasure from the dungeon. That's 725gp each. The cleric decides to donate the entire sum to her temple, and earn 7 more XP. This gives her 40 XP. She goes up to third level and her XP total is reset to 0. The other party members have 29 XP each.

Equipment

Suggested starting packs for new characters:

Pack A	Pack B	Pack C
backpack	backpack	backpack
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
10 oil flasks	10 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
waterskin	waterskin	waterskin
iron rations for four days	iron rations for four days	iron rations for four days

Finally, add the following, based on your Class:

Fighter: Vial of holy water, medium armour (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Magic-User: Spellbook with all spells known and 5 gold pieces

Cleric: Silver holy symbol, light armour (AC +2), a one handed weapon + shield, and 5 gold pieces

Encumbrance (Optional)

Characters can carry twelve (plus STR bonus) items in addition to armour, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item.

Microlite74 Spell Lists

Arcane (Magic-User) Spells

Unless stated otherwise in the spell description, spells have duration of level minutes and a range of level x 10 yards. (Level refers to the level of the caster.)

1st Level

Detect Magic: Detects spells and magic items within 60 feet.

Hold Portal: Holds door shut.

Read Magic: Read scrolls and spellbooks. Duration: one reading.

Read Languages: Read any written language. Duration: Level x 10 minutes.

Protection/Evil: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. Affects one target.

Light: object lights up all 30 ft radius, not full daylight.

Charm Person: Puts one living humanoid totally under your influence. Save again every level days or when asked to do something very obviously against the person's interest.

Sleep: Puts 4d6 HD of beings into magical slumber. Creatures with more than 4 hit dice are not affected. Duration: level x 10 minutes.

2nd Level

Detect Invisible: Detect invisible items and beings within 60 feet.

Levitate: Subject moves up and down at your direction. Speed: level yards per minute.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion.

Locate Object: Senses direction toward an object (specific or type) Duration: level x 10 minutes. Range: level miles.

Invisibility: Subject is invisible until broken by caster, some outside force, or until it attacks

Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell.

Detect Evil: Reveals evil thoughts/intent or evil items.

ESP: Allows Caster to read surfaces thoughts of target.

Continual Light: object lights circle with 120 ft radius until dispelled, not full daylight.

Knock: Opens locked or magically sealed door or other door-like barrier.

3rd Level

Fly: Subject can fly at a speed of 60 feet per minute

Hold Person: Paralyzes 1-4 targets for 1 minute/level. Cast at single target, save at -2 and double duration.

Dispel Magic: Cancels magic effects and spells. (Magic Attack vs Spell's DC for success) Duration: instant but effects permanent. Range: touch.

Clairvoyance: See at a distance for 1 minute/level.

Clairaudience: Hear at a distance for 1 minute/level.

Fire Ball: 1d6/level fire damage, 20 foot burst, range: 240 feet, duration: instant

Lightning Bolt: 1d6/level electrical damage, range: 240 feet, duration: instant

Protection from Evil, 10' radius: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around subject.

Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until broken by caster, some outside force, or until one attacks

Infravision: See in the dark

Slow Spell: Subjects (up 24 beings in a 60x120 foot area) slowed by 50%. (Counters Haste)

Haste Spell: Subjects (up 24 beings in a 60x120 foot area) double in speed, taking two actions at a time. (Counters Slow)

Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss.

Water Breathing: Subject can breathe water for 10 minutes/level

4th Level

Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. Lasts 60 + 10/level minutes.

Polymorph Others: Change another into another being. Change is complete and includes gaining special abilities and mind of creature. Lasts until dispelled.

Remove Curse: Frees subject from a curse. Duration: instant but effects permanent.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level. Wall lasts as long as caster concentrates on it.

Wall of Ice: Creates wall of ice with 15 hp +1/level. Wall lasts as long as caster concentrates on it.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behaves oddly and cannot act effectively for 6 + 1/level minutes.

Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest.

Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed.

Dimension Door: Teleports subject a short distance (20 x level feet). Duration: instant.

Wizard Eye: Allows sending an invisible eye up to 250 feet away which relays all it sees to the caster. Moves up to 10 feet/level each minute. Duration: 5 minutes/level.

Massmorph: Makes large body of humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent.

5th Level

Teleport: Instantly transports subject up to 100 miles/level.

Caster must know target location exactly.

Hold Monster: As Hold Person, but any creature.

Conjure Elemental: Conjures one elemental who will serve the caster for up to 10 minutes/level.

Telekinesis: Moves object by mental power. Up to level squared in pounds.

Transmute Rock-Mud: Transforms a 10 foot cube per level. Duration: permanent.

Wall of Stone: Creates a wall of stone in any shape. 100 square feet (2 feet thick) per level. Lasts until destroyed or dispelled.

Wall of Iron: creates a thin wall of iron, lasts 10 minutes/level.

Animate Dead: Create undead skeletons or zombies from dead bodies. 1 per level.

Magic Jar: Moves cast's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs DC of (10 + MIND bonus + target level or hit dice). New save every level days. Duration: until dispelled or caster ends spell.

Contact Higher Plane: Lets Caster ask yes/no question of other planar entity, 1 question per level. Chance of correct answer 5% per level, maximum 95%.

Pass-Wall: Creates a passage up to 10 + 1/level feet long through a wood or stone wall.

Cloudkill: creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter. Moves with wind.

Feeblemind: Subject's MIND drops to 1.

Animal Growth: One animal per two levels grows to giant size. Lasts 1 minute/level.

6th Level

Stone-Flesh: Turns subject into a stone statue (or vice versa). Duration: permanent.

Reincarnation: Restores dead person to life in a random (usually humanoid) form.

Invisible Stalker: Summons an invisible stalker, an extra-dimensional monster, under the control of the Magic-User who may give it a single mission which it will carry out until it is finished.

Lower Water: Lowers bodies of water 50%.

Part Water: Parts bodies of water up to 5 feet/level deep.

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Range: 240 feet. Lasts 10 minutes/level. Other spells cast come from the image.

Anti-Magic Shell: Negates magic within 10 ft.

Death Spell: Kills 2D8 beings with less than 7 hit dice with a 60 by 60 foot area. Duration: instant but effect permanent.

Geas: Force a creature to obey one long-term order. Duration: until order completed or level months pass, whichever comes first.

Disintegrate: Makes one creature or non-magical object vanish,

turning it to fine dust.

Move Earth: Move small hills, dig ditches and moats, etc.

Control Weather: Caster can adjust weather.

Divine (Cleric) Spells

Unless stated otherwise in the spell description, spells have a duration of level minutes and a range of level x 10 yards.

1st Level

Cure Light Wounds (Reversible): Cure 1d6+(1/level) hits of wounds. Duration: instant but effects permanent.

Purify Food & Water (Reversible): Purifies 1 cubic foot/level of food or water. Duration: instant but effects permanent.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Evil (Reversible): Reveals evil thoughts/intent or evil items.

Protection from Evil (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. Affects one target.

Light (Reversible): object lights circle with 30 ft radius, full daylight.

2nd Level

Find Traps: Notice traps within 5ft/level.

Hold Person: Paralyzes 1-4 targets for 2 minutes/level. Cast at single target, save at -2 and double duration.

Bless: Allies gain +1 on attack rolls, saves against fear, and morale checks.

Speak with Animals: Can understand and speak with animals.

3rd Level

Remove Curse (Reversible): Frees subject from a curse.

Duration: instant but effects permanent.

Cure Disease: Cures any disease. Duration: instant but effects permanent.

Locate Object: Senses direction toward object (specific or type)

Continual Light (Reversible): object lights circle with 120 ft radius until dispelled, full daylight.

4th Level

Neutralize Poison: Immunizes subject against poison (normal duration) OR detoxifies venom in or on subject (instant but effects permanent).

Cure Serious Wounds (Reversible): Cures 2d6+(2/level) hit points. Duration: instant but effects permanent.

Protection from Evil, 10' radius (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around subject.

Turn Sticks to Snakes: Turns up to level sticks into venomous serpents. (bite: level points of damage. attack: as level/2 hit dice monster)

Speak with Plants: Can understand and speak with plants.

Create Water: Creates water, enough for up to 12 people and their horses for one day. Duration: instant but effects permanent.

5th Level

Dispel Evil (Reversible): Works like Dispel Magic, but affects any evil sending or evil spell. Duration: instant but effects permanent.

Raise Dead (Reversible): Restores life to subject who died as long as one day/level ago. Duration: instant but effects permanent.

Commune: Cleric's Deity truthfully answers one yes-or-no question/level.

Quest: Force a creature to obey one long-term order. Duration: until order completed or level months pass, whichever comes first.

Insect Plague: Locust swarms attack creatures.

Create Food: Creates food, enough for up to 12 people and their horses for one day. Duration: instant but effects permanent.

Monsters

ANT, GIANT: HD: 3d6 AC: 16 AT: Bite+3, 1D6 + poison

BADGER, GIANT: AC: 15 HD: 3d6 AT: 2 Claws+3 (1d3), bite+3 (1d6+7)

BANSHEE: AC: 20 HD: 7d8 AT: 1 claw+7 (1d6+3) S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments

BASILISK: AC: 15 HD: 6d6 AT: 1 bite+6 (1d6+3) S: Petrifying gaze

BEETLES, GIANT FIRE: AC: 15 HD: 1d6 AT: bite+1 (1d6)

BLACK PUDDING: AC: 13 HD: 10d6 AT: 1 attack+10 (1d6+5) S:

Acidic surface, immune to cold, divides when hit with lightning.

BLINK DOGS: AC: 15 HD: 4d6 AT: 1 bite+4 (1d6+2) S:

Teleports

BUGBEARS: AC: 14 HD: 3d6 AT: 1 bite+3 (1d6+1) or by

weapon+3 S: Surprise targets on a 1-3

CENTAUR: AC: 15 HD: 4d6 Base Hit Bonus: +4 AT: 2 kicks+4 (1d6), 1 weapon+4

CHIMERA: AC: Goat head 13, Lion head 14, Dragon head 17

HD: 9d6 AT: 2 claws+9 (1d3+4), 2 goat horns+9 (1d3+4), 1

lion bite+9 (1d6+4), dragon bite+9 (1d8+4) S: Breathes fire, flies

COCKATRICE: AC: 13 HD: 5d6 AT: 1 bite+5 (1d6+2) S: Bite turns to stone

DJINN: AC: 15 HD: 7d8 AT: 1 weapon+7 S: Flies, magical powers, whirlwind

DOPPELGANGER: AC: 15 HD: 4d6 AT: 1 claw+4 (1d6+2) S:

Mimics shape, immune to sleep and charm

DRAGON, BLACK: AC: 17 HD: 7d8 AT: 2 claws+7 (1d4+4), 1 bite+7 (1d8+3) S: breathes acid (7d6)

DRAGON, BLUE: AC: 17 HD: 9d8 AT: 2 claws+9 (1d6+5), 1 bite+9 (1d6+5) S: breathes lightning (9d6)

DRAGON, GREEN: AC: 17 HD: 8d8 AT: 2 claws+8 (1d6+4), 1 bite+8 (1d8+4) S: Breathes poisonous gas (8d6)

DRAGON, RED: AC: 17 HD: 10d8 AT: 2 claws+10 (1d8+5), 1 bite (1d8+5) S: Breathes fire (10d6)

DRAGON, WHITE: AC: 17 HD: 6d8 AT: 2 claws+6 (1d4+3), 1 bite+6 (1d6+3) S: Breathes cold (6d6)

DRYAD: AC: 10 HD: 2d6 AT: small weapon+2 (1d4+1) S:

Charm person (-2 save)

EFREET: AC: 17 HD: 10d8 AT: 1 fist+10 or sword+10 (1d6+5) S: Wall of fire

ELEMENTAL, AIR: AC: 17 HD: 12d8 AT: 1 strike+12 (1d6+6) S: Whirlwind

ELEMENTAL, EARTH: AC: 17 HD: 12d8 AT: 1 Fist+12 (1d8+6) S: Tear down stone

ELEMENTAL, FIRE: AC: 17 HD: 12d8 AT: 1 strike+12 (1d8+6) S: Ignite materials

ELEMENTAL, WATER: AC: 17 HD: 12d8 AT: 1 strike+12 (1d6+6) S: can overturn boats

FLAME DEMONLORD: AC: 20 HD: 12d8 AT: 1 flaming whip+12 (1d6+6), 1 sword (1d6+6): S: flaming (1d6 damage to all in contact), Darkness, 10 ft r., +15 magic resistance.

GARGOYLE: AC: 14 HD: 4d6 AT: 2 claws+4 (1d3+2), 1 bite+4 (1d4+2), 1 horn+4 (1d6+2) S: fly

GELATINOUS CUBE: AC: 11 HD: 4d6 AT: 1 engulf+4 (1d6+2) S: Paralysis, immune to lightning and cold

GHOUL: AC: 13 HD: 2d6 AT: 2 claws+2 (1d3+1), 1 bite (1d4+1) S: Immunities, paralysis

GIANT, CLOUD: AC: 17 HD: 12d6 AT: 1 weapon+12 (1d6+6) S: Hurl boulders

GIANT, FIRE: AC: 16 HD: 11d6 AT: 1 weapon+11 (1d6+5) S: Hurl boulders, immune to fire

GIANT, FROST: AC: 15 HD: 10d6 AT: 1 weapon+10 (1d6+5) S: Hurl boulders, immune to cold

GIANT, HILL: AC: 15 HD: 8d6 AT: 1 weapon+8 (1d6+4) S: Throw boulders

GIANT, STONE: AC: 20 HD: 9d6 AT: 1 club+9 (1d6+4) S: Throw boulders

GIANT, STORM: AC: 18 HD: 15d6 AT: 1 weapon+15 (1d6+7) S: Throw boulders, control weather

GNOLLS: AC: 14 HD: 2d6 AT: 1 Bite+2 (1d4+1) or weapon (1d6+1)

GOBLINS: AC: 12 HD: 1d6 AT: 1 weapon+1 (1d6) S: -1 to hit in sunlight

GOLEM, FLESH: AC: 10 HD: 8d8 AT: 2 fists+8 (1d6+4) S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells

GOLEM, IRON: AC: 16 HD: 14d8 AT: 1 weapon+14 (1d6+7) or fist+14 (1d6+7) S: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic
 GOLEM, STONE: AC: 14 HD: 11d8 AT: 1 fist+11 (1d6+5) S: Unaffected by +1 or lesser weapons, immune to most magic
 GORGONS: AC: 17 HD: 8d6 AT: 1 gore+8 (1d6+4) S: Breath turns to stone

GREY OOZE: AC: 12 HD: 3d6 AT: 1 strike+3 (1d6+1) S: Acid, immunities
 GRIFFON: AC: 16 HD: 7d6 AT: 2 claws+7 (1d4+3), 1 bite+7 (1d6+3) S: Flies
 HARPY: AC: 12 HD: 3d6 AT: 2 talons+3 (1d3+1) and weapon+3 (1d6+1) S: Flies, siren-song
 HELL HOUND: AC: 15 HD: 5d6 AT: 1 bite+5 (1d6+2) S: breathe fire (1d6)
 HIPPOGRIFF: AC: 14 HD: 3d6 AT: 2 claws+3 (1d4+1), 1 bite (1d6+1) S: flies

HOBGOBLINS AC: 14 HD: 1d6 AT: 1 weapon+1 (1d6)
 INVISIBLE STALKER: AC: 16 HD: 8d6 AT: 1 bite+4 (1d6+2) S: Invisible, flies
 KOBOLDS AC: 13 HD: 1d4 AT: 1 weapon (1d6-1)
 LICH: AC: 20 HD: 12d8 AT: 1 hand+6 (1d8+6 + automatic paralysis) S: Appearance causes paralytic fear, touch causes automatic paralysis, spells
 LIZARDMEN: AC: 14 HD: 2d6 AT: 2 claws+2 (1d3+1), 1 bite (1d6+1)

LYCANTHROPE, WEREBEAR: AC: 18 HD: 7d6 AT: 2 claws+7 (1d3+3), 1 bite+7 (1d6+3) S: Lycanthropy
 LYCANTHROPE, WEREBEAR: AC: 16 HD: 5d6 AT: 1 bite+5 (1d6+2) S: Lycanthropy
 LYCANTHROPE, WERERAT: AC: 14 HD: 3d6 AT: 1 bite+3 (1d3+1), 1 weapon+3 (1d6+1) S: Control rats, Lycanthropy
 LYCANTHROPE, WERETIGER: AC: 17 HD: 6d6 AT: 2 claws+6 (1d4+3), 1 bite+6 (1d6+3) S: Lycanthropy
 LYCANTHROPE, WEREWOLF: AC: 15 HD: 4d6 AT: 1 bite+4 (1d6+2) S: Lycanthropy

MANTICORE: AC: 15 HD: 6d6 AT: 2 claws+6 (1d3+3), 1 bite+6 (1d6+3), 6 tail spikes+6 (1d6+3) S: Flies
 MEDUSA: AC: 14 HD: 6d6 AT: 1 weapon+6 (1d6+3) S: Gaze turns to stone
 MERMAN: AC: 12 HD: 1d6 AT: 1 weapon+1 (1d6) S: breathe water
 MINOTAUR: AC: 13 HD: 6d6 AT: Head butt+6 (1d4+3), 1 bite+6 (1d3+3) and 1 weapon+6 (1d6+3)
 MUMMY: AC: 16 HD: 6d8 AT: 1 fist (1d6+3) S: Rotting Disease, hit only by magic weapons

NIXIE: AC: 12 HD: 1d4 AT: 1 weapon (1d3) S: Charm
 OCHRE JELLY: AC: 11 HD: 6d6 AT: 1 acid strike+6 (1d6+3) S: lightning divides creature
 OGRE: AC: 14 HD: 4d6 AT: 1 weapon+2 (1d6+2)
 OGRE MAGE: AC: 15 HD: 5d6 AT: 1 weapon+5 (1d6+2) S: magic use
 ORC: AC: 14 HD: 1d6 AT: 1 weapon+1 (1d6)

OWLBEAR: AC: 14 HD: 5d6 AT: 2 claws+5 (1d4+2), 1 bite+5 (1d6+2) S: hug for additional 1d8 if to-hit roll is 18+
 PEGASUS: AC: 13 HD: 4d6 AT: 2 hooves+4 (1d6+2) S: Flies
 PURPLE WORM: AC: 13 HD: 15d6 AT: 1 bite+15 (1d8+7), 1 sting (1d6+7) S: Poison sting, swallows whole
 ROC: AC: 15 HD: 12d6 AT: 1 bite+12 (1d6+6), 2 claws (1d4+6)
 SALAMANDER: AC: 16 HD: 7d6 AT: Touch and constrict+7 (1d6+3 + 1d6 heat), 1 weapon+7 (1d6+3) S: Heat, constrict

SHADOW: AC: 12 HD: 3d6 AT: 1 touch (1d4+1 + Str drain) S: Drains 1 Str with hit, only hit by magical weapons
 SKELETON: AC: 11 HD: 1d8 AT: 1 weapon+1 (1d6) S: Undead
 SPECTER: AC: 17 HD: 7d8 AT: 1 spectral weapon or touch+7 (1d6+3 + level drain) S: Drain 2 energy levels with hit, Undead
 STIRGE: AC: 12 HD: 1d6 AT: 1 sting+1 (1d3 + blood drain) S: Drain blood 1d4/round
 TICK, GIANT: AC: 15 HD: 3d6 AT: 1 bite+3 (1d6+1) S: Drains blood

TITAN: AC: 22 HD: 16d6 AT: 1 weapon+16 (1d6+8) S: Spells
 UNICORNS: AC: 17 HD: 5d6 AT: 2 hoofs+5 (1d4+2), 1 horn+5 (1d6+2) S: double damage for charge, 25% magic resistance, teleport
 VAMPIRE: AC: 17 HD: 9d8 AT: 1 bite+9 (1d6+4 + level drain) S: Vampiric powers, Undead. Drain 1 energy level
 WIGHT: AC: 14 HD: 3d8 AT: 1 claw+3 (1d3+1 + level drain) S: Drain one energy level, Hit only by magical or silver weapons, Undead
 WILL-O-THE-WISP: AC: 27 HD: 9d6 AT: 1 shock+9 (1d6+4)

WOLF: AC: 12 HD: 2d6 AT: 1 bite+2 (1d4+1)
 WORG: AC: 13 HD: 4d6 AT: 1 bite+4 (1d6+1)
 WRAITH: AC: 16 HD: 4d8 AT: 1 Touch+4 (1d6+2 + level drain) S: Drain 1 energy level, Undead
 WYVERN: AC: 16 HD: 8d8 AT: 1 bite+8 (1d6+4) or 1 sting+8 (1d4+4) S: Poison sting, Flies
 ZOMBIE: AC: 11 HD: 2d8 AT: 1 weapon+2 (1d6+2) S: Immune to sleep and charm

Designer's Notes

While Microlite74 is designed using tried and true "D20" systems filtered through the Microlite20 rules (<http://microlite20.net/>), it is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. Microlite74 isn't primarily a game of killing things; it's a game of exploration and treasure hunting.

Combat is more dangerous than it seems in Microlite74, so good players have their characters avoid it whenever possible. Fortunately, one can earn a lot of experience by finding and spending treasure whether or not any monsters are killed in the process. You'll still kill monsters, but killing monsters is not the primary way to get ahead in the world.

Unlike most modern RPGs, there aren't any skills. Players are intended to have their characters act like adventurers. So don't search your character sheet for the perfect solution in Microlite74. Instead, you just tell the GM what your character is trying to do. If you need to keep a door open or shut, tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

For more information on the differences between "old" style and "new" style play, read *A Quick Primer for Old School Gaming* by Matthew J. Finch. It is available as a free 13 page pdf download from Lulu: <http://www.lulu.com/content/3019374>. The *Quick Primer* description reads: "This booklet is designed for the modern-style gamer who's planning on taking the old-style rules for a trial run -- because open-ended rules like 0e are USED very differently than rules are used in modern systems." It's well done and does a great job of explaining the "old" style of play.

Finally, remember that these rules are a tool for the GM. If something does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite74 so please change anything you do not like.

Retro-Game Notes

The OGL has allowed fans to recreate the rules of older, out of print editions of the world's most popular fantasy roleplaying game. If you find the "old school" style of play espoused by Microlite74 fun but would like a much more detailed set of game rules, consider the following "retro-games." All have free PDF versions and most have nicely bound printed copies available for a very reasonable price.

0e Retro-Games*Swords & Wizardry*

<http://www.swordsandwizardry.com/>

Swords & Wizardry is an OGL retro-clone of the 0e version from the mid-1970s, the same edition Microlite74 is loosely based on. *Sword & Wizardry* is handy for complex spell and monster descriptions for use with Microlite74 as well as a great game itself. There are two versions of this game. One uses just the material from the three LBB and the other uses selected material from the 0e supplements.

B/X Retro-Games*Basic Fantasy Role-Playing Game*

<http://www.basicfantasy.org/>

The *Basic Fantasy Role-Playing Game* is loosely based on the so-called B/X edition of the world's most popular fantasy roleplaying game from the early 1980s. There are a number of minor tweaks like ascending armour class and separation of races and classes.

Labyrinth Lord

<http://www.goblinoidgames.com/labyrinthlord.htm>

Labyrinth Lord is more closely based on the so-called B/X edition of the world's most popular fantasy roleplaying game from the early 1980s. While some minor changes have been made for compliance with the OGL and copyright law, many people have a hard time finding any truly major differences between *Labyrinth Lord* and the original.

1e Retro-Games*OSRIC*

<http://www.knights-n-knaves.com/osric/>

OSRIC (Old School Reference & Index Compilation) is an OGL version of the first "advanced" edition of the world's most popular fantasy roleplaying game from the late 1970s and early 1980s. The first edition of *OSRIC* was designed to be just something that would allow publishers to legally publish OGL materials compatible with 1e. This attitude is also responsible for the boring name. The second edition of *OSRIC* (due out any day as this is written) is much more complete and is written with both players and publishers in mind.

Microlite20 Notes

Microlite20 is a trimmed down sub-miniature version of the OGL 3.5 SRD. In its most basic form, Microlite20 has only two pages of rules but can be used with most fantasy OGL and D20 adventures and supplements with little or no conversion. Since M20 was published in 2006, many people who prefer rules-lite games have been using it for their D20 games and/or writing expansions, supplements and other material especially for M20. You can find out more about the original Microlite20 and find more variants like Microlite74 on the Microlite20 web site:

<http://microlite20.net/>

Retroroleplaying Web Site

The author of Microlite74 maintains a web site devoted to out of print and out of style tabletop roleplaying games. He is always willing to discuss and answer questions about Microlite74 in the Microlite74 board on the Retroroleplaying forum.

Web Site: <http://www.retroroleplaying.com/>

Forum: <http://www.retroroleplaying.com/forum.php>

Blog: <http://www.retroroleplaying.com/blog.php>

Version 1.1 (October 6, 2008)

*Microlite74 is dedicated to the memory of E. Gary Gyga
(July 27, 1938 to March 4, 2008)*

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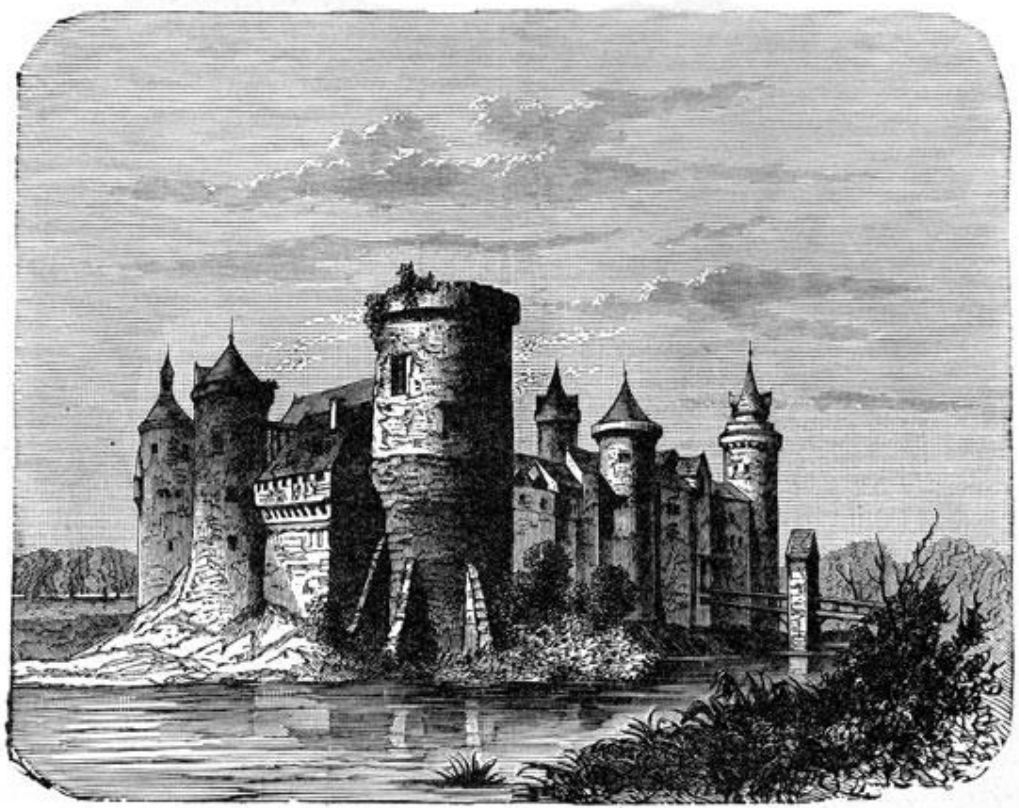
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Microlite74

Basic Edition

Version 3.0 (Condensed Type Edition)

OGL20 Rules for Tabletop Fantasy Roleplaying Campaigns with Old School (0e) Flare



Microlite74 Basic

Version 3.0 (October 1, 2011)

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for proofreading. All art is in the public domain.

*Microlite74 is dedicated to the memory of those who gave us the first roleplaying games
and campaigns:*

Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw

Microlite74 Basic, like its parent game, *Microlite20*, is a trimmed-down, sub-miniature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal of *Microlite74* games, however, is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974.

The *Microlite74 Basic* rules are based on three little booklets found in the boxed set of the 1974 0e edition. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite74 Basic* is the third edition of the original *Microlite74* rules.

These rules assume a basic familiarity with tabletop role-playing games in general and with the basic principles of "D20" based rules. If you are completely new to tabletop role-playing games, you will want to start by playing with someone who is familiar with how they work.

The Rules

Stats

There are 3 stats: Strength (STR), Dexterity (DEX) and Mind (MIND).

Roll 3d6, Total the 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/4, round toward zero.

Races

Humans can be any class (suggested maximum level 12-14).

Dwarves can be Fighters, max level 6.

Special Abilities: +4 to magic saves; note slanting passages, traps, shifting walls and new construction in underground settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Elves can be Fighters or Magic-Users, max level 8.

Special Abilities: Can switch between classes between adventures and can use magic armor and magic weapons when acting as a Magic-User; +2 to hit and damage goblinoid monsters; note secret/hidden doors (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

Halflings can be Fighters, max level 6.

Special Abilities: +4 to magic saves; +2 to hit and damage with slings and light bows; can blend in background (d20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors – this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do).

Classes

The classes are Fighter, Magic-User, and Cleric. Characters normally begin at Level 1 (unless directed otherwise by the GM).

Fighters wear any kind of armor or weapon and may use shields. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 20. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. Class Saving Throw Bonus is +3.

Magic-Users wear no armor and can only use daggers or staves as weapons. *Physical Combat Bonus* is level/4, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 20. They cast arcane spells. Class Saving Throw Bonus is +1.

Clerics can wear light or medium armor and use shields, but cannot use edged weapons. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 20. They cast divine spells. A Cleric can Turn Undead with a successful Magic Attack. DC is 10 + twice the Hit Dice of the undead. One undead flees per point over the roll

needed. This can be used (2 + Level + MIND bonus) times per day. Class Saving Throw Bonus is +2.

Skills

There are no skills in *Microlite74*. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation, taking into account the characters' classes. If the GM decides a random success chance is truly needed he may resolve the situation with a roll of his choice or he may call for one of the following rolls:

Primary Skill Roll: 1d20 + Stat Bonus + Class Level if the character is attempting something directly related to their class.

Secondary Skill Roll: 1d20 + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class.

Minor Skill Roll: 1d20 + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class.

When the GM calls for a skill roll, he will declare the type of skill roll, which stat the skill roll falls under, and any situational modifiers and the player will make a skill roll. (The GM should make the roll in secret if seeing the result would give the player more information than his character should have.)

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll. Suggested Difficulty Classes: Easy - 8, Normal - 12, Difficult - 16, Hard - 20, Very Hard - 24, Legendary - 28, Unbelievable - 32.

Basic Adventuring Skills: Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and have a rough idea of the value of common coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

Languages: All character races speak common. Other intelligent beings speak their own languages (20% chance of also speaking common). Beings with a MIND over 10 may speak one additional language per point of MIND over 10 (these are in addition to any languages known by race).

Saving Throws

When subject to an unusual or magical attack, characters generally get a saving throw to avoid or reduce the effect. To make a saving throw, roll 1d20, add modifiers based on the type of saving throw (and any circumstantial modifiers set by the GM). A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, the saving throw is successful if the total of the roll and modifiers is 20 or greater. Standard Modifiers are the total character's Class Saving Throw Bonus, the character's Level/2 (round down), and a Stat/Class bonus based on the type of saving throw.

Types of Saving Throws: There are three types of saving rolls: Fortitude (FORT), Reflex (REF), and Will (WIL). *Fortitude:* These saves measure ability to stand up to physical punishment or attacks against vitality and health. Add STR bonus to Fortitude saving throws. *Reflex:* These saves test ability to dodge area attacks. Add DEX bonus to Reflex saving throws. *Will:* These saves reflect resistance to mental influence and many magical effects. Add MIND bonus to Will saving throws.

Magic

Magic-Users can cast any arcane spell from the *Microlite74* list, and Clerics any divine spell from the *Microlite74* list, with a spell level equal or below 1/2 their class level, rounded up. A Magic-User starts with three first level arcane spells in his spell book and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. Clerics do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	1	2	3	4	5	6
HP Cost	3	5	7	9	11	13

This loss **cannot** be healed magically but is recovered after 8 hours rest. There is no need to memorize spells in advance. Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character.

Spell Difficulty Class: For purposes of things like dispelling, the Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Signature Spells: Select one 'signature' spell per spell level from first upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Hit Points and Healing

Hit Points: Hit Points = 6 + 1d6/Level. If HP reach 0, the character is unconscious and near death. Further damage directly reduces STR. If that reaches 0, the character is dead.

Healing: All characters recover hit points lost due to wounds and damage at a rate equal to one-half their level (round up) in hit points per night of rest. (In addition, Magic-Users and Clerics recover all hit points lost due to spell casting with a night's rest.) If a character has lost strength due to wounds, no hit points are recovered, but the character regains lost strength at the rate equal to their STR Bonus (minimum of 1 point regained) per full day of rest.

Combat

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round. If attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. A side cannot be surprised if it is aware of the other.

Initiative: Roll d20 + DEX bonus for initiative order each combat round. Use Hit Dice/2 instead of DEX for monsters. Characters and monsters act in Initiative order, from high to low. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

Actions: Combat is very abstract. Each combat round lasts a minute and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not count as an action.

Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

Attack Rolls: Add attack bonus to d20 roll. A natural roll of 1 always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage.

Melee attack bonus = STR bonus + Physical Combat Bonus
Missile attack bonus = DEX bonus + Physical Combat Bonus
Magic attack bonus = MIND bonus + Magical Combat Bonus

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2.

All weapons do 1d6 damage, add STR bonus to Melee damage.

Fighting classes can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead if wielding a light weapon. Fighting classes can wield 2 light weapons and attack with both in a round (making one attack roll at -2). Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round.

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence.

Energy Drain: Certain undead and demonic monsters can drain energy levels from characters. Each energy level drained reduces the character's level by one, the character may regain the level normally via experience.

Hirelings

Players may find it useful to have their characters hire bearers to carry light sources into ruins and dungeons (and to carry treasure out) and men-at-arms to aid in combat. In some areas there may be a guild where such people may be found and hired, in other areas characters may have to advertise. Pay must be negotiated and what will be asked will depend on the situation the hirelings think they may get into and the reputation of the characters hiring them.

Bearers have 2 hit points and generally will only fight if cornered and there is no other choice – even then their effective level (used in attack rolls) is -2. They will carry light sources and baggage willingly so long as they are paid, fed, treated well, and not exposed to much mortal danger. Minimum pay: 1 SP/day.

Men-at-Arms will fight but consider being used as a bearer (except of treasure they get a share of) to be beneath them. Green Men-At-Arms have 4 hit points, an effective combat level (used in attack rolls) of 0 and can use whatever armor and weapons their employers provide. Minimum pay: 5 SP/day plus 1/20 of a share of any non-magical treasure found. Veteran Men-at-Arms have 7 hit points, an effective combat level (used in attack rolls) of 1 and can use whatever armor and weapons their employers provide. Minimum pay: 1 GP/day and 1/10 a share of any non-magical treasure found. Men-at-Arms will serve willingly as long as they are fed, paid, treated well, and not asked to take unusual risks that their employers are not taking with them.

Monsters

See the Microlite74 Monster List or use the monster descriptions in any Oe game (substituting d6 for hit dice and damage if needed). To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d6 per level, magic save = 10 + level, all attack bonuses = level, damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Mooks (optional): Sometimes a GM may want to use a large number of monsters but not want to carefully track each one.

Mooks are "cannon fodder" monsters that have 1 hit point per hit die, never make a saving throw, and always run away or surrender if the battle is obviously going against them. Any hit from a Fighting Class character will likely kill a mook. Mooks cannot be told at a glance from non-mook monsters. Mooks make excellent minions for powerful leaders as they are very effective against normal people even if they cannot stand long against PCs and NPCs with class levels.

Other Hazards

Falling: 1d6 damage per 10', half damage on REF save. DC=depth fallen in feet

Spikes: add +1 point to falling damage per 10' fallen, max +10

Poison: FORT save to avoid or for half damage, depending on poison. Effect varies with poison type.

Extreme Heat & Cold: If not wearing suitable protection, FORT save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Starvation: Characters generally need 2 pounds of food per day. After 2 days without food, a character takes 1d6 damage per additional day without food and no longer heals lost HP.

Dehydration: Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25% of his full HP in damage (and can no longer heal).

Level Advancement

Characters get Experience Points (XP) when their party defeats monsters. Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.: 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc. Add +1 or +2 XP (GM's discretion) if the foes have dangerous special abilities.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like. The GM should assign XP depending on the situation (usually from 1 to 5 XP).

Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns 1 XP for each 100gp (round down) so spent.

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials and treasure spent. When the total is equal to your Experience Base x your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Each level adds +1d6 to Hit Points and the character's Physical Combat Bonus is recalculated. (Note that both the above are already included in the attack and hit point formulas given in the rules.)

Fighters gain +1 to their attack and damage rolls at levels 5, 10, 15, etc.

Clerics and Magic-Users gain access to new spell levels at levels 3, 5, 7, 9, and (Magic-User only) 11. When a Magic-User gains access to a new spell level he gets one spell of the new level added to his spell books. The player may select the spell subject to GM veto.

Example: Four newly minted second level adventurers have just completed a dungeon adventure. They each need 40 XP to reach third level. Their expedition was extremely successful. They defeated 22 XP worth of monsters and earned 7 XP from traps and other GM specials for a total of 29 XP each. The party's cleric earned 4 XP for great roleplaying while risking her life to save the party from an angry spirit. The party also found and recovered 2900gp in treasure from the dungeon. That's 725gp each. The cleric decides to donate the entire sum to her temple, and earn 7 more XP. This gives her 40 XP. She goes up to third level and her XP total is reset to 0. The other party members have 29 XP each.

Equipment

Suggested starting packs for new characters:

Pack A

backpack
bedroll
hooded lantern
10 oil flasks
flint & steel
shovel
2 sets of caltrops
signal whistle
pen & paper
water skin
iron rations for four days

Pack B

backpack
bedroll
10 torches
10 oil flasks
flint & steel
chalk
10 ft. pole
mirror
crowbar
water skin
iron rations for four days

Pack C

backpack
bedroll
tent
10 torches
flint & steel
hammer
10 iron spikes
grappling hook
50 ft. rope
water skin
iron rations for four days

Finally, add the following, based on your Class:

Fighter: Vial of holy water, medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Magic-User: Spellbook with all spells known, a dagger, and 5 gold pieces

Cleric: Silver holy symbol, light armor (AC +2), a one handed weapon + shield, and 5 gold pieces

Optional Rules

The following rules are optional. The GM decides if they will be used.

Background: Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

Demi-Human Restrictions: If you do not like the level and class restrictions, Demi-Humans can instead have a higher Experience Base than Humans. Halflings have a +3 to Experience Base, Dwarves have a +5 to Experience Base and Elves have a +7. Elves can no longer switch between Magic-User and Fighter classes, but retain the ability to use magic armor and all magic weapons no matter which class they select.

Encumbrance: Characters can carry twelve (plus STR bonus) items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item.

Group Initiative: Each side rolls a d20 (reroll ties). High roll wins initiative. The combat order changes to the following: 1) Side that lost initiative declares actions. 2) Side that won initiative declares actions. 3) Side that won initiative acts. 4) Side that lost initiative acts. 5) Any bookkeeping is done.

Energy Drain: If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Supplement I Spells: Spells marked with an asterisk after their name in the spell lists are from the first supplement to Oe. GMs wanting to run a more pure Oe campaign may want to

disallow these spells.

Oe Conventions

Almost any material you come across for Oe or other early editions of the world's most popular roleplaying game can be used in Microlite74 with little modification. However, there are some descriptive conventions that Oe used that may need explanation.

Time Conventions: Oe talks about time in terms of rounds (combat rounds) and turns. A round was 1 minute and a turn was 10 minutes.

Movement/Distance Conventions: Oe gave distances in inches. When underground or in buildings or the like, one inch equaled 10 feet. When outdoors, however, one inch was 10 yards. Yes, this meant spell and weapon ranges were greater outdoors than indoors. Normal human movement (when carefully exploring) was 12" per move, with two moves per turn. Carrying too much weight cut this down to 9" or even 6". Running movement was double the above.

Descending Armor Class: Oe and other pre-SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Microlite74 uses the ascending Armor Class system used in the OGL SRD. If you have old adventures using the original descending AC system and wish to use them, it is easy to convert descending ACs to ascending ACs.

Unarmored AC is 9: If the adventure is for Oe (or other edition where the unarmored AC is 9), subtract the descending AC listed in the adventure from 19 to get the ascending AC used by Microlite74.

Unarmored AC is 10: If the adventure is for 1e or 2e (where the unarmored AC is 10), subtract the descending AC listed in the adventure from 20 to obtain the ascending AC used by Microlite74.

Dungeon Exploration Conventions

Light: Humans and many other races require a light source (or magical ability) to see in the dark. Torches, lanterns, etc. will produce limited areas of light (generally 20 feet of bright light and a further 10 feet of dim light), but they also make it easy for monsters to see the party coming, making surprise impossible. Torches can be blown out by strong gusts of wind (d6 roll: blown out on a 1 or 2). Most monsters living in a dungeon have infravision or some other means of seeing in the dark; however these methods do not work in the presence of a light source.

Seeing Monsters: Unless surprised, characters will see monsters when they are 2d4 x 10 feet apart. Surprise distance is 1d3 x 10 feet.

Wandering Monsters: The GM should roll 1d6 every 1d3 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow their orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue if there is less than 120 feet between the two groups. Monsters will only pursue around a corner or through a door on roll of 1 or 2 on a d6 (1 if a secret door is used). Fire will deter many monsters. Food will distract many monsters: unintelligent monsters 90% of the time, semi-intelligent monsters 50% of the time, intelligent monsters 10% of the time. Treasure may also distract monsters: unintelligent monsters 10% of the time, semi-intelligent monsters 50% of the time, and intelligent monsters

90% of the time. All chances may be adjusted by the GM depending on circumstances.

Rest: One turn in six must be sent in rest or all characters suffer a -1 to all d20 rolls per rest missed. Time spent searching is not time spent resting.

Doors: Most dungeon doors must be forced open by strength; a character may make a FORT save to attempt to force a door open. Doors with locks must be picked or forced at a minus equal to the dungeon level. Most dungeon doors will automatically close unless held or spiked open (spikes slip 20% of the time). Dungeon doors usually open automatically for monsters unless held closed.

Characters may wish to listen at doors before opening them. Unless a character has special listening abilities, a roll of 1 on a d6 will allow the character to hear through the door – if there is anything to be heard.

Traps: A trap will usually spring on a d6 roll of 1 or 2 when a character passes over or by them or otherwise triggers them.

Secret Passages: Unless a character has racial abilities with secret passages, characters will detect secret doors/passages doors on a d20 + MIND bonus roll (normal DC 16). A 10 x 10 foot area may be searched in a turn by a single character.

Wilderness Exploration Conventions

Seeing Monsters: Unless surprised, characters will see monsters when they are 4d6 x 10 yards apart. Surprise distance is 1d3 x 10 yards.

Wandering Monsters: The GM should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made at night. If a wandering monster is indicated (roll varies by terrain, see terrain table below), wandering monsters stumble across the party from a random direction and distance. At night, the GM should randomly determine which watch is on duty when the attack is made.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 50% chance monsters faster than the party will catch it (30% chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught by 25%. Monsters will pursue into another hex on the map 50% of the time. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the GM depending on circumstances.

Becoming Lost: A group travelling off a well-marked trail or road without an accurate map or a knowledgeable guide may become lost. The chance of becoming lost is rolled on a d6 and depends on the type of terrain the party is in (see table below). If lost, the party actually moves in a random direction but believes they have moved in the direction intended.

Terrain Chart

Terrain Type	Chance Lost	Chance of Encounter
Plains	1	1
Woods	1-2	1-2
Forest	1-3	1-2
River	1	1-2
Swamp	1-3	1-3
Hills	1	1-2
Mountains	1-2	1-3
Desert	1-3	1-2

Donate to the RetroRoleplaying Cancer Fund and Get Some PDF Goodies

Many Microlite74 gamers know that Randall Stukey, the author of Microlite74 and other M20-based old school games is trying to raise funds to pay the bills from [his wife's oral cancer](#) treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna (successful so far) cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the RetroRoleplaying Cancer Fund (via PayPal) and help them pay their bills.

Can You Help Pay the Cancer Bills?

Everyone who donates any amount at all get a password giving them access to a number of special downloads. *Some* of the currently available downloads include:

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 (<http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html>) and The Grimoire #2 (<http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html>))
- Pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECMI campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite74 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård. This Special Edition incorporates the rules from the first supplement. The text has been reformatted into a single column in a large enough font to easily read.

To get access to these downloads and access to a private donor forum where you can get advance information on upcoming Microlite74 releases, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

<http://www.retroroleplaying.com/node/153>

Support Microlite74: Please donate if you can!

Microlite74 Spell Lists

Arcane (Magic-User) Spells

For expanded spell descriptions see Oe or a Oe retro-clone. R: is range. D: is duration.

1st Level

Charm Person: Puts one living humanoid totally under your influence. R: 120 feet. D: until dispelled.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Hold Portal: Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.

Light: object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/level.

*Magic Missile**: Creates magic arrow which hits its target for 1d6 damage. An additional 2 missiles are created every 5 levels (e.g. total 3 at level 5, total 5 at level 10). R: 150 feet. D: instant.

Protection from Evil: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 1 hour.

Read Languages: Read any written language. D: 1 or 2 readings.

Read Magic: Read scrolls, spellbooks, other magical writing. R: caster only. D: one reading (two scrolls or equivalent).

*Shield**: Improves caster's armor class to 17 versus missile attack and to 15 versus melee attacks. R: caster. D: 20 minutes.

Sleep: Puts 4d6 HD of beings into magical slumber. Creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's discretion.

*Ventriloquism**: allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes.

2nd Level

Continual Light: object lights circle with 120 ft. radius until dispelled, not full daylight. R: 120 feet.

*Darkness, 15' Radius**: Magical darkness which even blocks infravision and darkvision. R: 120 feet. D: 1 hour.

Detect Evil: Reveals evil thoughts/intent or evil items. R: 60 feet. D: 20 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

ESP: Allows Caster to read surface thoughts of target. R: 60 feet. D: 2 hours.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until it attacks. R: 240 feet.

Knock: Unlocks/unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant.

Levitate: Caster floats up and down as he desires. Speed: 6 feet/minute. R: 20 feet up/down per level. D: 10 minute/level.

Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 60 + 10/level feet.

*Magic Mouth**: Mouth appears on target object and delivers up to 30 word message when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.

*Mirror Image**: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.

*Pyrotechnics**: Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.

*Strength**: Adds 1d6+1 to a single Fighter's Strength or 1d6-1 to a single Cleric's. Maximum Strength is 18. R: touch D: 8 hours.

*Web**: Sticky webs fill a 10x10x20 foot area. Burning through the webs takes 6+1d4 minutes. Large creatures push through in 14+1d6 minutes. Human-sized creatures take 20+3d6 minutes. R: 30 feet. D: 8 hours.

Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell. R: 10 feet.

3rd Level

Clairaudience: Hear at a distance for 2 hours. R: 60 feet.

Clairvoyance: See at a distance for 2 hours. R: 60 feet.
Dispel Magic: Cancels magic effects and spells. (Magic Attack vs. Spell's DC for success) Duration: instant but effects permanent for spells or 10 minutes/level for items. Range: 120 feet.
Fire Ball: 1d6/level fire damage, 20 foot burst. R: 240 feet. D: instant.
Fly: Subject can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/level. (GM rolls secretly.)
Haste Spell: Subjects (up to 24 beings in a 60 foot radius of target) double in speed, taking two actions at a time. (Counters Slow) R: 240 feet. D: 30 minutes.
Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/level.
Infravision: See in the dark. R: touch. D: 1 day. Sight Range: 30 + (1d3 x 10) feet.
Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.
Lightning Bolt: 1d6/level electrical damage. R: 240 feet, bolt is 10 feet wide, 60 feet long. D: instant.
*Monster Summoning I**: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d6 giant rats, 2-1d3 goblins, 3-1d3 hobgoblins, 4-1d6 kobolds, 5-1d3 orcs, 6-1d3 skeletons. D: 6 minutes.
Protection from Evil, 10' radius: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around subject. D: 2 hours.
Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 2 hours.
*Rope Trick**: Caster tosses rope into the air. It hangs there. Caster and up three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/level.
Slow Spell: Subjects (up to 24 beings in a 60 foot radius of target) slowed by 50%. (Counters Haste) R: 240 feet. D: 30 minutes.
*Suggestion**: Caster makes 1-2 sentence hypnotic suggestion to target. If save failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.
Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest. R: 60 feet.
Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.
Dimension Door: Teleports subject a short distance (up to 360 feet). D: instant. R: 10 feet.
*Fear**: 240 ft. long cone of fear (120 ft. width at far end) extends from caster. Creatures within must save or flee in fear/horror for 1 hour. R: as above. D: 1 hour of fear.
Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet.
*Ice Storm**: 30 foot cubic vortex of ice, snow, and hail appears doing 5d6 damage to all within. R: 120 feet. D: 1 minute.
Massmorph: Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.
*Monster Summoning II**: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d2 hobgoblins, 2-1d2 zombies, 3-1d2 gnolls, 4-1d2 bugbears, 5-1d6 orcs, 6-1d6 skeletons. D: 6 minutes.
Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.
Polymorph Others: Change one humanoid (but not self) into the form of another being. Change is complete and includes gaining special abilities and mind of creature. R: 60 feet. D: until dispelled.
Polymorph Self: Change self to form of another being, does not

get special powers but retains own intelligence. R: caster only. D: 60 + 60/level minutes.
Remove Curse: Frees subject from a curse. R: touch. D: instant but effects permanent.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level. Wall lasts as long as caster concentrates on it. R: 60 feet.
Wall of Ice: Creates wall of ice with 15 hp +1/level. Wall lasts as long as caster concentrates on it. R: 60 feet.
Wizard Eye: Allows sending an invisible eye up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute. D: 1 hour.

5th Level

Animal Growth: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.
Animate Dead: Create undead skeletons or zombies under control of caster from dead bodies, 1d6 per level over 8. R: GM discretion. D: permanent.
Cloudkill: creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.
Conjure Elemental: Conjures one 16 HD elemental who will serve the caster until dispelled/dismissed/caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.
Contact Higher Plane: Lets Caster ask yes/no question of other planar entity, 1 question per level. Chance of correct answer 5% per level, maximum 95%.
Feeblemind: Subject's MIND drops to 1. R: 240 feet. D: until dispelled.
Hold Monster: As Hold Person, but any creature. R: 120 feet. D: 1 hour plus 10 minutes/level.
Magic Jar: Moves caster's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs. DC of (10 + MIND bonus + target level or hit dice). New save every level days. Duration: until dispelled or caster ends spell.
*Monster Summoning III**: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d4 bugbears, 2-1d2 harpies, 3-1d2 ochre jellies, 4-1d2 wererats, 5-1d2 wights, 6-1d2 wild boars. D: 6 minutes.
Pass-Wall: Creates a human-sized passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.
Rock-Mud: Transforms rock to mud or vice-versa, up to 300x300 foot area. R: 120 feet. D: 3d6 days.
Telekinesis: Moves object by mental power. Up to 20 pounds per level. R: 120 feet. D: 1 hour.
Teleport: Instantly transports subject up to 100 miles/level. Caster must know target location exactly.
Wall of Iron: creates a wall of iron in any shape. 1000 square feet (3 inches thick). R: 60 feet. D: 2 hours.
Wall of Stone: Creates a wall of stone in any shape. 1000 square feet (2 inches thick). R: 60 feet. D: until destroyed or dispelled.

6th Level

Anti-Magic Shell: Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours.
Control Weather: Caster can adjust weather. D: GM decision.
Death Spell: Kills 2D8 beings with less than 7 hit dice with a 60 foot radius. R: 240 feet. D: instant but effect permanent.
Disintegrate: Makes one creature or non-magical object vanish, turning it to fine dust. R: 60 feet. D: permanent.
Geas: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.
Invisible Stalker: Summons an invisible stalker, an extra-dimensional monster, under the control of the Magic-User who may give it a single mission which it will carry out until it is finished.
*Legend Lore**: A complex process taking 1d100 days allows caster to gain knowledge of a legendary person, place, or thing. Information is accurate but may be in a cryptic form. R: caster.
Lower Water: Lowers bodies of water 50%. R: 240 feet. D: 10 turns.
*Monster Summoning IV**: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1

gargoyle, 2-1 ogre, 3-1 owlbear, 4-1 shadow, 5-1 werewolf, 6-1 wraith. D: 6 minutes.

Move Earth: Move small hills, dig ditches and moats, other surface features, etc. Land moves at 6 feet per minute. R: 240 feet. D: permanent.

Part Water: Parts bodies of water up to 10 feet deep. R: 240 feet. D: 1 hour.

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 1 hour.

Reincarnation: Restores dead person to life in a random (usually humanoid) form. R: touch. D: instant.

Repulsion:* Any being trying to move toward spell target finds itself moving away instead. R: 120 feet. D: 1 hour.

Stone-Flesh: Turns subject into a stone statue (or vice versa). R: 120 feet. D: permanent.

Divine (Cleric) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Cure Light Wounds (Reversible): Cure 1d6+1 hit points of wounds. R: touch. D: instant but effects permanent.

Detect Evil (Reversible): Reveals evil thoughts/intent or evil items. R: 120 feet. D: 1 hour.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Light (Reversible): object lights circle with 20 ft. radius, full daylight. R: 60 feet. D: 2 hours.

Protection from Evil (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 2 hours.

Purify Food & Water (Reversible): Purifies food and water for up to 12 people. R: 10 feet. D: instant but effects permanent.

2nd Level

Bless: Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast in combat. R: 10 feet. D: 1 hour.

Find Traps: Notice traps within 30 feet. R: caster. D: 20 minutes.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 180 feet. D: 90 minutes.

Silence, 15' Radius:* Magical silence for 15 feet around target, moving with target. No sound within area can be heard from outside it. R: 180 feet. D: 2 hours.

Snake Charm:* 1d6 snakes/level charmed and will obey caster's commands. R: 60 feet. D: 20 minutes + 1d4 x 10 minutes.

Speak with Animals: Can understand and speak with animals. R: 30 feet. D: 1 hour.

3rd Level

Continual Light (Reversible): object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.

Cure Disease: Cures person of any diseases, including magical diseases. R: touch D: instant but effects permanent.

Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 90 feet.

Prayer:* Gives saving throw penalty of 1 per ten levels of caster to enemies in 20x20 foot area. R: 30 feet. D: next melee round.

Remove Curse (Reversible): Frees subject from a single curse. R: 10 feet. D: instant but effects permanent.

Speak with Dead:* Ask three questions of a corpse. Age of corpse affected: Cleric under level 8: 1d4 days, level 9-14: 1d4 months, level 15+: any age. R: 10 feet. D: 10 minutes.

4th Level

Create Water: Creates water, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

Cure Serious Wounds (Reversible): Cures 3d6+3 hit points from wounds. R: touch. D: instant but effects permanent.

Neutralize Poison: Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: 10 feet.

Protection from Evil, 10' radius (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around caster. R:

caster. D: 2 hours.

Speak with Plants: Can understand and speak with plants. R: 30 feet. D: 1 hour.

Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour.

5th Level

Commune: Cleric's Deity truthfully answers three yes-or-no questions. R: caster. D: 10 minutes.

Create Food: Creates food, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

Dispel Evil (Reversible): Works like Dispel Magic, but affects any evil sending or evil spell. R: 30 feet. D: instant but effects permanent.

Insect Plague: Insect swarms (20 x 20x 20 feet) attack creatures. Creatures under 2 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.

Quest: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.

Raise Dead (Reversible): Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. R: line of sight. D: instant but effects permanent.

Monsters

AC=Armor; HD=Hit Dice; AT=Attacks; S=Special Abilities

Undead Immunities=Immune to sleep, charm, fear, paralysis

ANT, GIANT: AC: 16 HD: 3d6 AT: bite +3 (1d6) S: acid (2d6).

ANHKHEG: AC: 16 HD: 5d6 AT: bite+5 (2d6) S: Squirrt acid (3d6).

BADGER, GIANT: AC: 15 HD: 3d6 AT: claws+3 (1d6), bite+3 (1d6)

BANSHEE: AC: 20 HD: 7d6 AT: claw+7 (1d6) S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments.

BASILISK: AC: 15 HD: 6d6 AT: bite +6 (1d6) S: petrifies onlookers (FORT save).

BEETLE, GIANT FIRE: AC: 15 HD: 1d6 AT: bite +1 (2d6) S: Light glands glow for 1d6 days after death.

BLACK PUDDING: AC: 13 HD: 10d6 AT: slam +10 (2d6) S: immune to everything but fire, divides when hit.

BLINK DOG: AC: 14 HD: 6d6 AT: bite +6 (1d6) S: teleports, hate coeurls.

BRAIN EATER: AC: 14 HD: 8d6 AT: mouth tentacles +8 (1d6, special) or weapon +8 (1d6) S: on hit by tentacles 1d4 turns later tentacles reach brain, killing victim; Psi Blast (8d6 cone of mental force, save to confused), 90% magic resistant.

BROWN HULK: AC: 17 HD: 8d6 AT: claws or bite +8 (2d6) S: burrows through rock, eyes cause confusion.

BUGBEAR: AC: 14 HD: 3d6 AT: weapon +3 (1d6) S: surprise foes on a 1-3.

CATOBLEPAS: AC: 12 HD: 6d6 AT: tail +6 (1d3 + stun) S: death gaze (FORT save).

CARCASS CREEPER: AC: 16 HD: 3d6 AT: tentacles +3 (paralysis) S: walk on walls and ceilings.

CENTAUR: AC: 14 HD: 4d6 AT: kick or weapon +4 (1d6)

CENTPEDE, GIANT: AC: 14 HD: 4d6 AT: bite +4 (1d6) S: poison (1d6 DEX).

CHIMERA: AC: 15 HD: 9d6 AT: 2 claws +9 (1d6), goat gore +9 (1d6), lion bite +9 (1d6), dragon bite +9 (2d6) S: breathes fire (3d6), flies.

COCKATRICE: AC: 13 HD: 5d6 AT: bite +5 (1d6) S: petrifying bite.

COEURL: AC: 15 HD: 6d6 AT: tentacles +6 (2d6) S: appear 3 feet from actual position (+2 to defense and saves), hate blink dogs.

DEMON, BAAL-ROG: AC: 17 HD: 9d6 AT: sword or flaming whip+9 (2d6) S: flies, flaming (3d6 damage to all in contact), darkness, 10 ft. r., 75% magic resistance, immune to non-magic weapons. Spell-like powers: cause fear, detect magic and invisible, read magic and languages, pyrotechnics, dispel magic, suggestion, telekinesis, symbols (fear, discord, sleep), gate demons 70%.

DEMON, LEMURE: AC: 17 HD: 3d6 AT: claws (1d6) S: regenerate 1 HP/minute.

DEMON, SUCCUBUS: AC: 10 HD: 6d6 AT: claws (1d6) or kiss (drain 1 energy level) S: immune to non-magic weapons, 70% magic resistance, darkness 5 ft. r. Spell-like powers: Ethereal, charm person, ESP, clairaudience, suggestion, shape change (humanoid forms only), gate demons 40%.

DJINN: AC: 15 HD: 7d6 AT: fist or weapon +7 (2d6) S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.

DOPPELGANGER: AC: 14 HD: 4d6 AT: claw +4 (1d6) S: imitate humanoids, immune to sleep and charm. +5 on magic saves.

DRAGON, BLACK: AC: 17 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (2d6) S: flies, breathes line of acid (7d6).

DRAGON, BLUE: AC: 17 HD: 9d6 AT: 2 claws +9 (1d6), bite +9 (3d6) S: flies, breathes line of lightning (9d6).

DRAGON, BRASS: AC: 17 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (2d6) S: flies, breathes cloud of sleep or fear gas.

DRAGON, BRONZE: AC: 17 HD: 9d6 AT: 2 claws +9 (1d6), bite +9 (3d6) S: flies, breathes lightning (9d6) or repulsion.

DRAGON, COPPER: AC: 17 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (2d6) S: flies, breathes acid cloud (8d6) or slow.

DRAGON, GREEN: AC: 17 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (2d6) S: flies, breathes cloud of chlorine gas (8d6).

DRAGON, GOLD: AC: 19 HD: 11d6 AT: 2 claws +11 (1d6), bite +11 (3d6) S: flies, breathes cloud of poisonous gas or cone of fire (11d6), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, RED: AC: 17 HD: 10d6 AT: 2 claws +10 (1d6), bite +10 (3d6) S: flies, breathes cone of fire (10d6), uses magic as MU of level 1 to 6 (by age -2).

DRAGON, SILVER: AC: 18 HD: 10d6 AT: 2 claws +10 (1d6), bite +10 (3d6) S: flies, breathes cloud of poisonous gas or cone of cold (10d6), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, WHITE: AC: 17 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: flies, breathes cone of cold (6d6).

DRYAD: AC: 14 HD: 2d6 AT: none S: charm.

DWARF: AC: 15 HD: 1d6+1 AT: warhammer +1 (1d6) S: standard dwarf abilities.

EFREET: AC: 16 HD: 10d6 AT: slam +10 (2d6) S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons.

ELEMENTAL, AIR: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: whirlwind, extra damage against foes in the air.

ELEMENTAL, EARTH: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: tear down stone, extra damage against foes standing on the ground (1d6).

ELEMENTAL, FIRE: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: ignite materials.

ELEMENTAL, WATER: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: overturn boats, extra damage against swimming foes (1d6).

ELF: AC: 14 HD: 1d6+1 AT: sword or longbow (1d6) S: standard elf abilities.

EYE GLOBE: AC: 17 (Eye Stalks: 15) HD: Body 40 HP, Eye Stalk 10 HP each AT: 1d4 eyes S: floats about; large body eye generates anti-magic ray; 12 smaller eyes do: 1-charm person ray, 2-charm monster ray, 3-death ray, 4-2d6 damage ray, 5-sleep ray, 6-telekenesis ray, 7-slow ray, 8-fear ray, 9-stoning ray, 10-disintegration ray, 11-turn/control undead ray, 12-mind reading ray.

GARGOYLE: AC: 14 HD: 4d6 AT: claws or bite +4 (1d6), horns +4 (1d6) S: fly.

GELATINOUS CUBE: AC: 11 HD: 4d6 AT: slam +4 (2d6) S: touch paralyzes, immune to lightning and cold, surprise foes on a 1-4.

GHOUL: AC: 13 HD: 2d6 AT: claws or bite +2 (1d6) S: undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours.

GIANT, CLOUD: AC: 17 HD: 13d6 AT: weapon +13 (3d6) or hurl rocks +13 (3d6) S: only surprised on a 1.

GIANT, FIRE: AC: 16 HD: 12d6 AT: weapon +12 (2d6) or hurl rocks +12 (2d6) S: immune to fire.

GIANT, FROST: AC: 15 HD: 11d6 AT: weapon +11 (2d6) or hurl

rocks/ice +11 (2d6) S: immune to cold.

GIANT, HILL: AC: 15 HD: 8d6 AT: weapon +8 (2d6) or hurl rocks +8 (2d6)

GIANT, STONE: AC: 20 HD: 9d6 AT: stone club +9 (2d6) or hurl rocks +9 (2d6)

GIANT, STORM: AC: 18 HD: 16d6 AT: weapon +16 (3d6) or hurl rocks +16 (3d6) S: control weather.

GNOLL: AC: 14 HD: 2d6 AT: weapon +2 (1d6)

GOBLIN: AC: 12 HD: 1d6-1 AT: weapon +1 (1d6) S: -1 to hit in sunlight.

GOLEM, FLESH: AC: 10 HD: 12d6 AT: fists +12 (1d6) S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most magic.

GOLEM, IRON: AC: 16 HD: 13d6 AT: fists or weapon +13 (1d6) S: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

GOLEM, STONE: AC: 14 HD: 16d6 AT: fist +15 (1d6) S:

Unaffected by +2 or lesser weapons, slowed by fire, healed/damaged by rock to mud, immune to most magic.

GORGON: AC: 17 HD: 8d6 AT: gore +8 (2d6) S: breathes petrifying gas.

GREEN SLIME: AC: n/a HD: n/a AT: organics and metal turn to green slime if touched S: killed by cold or fire. Cure Disease stops transformation to green slime.

GREY OOZE: AC: 12 HD: 3d6 AT: strike +3 (1d6) S: acid (destroys armor in one round, deals automatic damage after the first hit), immune to blunt/crushing attacks, spells, fire and cold.

GRIFFON: AC: 16 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (2d6) S: flies.

HARPY: AC: 12 HD: 3d6 AT: talons or weapon +3 (1d6) S: flies, siren-song (Charm person).

HELL HOUND: AC: 15 HD: 5d6 AT: bite +5 (1d6) S: breathe fire (10 HP damage)

HIPPOGRIF: AC: 14 HD: 3d6 AT: 2 claws +3 (1d6), bite +3 (1d6) S: flies.

HOBGOBLIN: AC: 14 HD: 1d6+1 AT: weapon +1 (1d6)

HORSE, RIDING: AC: 12 HD: 2d6 AT: bite or kick +2 (1d6)

HORSE, WAR: AC: 12 HD: 3d6 AT: bite +3 (1d6) or kick +3 (2d6)

HUMAN, BANDIT/SOLDIER: AC: 12 HD: 1d6 AT: weapon +1 (1d6)

HUMAN, BERSERKER: AC: 12 HD: 1d6+2 AT: weapon +1 (1d6) S: Berserking (+2 to hit)

HUMAN, COMMON MAN: AC: 11 HD: 1d6-2 AT: weapon +0 (1d6)

HUMAN, SERGEANT-AT-ARMS: AC: 14 HD: 3d6 AT: weapon +3 (1d6)

HYDRA: AC: 14 HD: 5-12d6 AT: 5-12 bites +HD (1d6) S: 1 HD per head, 20% chance fire-breathing or regenerating.

INVISIBLE STALKER: AC: 16 HD: 8d6 AT: 1 bite +8 (1d6) S: flies, invisible.

KOBOLD: AC: 13 HD: 1d3 AT: weapon +0 (1d6)

LEPRECHAUN: AC: 11 HD: 1d3 AT: theft, magic S: invisible, polymorph non-living objects, illusions and ventriloquism at will; steal small valuable item (75% successful, 25% chance if dropping per turn chased), 80% magic resistant, never surprised.

LICH: AC: 20 HD: 12-18d6 AT: touch +HD (1d6) S: undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD, Magic-User or cleric level equals hit dice.

LIZARDMAN: AC: 14 HD: 2d6+1 AT: claws or weapon +2 (1d6) S: breathe underwater.

LURKER RAY: AC: 13 HD: 10d6 AT: wing smother +10 (1d6) S: those hit take 1d6 damage/turn and smother in 1d6 turns.

LYCANTHROPE, WEREBEAR: AC: 17 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (1d6) S: lycanthropy, extra 2d6 damage if both claws hit.

LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d6 AT: tusks +6 (1d6) S: lycanthropy, attack +6 instead of +4 because of rage.

LYCANTHROPE, WERERAT: AC: 13 HD: 3d6 AT: bite or weapon +3 (1d6) S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WERETIGER: AC: 16 HD: 5d6 AT: 2 claws +5 (1d6), bite +5 (2d6) S: lycanthropy, surprise foes on a 1-4.
 LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d6 AT: bite +4 (2d6) S: lycanthropy.
 MANTICORE: AC: 15 HD: 6d6 AT: claws +6 (1d6) or bite +6 (2d6) S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total.
 MEDUSA: AC: 14 HD: 6d6 AT: weapon +6 (1d6) S: onlookers turn to stone (FORT save), hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks.
 MERMAN: AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: breathe water, swim.

MINOTAUR: AC: 13 HD: 6d6 AT: weapon or Head gore +6 (1d6) S: never lost in mazes.
 MUMMY: AC: 16 HD: 6d6 AT: touch +6 (1d6) S: mummy rot curse if hit (no more healing), undead immunities, hit only by magic weapons (for half damage), spells, and fire.
 NAGA, GUARDIAN: AC: 14 HD: 12d6 AT: bite +12 (1d3 + poison), spit +12 (30 range, poison), constrict +12 (1d6/rd until freed) S: spells as 6th level Cleric.
 NAGA, SPIRIT: AC: 14 HD: 10d6 AT: bite +10 (1d3 + poison), S: spells as 6th level Cleric and 7th level Magic-User, gaze (permanent charm).
 NAGA, WATER: AC: 14 HD: 8d6 AT: bite +10 (1d3 + poison), S: spells as 5th level Magic-User (no fire or lightning).

NIXIE: AC: 12 HD: 1d6 AT: weapon +1 (1d6) S: swims, charm.
 OCHRE JELLY: AC: 11 HD: 6d6 AT: acid strike +6 (1d6) S: a hit destroys organic material, lightning divides jelly into three jellies, each doing +2 (1d6) damage.
 OGRE: AC: 14 HD: 4d6 AT: weapon +4 (1d6+2)
 OGRE MAGE: AC: 15 HD: 5d6 AT: weapon +5 (2d6) S: flies, magic use (turn invisible, darkness 10' radius, sleep, charm person, cone of frost).
 ORC: AC: 13 HD: 1d6 AT: weapon +1 (1d6)

OWLBEAR: AC: 14 HD: 5d6 AT: 2 claws or bite +5 (1d6) S: hug for additional 2d6 if both claws hit.
 PEGASUS: AC: 13 HD: 4d6 AT: hooves +4 (1d6) S: flies.
 PIXIE: AC: 12 HD: 1d6 AT: weapon +1 (1d6) S: flies, charm, naturally invisible.
 PURPLE WORM: AC: 13 HD: 15d6 AT: bite or sting +15 (1d6) S: poison sting (1d6 STR), swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every round.
 RAT, GIANT: AC: 12 HD: 1d6 AT: bite +1 (1d3) S: 1 in 20 chance of disease from bite.

RAT, MONSTROUS: AC: 13 HD: 3d6 AT: bite or claws +3 (1d6) S: 1 in 20 chance of disease from bite.
 ROC: AC: 15 HD: 12d6 AT: claws or bite +12 (3d6) S: flies
 RAKSHASA: AC: 23 HD: 7d6 AT: claws, bite or weapon +7 (d6) S: spells as 1d3 level Magic-User and 1st level cleric, immune to non-magic weapons, below +3 weapons do 50% damage, blessed crossbow bolt kill instantly.
 RUST MONSTER: AC: 17 HD: 5d6 AT: touch +5 (special) S: touch of (or touching) the rust monster causes metal items to turn to rust.
 SALAMANDER: AC: 15 HD: 7d6 AT: touch or constrict +8 (1d6) S: heat does 1d6 to nearby creatures, immune to fire.

SEA SERPENT: AC: 17 HD: 30d6 AT: bite +15 (4d6) S: swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn.
 SHADOW: AC: 12 HD: 3d6 AT: touch +3 (1d6) S: drains 1 STR per hit, hit only by magical weapons, immune to charm and sleep spells, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow.
 SKELETON: AC: 12 HD: 1d6 AT: weapon or strike +1 (1d6) S: undead immunities.
 SLUG, GIANT: AC: 11 HD: 12d6 AT: bite +12 (1d6) S: spits acid (2d6).
 SNAKE, CONSTRICTOR: AC: 14 HD: 2d6, AT: constriction (1d3) S: On successful attack, automatic 1d3 damage thereafter until dead.

SNAKE, GIANT CONSTRICTOR: AC: 14 HD: 6 AT: constriction +4 (1d6) S: On successful attack, automatic 1d6 damage thereafter until dead.
 SNAKE, GIANT VIPER: AC: 14 HD: 4d6 AT: bite +4 (1d3 + poison) S: Poison bite.
 SNAKE, VIPER: AC: 14 HD: 1d6 AT: bite +1 (1hp + poison) S: Poison bite.
 SPECTRE: AC: 17 HD: 7d6 AT: touch +7 (1d6) S: undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.
 SPIDER, GIANT: AC: 13 HD: 2d6+2 AT: bite +2 (1d6) S: bite causes paralysis via poison, surprise on 1-5.

STIRGE: AC: 12 HD: 1d6 AT: sting +1 (1d6) S: attaches on a hit and will deal 1d6 automatically damage every round.
 TREANT: AC: 17 HD: 10d6 AT: strike +10 (3d6) S: Control trees and can make them move and attack.
 TICK, GIANT: AC: 15 HD: 3d6 AT: bite+3 (1d6) S: attaches on a hit and will deal 1d6 damage automatically every round.
 TITAN: AC: 22 HD: 16d6 AT: weapon+15 (2d6) S: Spells.
 TOAD, GIANT: AC: 12 HD: 2d6 AT: bite +2 (1d6) S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue.

TROLL: AC: 15 HD: 6d6 AT: claws +6 (1d6) S: regenerate 3 hp per round (except acid or fire damage).
 UNICORN: AC: 17 HD: 5d6 AT: hoofs or horn +5 (1d6) S: double damage for charge, 25% magic resistance, teleport, horn can cure damage or disease.
 VAMPIRE: AC: 17 HD: 9d6 AT: bite +9 (1d6) S: undead immunities, hit only by magical weapons, regenerate 3 hp per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator.
 WAR DOG: AC: 12 HD: 2d6 AT: bite +2 (1d6)
 WIGHT: AC: 14 HD: 3d6 AT: claw +3 (1d6) S: undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wight.

WILL-O-THE-WISP: AC: 27 HD: 9d6 AT: shock +9 (1d6+4) S: flies.
 WOLF: AC: 12 HD: 2d6 AT: bite +2 (1d6)
 WORG: AC: 13 HD: 4d6 AT: bite +4 (2d6)
 WRAITH: AC: 16 HD: 4d6 AT: touch +4 (1d6) S: undead immunities, only hit by magic or silver weapons, arrows do a max 1 HP damage, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wraith.
 WYVERN: AC: 16 HD: 8d6 AT: bite or sting +8 (1d6) S: poison sting (1d6 STR), flies.

YELLOW MOLD: AC: n/a HD: n/a AT: 1d6 if touched S: if struck, 50% releases poisonous spore cloud, destroyed by fire.
 ZOMBIE: AC: 11 HD: 2d6 AT: weapon or strike +2 (1d6) S: undead immunities, always lose initiative.

Microlite74 Treasure

Here is a list of sample treasure items appropriate to a Microlite74 campaign. Maps to possible hoards of such treasures are also a common treasure item. Of course, any magic item you like from the SRD can be used, but higher powered items may be too powerful for most Microlite74 games.

Money: 1 gold piece (gp) = 10 silver pieces (sp); 1 silver piece = 5 copper pieces (cp).

Gems: Most range in value from 10gp to 1000gp, with 50% of gems being worth about 100gp.

Magic Weapons: Most range from +1 to +3, some +1 weapons have a greater plus versus specific types of monsters. Magic Swords sometimes have a special spell-like power or two. A few swords are intelligent and have a number of spell-like powers (some even talk). A few weapons are cursed and reduce one's

chance to hit.

Magic Armor: Most are plus +1, with a few +2 or +3. Magic shields exist with similar pluses.

Scrolls: Most hold one to six spells (all arcane or all divine). Some are protection against good/evil/one of the elements. A few place curses on the reader.

Potions: Common examples: Growth, Diminution, Giant Strength, Invisibility, Gas Form, Polymorph Drinker, Speed, Fly, Levitate, ESP, Healing, Clairvoyance, Clairaudience, Control (Animal, Demon, Dragon, Giant, Human, Plant, Undead, etc.), Invulnerability, Heroism, Resistance (Fire, Cold, Acid, etc.), Treasure Finding, Water Breathing, etc. Some potions are poison, cause disease, cause delusions, etc.

Rings: Common examples: Spell Storing, Spell Turning, X-Ray Vision, Telekinesis, Protection, Protection 5 foot radius, Invisibility, Control (Human, Mammal, Zombie, etc.), Resistance (Fire, Cold, Acid, etc.). Uncommon examples: Three Wishes, Regeneration, Djinn Summoning. Some rings are cursed with negative effects.

Wands and Staves: Common examples: Detection (Enemy, Metal, Secret Doors, Traps, Magic, etc.), Illusion, Fire Balls, Lightning Bolts, Cold, Polymorph, Healing, Commanding, Striking, etc. Uncommon examples might have several of the above powers. Wands operate as level 6 casters with 1d100 charges. Staves operate as level 8 casters with 1d200 charges.

Unusual Magic Items: Here are some ideas: Boots (Speed, Levitation, Travelling, Leaping, Elven), Cloak (Displacing, Elven, Flying, Protection), Crystal Ball, Flying Broom, Flying Carpet, Amulets (Protection, versus ESP, versus Charm, etc.), Helms (Read Magic, Read Languages, Telepathy, Teleportation, Good, Evil, etc.), Horn (Blasting, Summoning, etc.), Belts of Giant Strength, Efrete Bottle, Djinn Lamp, Mirror of Life Trapping, etc. Cursed items are possible as well.

Notes on "Old School" Play

While Microlite74 is designed using tried and true "D20" systems filtered through the Microlite20 rules, it is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This section will give a brief overview of "old school" play.

What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character's skills and abilities and the rules to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

Heroic, not Superheroic: Old school play, especially at low to mid levels, is about fairly normal people put in situations where they can be heroes, not about extraordinary people doing things that would make a four-color comic book superhero proud – and at first level yet. Just like in the real world, the more a character improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level the more effort and time (and XP) it takes to advance to the next level.

Achievement, not Advancement. Many modern games are often all about what special feats, extra classes and special game mechanics the players wish to obtain for their characters as they increase in level. In old school games, a character's abilities are generally predetermined by his character class, so old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of

character success.

No Skills: Unlike in most modern RPGs, there aren't any skills in Microlite74 -- not even the streamlined four skills of Microlite20. Players are intended to have their characters act like adventurers. So don't search your character sheet or the rules for the perfect solution in Microlite74. Instead, you just tell the GM what your character is trying to do. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

Limited Magic Items: Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale (and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create – often requiring rare ingredients that the characters must quest to find. Therefore characters are usually limited to the magic items they find in treasures or take from defeated enemies on adventures.

No Assumption of "Game Balance": Old style game sessions aren't about carefully balanced characters (who are all able to shine equally at all times) who only run into situations carefully designed by the GM to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party's current abilities or which will waste the party's resources for little gain can be avoided. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Microlite74 takes this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience – and monsters don't have to be killed to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. "Reality/Common Sense" as interpreted by the GM always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous

cubes don't have a top and bottom (so prone penalties make no sense) and a 10 foot cube can't fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game, the GM ignores the rule because it makes no sense in the specific situation.

Forget "Rules Mastery": As some of the above differences have hinted, player skill in "old school" style games isn't about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Microlite74 tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. GM rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll (terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the GM. They are just guidelines for the GM, not something written in stone that the GM must obey. If something herein does not work right in your campaign (or the GM just does not like a rule), the GM is well within his right to change it. Microlite74 is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

No Script Immunity: In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon's hoard.

Not Mentioned does not mean Prohibited: Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn't make much sense given that no set of rules could ever cover everything that characters might attempt to do in an adventure, it seems to be a very common way to view RPG rules. In an old school game like Microlite74, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the GM to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their GM instead of simply assuming it is prohibited because the rules do not mention it.

Styles of "Old School" Play

If you read some "old school" blogs, forums, and web sites, you might get the impression that there is only one "old school" style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old "Tomb of Horrors" module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as "Killer GMs" (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other

styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor's Hammer to knock him out. Then I cut off his head with my vorpal blade.") There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This is probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure. Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investments made in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" by having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article "Aspects of Adventure Gaming" in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of "old school" play back in the "old school" days – not just the single style stressed in some "old school" blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the wargaming camp. Most successful campaigns back in "old school" days were a mixture of all four major styles – and a heaping helping of minor styles.

Advice for the New Old School Game Master

If you are comfortable running a rules-light game like standard

Microlite20, you'll probably have no trouble running Microlite74 as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You've learned to just make a ruling that you think fits the situation and keep the game moving.

Running a Game Without Skills

The greatest change between Microlite20 and Microlite75 is the removal of all character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if there description of what they are doing a) would most likely solve the problem, b) wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only option d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough, the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

Guidelines Not Rules

Finally, remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite74 so please change anything you do not like.

Old School Games and Retro-Clones

Microlite74 is designed to be an introduction to "old school" gaming for players more familiar with the 3.x version of the world's most popular fantasy roleplaying game. While I've tried to design Microlite74 for long running campaigns, if you find the "old school" style of play espoused by Microlite74 fun you may want to move to one of the original games or one of their retro-clones.

What is a retro-clone? The OGL has allowed fans to recreate the rules of older, out of print editions of the world's most popular fantasy roleplaying game. These are usually called "retro-clones" because they are "clones" of the rules to older ("retro") editions of the world's most popular fantasy roleplaying game. Most retro-clones have free PDF versions and most have nicely bound printed copies available for a very reasonable price. Retro-clones allow play of an older, out-of-print game system without the trouble and expense of tracking down a copy of an out-of-print game. While no retro-clone is an exact copy of an earlier game, they generally are close to identical in play.

0e and Retro-Clones

0e: The Original Game

<http://www.retroroleplaying.com/book/original-dd>

The original 0e booklets and supplements can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games, but they are generally very expensive collectibles. Some excellent third party 0e adventures (and an excellent campaign setting) from the late 1970s are also available in PDF format. These adventures could easily be used with Microlite74 or a 0e retro-clone – and converted for use with any other early edition/retro-clone with only a little effort.

Original Edition Characters (for Labyrinth Lord)

<http://www.goblinoidgames.com/labyrinthlord.html>

Original Edition Characters is a supplement for *Labyrinth Lord* (see the B/X and Retro-clones section below). It modifies the *Labyrinth Lord* rules to emulate the 0e game.

Microlite74

<http://www.retroroleplaying.com/content/microlite74>

Microlite74 is a restatement of 0e using a very light version of the 3.x rules (Microlite20) as a base. You are holding the Basic Version in your hands. *Microlite74 Basic* covers the original 0e boxed set. *Microlite74 Standard* covers the original 0e boxed set and supplements. *Microlite74 Extended* adds a number of house rules and other material the author was using in the late 1970s to overs the original 0e boxed set and supplements. *Microlite74 Companion* volumes add optional rules, detailed spell, monster,

and treasure information, and other material which can generally be used with any version of Microlite74.

Swords & Wizardry

<http://www.swordsandwizardry.com/>

Swords & Wizardry is an OGL retro-clone of the 0e version from the mid-1970s, the same edition Microlite74 is loosely based on. *Sword & Wizardry* is handy for complex spell and monster descriptions for use with Microlite74 as well as a great game itself. The spell lists and monsters can be used as drop in replacements for those listed in Microlite74. There are three versions of this game. One uses just the material from the three LBB and the other two also use selected material from the 0e supplements.

B/X and Retro-Clones

B/X: The Original Game

<http://www.retroroleplaying.com/book/classical-dd>

The original B/X boxed sets and the revised version of this edition, the five box BECMI edition, can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games, as can a very large number of excellent adventure and campaign modules. Many of these modules could be used with Microlite74 or other B/X retro-clones with little modification -- and converted for use with any other early edition/retro-clone with only a little more effort.

Basic Fantasy Role-Playing Game

<http://www.basicfantasy.org/>

The *Basic Fantasy Role-Playing Game* is loosely based on the so-called B/X edition of the world's most popular fantasy roleplaying game from the early 1980s. There are a number of minor tweaks like ascending armor class and separation of races and classes.

Dark Dungeons

<http://darkdungeonsblog.wordpress.com/>

Dark Dungeons is based on the single volume RC version of the BECMI edition from the early 1990s. The rules are fairly close to the original but some changes have been made, especially where setting specific material is concerned.

Labyrinth Lord

<http://www.goblinoidgames.com/labyrinthlord.html>

Labyrinth Lord is more closely based on the so-called B/X edition of the world's most popular fantasy roleplaying game from the early 1980s. While some minor changes have been made for compliance with the OGL and copyright law, many people have a hard time finding any truly major differences between *Labyrinth Lord* and the original.

B/X Companion

<http://bxblackrazor.blogspot.com/2010/07/what-hell-is-bx-companion.html>

The *B/X Companion* is intended to be the mythical 3rd volume designed to complete the work begun with Tom Moldvay's Basic Rules and continued in the Dave Cook/Steve Marsh Expert Rules, both published in 1981. Both promised a "Companion" volume that would conclude the series. This is an attempt at producing the promised *B/X Companion*. (No free PDF version.)

Companion Expansion

<http://www.lulu.com/product/paperback/companion-expansion/6130494>

This is another attempt at producing the never published "third book" of the B/X version. "Presenting additional creatures and magical items for fantasy roleplaying games for basic- and expert-level players and gamemasters!"

1e and Retro-Clones

1e: The Original Game

<http://www.retroroleplaying.com/book/add-first-edition>

The original 1e rulebooks and adventures can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games -- often at good prices if you do not need collectible condition. Also, some excellent third party 1e adventures are available in PDF format. 1e adventures and campaign settings could be converted for use with Microlite74 or

any other early edition/retro-clone without much work.

Advanced Edition Companion (for Labyrinth Lord)

<http://www.goblinoidgames.com/labyrinthlord.html>

The *Advanced Edition Companion* is a supplement for *Labyrinth Lord* (see the B/X and Retro-clones section above). It modifies the *Labyrinth Lord* rules to emulate the 1e game -- or at least those parts of it that most players actually used.

OSRIC

<http://www.knights-n-knaves.com/osric/>

OSRIC (Old School Reference & Index Compilation) is an OGL version of the first "advanced" edition of the world's most popular fantasy roleplaying game from the late 1970s and early 1980s. The first edition of *OSRIC* was designed to be just something that would allow publishers to legally publish OGL materials compatible with 1e. This attitude is also responsible for the boring name. The second edition of *OSRIC* is much more complete and is written with both players and publishers in mind.

2e and Retro-Clones

2e: The Original Game

<http://www.retroroleplaying.com/book/add-2nd-edition>

The original 2e rulebooks and adventures can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games -- often at very good prices if you do not need collectible condition. Also, some excellent third party 2e adventures are available in PDF format. 2e adventures and campaign settings could be converted for use with Microlite74 or any other early edition/retro-clone without much work.

For Gold & Glory

http://feysquare.com/?page_id=3

For Gold & Glory is an attempt to create a close adaption of the 2e rules, or at least those in the three 2e core rulebooks.

Myth & Magic

http://www.newhavengames.com/?page_id=23

Myth & Magic is built from the core 2e rules. It retains the essence of classic fantasy role playing, while advancing the mechanics and providing more options, classes, spells, monsters, and more.

Other Fantasy Games

Adventurer Conqueror King System

<http://www.autarch.co/>

Adventurer Conqueror King takes the end game (ruling a domain) assuming in early editions of the world's most popular fantasy RPG and rebuilds the entire game around it, with special attention to a simple but functional economic system.

Adventures Dark and Deep

<http://www.adventuresdarkanddeep.com/>

This game is not a retro-clone, strictly speaking. Instead, it is an attempt to create an alternate universe version of 2e. 2e as it might have been if it had been written by the author of 0e and 1e.

Age of Shadows

<http://old.enworld.org/CrookedStaffProductions/page24.html>

A free old-school fantasy RPG based on the Openquest (D100 system) rules.

Barbarians of Lemuria

<http://www.1km1kt.net/rpg/barbarians-of-lemuria>

Non-traditional but still old school rules for fantasy games set on the lost continent of Lemuria -- loosely based on Lin Carter's novels. This is link to the free version. There is also a Legendary Edition from Beyond Belief Games.

The Big Brown Book

http://feysquare.com/?page_id=84

The *Big Brown Book* takes the rules of 0e and gives them a new spin -- What would the world's most popular fantasy role playing game look like had it continued its wargame roots?

Castles & Crusades

<http://www.trolllord.com/cnc/index.html>

Castles & Crusades is 1e reimaged using 3e rules. It's fairly compatible with adventures from all editions of the world's most popular fantasy RPG through 3.5.

Dangers and Dweomers

<http://artikid.altervista.org/?id=Games&detail=Dangers%20and%20dweomers>

Dangers and Dweomers is the designer's personal take on early editions: "As much as possible I streamlined the S&W system, filling what I found as gaps with material from the BFRPG and the SRD."

Dark Passages

<http://www3.telus.net/public/uncouths/Passages.pdf>

Dark Passages is a modernized and re-organized take on the 0e/1e era of rules.

Dragons at Dawn

<http://stores.lulu.com/boggswood>

This game is an attempt to recreate the rules of the original Blackmoor campaign from the early 1970s. "*Dragons at Dawn* is a retro tribute to the very first fantasy gaming system pioneered by Dave Arneson, the man who later went on to co-author the world's most popular roleplaying game. The result of years of careful historical research, *Dragons at Dawn* is entirely consistent with Arneson's original, largely forgotten methods of play developed roughly in the period 1970-1973." (No Free PDF version.)

Epées & Sorcellerie

<http://www.lulu.com/product/file-download/ep%C3%A9es-sorcellerie-%28english-translation%29/16178887>

Epées & Sorcellerie is a French RPG strongly inspired by 0e. An English translation is available.

Errant

<http://errantgame.blogspot.com/p/errant-rpg.html>

Errant RPG is a retro-clone that captures the basic play style of the classic game while introducing a variety of modern innovations to improve play.

Fire & Sword

<http://basicroleplaying.com/downloads.php?do=cat&id=12>

Fire & Sword was created by Raymond Turney, a co-creator of *RuneQuest*, and *Fire and Sword* is his evolution of the system. It thus has much in common with *BRP*, but contains many new interesting mechanisms.

Forward to Adventure!

<http://www.flyingmice.com/FTA.html>

This game is not a retro-clone, but a modern game that was designed with "old school" dungeon adventuring in mind. While not an "old school" game by any stretch of the imagination, it would be relatively easy to use FtA! to run a campaign in the old-school style. Unlike most modern RPG designs, there is little designed into FtA! that would interfere with this which makes it a system those who like the "old school" style of play but dislike the "old school" style of rules might wish to consider. (No free PDF version.)

Lamentations of the Flame Princess

<http://lotfp.blogspot.com/>

Lamentations of the Flame Princess is a 0e-like rules system with a stress on "weird fantasy." (Free PDF version of the "Grindhouse" rules available.)

Legends of the Ancient World

<http://www.darkcitygames.com/display.php?series=law>

Legends of the Ancient World is a rules-light clone of Megagaming's *The Fantasy Trip* -- complete in seven pages. The game is a free PDF, but the publisher sells solitaire adventures for it similar to the ones Megagaming produced for TFT.

Mazes & Minotaurs

<http://mazesandminotaurs.free.fr/>

Mazes & Minotaurs answers the question of what might 0e and 1e look like if their designers had been interested in classical

Greek fantasy rather than medieval fantasy. There are two versions of the game available: Original and Revised.

Old School Hack

<http://www.oldschoolhack.net/>

Sort of the old Red Box version reimaged through a somewhat new school lens. It's not really an old school game but it not really not an old school game either.

Pars Fortuna

<http://matt-landofnod.blogspot.com/p/pars-fortuna.html>

What if you took the *Swords and Wizardry* rules and threw out all the standard races, classes, spells, monsters and magic items and replace them with ones generated randomly via sites like Chaotic Shiny, Seventh Sanctum or Abulafia? You get *Pars Fortuna*. (No free PDF version, although a free basic version is available.)

Siege Perilous

<http://oldguyrpg.blogspot.com/2009/09/siege-perilous-ultima-rpg-playtest.html>

Siege Perilous is a 0e variant designed to emulate the first three games of a very popular computer roleplaying game from the early 1980s.

Spellcraft & Swordplay

<http://stores.lulu.com/elflairgames>

Spellcraft & Swordplay is an OGL redesign of the 0e version from the mid-1970s. The designer decided to rewrite 0e based on the original combat system (from the miniatures rules 0e grew out of) instead of 0e's "alternative combat system." The alternative combat system quickly became the standard combat system of the world's most popular fantasy roleplaying game. This is sort of a retroclone from an alternate universe where the original combat system was the most-used. (No free PDF version, although a free basic version PDF is available.)

Tombs & Terrors

<http://beyondbeliefgames.files.wordpress.com/2010/12/cq-tt1.pdf>

Tombs & Terrors is an unashamedly familiar role playing game of delving into subterranean crypts and looting the treasure -- compatible with sourcebooks and supplements that you already have.

ZeFRS

<http://www.midcoast.com/~ricekrwc/zeprs/>

David "Zeb" Cook's 1985 rules for the TSR Conan roleplaying game returns as a generic sword-and-sorcery RPG complete in one volume. Trample the jeweled kingdoms of your own world beneath your sandals!

Other Games

Mutant Future

<http://www.goblinoidgames.com/mutantfuture.html>

Mutant Future is a nuclear post-apocalyptic science fantasy game. It is created in the style of similar RPGs from the late 70s, but built around the core *Labyrinth Lord* rules so that these two games are fully compatible.

Stars Without Number

http://rpg.drivethrustuff.com/product_info.php?products_id=86467

Stars Without Number is a retro science fiction role playing game influenced by the Old School Renaissance and partially inspired by the great fantasy role-playing game editions written by Tom Moldvay and Frank Mentzer.

Weird West

http://rpg.drivethrustuff.com/product_info.php?products_id=91122&affiliate_id=163285

Weird West is a fast playing adventure roleplaying game with a very small set of rules for weird western worlds of cowboys, kung-fu, magic and otherworldly malevolence.

Adventures and Settings

There are a large number of adventures and campaign settings available for TSR editions of the world's most popular fantasy

RPG. Playing copies of most of original adventures from TSR can be found on eBay for very low prices. TSR era adventures can be used with any pre-WOTC edition or retroclone with only very minor conversion.

There are also a large number of free and low cost adventures available in PDF format on the web. A good play to start looking for free adventures is on the Dragonsfoot forum web site (see the link under Old School Internet Resources below.

The best settings and adventures, however, are those you create yourself for your campaign. They don't need to be nearly as elaborate as those produced for use by others, let alone as fancy as those written for professional publication. Many 0e GM adventure location keys (including those of the game's original designers) were nothing but room/location numbers with something like "8 hobgoblins, leader has 20gp, trapdoor in floor hides skeleton with silver dagger (animates if dagger touched)" or "Small village, 27 families, 10 orc slaves, Headman: Mongar the Brown (Ftr 4th lvl, +1 sword) Mongar's wife, Rose is a 3rd lvl Cleric of Odin)." You can do that.

Microlite20 Notes

Microlite20 is a trimmed down sub-miniature version of the OGL 3.5 SRD. In its most basic form, Microlite20 has only two pages of rules but can be used with most fantasy OGL and d20 adventures and supplements with little or no conversion. Since M20 was published in 2006, many people who prefer rules-lite games have been using it for their d20 games and/or writing expansions, supplements and other material especially for M20. You can find out more about the original Microlite20 and find more variants like Microlite74 on the Microlite20 web site:

<http://microlite20.net/>

Retroroleplaying Web Site

The author of Microlite74 maintains a web site devoted to out of print and out of style tabletop roleplaying games. He is always willing to discuss and answer questions about Microlite74 in the Microlite74 board on the RetroRoleplaying forum.

Web Site: <http://www.retroroleplaying.com/>

Forum: <http://www.retroroleplaying.com/forum/>

Blog: <http://blog.retroroleplaying.com/>

Old School Internet Resources

Old-School Blogs

There are a lot of old-school blogs. Even a selection of just the ones I currently read regularly would fill up a page or two and would likely be out of date quickly. Fortunately, there is a great place to find old school RPG blogs -- the RPG Blog Network, check the Legacy D&D category:

<http://www.rpgbloggers.com/>

Major Old-School Forums

Dragonsfoot

Very large forum discussing 1e and earlier, related games like retro-clones, Hackmaster, and Castles & Crusades. Many people who worked for TSR in the early days post here. Many free downloads including Footprints magazine and adventures.

<http://www.dragonsfoot.org/>

Knights & Knaves Alehouse

Discussions of 0e and 1e.

<http://knights-n-knaves.com/phpbb/>

Original D&D Discussion

Mainly discussions of 0e. Home of Fight On! Magazine.

<http://odd74.proboards76.com/>

The Piazza: Old D&D Campaign Worlds

Discussions of old published campaign worlds including many no longer officially supported.

<http://www.thepiazza.org.uk/bb/index.php>

Old School Product

A number of publishers are producing new material for old school games (using the OGL and retro-clones for compatibility).

Many of these products are available through Lulu's Old School Renaissance group. Some downloadable products are free.

<http://stores.lulu.com/oldschoolren>

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Microlite74 Basic
Version 3.0 (October 1, 2011)

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Microlite74 is dedicated to the memory of those who gave us the first roleplaying games and campaigns:

Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw

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Microlite74 Basic

Microlite74 games are trimmed-down miniature versions of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite74* games is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite74 Basic* rules are based on three little booklets found in the boxed set of the 1974 original edition of the world's most popular tabletop fantasy roleplaying game. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite74 Basic* is the third edition of the original *Microlite74* rules.

Although the *Microlite74 Basic* rules are complete, they are fairly basic. There are only three classes (Fighters, Magic-Users, and Clerics). Spells are limited and levels top out at 12 to 14. *Microlite74 Standard* includes many more classes and spells – all over those included in the original edition and its supplements. *Microlite74 Extended* includes all the material in the standard version extended with a number of house rules the author used in his 0e campaigns starting in the late 1970s. *Microlite74 Companion* volumes add even more options to the game.

These rules assume that the GM understands the basic concepts of roleplaying games, but provides information for both the GM and the players on the various "old school" styles of play. *Microlite74* games can easily use adventures and material from early editions of the world's most popular tabletop fantasy roleplaying game or modern clones.

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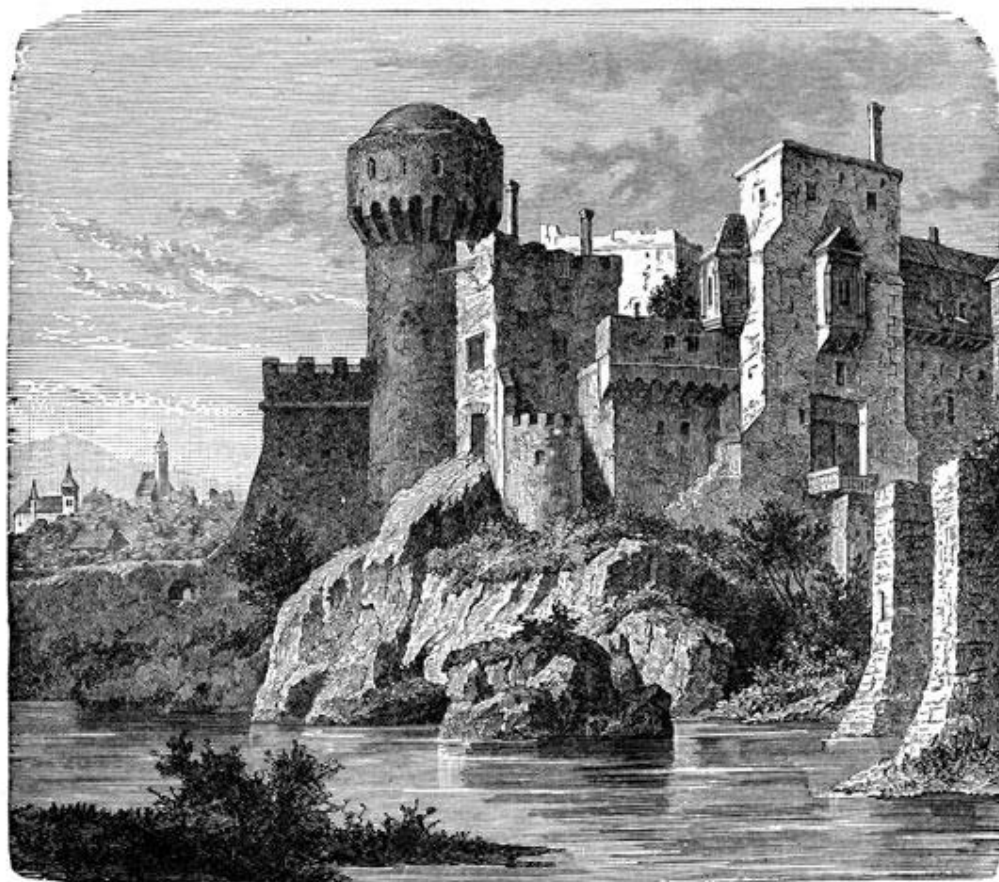
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Microlite74

Standard Edition

Version 3.0 (Condensed Type Edition)

OGL20 Rules for Tabletop Fantasy Roleplaying Campaigns with Old School (0e) Flare



Microlite74 Standard

Version 3.0 (October 1, 2011)

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*Microlite74 is dedicated to the memory of those who gave us the first roleplaying games and
campaigns:*

Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw

Microlite74 Standard, like its parent game, *Microlite20*, is a trimmed-down, sub-miniature version of the Primary Fantasy SRD rules (see introduction for more info) that has been designed to be quick and easy to play. The goal of *Microlite74* games, however, is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974.

The *Microlite74 Standard* rules are based on three little booklets found in the boxed set of the 1974 0e edition, the four 0e supplements and material of the publisher's official magazine. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite74 Standard* is the third edition of the original *Microlite74* rules and includes the material originally in *Supplement 2: Wary's Grimoire*.

These rules assume a basic familiarity with tabletop role-playing games in general and with the basic principles of "D20" based rules. If you are completely new to tabletop role-playing games, you will want to start by playing with someone who is familiar with how they work.

The Rules

Stats

There are 3 stats: Strength (STR), Dexterity (DEX) and Mind (MIND).

Roll 3d6, Total the 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/4, round toward zero.

Races

Humans can be any class (suggested maximum level 18-20).

Dwarves can be Fighters (max level 8) or Thieves (max level as humans, 18-20).

Special Abilities: +4 to magic saves; note slanting passages, traps, shifting walls and new construction in underground settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Elves can be Bards, Fighters, Illusionists, Magic-Users (max level 10) or Thieves (max level as humans, 18-20).

Special Abilities: Can switch between classes between adventures and can use magic armor and magic weapons when acting as a Magic-User; +2 to hit and damage goblinoid monsters; note secret/hidden doors (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

Halflings can be Fighters (max level 8) or Thieves (max level as humans, 18-20).

Special Abilities: +4 to magic saves; +2 to hit and damage with slings and light bows; can blend in background (d20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors – this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do).

Half-Elves can be Bards, Fighters, Rangers, Illusionists, Magic-Users (max level 12) or Thieves (suggested max level as humans, 18-20).

Special Abilities: Can use elf-made magic armor and magic weapons even as a magic-user/illusionist; note secret/hidden doors (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

Classes

Classes are divided into three groups: Fighting Classes (those who have a lot of training in combat), Arcane Classes (those who focus most of their training in magic), and Specialist Classes (whose training is focused on things other than combat or magic). Characters normally begin at Level 1 (unless directed otherwise by the GM).

Standard Classes

The standard classes are Fighter, Ranger, Paladin, Magic-User, Illusionist, Cleric, Druid, and Thief. They are common to most campaigns and may be used unless your GM says otherwise.

Fighters (Fighting Class) wear any kind of armor or weapon and may use shields. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 20. Class Saving Throw Bonus is +4. They add +2 to FORT saves. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. After a fighter kills an opponent in melee combat, he may immediately make another attack against any still-standing foe in range. The maximum number of attacks he can make in one round is equal to his level.

Rangers (Fighting Class) can wear light or medium armor, may use shields, and can use any weapon. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 25. They add +1 to FORT and REF saves. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. They are expert at wilderness tracking and survival and good at moving quietly and hiding in cover in the wilderness.

Paladins (Fighting Class) can wear any armor, may use shields, and can use any weapon. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 25. They add +1 to FORT and WIL saves. They add +1 to all attack, damage and saving rolls. This increases by +1 at 5th level and every five levels thereafter. Paladins are immune to disease, detect evil within 60 feet by concentrating, and heal 2 HP per level per day by laying on hands. Paladins must be true to the tenets of the religion or philosophy they follow to gain experience.

Magic-Users (Arcane Class) wear no armor and can only use daggers or staves as weapons. *Physical Combat Bonus* is level/4, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +2 to WIL saves. They cast arcane spells.

Illusionists (Arcane Class) wear no armor and can only use daggers, slings or staves as weapons. *Physical Combat Bonus* is level/4, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +1 to REF and WIL saves. They cast illusionist spells.

Clerics (Specialist Class) can wear light or medium armor and use shields, but cannot use edged weapons. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 20. Class Saving Throw Bonus is +2. They add +1 to FORT and WIL saves. They cast divine spells. A Cleric can Turn Undead with a successful Magic Attack. DC is 10 + twice the Hit Dice of the undead. One undead flees per point over the roll needed. This can be used (2 + Level + MIND bonus) times per day.

Druids (Specialist Class) can wear light or medium armor and use shield and can use any light weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 25. Class Saving Throw Bonus is +1. They add +1 to FORT and WIL saves. Druids can cast druid spells, have immunity to woodland fey, the ability to Pass Without Trace at 3rd Level, and can shapeshift to a small/medium animal up to 3 times per day at 7th Level. When shapeshifting back to their original form, the Druid can heal 2 HP per level of damage. They are good at wilderness survival.

Thieves (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/3, round up. Experience Base is 20. Class Saving Throw Bonus is +3. They add +2 to REF saves. They have the Sneak Attack special ability which adds the Thief's class level to the damage of his first attack, if he successfully sneaks up on a foe. They can use a spell from an arcane scroll successfully on a roll of 1d20 + MIND bonus + level/2 versus a DC of 10 + (2 x spell level). Spell

fades as if used on failure and backfires on a natural roll of the spell level or less. Thieves are experts at urban survival as well as picking pockets, hiding, sneaking, and other tasks associated with theft.

Optional Classes

The following classes are optional as they will not fit well in many campaigns. They may only be used with GM approval.

Assassins (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/4, rounded up. Experience Base is 20. Class Saving Throw Bonus is +2. They add +1 to FORT and REF saves. Assassins are experts at disguise, hiding, sneaking, and spying. Assassins automatically hit (and add their class level to the damage of that hit) with their first attack when attacking from a prearranged (and unsuspected) ambush.

Bards (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/2, rounded up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +1 to REF and WIL saves. A Bard's musical abilities allow him to play songs with the effect of Druid or Illusionist spells (starting at 6th level as if he were 5 levels lower in the chosen class -- which cannot be changed once chosen), can counter sound-based effects within a 30 foot radius, and Charm Person or Remove Fear once per day (plus one additional time per day at 5th level and every five levels thereafter).

Monks (Fighting Class, also known as **Martial Artists**) cannot wear armor or use shields. While they can use light weapons, they are most effective with their bare hands and feet. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 25. Class Saving Throw Bonus is +2. They add +2 to REF saves. They add +1 to all attack and damage rolls in unarmed combat. This increases by +1 at 4th level and every four levels thereafter. They cause 1d8 + STR bonus + class level/2 (round up) damage in unarmed combat. So long as they are able to move at all their armor class is 11 + class level/2 (round up) + one per point DEX is over 14. They are good at moving quietly and hiding in cover.

Skills

There are no skills in Microlite74. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation, taking into account the characters' classes. If the GM decides a random success chance is truly needed he may resolve the situation with a roll of his choice or he may call for one of the following rolls:

Primary Skill Roll: 1d20 + Stat Bonus + Class Level if the character is attempting something directly related to their class.
Secondary Skill Roll: 1d20 + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class.
Minor Skill Roll: 1d20 + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class.

When the GM calls for a skill roll, he will declare the type of skill roll, which stat the skill roll falls under, and any situational modifiers and the player will make a skill roll. (The GM should make the roll in secret if seeing the result would give the player more information than his character should have.)

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll. Suggested Difficulty Classes: Easy - 8, Normal - 12, Difficult - 16, Hard - 20, Very Hard - 24, Legendary - 28, Unbelievable - 32.

Certain classes (Thieves and Rangers, for example) have abilities that members of those classes are good at -- or even expert at. The GM must be sure to take such strong abilities into consideration when deciding success or failure of a related action. If a roll is made, a "good at" is worth +2 and an "expert at" is worth +4.

Basic Adventuring Skills: Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and have a rough idea of the value of common coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

Languages: All character races speak common. Other intelligent beings speak their own languages (20% chance of also speaking common). Beings with a MIND over 10 may speak one additional language per point of MIND over 10 (these are in addition to any languages known by race).

Saving Throws

When subject to an unusual or magical attack, characters generally get a saving throw to avoid or reduce the effect. To make a saving throw, roll 1d20, add modifiers based on the type of saving throw (and any circumstantial modifiers set by the GM). A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, the saving throw is successful if the total of the roll and modifiers is 20 or greater. Standard Modifiers are the total character's Class Saving Throw Bonus, the character's Level/2 (round down), and a Stat/Class bonus based on the type of saving throw.

Types of Saving Throws: There are three types of saving rolls: Fortitude (FORT), Reflex (REF), and Will (WIL). *Fortitude:* These saves measure ability to stand up to physical punishment or attacks against vitality and health. Add STR bonus to Fortitude saving throws. *Reflex:* These saves test ability to dodge area attacks. Add DEX bonus to Reflex saving throws. *Will:* These saves reflect resistance to mental influence and many magical effects. Add MIND bonus to Will saving throws.

Magic

Magic-Users can cast any arcane spell from the Microlite74 list, Clerics any divine spell from the Microlite74 list, Illusionists can cast any spell from the Illusionist spell list and Druids can cast any spell from the Druid spell list, as long as the spell level is equal or below 1/2 their class level, rounded up. A Magic-User starts with three first level arcane spells in his spell book and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. Like a Magic-User, an Illusionist starts with three first level spells in his spell book. Clerics and Druids do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

Casting Cost: Direct casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	1	2	3	4	5	6	7	8	9
HP Cost	3	5	7	9	11	13	15	17	19

This loss **cannot** be healed magically but is recovered after 8 hours rest. There is no need to memorize spells in advance. Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character.

Spell Difficulty Class: For purposes of things like dispelling, the Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Signature Spells: Select one 'signature' spell per spell level from first upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Hit Points and Healing

Hit Points (HP): Hit Points for Fighting Classes equal 8 + 1d8 per Level. Hit Points for other classes equal 6 + 1d6 per level. If HP reach 0, the character is unconscious and near death. Further damage directly reduces STR. If that reaches 0, the character is dead.

Healing: All characters recover hit points lost due to wounds and damage at a rate equal to one-half their level (round up) in

hit points per night of rest. (In addition, Magic-Users and Clerics recover all hit points lost due to spell casting with a night's rest.) If a character has lost strength due to wounds, no hit points are recovered, but the character regains lost strength at the rate equal to their STR Bonus (minimum of 1 point regained) per full day of rest.

Combat

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round. If attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. A side cannot be surprised if it is aware of the other.

Initiative: Roll d20 + DEX bonus for initiative order each combat round. Use Hit Dice/2 instead of DEX for monsters. Characters and monsters act in Initiative order, from high to low. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

Actions: Combat is very abstract. Each combat round lasts a minute and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not count as an action.

Attack Rolls: Add attack bonus to d20 roll. A natural roll equal to or less the target's Natural Defense (which is 1 unless otherwise stated) always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage.

Melee attack bonus = STR bonus + Physical Combat Bonus
Missile attack bonus = DEX bonus + Physical Combat Bonus
Magic attack bonus = MIND bonus + Magical Combat Bonus

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2.

Fighting classes can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead if wielding a light weapon. Fighting classes can wield 2 light weapons and attack with both in a round (making one attack roll at -2). Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Cover: Characters behind an object gain +2 to +10 to their AC against ranged attacks, depending on the extent of the cover (light cover = +2 to nearly complete = +10). In some situations, the GM may allow half this AC bonus to apply to saves.

Weapon Damage: Light weapons do 1d4 damage. Medium weapons do 1d6 damage. Heavy weapons do 1d8 damage. Add STR bonus and any class damage bonus to Melee damage (x2 for two-handed weapons).

Shield Special: A character with a shield may choose to have it completely absorb all the damage from any attack (including a critical hit). A non-magical shield shatters when it does so. A magical shield permanently loses one point of its magical AC bonus when it does so, becoming a non-magical shield if its magical AC bonus is reduced to zero.

Special Combat Situations:

Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack

is in addition to their normal attack for the round. If the attack is successful, the opponent takes damage and can move no further that round.

Ranged Attack into Melee: Shooting or throwing into a crowded melee is not a good idea: there is a 50% chance you'll hit a friend instead of an opponent. Fighting classes may take -4 to hit to avoid hitting a friend.

Dodge: A character who is not making an Active or Full Attack may forgo his next attack at any time and dodge out of the way. Roll 1d20 + DEX bonus + Physical Combat Bonus (PCB). The total is the character's effective AC until his next attack. If it's lower than his real AC, well, the character zigged when he should've zagged. The GM may modify the roll by +2 or -2 (or more) to reflect the terrain and cover of the area.

Aid Another: A character who can make a melee attack on an opponent engaging an ally in melee combat can help that character attack or defend by distracting or interfering with an opponent. Make an attack roll against AC 10. If successful, the ally gains either a +2 (Fighter Bonus +1 for fighting classes) bonus on his next attack roll against that opponent or a +2 (Fighter Bonus +1 for fighting classes) bonus to AC against that opponent's next attack (aiding character's choice), as long as that attack comes before the beginning of the aiding character's next turn. Multiple characters can aid the same ally.

Grapple: A character can make a grapple attack on an adjacent target. A successful attack roll means they are then grappled with their target. When grappled, both the attacker and the defender's AC becomes 10 and neither can make move actions. When grappled, the defender can't make normal actions and must make opposed rolls (1d20 + PCB) against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

Knockout Blow: A character can attempt an armed melee attack against an adjacent creature to stun them. On a successful hit the target is stunned one minute for every point the attacker rolled higher than their defense. Rogues add their level in minutes to this time.

Combat Tricks/Stunts: Declare what the trick/stunt attack is going to do. It could be anything from knocking a weapon from your opponent's hand to blowing his hat off or extinguishing a lantern. Other possibilities could be stapling the target to the wall through his clothing with a thrown weapon, tying him up with a bola, tripping him and so on.

The attack roll is made at -8 (-6 for fighting classes). If the roll is successful and the target is alive and aware of the attack, the target makes a defense roll (a normal attack roll) against a DC equal to the adjusted attack roll (with the to hit penalty). If the defense roll fails, the target suffers the exact effect described. If the defense roll succeeds, then the attack is treated as a normal attack against the target's AC (with the penalty), which may result in normal damage. **Option:** The defense roll is automatically failed if the target has a combat stance of Active Attack or Full Attack.

Against an inanimate object, if the attack roll (with the penalty) is successful, the stunt works. No defense roll is needed.

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round.

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Monsters are assigned a Morale Rating (from 2 to 12, with 2 being a complete coward and 12 being totally

fearless) to help the GM make these decisions. If the GM wishes, he may simply roll 2d6 and have the monsters break off combat if the number rolled is greater than the monster's Morale Rating.

Energy Drain: Certain undead and demonic monsters can drain energy levels from characters. Each energy level drained reduces the character's level by one, the character may regain the level normally via experience.

Hirelings

Players may find it useful to have their characters hire bearers to carry light sources into ruins and dungeons (and to carry treasure out) and men-at-arms to aid in combat. In some areas there may be a guild where such people may be found and hired, in other areas characters may have to advertise. Pay must be negotiated and what will be asked will depend on the situation the hirelings think they may get into and the reputation of the characters hiring them.

Bearers have 2 hit points and generally will only fight if cornered and there is no other choice – even then their effective level (used in attack rolls) is -2. They will carry light sources and baggage willingly so long as they are paid, fed, treated well, and not exposed to much mortal danger. Minimum pay: 1 SP/day.

Men-at-Arms will fight but consider being used as a bearer (except of treasure they get a share of) to be beneath them. Green Men-At-Arms have 4 hit points, an effective combat level (used in attack rolls) of 0 and can use whatever armor and weapons their employers provide. Minimum pay: 5 SP/day plus 1/20 of a share of any non-magical treasure found. Veteran Men-at-Arms have 7 hit points, an effective combat level (used in attack rolls) of 1 and can use whatever armor and weapons their employers provide. Minimum pay: 1 GP/day and 1/10 a share of any non-magical treasure found. Men-at-Arms will serve willingly as long as they are fed, paid, treated well, and not asked to take unusual risks that their employers are not taking with them.

Monsters

See the Microlite74 Monster List or use the monster descriptions in any Oe game (substituting d8 for hit dice if needed). To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, magic save = 10 + level, all attack bonuses = level, damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Monster Reactions: Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the MIND bonus (and any other appropriate modifiers) to the roll and consulting this table.

Adjusted Reaction Roll	Result
2 or less	Very Unfavorable
3-6	Unfavorable
7	Neutral/Uncertain
8-11	Favorable
12 or more	Very Favorable

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

Mooks (optional): Sometimes a GM may want to use a large number of monsters but not want to carefully track each one. Mooks are "cannon fodder" monsters that have 1 hit point per hit die, never make a saving throw, and always run away or surrender if the battle is obviously going against them. Any hit from a Fighting Class character will likely kill a mook. Mooks cannot be told at a glance from non-mook monsters. Mooks make excellent minions for powerful leaders as they are very effective against normal people even if they cannot stand long against pcs and npcs with class levels.

Other Hazards

Falling: 1d6 damage per 10', half damage on REF save. DC=depth fallen in feet

Spikes: add +1 point to falling damage per 10' fallen, max +10

Poison: FORT save to avoid or for half damage, depending on poison. Effect varies with poison type.

Extreme Heat & Cold: If not wearing suitable protection, FORT save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Starvation: Characters generally need 2 pounds of food per day. After 2 days without food, a character takes 1d6 damage per additional day without food and no longer heals lost HP.

Dehydration: Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25% of his full HP in damage (and can no longer heal).

Level Advancement

Characters get Experience Points (XP) when their party defeats monsters. Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.: 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc. Add +1 or +2 XP (GM's discretion) if the foes have dangerous special abilities.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like. The GM should assign XP depending on the situation (usually from 1 to 5 XP).

Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns 1 XP for each 100gp so spent.

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials and treasure spent. When the total is equal to your Experience Base x your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Each level adds +1d6 (+1d8 for Fighting Classes) to Hit Points and the character's Physical and Magical Combat Bonuses are recalculated. (Note that the above are already included in the physical and magic attack and hit point formulas given in the rules.) Individual classes may also have abilities that change as a member of that class increases in level. When an arcane caster gains access to a new spell level he gets one spell of the new level added to his spell books. The player may select the spell subject to GM veto.

Example: Four newly minted second level adventurers have just completed a dungeon adventure. They each need 40 XP to reach third level. Their expedition was extremely successful. They defeated 22 XP worth of monsters and earned 7 XP from traps and other GM specials for a total of 29 XP each. The party's cleric earned 4 XP for great roleplaying while risking her life to save the party from an angry spirit. The party also found and recovered 2900gp in treasure from the dungeon. That's 725gp each. The cleric decides to donate the entire sum to her temple, and earn 7 more XP. This gives her 40 XP. She goes up to third level and her XP total is reset to 0. The other party members have 29 XP each.

Equipment

Suggested starting packs for new characters:

Pack A

Pack B

Pack C

backpack	backpack	backpack
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
10 oil flasks	10 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
water skin	water skin	water skin
iron rations for four days	iron rations for four days	iron rations for four days

Finally, add the following, based on your Class:

Fighter/Ranger/Paladin: Vial of holy water, medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Monk: Vial of holy water, two light weapons and 10 gold pieces.

Magic-User/Illusionist: Spellbook with all spells known, a dagger, and 5 gold pieces

Cleric/Druid: Silver holy symbol, light armor (AC +2), a one handed weapon + shield, and 5 gold pieces

Thief: lock picking tools, light armor (AC +2), light weapon, and 5 gold pieces.

Bard: musical instrument, light armor (AC +2), light weapon, and 5 gold pieces.

Optional Rules

The following rules are optional. The GM decides if they will be used.

Background: Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

Demi-Human Restrictions: If you do not like the level and class restrictions, Demi-Humans can instead have a higher Experience Base than Humans. Halflings have a +3 to Experience Base, Dwarves have a +5 to Experience Base, and Elves (and Half-Elves) have a +7. Elves can no longer switch between Magic-User and Fighter classes, but retain the ability to use magic armor and all magic weapons no matter which class they select.

Encumbrance: Characters can carry twelve (plus STR bonus) items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item.

Group Initiative: Each side rolls a d20 (reroll ties). High roll wins initiative. The combat order changes to the following: 1) Side that lost initiative declares actions. 2) Side that won initiative declares actions. 3) Side that won initiative acts. 4) Side that lost initiative acts. 5) Any bookkeeping is done.

Energy Drain: If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Oe Conventions

Almost any material you come across for Oe or other early

editions of the world's most popular roleplaying game can be used in Microlite74 with little modification. However, there are some descriptive conventions that Oe used that may need explanation.

Time Conventions: Oe talks about time in terms of rounds (combat rounds) and turns. A round was 1 minute and a turn was 10 minutes.

Movement/Distance Conventions: Oe gave distances in inches. When underground or in buildings or the like, one inch equaled 10 feet. When outdoors, however, one inch was 10 yards. Yes, this meant spell and weapon ranges were greater outdoors than indoors. Normal human movement (when carefully exploring) was 12" per move, with two moves per turn. Carrying too much weight cut this down to 9" or even 6". Running movement was double the above.

Descending Armor Class: Oe and other pre SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Microlite74 uses the ascending Armor Class system used in the OGL SRD. If you have old adventures using the original descending AC system and wish to use them, it is easy to convert descending ACs to ascending ACs.

Unarmored AC is 9: If the adventure is for Oe (or other edition where the unarmored AC is 9), subtract the descending AC listed in the adventure from 19 to get the ascending AC used by Microlite74.

Unarmored AC is 10: If the adventure is for 1e or 2e (where the unarmored AC is 10), subtract the descending AC listed in the adventure from 20 to obtain the ascending AC used by Microlite74.

Dungeon Exploration Conventions

Light: Humans and many other races require a light source (or magical ability) to see in the dark. Torches, lanterns, etc. will produce limited areas of light (generally 20 feet or bright light and a further 10 feet of dim light), but they also make it easy for monsters to see the party coming, making surprise impossible. Torches can be blown out by strong gusts of wind (d6 roll: blown out on a 1 or 2). Most monsters living in a dungeon have infravision or some other means of seeing in the dark, however these methods do not work in the presence of a light source.

Seeing Monsters: Unless surprised, characters will see monsters when they are 2d4 x 10 feet apart. Surprise distance is 1d3 x 10 feet.

Wandering Monsters: The GM should roll 1d6 every 1d3 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow their orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue if there is less than 120 feet between the two groups. Monsters will only pursue around a corner or through a door on roll of 1 or 2 on a d6 (1 if a secret door is used). Fire will deter many monsters. Food will distract many monsters: unintelligent monsters 90% of the time, semi-intelligent monsters 50% of the time, intelligent monsters 10% of the time. Treasure may also distract monsters: unintelligent monsters 10% of the time, semi-intelligent monsters 50% of the time, and intelligent monsters 90% of the time. All chances may be adjusted by the GM depending on circumstances.

Rest: One Turn in six must be sent in rest or all characters

suffer a -1 to all d20 rolls per rest missed. Time spent searching is not time spent resting.

Doors: Most dungeon doors must be forced open by strength; a character may make a FORT save to attempt to force a door open. Doors with locks must be picked or forced at a minus equal to the dungeon level. Most dungeon doors will automatically close unless held or spiked open (spikes slip 20% of the time). Dungeon doors usually open automatically for monsters unless held closed.

Characters may wish to listen at doors before opening them. Unless a character has special listening abilities, a roll of 1 on a d6 will allow the character to hear through the door – if there is anything to be heard.

Traps: A trap will usually spring on a d6 roll of 1 or 2 when a character passes over or by them or otherwise triggers them

Secret Passages: Unless a character has racial abilities with secret passages, characters will detect secret doors/passages doors on a d20 + MIND bonus roll (normal DC 16). A 10 x 10 foot area may be searched in a turn by a single character.

Wilderness Exploration Conventions

Seeing Monsters: Unless surprised, characters will see monsters when they are 4d6 x 10 yards apart. Surprise distance is 1d3 x 10 yards.

Wandering Monsters: The GM should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made night. If a wandering monster is indicated (roll varies by terrain, see terrain table below), wandering monsters stumble across the party from a random direction and distance. At night, the GM should randomly determine which watch is on duty when the attack is made.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 50% chance monsters faster than the party will catch it (30% chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught by 25%. Monsters will pursue into another hex on the map 50% of the time. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the GM depending on circumstances.

Becoming Lost: A group travelling off a well-marked trail or road without an accurate map or a knowledgeable guide may become lost. The chance of becoming lost is rolled on a d6 and depends on the type of terrain the party is in (see table below). If lost, the party actually moves in a random direction but believes they have moved in the direction intended.

Terrain Chart

Terrain Type	Chance Lost	Chance of Encounter
Plains	1	1
Woods	1-2	1-2
Forest	1-3	1-2
River	1	1-2
Swamp	1-3	1-3
Hills	1	1-2
Mountains	1-2	1-3
Desert	1-3	1-2

Donate to the RetroRoleplaying Cancer Fund and Get Some PDF Goodies

Many Microlite74 gamers know that Randall Stukeby, the author of Microlite74 and other M20-based old school games is trying to raise funds to pay the bills from [his wife's oral cancer](#) treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna (successful so far) cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the RetroRoleplaying Cancer Fund (via PayPal) and help them pay their bills.

Can You Help Pay the Cancer Bills?

Everyone who donates any amount at all get a password giving them access to a number of special downloads. *Some* of the currently available downloads include:

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 (<http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html>) and The Grimoire #2 (<http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html>)
- Pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECMI campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite74 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård. This Special Edition incorporates the rules from the first supplement. The text has been reformatted into a single column in a large enough font to easily read.

To get access to these downloads and access to a private donor forum where you can get advance information on upcoming Microlite74 releases, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

<http://www.retroroleplaying.com/node/153>

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Microlite74 Spell Lists

Arcane (Magic-User) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Charm Person: Puts one living humanoid totally under your influence. R: 120 feet. D: until dispelled.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Hold Portal: Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.

Light: object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/level.

Magic Missile: Creates magic arrow which hits its target for 1d6 damage. An additional 2 missiles are created every 5 levels (e.g. total 3 at level 5, total 5 at level 10). R: 150 feet. D: instant.

Protection from Evil: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 1 hour.

Read Languages: Read any written language. D: 1 or 2 readings.

Read Magic: Read scrolls, spellbooks, other magical writing. R: Caster Only. D: one reading (two scrolls or equivalent).

Shield: Improves caster's armor class to 17 versus missile attack and to 15 versus melee attacks. R: caster. D: 20 minutes.

Sleep: Puts 4d6 HD of beings into magical slumber. Creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's discretion.

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes.

2nd Level

Continual Light: object lights circle with 120 ft. radius until dispelled, not full daylight. R: 120 feet.

Darkness, 15' Radius: Magical darkness which even blocks infravision and darkvision. R: 120 feet. D: 1 hour.

Detect Evil: Reveals evil thoughts/intent or evil items. R: 60 feet. D: 20 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

ESP: Allows Caster to read surface thoughts of target. R: 60 feet. D: 2 hours.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until it attacks. R: 240 feet.

Knock: Unlocks/Unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant.

Levitate: Caster floats up and down as he desires. Speed: 6 feet/minute. R: 20 feet up/down per level. D: 10 minute/level.

Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 60 + 10/level feet.

Magic Mouth: Mouth appears on target object and delivers up to 30 word message when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.

Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.

Pyrotechnics: Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.

Strength: Adds 1d6+1 to a single Fighter's Strength or 1d6-1 to a single Cleric's. Maximum Strength is 18. R: touch. D: 8 hours.

Web: Sticky webs fill a 10x10x20 foot area. Burning through the webs takes 6+1d4 minutes. Large creatures push through in 14+1d6 minutes. Human-sized creatures take 20+3d6 minutes. R: 30 feet. D: 8 hours.

Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell. R: 10 feet.

3rd Level

Clairaudience: Hear at a distance for 2 hours. R: 60 feet.

Clairvoyance: See at a distance for 2 hours. R: 60 feet.

Dispel Magic: Cancels magic effects and spells. (Magic Attack vs. Spell's DC for success) Duration: instant but effects permanent for spells or 10 minutes/level for items. Range: 120 feet.

Fire Ball: 1d6/level fire damage, 20 foot burst. R: 240 feet. D: instant.

Fly: Subject can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/level. (GM rolls secretly.)

Haste Spell: Subjects (up 24 beings in a 60 foot radius of target) double in speed, taking two actions at a time. (Counters Slow) R: 240 feet. D: 30 minutes.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/level.

Infravision: See in the dark. R: touch. D: 1 day. Sight Range: 30 + (1d3 x 10) feet.

Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Lightning Bolt: 1d6/level electrical damage. R: 240 feet, bolt is 10 feet wide, 60 feet long. D: instant.

Monster Summoning I: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d6 giant rats, 2-1d3 goblins, 3-1d3 hobgoblins, 4-1d6 kobolds, 5-1d3 orcs, 6-1d3 skeletons. D: 6 minutes.

Protection from Evil, 10' radius: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around subject. D: 2 hours.

Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 2 hours.

Rope Trick: Caster tosses rope into the air. It hangs there.

Caster and up three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/level.

Slow Spell: Subjects (up 24 beings in a 60 foot radius of target) slowed by 50%. (Counters Haste) R: 240 feet. D: 30 minutes.

Suggestion: Caster makes 1-2 sentence hypnotic suggestion to target. If save failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.

Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest. R: 60 feet.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Dimension Door: Teleports subject a short distance (up to 360 feet). D: instant. R: 10 feet.

Fear: 240 ft. long cone of fear (120 ft. width at far end) extends from caster. Creatures within must save or flee in fear/horror for 1 hour. R: as above. D: 1 hour of fear.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet.

Ice Storm: 30 foot cubic vortex of ice, snow, and hail appears doing 5d6 damage to all within. R: 120 feet. D: 1 minute.

Massmorph: Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.

Monster Summoning II: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d2 hobgoblins, 2-1d2 zombies, 3-1d2 gnolls, 4-1d2 bugbears, 5-1d6 orcs, 6-1d6 skeletons. D: 6 minutes.

Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.

Polymorph Others: Change another into another being. Change is complete and includes gaining special abilities and mind of creature. R: 60 feet. D: until dispelled.

Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only. D: 60 + 60/level minutes.

Remove Curse: Frees subject from a curse. R: touch. D: instant but effects permanent.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level. Wall lasts as long as caster concentrates on it. R: 60 feet.

Wall of Ice: Creates wall of ice with 15 hp +1/level. Wall lasts as long as caster concentrates on it. R: 60 feet.

Wizard Eye: Allows sending an invisible eye up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute. D: 1 hour.

5th Level

Animal Growth: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.

Animate Dead: Create undead skeletons or zombies under control of caster from dead bodies, 1d6 per level over 8. R: GM discretion. D: permanent.

Cloudkill: creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.

Conjure Elemental: Conjures one 16 HD elemental who will serve the caster until dispelled/dismissed/caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.

Contact Higher Plane: Lets Caster ask yes/no question of other planar entity, 1 question per level. Chance of correct answer 5% per level, maximum 95%.

Feeblemind: Subject's MIND drops to 1. R: 240 feet. D: until dispelled.

Hold Monster: As Hold Person, but any creature. R: 120 feet. D: 1 hour plus 10 minutes/level.

Magic Jar: Moves caster's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs. DC of (10 + MIND bonus + target level or hit dice). R: 30 feet. D: until dispelled, the target makes his save (a new saving throw is allowed every caster level days), or the caster ends spell.

Monster Summoning III: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d4 bugbears, 2-1d2 harpies, 3-1d2 ochre jellies, 4-1d2 wererats, 5-1d2 wights, 6-1d2 wild boars. D: 6 minutes.

Pass-Wall: Creates a human-sized passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.

Rock-Mud: Transforms rock to mud or vice-versa, up a 300x300 foot area. R: 120 feet. D: 3d6 days.

Telekinesis: Moves object by mental power. Up to 20 pounds per level. R: 120. feet D: 1 hour.

Teleport: Instantly transports subject up to 100 miles/level. Caster must know target location exactly.

Wall of Iron: creates a wall of iron in any shape. 1000 square feet (3 inches thick). R: 60 feet. D: 2 hours.

Wall of Stone: Creates a wall of stone in any shape. 1000 square feet (2 inches thick). R: 60 feet. D: until destroyed or dispelled.

6th Level

Anti-Magic Shell: Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours.

Control Weather: Caster can adjust weather. D: GM decision.

Death Spell: Kills 2D8 beings with less than 7 hit dice with a 60 foot radius. R: 240 feet. D: instant but effect permanent.

Disintegrate: Makes one creature or non-magical object vanish, turning it to fine dust. R: 60 feet. D: permanent.

Geas: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.

Invisible Stalker: Summons an invisible stalker, an extra-dimensional monster, under the control of the Magic-User who may give it a single mission which it will carry out until it is finished.

Legend Lore: A complex process taking 1d100 days allows caster to gain knowledge of a legendry person, place, or thing. Information is accurate but may be in a cryptic form. R: caster.

Lower Water: Lowers bodies of water 50%. R: 240 feet. D: 10 turns.

Monster Summoning IV: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1 gargoyle, 2-1 ogre, 3-1 owlbear, 4-1 shadow, 5-1 werewolf, 6-1

wraith. D: 6 minutes.

Move Earth: Move small hills, dig ditches and moats, other surface features, etc. Land moves at 6 feet per minute. R: 240 feet. D: permanent.

Part Water: Parts bodies of water up to 10 feet deep. R: 240 feet. D: 1 hour.

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 1 hour.

Reincarnation: Restores dead person to life in a random (usually humanoid) form. R: touch. D: instant.

Repulsion: Any being trying to move toward spell target finds itself moving away instead. R: 120 feet. D: 1 hour.

Stone-Flesh: Turns subject into a stone statue (or vice versa). R: 120 feet. D: permanent.

7th Level

Cacodemon: Summons a demon or other fiend (such as a devil) from the lower planes of existence. The spell provides no protection against the summoned creature, so the magic user should use other spells or items of protection. As the summoned creature is not forced to aid or obey the caster, that is a matter of negotiations and threats between the caster and the fiend. This spell may only be cast as a ritual. R: 10 feet. D: variable.

Charm Plants: Charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. R: 120 feet. D: until dispelled.

Delayed Blast Fireball: 1d6/caster level fire damage, 20 foot burst. The actual blast can be delayed for up to 10 minutes as set by the caster. R: 240 feet. D: instant.

Limited Wish: An extremely weak version of the "wish" spell. It is not even powerful enough to create or bring treasure to the caster, and under some circumstances only a part of the wish might actually be fulfilled. The spell does have the power to reach for a limited period of time into the past or future as well as the present. R: variable. D: variable.

Mass Invisibility: Up to 6 dragon-sized objects or 300 men and horses are invisible until spell broken by caster, some outside force, or until one attacks. R: 240 feet

Monster Summoning V: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Cockatrice, 2: 1 Manticore, 3: 1 Minotaur, 4: 1 Ogre Mage, 5: 1 Salamander, 6: 1 Troll. D: 6 minutes.

Phase Door: Creates an invisible door that can only be opened by the caster. Similar to a Passwall but invisible and only the caster can open the door. R: 10 feet. D: 7 uses

Power Word Stun: A single powerful word that stuns those hearing it for 2d6 10-minute turns if the creature has up to 35 hit points or for 1d6 10-minute turns if the creature has between 36 and 70 hit points. The word has no effect on creatures who are currently over 70 hit points. R: 120 feet.

Reverse Gravity: Within a 30 foot cube gravity reverses itself. Those within the area fall upwards with the force of a normal fall, and then fall again when the spell expires. R: 90 feet. D: 1 minute.

Simulacrum: Creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (Animate Dead will work). A Limited Wish (along with the actual simulacrum spell) is then used to imbue the animated form with intelligence and knowledge of the person being simulated. The simulacrum gains 1d4+2 times 10% of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. A simulacrum is not a perfect copy of the original. Side by side, the differences are obvious, and the simulacrum is detectable with a Detect Magic spell. If the original of the simulacrum dies, the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).

8th Level

Clone: This spell allows a piece of flesh, taken from a living person, to grow into an exact duplicate of the person at the time the flesh was removed. If a clone is created while its parent-creature still lives, the clone will seek to kill its original. If it fails to achieve this goal, both the clone and the original will become insane. A full Wish will prevent this for 1 year.

Mass Charm: A Charm Person/Monster which affects up to 30 levels, i.e. 30 level 1 creatures, 15 level 2 creatures, 10 level 3 creatures, etc. in any combination. Saving throws are made -2. R: 120 feet. D: until dispelled.

Mind Blank: Makes the target immune to any form of detection by magic or psionics including ESP, Clairvoyance, Clairaudience, Crystal Ball gazing or any other form of scrying), Wishing, Commune, Contact Higher Plane, etc. R: 10 feet. D: 1 day.

Monster Summoning VI: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Black Dragon, 2: 1 Chimera, 3: 1 Efreet, 4: 1 Flesh Golem, 5: 1 Frost Giant, 6: 1 Mummy. D: 6 minutes.

Permanency: This spell makes the effect of another spell permanent -- unless a Magic-user of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. GM discretion required: many spells should not be subject to being made permanent. R: 10 feet.

Polymorph Object: Spell allows any object to be turned into another object, animal, vegetable, or mineral. The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes, and mineral-to-mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into an orc, or turning a wall into a pile of sand, would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. R: 240 feet. D: GM decides.

Power Word Blind: A single powerful word that blinds those hearing it for 2d4 days if the creature has up to 40 hit points or for 1d4 days if the creature has between 41 and 80 hit points. The word has no effect on creatures who are currently over 80 hit points. R: 120 feet.

Symbol: Creates a magical trap in the shape of an arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it.

Various different runes are known, and others may be possible:

Symbol of Death: Deals 80 hit points of damage

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Insanity: Up to 100 HD of creatures are driven insane by a curse.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are affected as by a Power Word, Stun.

9th Level

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet/10-minute turn. With special study, this spell can also be used to travel to other planes.

Gate: Creates an opening to another plane of existence that can either be used to travel through or can be used to summon a specified, tremendously powerful being from the other plane, including gods and demi-gods. The caster must know the name of the creature he is attempting to summon, or the spell will fail. There is a 5% chance that the wrong being may be summoned, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may be extremely

annoyed. R: 20 feet. D: 10 minutes.

Maze: This spell puts its victim in an extra-dimensional maze. After the determined time has elapsed the creature will reappear at the spot where it disappeared. Creatures with Mind of 12 or better will require 1d4 10 minute turns to escape, those with Mind under 6 will require from 1d4+8 10 minute turns to escape, others require 1d4+4 10 minute turns to escape. R: 60 feet.

Meteor Swarm: Either a group of four Fire Balls each doing 6D10 points of damage or a group of eight Fire Balls of one-half normal diameter and 5d6 points damage may be thrown. They may be thrown in whatever pattern the caster desires. R: 240 feet.

Monster Summoning VII: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Hydra (9 heads), 2: 1 Iron Golem, 3: 1 Lich, 4: 1 Purple Worm, 5: 1 Red Dragon, 6: 1 Storm Giant. D: 6 minutes.

Power Word Kill: A single powerful word that kills those creatures hearing it. The word has no effect on creatures who are currently over 50 hit points. R: 120 feet.

Prismatic Sphere: A sphere of seven colors whirls about the caster with a radius of ten feet. The glowing colors form a layered spectrum; to destroy the sphere, each layer must be destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1d6 turns. Anything attempting to cross into the sphere suffers the effects of each color that has not been negated.

Red: Causes 12 points of damage to the touch. Stops any magic arrows or missiles (including the spell Magic Missile).

Negated by Ice Storm or other cold-based attack.

Orange: Causes 24 points of damage to the touch. Stops arrows and any other non-magical missile. Negated by Lightning Bolt or other electrical attack.

Yellow: Causes 48 points of damage to the touch. Blocks all breath weapons. Negated by Magic Missile spell or a magical arrow.

Green: Causes death (saving throw allowed) to the touch.

Blocks any scrying and detection-type spells from seeing within. Negated by Passwall spell or other earth-moving magic.

Blue: Turns flesh to stone when touched (saving throw allowed). Blocks all divine (Clerical/Druid) magic from passing through. Negated by Disintegrate spell/effect.

Indigo: Causes death and destroys the soul utterly when touched (saving throw allowed). Negated by Dispel Magic.

Violet: Causes permanent insanity when touched. Blocks all arcane (Magic-user) spells. Negated by Continual Light.

R: caster D: 1 hour.

Shape Change: Change self into the form of another being. Change is complete and includes gaining special abilities of the creature, but the caster retains his own intelligence and ability to cast magic. The caster may change form at will while the spell lasts. R: caster. D: (1d6 + 10 + caster's level) 10 minute turns

Time Stop: This spell freezes time in a 30 feet cubic area surrounding the caster. The user may move freely, but any other creatures within the area, or which subsequently enter it, will be stopped in time with respect to the caster. D: 1d4+1 minutes (GM rolls)

Wish: This spell grants a wish of limited scope (although much more powerful than a Limited Wish). The Referee's discretion will rule what sort of wishes are within the spell's power. After casting a wish spell, the Magic-user is too mentally drained to cast spells for a period of 1d4 days.

Arcane (Illusionist) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Change Self: Illusion makes the caster appear to be a different creature. The illusionary guise must share the same general size and shape as the illusionist. R: caster. D: 10 x (1d6 + 10 + level) minutes.

Color Spray: A sheet of bright conflicting colors affecting 1-6 levels/hit dice of creatures (plus 1 level/hit dice for every 5 levels of the caster), rendering them unconscious (for 1

minute/caster level) through confusion. Targets selected randomly. No saving throw if fully affected. Creatures not fully affected get a save with +1 per level/die after the first not affected. Creatures over 6th level not affected. R: 240 feet.

Darkness: Magical darkness which even blocks infravision and darkvision within a circle with 30 ft. radius. R: 120 feet. D: 1 hour+10 min/caster level.

Detect Illusion: Detects any illusion for what it is. R: 60 feet. D: 30 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

Gaze Reflection: A spell that simply acts as a perfect mirror, reflecting the gaze of a creature such as a Basilisk or Medusa as if a mirror was in front of their eyes. R: 80 ft. D: 10 minutes.

Hypnotism: Acts like a Charm person spell with a +2 chance of success, it is necessary for the subject to look the Illusionist in the eyes. R: 80 ft.

Light: Object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/caster level.

Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if the target believes illusion. R: 240 feet.

Read Magic: Read scrolls, spellbooks, other magical writing. R: Caster Only. D: one reading (two scrolls or equivalent).

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 90 feet. D: 50 minutes.

Wall of Fog: Creates an opaque wall of rolling, boiling fog with no other effect than blocking vision. Wall lasts as long as caster concentrates on it. R: 160 feet.

2nd Level

Blindness: Causes the target to become blind (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.

Blur: Caster's appearance is blurred, making -2 on being hit, and +2 on saves vs. magic. R: self. D: 10 times 1d4+4 minutes.

Deafness: Causes the target to become deaf (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Dispel Illusion: Automatically dispels any illusion caused by a non-Illusionist. Versus those created by Illusionists, it functions like Dispel Magic. R: 120 feet.

Fog: A cloud of opaque fog that acts like a Cloudkill except that is has no effect but to obstruct vision. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.

Hypnotic Pattern: A pattern that the Illusionist projects in front of him that will hold anyone looking at the pattern motionless. It can catch 4d6 1st level types, 3d6 2nd level types, 2d6 3rd or 4th level types, 1d6 5th or 6th level types. R: 120 feet. D: as long as caster concentrates plus 1d6+3 turns afterwards.

Improved Phantasmal Forces: As regular Phantasmal Forces but the caster can move while employing the spell and the illusion will last up to 30 minutes after the caster has stopped concentrating. R: 360 feet.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until subject attacks. R: 240 feet.

Magic Mouth: Mouth appears on target object and delivers up to 30 word message when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.

Misdirection: cause a detect spell (Detect Good, Evil, Magic, etc.) to malfunction. (Magic Attack vs. Spell's DC for success) R: 120 feet. D: instant but effects permanent.

Rope Trick: Caster tosses rope into the air. It hangs there. Caster and up three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/caster level.

3rd Level

Continual Darkness: Magical darkness which even blocks infravision and darkvision within a circle with 120 ft. radius until dispelled. R: 120 feet.

Continual Light: Object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.

Dispel Exhaustion: This spell temporarily gives its recipient the

illusion of being well rested and healthy, restoring the target to full hit points, but the target will be totally exhausted and unable to do anything for 8 hours when the spell expires. If the target has taken body damage, the target immediately suffers an additional 1d2 points of body damage. D: 4 hours

Fear: Causes creatures who fail their saving throw to flee fear. Affect 4d10 1st level types, 3d10 second level types, 2d10 3rd level types, 1d10 4th level types, 1d6 5th level types, 1d4 6th level types. R: 180 feet. D: 10 times 1d6+level minutes.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet

Illusionary Script: Allows the caster to write in a script which can only be read by whom the caster sets it to be read by (like Magic Mouth), any others who attempt to read it must save vs. magic or be confused for 6d10 minutes. One spell is suitable for a full page per level of the caster of writing.

Invisibility 10' Range: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Non-Detection: Prevents Detection spells from working against the target using it and acts like an Amulet vs. ESP and Crystal Balls. R: touch. D: 20 minutes/caster level.

Paralyzation: Paralyzes twice as many hit dice as the caster's level. R: 180 feet. D: until dispelled or caster removes it.

Phantasmal Killer: Creates an illusionary horrible beast formed from the target's own fears whose touch causes death. The beast is visible only to the target and is immune from all attacks and barriers as it exists only in the target's mind. Target must save vs. magic twice. If the target fails one save, he is unconscious for 1d6 hours. If both saves fail, the target is dead. Range: 60 feet.

Spectral Forces: As Improved Phantasmal Forces, but includes sound, smell and temperature illusions. Spectral Forces are not destroyed by touch and they last up to 50 minutes after the caster has stopped concentrating. R: 360 feet.

Suggestion: Caster makes 1-2 sentence hypnotic suggestion to target. If save failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.

4th Level

Arcane Magic: Learning this spell allows the Illusionist to learn and use all 1st level magic-user spells. He must seek these spells in the same manner as a magic-user. They are considered 4th level spells for casting cost purposes.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Emotions: Projects a selected emotion. The emotions that can be projected are: Fear (as the spell), Battle Lust (makes men fight as Berserkers, can be countered by Fear; if Fear is thrown first, Battle Lust does not counter it), Deprivation (lowers morale by 75%), Bravado (give immunity from Fear, Bravado which can counter Deprivation), Hate (interpretation by the subject is variable, roll d20: 1-4: hate any enemy around; 5-8: hate each other; 9-14: hate both enemy/each other; 15-16: hate selves, 17-20: hate caster. A person under the influence of a hate will attack whoever the die roll indicates). R: 180 feet. D: concentration.

Improved Invisibility: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until 1d4+caster level minutes after the first attack is made by one under this spell.

Massmorph: Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.

Minor Creation: Allows the caster to create materials up to a hardness comparable to wood (much like a Djinn). The total amount of weight an illusionist may create in a day equals 5 pounds times the caster's level. R: touch. D: 4 + level days (longer for softer materials).

Shadow Magic: This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 4 caster levels) or Death Spell (Affects 1d8 creatures of 1 HD). R: as original spell D: instant but effects permanent.

Shadow Monsters: This spell allows the caster to conjure semi-

real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.2. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 9 [10], and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet: D: 1 minute/caster level.

5th Level

Advanced Arcane Magic: Learning this spell allows the illusionist to learn and use all 2nd level magic-user spells. He must seek these spells in the same manner as a magic-user. They are considered 5th level spells for casting cost purposes.

Chaos: This spell affects a 30 foot x 30 foot area. All those caught within the affected area will become confused until they leave the area. Fighters and Illusionists over the caster's level are not affected by this spell. R: 120 feet. D: concentration.

Create Spectre: This spell creates a spectre from a target deceased person. The spectre has Hit Dice equal to 1/2 the deceased character's level (rounded up). The deceased character must have been at least 2nd level in order to be raised as a spectre. The spectre is raised with both its mind and memory intact (and does not automatically become evil). The spectre retains its independence. The deceased must be raised within 24 + 6 times the caster's level turns from the target creature's death. R: 10 feet. D: Permanent.

Major Creation: Allows the caster to create materials up to a hardness comparable to iron (much like a Djinn). The total amount of weight an illusionist may create in a day equals 15 pounds times the caster's level. R: touch. D: 4 + level days (for wood hardness, longer for softer materials, shorter for harder materials).

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 1 hour.

Shadow Magic II: This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 2 illusionist levels) or Death Spell (Affects 1d8 creatures of up to 2 HD).

Shadow Monsters II: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 40% the number of HD of the original (Original HP X 0.4. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 11, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 1.5 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level.

Summon Shadows: Similar to an Invisible Stalker spell, but summons Shadows instead. The number of Shadows summoned is equal to 1 + 1 per level over 5. D: until mission completed.

6th Level

Conjure Animals: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the caster. R: 30 feet. D: 100 minutes.

Mass Suggestion: Area version of the suggestion spell, affecting 1d8 creatures or 1 creature at -4 saving throw. The same suggestion must be made to all on whom it is cast. R: 30 feet. D: 1 week.

Permanent Illusion: As Spectral Forces, but lasts until dispelled. R: 360 feet. D: Until dispelled.

Programmed Illusion: As Spectral Forces, but illusion performs pre-set instructions without the caster's concentration. For example, a dragon flies to the camp, circles it for 30 minutes, roars every other pass, then flies off while the Illusionist escapes. R: 720 feet. D: 120 minutes.

Shadow Monsters III: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.6. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 12, and do not possess any of the original monster's special abilities (unless the

victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 2 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level

True Sight: Spell increases target's sight. A polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. R: touch. D: (level - 10) + 1d6 10 minute turns.

7th Level

Alter Reality: Works like the Magic-User spell Limited Wish, but the caster must first cast an illusion of what is being wished for, then cast the Alter Reality spell on the illusion to turn it into reality. R: variable. D: variable.

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet per 10-minute turn. With special study, this spell can also be used to travel to other planes.

Maze: This spell puts its victim in an extra-dimensional maze. After the determined time has elapsed the creature will reappear at the spot where it disappeared. Creatures with intelligence of 12 or better will require 1d4 10 minute turns to escape, those with intelligence under 6 will require from 1d4+8 10 minute turns to escape, others require 1d4+4 10 minute turns to escape. R: 60 feet.

Prismatic Spray: Creates a stream of rainbow colored energy, 90 feet long, 10 feet wide. Roll 1d8 for each being/object hit by it. On a roll of 1 to 7, the effects are as if the being/object passed through the corresponding layer in a prismatic wall. A roll of 8 means the being/object has been hit by two colors, roll again twice, ignoring 8s. R: 90 feet. D: instant but effects permanent.

Prismatic Wall: As the Magic-User spell Prismatic Sphere, but in the form of a wall. R: 60 feet. D: 1 hour.

Vision: If an Illusionist wishes guidance from those above, he formulates his question, then casts this spell. Random reaction dice are rolled, and +2 are added to the result. On a negative reaction, the Illusionist is quested to do some task; on a neutral reaction, the caster gets useful information, but not what he asked for; on a positive reaction, the caster's question is answered in great detail. R: caster. D: 1 question.

Divine (Cleric) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Cure Light Wounds (Reversible): Cure 1d6+1 hit points of wounds. R: touch. D: instant but effects permanent.

Detect Evil (Reversible): Reveals evil thoughts/intent or evil items. R: 120 feet. D: 1 hour.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Light (Reversible): object lights circle with 20 ft. radius, full daylight. R: 60 feet. D: 2 hours.

Protection from Evil (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 2 hours.

Purify Food & Water (Reversible): Purifies food and water for up to 12 people. R: 10 feet. D: instant but effects permanent.

2nd Level

Bless: Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast in combat. R: 10 feet. D: 1 hour.

Find Traps: Notice traps within 30 feet. R: caster. D: 20

minutes.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 180 feet. D: 90 minutes.

*Silence, 15' Radius**: Magical silence for 15 feet around target, moving with target. No sound within area can be heard from outside it. R: 180 feet. D: 2 hours.

Snake Charm: 1d6 snakes/level charmed and will obey caster's commands. R: 60 feet. D: 20 minutes + 1d4 x 10 minutes.

Speak with Animals: Can understand and speak with animals. R: 30 feet. D: 1 hour.

3rd Level

Continual Light (Reversible): object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.

Cure Disease: Cures person of any diseases, including magical diseases. R: touch D: instant but effects permanent.

Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 90 feet.

Prayer: Gives saving throw penalty of 1 per ten levels of caster to enemies in 20x20 foot area. R: 30 feet. D: next melee round.

Remove Curse (Reversible): Frees subject from a single curse. R: 10 feet. D: instant but effects permanent.

Speak with Dead: Ask three questions of a corpse. Age of corpse affected: Cleric under level 8: 1d4 days, level 9-14: 1d4 months, level 15+: any age. R: 10 feet. D: 3 questions.

4th Level

Create Water: Creates water, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

Cure Serious Wounds (Reversible): Cures 3d6+3 hit points of wounds. R: touch. D: instant but effects permanent.

Neutralize Poison: Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: 10 feet.

Protection from Evil, 10' radius (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around caster. R: caster. D: 2 hours.

Speak with Plants: Can understand and speak with plants. R: 30 feet. D: 1 hour.

Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour.

5th Level

Commune: Cleric's Deity truthfully answers three yes-or-no questions. R: caster. D: 10 minutes.

Create Food: Creates food, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

Dispel Evil (Reversible): Works like Dispel Magic, but affects any evil sending or evil spell. R: 30 feet. D: instant but effects permanent.

Insect Plague: Insect swarms (20 x 20x 20 feet) attack creatures. Creatures under 2 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.

Quest: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.

Raise Dead (Reversible): Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. R: line of sight. D: instant but effects permanent.

6th Level

Animate Object: "Brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the caster's commands, attacking his foes or performing other actions on his behalf. GM determines the combat attributes of the objects, such as armor class, speed, hit dice, and hit bonuses as needed as no the object animated. A stone statue would be considerably more sturdy and dangerous than wooden furniture, for example. R: 60 feet. D: 1 hour.

Blade Barrier: Creates a barrier of whirling blades up to 30 feet in diameter which do from 7d10 points of damage upon anyone or anything which attempts to pass through it. R: 60 feet. D: 120 minutes.

Conjure Animals: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the Cleric.

R: 30 feet. D: 100 minutes.

Find the Path: This spell shows the caster the fastest and safest way out of a trap maze, wilderness, underworld, etc. It will, for example, allow the caster to free himself from a Maze spell in a single turn after casting the spell. D: Indoors: 1 hour + 10 minutes/caster level; Outdoors: 1 day.

Speak with Monsters: Allows the target to speak with and understand any monster. R: 10 feet. D: 3d4 questions.

Word of Recall: The cleric teleports without error back to his previous prepared sanctuary. R: infinite. D: instant.

7th Level

Aerial Servant: Summons a servant from the elemental plane of air to fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC 3 [16], Atk Bonus +17, Atk 1 (4d4), Move 240 ft. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him. D: until task completed or insanity.

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 2% chance per spell level that the spell will fail. Additionally, there is a 1% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet per 10-minute turn. With special study, this spell can also be used to travel to other planes.

Control Weather: Caster can adjust weather. D: GM decision.

Earthquake: Causes a powerful earthquake in an area 60 feet x 60 feet plus an additional 10 feet (in both length and width) per three levels above 17th. The quake topples walls, causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and being killed. No effect beyond the spell's area of effect. R: GM discretion. D: instant but effects permanent.

Holy Word: Speaking of a holy word affects all those within the range as follows: creatures of less than 5 hit dice are slain, creatures of 5 to 8 hit dice are stunned for 2d10 turns, and creatures with 9-12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected. R: 40 feet.

Part Water: Creates a gap through water, to a depth of 20 feet lasting for 2 hours. At 18th and every level thereafter, the cleric adds 10 feet to the depth of water parted, and 1 additional hour to the spell's duration. R: 240 feet. D: see above.

Restoration (Reversible): Restores one level lost to an energy drain attack or restores one limb destroyed or maimed. The reverse drains one energy level. R: touch. D: instant but effects permanent.

Resurrection (Reversible): Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. The subject is fully healed and restored with no side-effects, no rest required. The reverse causes death, no saving throw allowed. R: touch. D: instant but effects permanent.

Symbol: Creates a magical trap in the shape of a holy rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible but none may cause permanent harm to the target.

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are

affected as by a Power Word, Stun.

Wind Walk: Allows the caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles, traveling at 48 ft. per minute indoors (or in subterranean settings) and much faster outdoors. R: touch. D: 1 day or until dispelled.

Divine (Druid) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Detect Snares/Pits: This spell allows the caster to discover snares, pits, and other outdoor traps. R: 10 feet/caster level. D: caster level + 1 hours.

Locate Animals: Senses direction toward an animal (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.

Predict Weather: Forecast the weather in the caster's location with 95% accuracy. D: instant.

Purify Water: Purifies water for up to 12 people. R: 10 feet. D: instant but effects permanent.

2nd Level

Create Water: Creates water, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

Cure Light Wounds: Cure 1d6+1 hit points of wounds. R: touch. D: instant but effects permanent.

Detect Poison: Detects whether a creature, object, or area (5 foot cube) has been poisoned or is poisonous. R: 30 feet. D: Instant.

Heat Metal: Spell makes 1 metal item (weighing up to 0.5 pounds per level of the caster) extremely warm. Creatures take damage if holding or wearing equipment that is targeted by this spell. Take 1d2 damage on the first round and 1d2+1 additional damage on the second round. 50% chance per round that a target object being held in the hand is dropped. R: 30 feet. D: 2 combat rounds.

Locate Plants: Senses direction toward a plant (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.

Obscurement: A misty vapor arises near the druid. It is stationary once created. The vapor obscures all sight beyond 5 feet. The cloud covers 100 cubic feet per druid level. R: 20 feet. D: 10 minutes/caster level.

Produce Flame: Produces a small flame in the palm of Druid's hand which illuminates as a small lantern. The flame may be hurled and causes inflammables to combust. R: caster. D: 20 minutes/caster level.

Speak with Animals: Can understand and speak with animals. R: caster. D: 1 hour.

Warp Wood: Causes straight wooden shafts to bend. The spell effects an amount of wood equal to 1 spear shaft (or 6 arrows) per 2 druid levels. R: 30 feet. D: instant but effects permanent.

3rd Level

Call Lightning: Call down one lightning bolt (8d6 + level damage) per turn. The caster may target anyone within the spell's range. This spell is only usable outdoors within 360' of stormy weather. R: 360 ft. D: 1 turn/caster level.

Cure Disease: Cures person of any diseases, including magical diseases. R: touch D: instant but effects permanent.

Hold Animal: Paralyzes 1-4 animals. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Neutralize Poison: Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: touch.

Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 240 feet.

Protection/Fire: Cast upon a non-druid, this spell renders the target invulnerable to normal fire. Cast upon a druid, this spell also protects from magical fire, but such magical flames will immediately cancel the spell on the next turn. R: touch. D: 30 + 10/caster level minutes.

Pyrotechnics: Caster creates either fireworks or blinding smoke

from a normal fire. R: 240 feet. D: 1 hour.

Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Animal Summoning I: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 1 hour.

Control Temperature, 10'radius: Allows the druid to vary the temperature in a given area (10' radius) by +/- 50 degrees. Mistletoe is required to cast this spell. R: 60 feet. D: 30 + 10/caster level minutes.

Cure Serious Wounds: Cures 3d6+3 hit points of wounds. R: touch. D: instant but effects permanent.

Dispel Magic: Cancels magic effects and spells. (Magic Attack vs. Spell's DC for success) R: 120 feet. D: instant but effects permanent for spells or 10 minutes for items.

Hallucinatory Forest: This spell creates an illusionary forest covering an area of 30' x 30' per level. Creatures within this area will absolutely believe they are in a forest, acting and reacting appropriately to their surroundings. Other druids, magical woodland creatures, and treants are never fooled by this spell. R: 60 feet to forest edge. D: until dispelled.

Insect Plague: Insect swarms (20 x 20x 20 feet) attack creatures. Creatures under 2 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.

Plant Door: Allows the druid to pass through thick/dense vegetation. This 3' X 6' "door" is usable only by the caster, but another druid or a dryad may follow. This spell may also be used to pass through solid tree trunks. The druid may decide to stay within the trunk for up to the duration of the spell to hide from others. R: caster. D: 30 + 10/caster level minutes.

Produce Fire: Creates normal fire covering an area of 10' X 10'. This spell may be reversed to extinguish fires covering the same area. R: 30 feet. D: 10 minutes.

Protection from Lightning: This spell negates the effects of electrical attacks upon the target. The spell ceases after such an attack. R: touch D: 1 hour + 10/caster level minutes.

Speak with Plants: Can understand and speak with plants. R: 30 feet. D: 1 hour.

5th Level

Animal Growth: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.

Animal Summoning II: Conjures 2 large animal (elephant, hippo, rhino, etc.), 6 medium sized animals (lions, tigers, bears, etc.) or 12 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 1 hour.

Anti-Plant Shell: Similar to the magic-user spell Anti-Magic Shell but instead of protecting from spells, it protects against attacks from plants and living vegetables. R: caster. D: 2 hours.

Commune with Nature: Same as the cleric spell Commune but must be performed outdoors and the answers received will only pertain to Nature. R: caster. D: 3 questions.

Control Winds: A druid may employ this spell to increase the force of, or calm, winds within 120' of the druid. The center-point of the spell's effect is the druid and follows the druid's movements. Such affected winds may influence flying creatures and sailing ships (forcing them out of the air or halting their maritime travel). A Control Winds spell cast upon an existing Control Winds spell will negate it. The spell's range is increased to 320 at 11th level, 400 at 12th level, and 480 at 12th druid level. R: 120 feet. D: 1 hour + 10/caster level minutes.

Hold Plant: Similar to the magic-user spell Hold Monster but affects living, magical or animated plants. This spell affects both treants and fungoid life forms. R: 30 feet + 10 feet/caster level. D: 1 hour + 10/caster level minutes.

Pass Plant: Allows the druid to enter one tree and emerge from another of the same species. The base distance travelled this way is 480 yards + modifier based on the tree type (Oak +120 yards. Ash, yew, linden, and elm -120 yards. Other deciduous trees -180 yards. Coniferous trees -240 yards). The tree's girth must be large enough to engulf the druid. Travel must be from one living tree to another. If no such tree exists within the range of the spell, then the spell fails and the druid re-emerges from

the starting tree. R: see above. D: 10 minutes.

Rock-Mud: Transforms rock to mud or vice-versa, up a 300x300 foot area. R: 120 feet. D: 3d6 days.

Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/caster level. Wall lasts as long as caster concentrates on it. R: 60 feet.

6th Level

Animal Summoning III: Conjures 4 large animal (elephant, hippo, rhino, etc.), 12 medium sized animals (lions, tigers, bears, etc.) or 24 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 60 minutes.

Anti-Animal Shell: Same as the Anti-Plant Shell spell, but focuses on natural or giant animals. While affected by this spell, those inside the shell are protected from all animal attacks (excluding fantastic or magical creatures), but are unable to attack, be it by normal or magical means. R: 20 foot hemisphere. D: 30 + 10/caster level minutes.

Conjure Fire Elemental: Similar to the magic-user's Conjure Elemental spell but is limited to summoning a 16 HD fire elemental. On a roll of 1-2 on d20 the caster may choose to summon 1d3 salamanders instead, and on a roll of 1 on d20, the druid may choose to summon a 20 HD fire elemental. The elemental will not turn upon the druid but will regard him as a friend of sorts. R: 30 feet. D: 1 hour.

Feeblemind: Subject's MIND drops to 1. R: 240 feet. D: until dispelled.

Finger of Death: Target must save or die. Will only work if druid's life in dire peril. R: 120 feet. D: instant but effects permanent.

Transport via Plant: Allows the druid to pass from one plant to any other plant of similar species anywhere, as long as the druid has seen the plant at one time. Should the emergence fail, the druid will instead emerge from another plant which may be miles away. A druid may choose to remain inside a plant instead of transporting from it, and may remain so for up to 24 hours. While within a plant in this manner, the druid is completely aware of his surroundings. D: instant or up to 24 hours.

Turn Wood: Creates a wall of force which moves away from the druid. Any wooden objects in the wall's path (weapon hafts, spear shafts, arrows, etc.) are pushed back, dragging back any creature holding such items. The length of the wall runs 60' to either side of the druid, and moves at a rate of 40' per turn. R: 20 x level feet. D: 10 + 10/caster level minutes.

7th Level

Animate Rock: Similar to a cleric's Animate Object spell, but only affects stone. Up to approximately 2 x level cubic feet of stone can be animated. The rock will move at 2-4" per turn, the faster speeds for rock-masses which are basically of an ambulatory shape such as statues. R: 60 feet. D: 1 hour.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Conjure Earth Elemental: Similar to the magic-user's Conjure Elemental spell but is limited to summoning a 16 HD earth elemental. The elemental will not turn upon the druid but will regard him as a friend of sorts. R: 30 feet. D: 1 hour.

Control Weather: Caster can adjust weather. D: GM decision.

Creeping Doom: Summons a horde of 1D10 times 1000 small and deadly insects and arachnids. They appear within 1 to 3 minutes. They then move forward to attack whatever they are commanded to, provided it is within 60 feet at the time of the command. They will pursue until the prey is beyond a 240 feet range (or until it or they are otherwise destroyed). Can be used indoors or outdoors. R: 60 feet. D: see above.

Fire Storm: Creates a fire of intensity equal to a "wall of fire" in a large area. This magical conflagration lasts only 10 minutes, but all combustible material within the area affected will continue to burn thereafter. The spell can be reversed to extinguish normal fires in an area twice that of the maximum possible area of the druid's fire storm. There is a 5% chance per caster level of the reversed version extinguishing magical fires of up to the normal area. Area: 30 x 30 foot square area per caster level (must be contiguous). R: 60 feet.

Metal-Wood: Cast upon any metal (up to 5 pounds per level of

the caster) it will permanently change it into some type of wood (caster's choice). R: 60 feet. D: instant but effects permanent.

Reincarnate: Restores dead person to life in a random (usually animal or nature-oriented humanoid) form. R: touch. D: instant.

Monsters

AC=Armor; HD=Hit Dice; AT=Attacks; MR=Morale Rating;
S=Special Abilities

Undead Immunities=Immune to sleep, charm, fear, paralysis

ANT, GIANT: AC: 16 HD: 3d8 AT: bite +3 (1d6) MR: 12 S: acid (2d6).

ANHKHEG: AC: 16 HD: 5d8 AT: bite +5 (1d10) MR: 8 S: Squirt acid (3d6).

BADGER, GIANT: AC: 15 HD: 3d8 AT: 2 claws +3 (1d6), bite +3 (1d6) MR: 8

BANSHEE: AC: 20 HD: 7d8 AT: claw +7 (1d8) MR: 12 S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments.

BASILISK: AC: 15 HD: 6d8 AT: bite +6 (1d10) MR: 9 S: petrifies onlookers.

BAT, GREATER: AC: 12 HD: 4d8 AT: bite +4 (1d10) MR: 8 S: Human-sized.

BAT, MONSTER: AC: 13 HD: 8d8 AT: bite +8 (2d8), claws +8 (1d6) MR: 8 S: Twice the size of a human.

BEETLE, GIANT FIRE: AC: 15 HD: 1d8 AT: bite +1 (2d6) MR: 7 S: Light glands glow for 1d6 days after death.

BLACK PUDDING: AC: 13 HD: 10d8 AT: slam +10 (3d8) MR: 12 S: immune to everything but fire, divides when hit, corrodes metal.

BLINK DOG: AC: 15 HD: 4d8 AT: bite +6 (1d6) MR: 6 S: teleports, hate coeurls.

BOAR, WILD: AC: 12 HD: 3d8 AT: gore +3 (3d4) MR: 9 S: attacks for 2 rounds after death.

BRAIN EATER: AC: 14 HD: 8d8 AT: mouth tentacles +8 (1d6, special) or weapon +8 MR: 7 S: on hit by tentacles 1d4 turns later tentacles reach brain, killing victim; Psi Blast (8d6 cone of mental force, save to confused), 90% magic resistant.

BROWN HULK: AC: 17 HD: 8d8 AT: 2 claws (2d6) or bite +8 (2d4) MR: 9 S: burrows through rock, eyes cause confusion.

BUGBEAR: AC: 14 HD: 3d8 AT: bite +3 (2d4) or weapon +3 MR: 9 S: surprise foes on a 1-3.

CATOBLEPAS: AC: 12 HD: 6d8 AT: tail +6 (1d3 + stun) MR: 8 S: gaze (save vs. death).

CARCASS CREEPER: AC: 16 HD: 3d8 AT: 8 tentacles +3 (paralysis) MR: 8 S: walk on walls and ceilings.

CENTAUR: AC: 15 HD: 4d8 AT: 2 kick +4 (1d6) or weapon +4 MR: 8

CENTPEDE, GIANT: AC: 14 HD: 4d8 AT: bite +4 (1d6) MR: 7 S: poison (1d6 DEX).

CHIMERA: AC: 15 HD: 9d8 AT: 2 claws +9 (1d3), goat gore +9 (1d4), lion bite +9 (2d4), dragon bite +9 (3d4) MR: 9 S: breathes fire (3d6), flies.

COCKATRICE: AC: 13 HD: 5d8 AT: bite +5 (1d3) MR: 7 S: petrifying bite.

COEURL: AC: 15 HD: 6d8 AT: tentacles +6 (2d6) MR: 9 S: appear 3 feet from actual position (+2 to defense and saves), hate blink dogs.

DEMON, BAAL-ROG: AC: 17 HD: 9d8 AT: sword or flaming whip +9 (2d6) MR: 9 S: flies, flaming (3d8 damage to all in contact), darkness, 10 ft. r., 75% magic resistance, immune to non-magic weapons. Spell-like powers: cause fear, detect magic and invisible, read magic and languages, pyrotechnics, dispel magic, suggestion, telekinesis, symbols (fear, discord, sleep), gate demons 70%.

DEMON, LEMURE: AC: 17 HD: 3d8 AT: claws (1d6) MR: 7 S: regenerate 1 HP/minute.

DEMON, SUCCUBUS: AC: 10 HD: 6d8 AT: 2 claws (1d6) or kiss (drain 1 energy level) MR: 9 S: immune to non-magic weapons, 70% magic resistance, darkness 5 ft. r. Spell-like powers: Ethereal, charm person, ESP, clairaudience, suggestion, shape change (humanoid forms only), gate demons 40%.

DJINN: AC: 15 HD: 7d8 AT: fist or weapon +7 MR: 12 S: flies, whirlwind, creation of things, create illusions, invisibility,

immune to mundane weapons.

DOPPELGANGER: AC: 14 HD: 4d8 AT: claw +4 (1d12) MR: 8 S: imitate humanoids, immune to sleep and charm. +5 on magic saves.

DRAGON, BLACK: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (3d6) MR: 9 S: flies, breathes line of acid (7d8).

DRAGON, BLUE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) MR: 9 S: flies, breathes line of lightning (9d8).

DRAGON, BRASS: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (4d4) MR: 9 S: flies, breathes cloud of sleep or fear gas.

DRAGON, BRONZE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) MR: 9 S: flies, breathes lightning (9d8) or repulsion.

DRAGON, COPPER: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (5d4) MR: 9 S: flies, breathes acid cloud (8d8) or slow.

DRAGON, GREEN: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (2d10) MR: 9 S: flies, breathes cloud of chlorine gas (8d6).

DRAGON, GOLD: AC: 19 HD: 11d8 AT: 2 claws +11 (1d6), bite +11 (3d12) MR: 10 S: flies, breathes cloud of poisonous gas or cone of fire (11d8), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, RED: AC: 17 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) MR: 9 S: flies, breathes cone of fire (10d8), uses magic as MU of level 1 to 6 (by age -2).

DRAGON, SILVER: AC: 18 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) MR: 9 S: flies: breathes cloud of poisonous gas or cone of cold (10d8), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, WHITE: AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (2d8) MR: 9 S: flies, breathes cone of cold (6d8).

DRAGON TURTLE: AC: 21 HD: 20d8 AT: 2 claws +15 (1d8), bite +15 (10d6) MR: 10 S: swims well, slow on land, breathes steam cloud (20d8) only when in water.

DRYAD: AC: 14 HD: 2d8 AT: weapon +2 MR: 6 S: charm.

DWARF: AC: 15 HD: 1d6+1 AT: warhammer +1 (1d8) MR: 10 S: standard dwarf abilities.

EFREET: AC: 16 HD: 10d8 AT: slam +10 (2d8) MR: 12 S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons.

ELEMENTAL, AIR: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 S: whirlwind, extra damage against foes in the air.

ELEMENTAL, EARTH: AC: 19 HD: 12d8 AT: slam +12 (4d8) MR: 10 S: tear down stone, extra damage against foes standing on the ground (1d8).

ELEMENTAL, FIRE: AC: 19 HD: 12d8 AT: slam +12 (3d8) MR: 10 S: ignite materials.

ELEMENTAL, WATER: AC: 19 HD: 12d8 AT: slam +12 (3d10) MR: 10 S: overturn boats, extra damage against swimming foes (1d6).

ELEPHANT: AC: 14 HD: 9d8 AT: 2 Tusks +9 (2d4) or Trample +9 (4d8) MR: 8 S: can make charge attack

ELF: AC: 14 HD: 1d8 AT: sword or longbow (1d6) MR: 8 S: standard elf abilities.

EYE GLOBE: AC: 17 (Eye Stalks: 15) HD: Body 40 HP, Eye Stalk 10 HP each AT: 1d4 eyes MR: 8 S: floats about; large body eye generates anti-magic ray; 12 smaller eyes do: 1-charm person ray, 2-charm monster ray, 3-death ray, 4-2d6 damage ray, 5-sleep ray, 6-telekenesis ray, 7-slow ray, 8-fear ray, 9-stoning ray, 10-disintegration ray, 11-turn/control undead ray, 12-mind reading ray.

GARGOYLE: AC: 14 HD: 4d8 AT: 2 claws +4 (1d3) or bite +4 (1d6), horns +4 (1d4) MR: 11 S: fly.

GELATINOUS CUBE: AC: 11 HD: 4d8 AT: slam +4 (2d4) MR: 12 S: touch paralyzes, immune to lightning and cold, surprise foes on a 1-4.

GHAST: AC: 13 HD: 3d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) MR: 9 S: undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours. Regenerate 1 HP/minute until slain.

GHOUL: AC: 13 HD: 2d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) MR: 9 S: undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours.

GIANT, CLOUD: AC: 17 HD: 13d8 AT: weapon +13 (6d6) or hurl

rocks +13 (3d6) MR: 10 S: only surprised on a 1.

GIANT, FIRE: AC: 16 HD: 12d8 AT: weapon +12 (5d6) or hurl rocks +12 (3d6) MR: 9 S: immune to fire.

GIANT, FROST: AC: 15 HD: 11d8 AT: weapon +11 (4d6) or hurl rocks/ice +11 (3d6) MR: 9 S: immune to cold.

GIANT, HILL: AC: 15 HD: 8d8 AT: weapon +8 (2d6) or hurl rocks +8 (3d6) MR: 8

GIANT, STONE: AC: 20 HD: 9d8 AT: stone club +9 (3d6) or hurl rocks +9 (3d6) MR: 9

GIANT, STORM: AC: 18 HD: 16d8 AT: weapon +16 (8d6) or hurl rocks +16 (3d6) MR: 10 S: control weather.

GNOLL: AC: 14 HD: 2d8 AT: weapon +2 MR: 8

GNOME: AC: 14 HD: 1d8 AT: weapon +1 MR: 8

GOBLIN: AC: 12 HD: 1d6-1 AT: weapon +1 MR: 7 S: -1 to hit in sunlight.

GOLEM, FLESH: AC: 10 HD: 12d8 AT: 2 fists +12 (2d8) MR: 11 S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.

GOLEM, IRON: AC: 16 HD: 13d8 AT: fists or weapon +13 (4d10) MR: 11 S: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

GOLEM, STONE: AC: 14 HD: 16d8 AT: fist +15 (4d8) MR: 11 S: Unaffected by +2 or lesser weapons, slowed by fire, healed/damages by rock to mud, immune to most magic.

GORGON: AC: 17 HD: 8d8 AT: gore +8 (2d6) MR: 8 S: breathes petrifying gas.

GREEN SLIME: AC: n/a HD: n/a AT: organics and metal turn to green slime if touched MR: n/a S: killed by cold or fire. Cure Disease stops transformation to green slime.

GREMLIN: AC: 12 HD: 1d8 AT: weapon +1 MR: 12 S: chaos aura causes physical actions with 10 feet to fail 50% of the time in a chaotic manner.

GREY OOZE: AC: 12 HD: 3d8 AT: strike +3 (1d6) MR: 12 S: acid. destroys armor in one round, deals automatic damage after the first hit, immune to blunt/crushing attacks, spells, fire and cold.

GRIFFON: AC: 16 HD: 7d8 AT: 2 claws +7 (1d4), bite +7 (2d8) MR: 8 S: flies.

HALFLING: AC: 12 HD: 1d6 AT: weapon+1 (1d6) MR: 8 S: nearly invisible in outdoor cover.

HARPY: AC: 12 HD: 3d8 AT: 2 talons +3 (1d4) or weapon +3 MR: 7 S: flies, siren-song (Charm person).

HELL HOUND: AC: 15 HD: 5d8 AT: bite +5 (1d6) MR: 9 S: breathe fire (10 HP damage)

HIPPOGRIFF: AC: 14 HD: 3d8 AT: 2 claws +3 (1d6), bite +3 (1d10) MR: 8 S: flies.

HOBGOBLIN: AC: 14 HD: 1d8+1 AT: weapon +1 MR: 8

HORSE, RIDING: AC: 12 HD: 2d8 AT: bite +2 or kick +2 (1d4) MR: 7

HORSE, WAR: AC: 12 HD: 3d8 AT: bite +3 (1d6) or kick +3 (2d6) MR: 9

HUMAN, BANDIT/SOLDIER: AC: 12 HD: 1d8 AT: weapon +1 MR: 8

HUMAN, BERSERKER: AC: 12 HD: 1d6+2 AT: weapon +1 MR: 12 S: Berserking (+2 to hit)

HUMAN, COMMON MAN: AC: 10 HD: 1d8-2 AT: weapon +0 MR: 6

HUMAN, SERGEANT-AT-ARMS: AC: 14 HD: 3d8 AT: weapon +3 MR: 8

HYDRA: AC: 14 HD: 5-12d6 AT: 5-12 bites +HD (1d6) MR: 11 S: 1 HD per head, 20% chance fire-breathing or regenerating.

INVISIBLE STALKER: AC: 16 HD: 8d8 AT: 1 bash +8 (4d4) MR: 12 S: flies, invisible.

KOBOLD: AC: 13 HD: 1d4 AT: weapon +0 (1d6) MR: 9

LEPRECHAUN: AC: 11 HD: 1d4 AT: theft, magic MR: 7 S:

invisible, polymorph non-living objects, illusions and ventriloquism at will; steal small valuable item (75% successful, 25% chance if dropping per turn chased), 80% magic resistant, never surprised.

LICH: AC: 20 HD: 12-18d6 AT: touch +HD (1d10) or weapon +HD MR: 10 S: undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD, Magic-User or cleric level equals hit dice.

LIZARDMAN: AC: 14 HD: 2d8 AT: claws +2 (1d6) or weapon +2 MR: 11 S: breathe underwater.

LURKER RAY: AC: 13 HD: 10d8 AT: wing smother +10 (1d8) MR: 9 S: those hit take 1d8 damage/turn and smother in 1d6 turns.

LYCANTHROPE, WEREBEAR: AC: 17 HD: 7d8 AT: 2 claws +7 (2d4), bite +7 (1d8) MR: 10 S: lycanthropy, extra 2d6 damage if both claws hit.

LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d8 AT: tusks +6 (2d6) MR: 9 S: lycanthropy, attack +6 instead of +4 because of rage.

LYCANTHROPE, WERERAT: AC: 13 HD: 3d8 AT: bite (1d4) or weapon +3 MR: 8 S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WERETIGER: AC: 16 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d6) S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d8 AT: 2 claws +4 (1d4) bite +4 (2d4) MR: 8 S: lycanthropy.

MANTICORE: AC: 15 HD: 6d8 AT: claws +6 (1d4) or bite +6 (2d4) MR: 9 S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total.

MEDUSA: AC: 14 HD: 6d8 AT: weapon +6 MR: 8 S: onlookers turn to stone, hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks.

MERMAN: AC: 13 HD: 1d8 AT: weapon +1 MR: 8 S: breathe water, swim.

MINOTAUR: AC: 13 HD: 6d8 AT: weapon +6 or bite +6 (1d6) or Head gore +6 (1d6) MR: 12 S: never lost in mazes.

MULE: AC: 12 HD: 2d8 AT: Kick +2 (1d4) MR: 8

MUMMY: AC: 16 HD: 6d8 AT: touch +6 (2d6) MR: 12 S: mummy rot curse if hit (no more healing), undead immunities, hit only by magic weapons (for half damage), spells, and fire.

NAGA, GUARDIAN: AC: 14 HD: 12d8 AT: bite +12 (1d4 + poison), spit +12 (30 range, poison), constrict +12 (1d8/rd until freed) MR: 9 S: spells as 6th level Cleric.

NAGA, SPIRIT: AC: 14 HD: 10d8 AT: bite +10 (1d4 + poison) MR: 8 S: spells as 6th level Cleric and 7th level Magic-User, gaze (permanent charm).

NAGA, WATER: AC: 14 HD: 8d8 AT: bite +10 (1d3 + poison) MR: 7 S: spells as 5th level Magic-User (no fire or lightning).

NIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d6) MR: 6 S: swims, charm.

OCHRE JELLY: AC: 11 HD: 6d8 AT: acid strike +6 (2d6) MR: 6 S: a hit destroys organic material, lightning divides jelly into three jellies, each doing +2 (1d6) damage.

OGRE: AC: 14 HD: 4d8 AT: weapon +4 (2d6) MR: 10

OGRE MAGE: AC: 15 HD: 5d8 AT: weapon +5 (2d6) MR: 9 S: flies, magic use (turn invisible, darkness 10' radius, sleep, charm person, cone of frost).

ORC: AC: 13 HD: 1d8 AT: weapon +1 MR: 8

OWLBEAR: AC: 14 HD: 5d8 AT: 2 claws or bite +5 (1d8) MR: 9 S: hug for additional 2d6 if both claws hit.

PEGASUS: AC: 13 HD: 4d8 AT: 2 hooves +4 (1d6) MR: 8 S: flies.

PHOENIX: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (2d6) MR: 10 S: +3 or better weapon to hit, immune to charm/hold/fire attacks, 3d6 fire damage to all within 10 feet.

PIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d4) MR: 7 S: flies, charm, naturally invisible.

PURPLE WORM: AC: 13 HD: 15d8 AT: bite +15 (2d8) or sting +15 (1d8) MR: 10 S: poison sting (1d6 STR), swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every round.

RAT, GIANT: AC: 12 HD: 1d8 AT: bite +1 (1d3) MR: 8 S: 1 in 20 chance of disease from bite.

RAT, MONSTROUS: AC: 13 HD: 3d8 AT: bite or claws +3 (1d6) MR: 7 S: 1 in 20 chance of disease from bite.

ROC: AC: 15 HD: 12d8 AT: 2 claws +12 (1d8) or bite +12 (2d10) MR: 9 S: flies

RAKSHASA: AC: 23 HD: 7d8 AT: claws, bite +7 (1d8) or weapon +7 MR: 8 S: spells as 1d3 level Magic-User and 1st level cleric, immune to non-magic weapons, below +3 weapons do 50% damage, blessed crossbow bolt kill instantly.

RUST MONSTER: AC: 17 HD: 5d8 AT: touch +5 (special) MR: 7 S: touch of (or touching) the rust monster causes metal items to turn to rust.

SALAMANDER: AC: 15 HD: 7d8 AT: bite +8 (1d6) or constrict +8 (1d8) S: heat does 1d8 to nearby creatures, immune to fire.

SCORPION, GIANT: AC: 17 HD: 4d8 AT: 2 claws +4 (1d10), sting +4 (1d4, poison) MR: 11 S: poison causes paralysis and loss of 1d4 hp per minute.

SCORPIONMAN: AC: 17 HD: 8d8 AT: weapon +8 (1d10), sting +4 (1d4, poison) MR: 9 S: poison causes paralysis and loss of 1d4 hp per minute.

SEA SERPENT: AC: 17 HD: 30d6 AT: bite +15 (4d6) MR: 9 S: swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn.

SHADOW: AC: 12 HD: 3d8 AT: touch +3 (1d4, special) MR: 12 S: drains 1 STR per hit, hit only by magical weapons, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow. Not undead.

SHARK: AC: 15 HD: 4d8 AT: bite +4 (2d6) MR: 7

SHARK, GIANT: AC: 16 HD: 10d8 AT: bite +10 (3d10) MR: 7

SHRIEKER: AC: 11 HD: 3d8 AT: none MR: 12 S: large toadstool, if disturbed (light 60 feet/movement 30 feet) emits loud shriek for 1d3 minutes which stuns small (tat-sized) creatures.

SKELETON: AC: 12 HD: 1d8 AT: weapon +1 MR: 12 S: undead immunities.

SLUG, GIANT: AC: 11 HD: 12d8 AT: bite +12 (2d6) MR: 10 S: spits acid (2d6).

SNAKE, CONSTRICTOR: AC: 14 HD: 2d6, AT: constriction (1d3) MR: 7 S: On successful attack, automatic 1d3 damage thereafter until dead.

SNAKE, GIANT CONSTRICTOR: AC: 14 HD: 6 AT: constriction +4 (1d6) M&: 7 S: On successful attack, automatic 1d6 damage thereafter until dead.

SNAKE, GIANT VIPER: AC: 14 HD: 4d8 AT: bite +4 (1d3 + poison) MR: 7 S: Poison bite does 2d4 hp per minute.

SNAKE, VIPER: AC: 14 HD: 1d8 AT: bite +1 (1hp + poison) MR: 7 S: Poison bite does 1d4 hp per minute.

SPECTRE: AC: 17 HD: 7d8 AT: touch +7 (1d6) MR: 11 S: undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.

SPHINX: AC: 19 HD: 12d8 AT: 2 claws +12 (3d6), bite +12 (2d8) MR: 10 S: Males are level 12 magic-users. Females are level 12 clerics. Roar (2/day) save or flee in terror

SPIDER, GIANT: AC: 13 HD: 2d6+2 AT: bite +2 (1d6) MR: 8 S: bite causes paralysis via poison, surprise on 1-5.

SPRITE: AC: 14 HD: 1d4 AT: none MR: 7 S: can curse (effects funny rather than dangerous, wears off after 1d20 hours)

STIRGE: AC: 12 HD: 1d8 AT: sting +1 (1d4) MR: 9 S: attaches on a hit and will deal 1d4 automatically damage every round.

TREANT: AC: 17 HD: 10d8 AT: branches +10 (3d6) MR: 9 S: Control trees and can make them move and attack.

TICK, GIANT: AC: 15 HD: 3d8 AT: bite+3 (1d6) MR: 7 S: attaches on a hit and will deal 1d6 damage automatically every round.

TITAN: AC: 22 HD: 16d8 AT: weapon+15 (5d6) S: Spells.

TOAD, GIANT: AC: 12 HD: 2d8 AT: bite +2 (1d6) MR: 6 S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue pulls victims in to bite making bite attack like pole arms.

TROLL: AC 15 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (1d10) MR: 10 S: regenerate 3 hp per round (except acid or fire damage).

UNICORN: AC: 17 HD: 5d8 AT: 2 hoofs +5 (1d8) or horn +5 (1d8) MR: 7 S: double damage for charge, 25% magic resistance, teleport, horn can cure damage or disease.

VAMPIRE: AC: 17 HD: 9d8 AT: bite +9 (1d6) or weapon +9 MR: 11 S: undead immunities, hit only by magical weapons, regenerate 3 hp per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart, drowns under water

in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator.
 WAR DOG: AC: 12 HD: 2d8 AT: bite +2 (1d6) MR: 9
 WIGHT: AC: 14 HD: 3d8 AT: claw +3 (1d6) MR: 12 S: undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wight.
 WILL-O-THE-WISP: AC: 27 HD: 9d8 AT: shock +9 (1d6+4) MR: 10 S: flies.
 WOLF: AC: 12 HD: 2d8 AT: bite +2 (1d6) MR: 8

WORG: AC: 13 HD: 4d8 AT: bite +4 (2d6) MR: 8
 WRAITH: AC: 16 HD: 4d8 AT: touch +4 (1d6) MR: 11 S: undead immunities, only hit by magic or silver weapons, arrows do a max 1 HP damage, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wraith.
 WYVERN: AC: 16 HD: 8d8 AT: bite +8 (2d8) or sting +8 (1d6) MR: 9 S: poison sting (1d6 STR), flies.
 YELLOW MOLD: AC: n/a HD: n/a AT: 1d6 if touched MR: n/a S: if struck, 50% releases spore cloud (choke to dead in 6 rounds unless cure disease), destroyed by fire.
 ZOMBIE: AC: 11 HD: 2d8 AT: weapon +2 or claws +2 (1d8) MR: 12 S: undead immunities always lose initiative.

Microlite74 Treasure

Here is a list of sample treasure items appropriate to a Microlite74 campaign. Maps to possible hoards of such treasures are also a common treasure item. Of course, any magic item you like from the SRD can be used, but higher powered items may be too powerful for most Microlite74 games.

Money: 1 gold piece (gp) = 10 silver pieces (sp); 1 silver piece = 5 copper pieces (cp).

Gems: Most range in value from 10gp to 1000gp, with 50% of gems being worth about 100gp.

Magic Weapons: Most range from +1 to +3, some +1 weapons have a greater plus versus specific types of monsters. Magic Swords sometimes have a special spell-like power or two. A few swords are intelligent and have a number of spell-like powers (some even talk). A few weapons are cursed and reduce one's chance to hit.

Magic Armor: Most are plus +1, with a few +2 or +3. Magic shields exist with similar pluses.

Scrolls: Most hold one to six spells (all arcane or all divine). Some are protection against good/evil/one of the elements. A few place curses on the reader.

Potions: Common examples: Growth, Diminution, Giant Strength, Invisibility, Gas Form, Polymorph Drinker, Speed, Fly, Levitate, ESP, Healing, Clairvoyance, Clairaudience, Control (Animal, Demon, Dragon, Giant, Human, Plant, Undead, etc.), Invulnerability, Heroism, Resistance (Fire, Cold, Acid, etc.), Treasure Finding, Water Breathing, etc. Some potions are poison, cause disease, cause delusions, etc.

Rings: Common examples: Spell Storing, Spell Turning, X-Ray Vision, Telekinesis, Protection, Protection 5 foot radius, Invisibility, Control (Human, Mammal, Zombie, etc.), Resistance (Fire, Cold, Acid, etc.). Uncommon examples: Three Wishes, Regeneration, Djinn Summoning. Some rings are cursed with negative effects.

Wands and Staves: Common examples: Detection (Enemy, Metal, Secret Doors, Traps, Magic, etc.), Illusion, Fire Balls, Lightning Bolts, Cold, Polymorph, Healing, Commanding, Striking, etc. Uncommon examples might have several of the above powers. Wands operate as level 6 casters with 1d100 charges. Staves operate as level 8 casters with 1d200 charges.

Unusual Magic Items: Here are some ideas: Boots (Speed, Levitation, Travelling, Leaping, Elven), Cloak (Displacing, Elven, Flying, Protection), Crystal Ball, Flying Broom, Flying Carpet, Amulets (Protection, versus ESP, versus Charm, etc.), Helms (Read Magic, Read Languages, Telepathy, Teleportation, Good, Evil, etc.), Horn (Blasting, Summoning, etc.), Belts of Giant Strength, Efreet Bottle, Djinn Lamp, Mirror of Life Trapping, etc. Cursed items are possible as well.

Notes on "Old School" Play

While Microlite74 is designed using tried and true "D20" systems filtered through the Microlite20 rules, it is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This section will give a brief overview of "old school" play.

What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character's skills and abilities and the rules to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

Heroic, not Superheroic: Old school play, especially at low to mid levels, is about fairly normal people put in situations where they can be heroes, not about extraordinary people doing things that would make a four-color comic book superhero proud – and at first level yet. Just like in the real world, the more a character improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level the more effort and time (and XP) it takes to advance to the next level.

Achievement, not Advancement. Many modern games are often all about what special feats, extra classes and special game mechanics the players wish to obtain for their characters as they increase in level. In old school games, a character's abilities are generally predetermined by his character class, so old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of character success.

No Skills: Unlike in most modern RPGs, there aren't any skills in Microlite74 -- not even the streamlined four skills of Microlite20. Players are intended to have their characters act like adventurers. So don't search your character sheet or the rules for the perfect solution in Microlite74. Instead, you just tell the GM what your character is trying to do. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

Limited Magic Items: Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale (and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create – often requiring rare ingredients that the characters must quest to find. Therefore characters are generally limited to the magic items they find in treasures or take from defeated enemies on adventures.

No Assumption of "Game Balance": Old style game sessions aren't about carefully balanced characters (who are all able to shine equally at all times) who only run into situations carefully designed by the GM to be beatable by the characters presently

in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party's current abilities or which will waste the party's resources for little gain can be avoided. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Microlite74 takes this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience – and monsters don't have to be killed to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. "Reality/Common Sense" as interpreted by the GM always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don't have a top and bottom (so prone penalties make no sense) and a 10 foot cube can't fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game, the GM ignores the rule because it makes no sense in the specific situation.

Forget "Rules Mastery": As some of the above differences have hinted, player skill in "old school" style games isn't about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Microlite74 tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. GM rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll (terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the GM. They are just guidelines for the GM, not something written in stone that the GM must obey. If something herein does not work right in your campaign (or the GM just does not like a rule), the GM is well within his right to change it. Microlite74 is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

No Script Immunity: In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not

careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon's hoard.

Not Mentioned does not mean Prohibited: Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn't make much sense given that no set of rules could ever cover everything that characters might attempt to do in an adventure, it seems to be a very common way to view RPG rules. In an old school game like Microlite74, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the GM to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their GM instead of simply assuming it is prohibited because the rules do not mention it.

Styles of "Old School" Play

If you read some "old school" blogs, forums, and web sites, you might get the impression that there is only one "old school" style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old "Tomb of Horrors" module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as "Killer GMs" (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor's Hammer to knock him out. Then I cut off his head with my vorpal blade.") There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This is probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure. Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investments made in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs

they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" be having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article "Aspects of Adventure Gaming" in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of "old school" play back in the "old school" days – not just the single style stressed in some "old school" blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the wargaming camp. Most successful campaigns back in "old school" days were a mixture of all four major styles – and a heaping helping of minor styles.

Advice for the New Old School Game Master

If you are comfortable running a rules-light game like standard Microlite20, you'll probably have no trouble running Microlite74 as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You've learned to just make a ruling that you think fits the situation and keep the game moving.

Running a Game Without Skills

The greatest change between Microlite20 and Microlite75 is the removal of all character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if there description of what they are doing a) would most likely solve the problem, b) wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough, the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game.

Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

Guidelines Not Rules

Finally, remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite74 so please change anything you do not like.

Old School Games and Retro-Clones

Microlite74 is designed to be an introduction to "old school" gaming for players more familiar with the 3.x version of the world's most popular fantasy roleplaying game. While I've tried to design Microlite74 for long running campaigns, if you find the "old school" style of play espoused by Microlite74 fun you may want to move to one of the original games or one of their retro-

clones.

What is a retro-clone? The OGL has allowed fans to recreate the rules of older, out of print editions of the world's most popular fantasy roleplaying game. These are usually called "retro-clones" because they are "clones" of the rules to older ("retro") editions of the world's most popular fantasy roleplaying game. Most retro-clones have free PDF versions and most have nicely bound printed copies available for a very reasonable price. Retro-clones allow play of an older, out-of-print game system without the trouble and expense of tracking down a copy of an out-of-print game. While no retro-clone is an exact copy of an earlier game, they generally are close to identical in play.

Oe and Retro-Clones

Oe: The Original Game

<http://www.retroroleplaying.com/book/original-dd>

The original Oe booklets and supplements can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games, but they are generally very expensive collectibles. Some excellent third party Oe adventures (and an excellent campaign setting) from the late 1970s are also available in PDF format. These adventures could easily be used with Microlite74 or a Oe retro-clone – and converted for use with any other early edition/retro-clone with only a little effort.

Original Edition Characters (for Labyrinth Lord)

<http://www.goblinoidgames.com/labyrinthlord.html>

Original Edition Characters is a supplement for *Labyrinth Lord* (see the B/X and Retro-clones section below). It modifies the *Labyrinth Lord* rules to emulate the Oe game.

Microlite74

<http://www.retroroleplaying.com/content/microlite74>

Microlite74 is a restatement of Oe using a very light version of the 3.x rules (*Microlite20*) as a base. You are holding the Standard Version in your hands. *Microlite74 Basic* covers the original Oe boxed set. *Microlite74 Standard* covers the original Oe boxed set and supplements. *Microlite74 Extended* adds a number of house rules and other material the author was using in the late 1970s to overs the original Oe boxed set and supplements. *Microlite74 Companion* volumes add optional rules, detailed spell, monster, and treasure information, and other material which can generally be used with any version of *Microlite74*.

Swords & Wizardry

<http://www.swordsandwizardry.com/>

Swords & Wizardry is an OGL retro-clone of the Oe version from the mid-1970s, the same edition *Microlite74* is loosely based on. *Sword & Wizardry* is handy for complex spell and monster descriptions for use with *Microlite74* as well as a great game itself. The spell lists and monsters can be used as drop in replacements for those listed in *Microlite74*. There are three versions of this game. One uses just the material from the three LBB and the other two also use selected material from the Oe supplements.

B/X and Retro-Clones

B/X: The Original Game

<http://www.retroroleplaying.com/book/classical-dd>

The original B/X boxed sets and the revised version of this edition, the five box BECMi edition, can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games, as can a very large number of excellent adventure and campaign modules. Many of these modules could be used with *Microlite74* or other B/X retro-clones with little modification -- and converted for use with any other early edition/retro-clone with only a little more effort.

Basic Fantasy Role-Playing Game

<http://www.basicfantasy.org/>

The *Basic Fantasy Role-Playing Game* is loosely based on the so-called B/X edition of the world's most popular fantasy roleplaying game from the early 1980s. There are a number of minor tweaks like ascending armor class and separation of races and classes.

Dark Dungeons

<http://darkdungeonsblog.wordpress.com/>

Dark Dungeons is based on the single volume RC version of the BECMi edition from the early 1990s. The rules are fairly close to the original but some changes have been made, especially where setting specific material is concerned.

Labyrinth Lord

<http://www.goblinoidgames.com/labyrinthlord.html>

Labyrinth Lord is more closely based on the so-called B/X edition of the world's most popular fantasy roleplaying game from the early 1980s. While some minor changes have been made for compliance with the OGL and copyright law, many people have a hard time finding any truly major differences between *Labyrinth Lord* and the original.

B/X Companion

<http://bxblackrazor.blogspot.com/2010/07/what-hell-is-bx-companion.html>

The *B/X Companion* is intended to be the mythical 3rd volume designed to complete the work begun with Tom Moldvay's *Basic Rules* and continued in the Dave Cook/Steve Marsh *Expert Rules*, both published in 1981. Both promised a "Companion" volume that would conclude the series. This is an attempt at producing the promised *B/X Companion*. (No free PDF version.)

Companion Expansion

<http://www.lulu.com/product/paperback/companion-expansion/6130494>

This is another attempt at producing the never published "third book" of the B/X version. "Presenting additional creatures and magical items for fantasy roleplaying games for basic- and expert-level players and gamemasters!"

1e and Retro-Clones

1e: The Original Game

<http://www.retroroleplaying.com/book/add-first-edition>

The original 1e rulebooks and adventures can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games – often at good prices if you do not need collectible condition. Also, some excellent third party 1e adventures are available in PDF format. 1e adventures and campaign settings could be converted for use with *Microlite74* or any other early edition/retro-clone without much work.

Advanced Edition Companion (for Labyrinth Lord)

<http://www.goblinoidgames.com/labyrinthlord.html>

The *Advanced Edition Companion* is a supplement for *Labyrinth Lord* (see the B/X and Retro-clones section above). It modifies the *Labyrinth Lord* rules to emulate the 1e game – or at least those parts of it that most players actually used.

OSRIC

<http://www.knights-n-knaves.com/osric/>

OSRIC (Old School Reference & Index Compilation) is an OGL version of the first "advanced" edition of the world's most popular fantasy roleplaying game from the late 1970s and early 1980s. The first edition of *OSRIC* was designed to be just something that would allow publishers to legally publish OGL materials compatible with 1e. This attitude is also responsible for the boring name. The second edition of *OSRIC* is much more complete and is written with both players and publishers in mind.

2e and Retro-Clones

2e: The Original Game

<http://www.retroroleplaying.com/book/add-2nd-edition>

The original 2e rulebooks and adventures can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games – often at very good prices if you do not need collectible condition. Also, some excellent third party 2e adventures are available in PDF format. 2e adventures and campaign settings could be converted for use with *Microlite74* or any other early edition/retro-clone without much work.

For Gold & Glory

http://feysquare.com/?page_id=3

For Glory & Glory is an attempt to create a close adaption of the

2e rules, or at least those in the three 2e core rulebooks.

Myth & Magic

http://www.newhavengames.com/?page_id=23

Myth & Magic is built from the core 2e rules. It retains the essence of classic fantasy role playing, while advancing the mechanics and providing more options, classes, spells, monsters, and more.

Other Fantasy Games

Adventurer Conqueror King System

<http://www.autarch.co/>

Adventurer Conqueror King takes the end game (ruling a domain) assuming in early editions of the world's most popular fantasy RPG and rebuilds the entire game around it, with special attention to a simple but functional economic system.

Adventures Dark and Deep

<http://www.adventuredarkanddeep.com/>

This game is not a retro-clone, strictly speaking. Instead, it is an attempt to create an alternate universe version of 2e. 2e as it might have been if it had been written by the author of 0e and 1e.

Age of Shadows

<http://old.enworld.org/CrookedStaffProductions/page24.html>

A free old-school fantasy RPG based on the Openquest (D100 system) rules.

Barbarians of Lemuria

<http://www.1km1kt.net/rpg/barbarians-of-lemuria>

Non-traditional but still old school rules for fantasy games set on the lost continent of Lemuria -- loosely based on Lin Carter's novels. This is link to the free version. There is also a Legendary Edition from Beyond Belief Games.

The Big Brown Book

http://feysquare.com/?page_id=84

The Big Brown Book takes the rules of 0e and gives them a new spin — What would the world's most popular fantasy role playing game look like had it continued its wargame roots?

Castles & Crusades

<http://www.trolllord.com/cnc/index.html>

Castles & Crusades is 1e reimaged using 3e rules. It's fairly compatible with adventures from all editions of the world's most popular fantasy RPG through 3.5.

Dangers and Dweomers

<http://artikid.altervista.org/?id=Games&detail=Dangers%20and%20dweomers>

Dangers and Dweomers is the designer's personal take on early editions: "As much as possible I streamlined the S&W system, filling what I found as gaps with material from the BFRPG and the SRD."

Dark Passages

<http://www3.telus.net/public/uncouths/Passages.pdf>

Dark Passages is a modernized and re-organized take on the 0e/1e era of rules.

Dragons at Dawn

<http://stores.lulu.com/boggswood>

This game is an attempt to recreate the rules of the original Blackmoor campaign from the early 1970s. "*Dragons at Dawn* is a retro tribute to the very first fantasy gaming system pioneered by Dave Arneson, the man who later went on to co-author the world's most popular roleplaying game. The result of years of careful historical research, *Dragons at Dawn* is entirely consistent with Arneson's original, largely forgotten methods of play developed roughly in the period 1970-1973." (No Free PDF version.)

Epées & Sorcellerie

<http://www.lulu.com/product/file-download/ep%C3%A9es-sorcellerie-%28english-translation%29/16178887>

Epées & Sorcellerie is a French RPG strongly inspired by 0e. An English translation is available.

Errant

<http://errantgame.blogspot.com/p/errant-rpg.html>

Errant RPG is a retro-clone that captures the basic play style of the classic game while introducing a variety of modern innovations to improve play.

Fire & Sword

<http://basicroleplaying.com/downloads.php?do=cat&id=12>

Fire & Sword was created by Raymond Turney, a co-creator of *RuneQuest*, and *Fire and Sword* is his evolution of the system. It thus has much in common with *BRP*, but contains many new interesting mechanisms.

Forward to Adventure!

<http://www.flyingmice.com/FTA.html>

This game is not a retro-clone, but a modern game that was designed with "old school" dungeon adventuring in mind. While not an "old school" game by any stretch of the imagination, it would be relatively easy to use FtA! to run a campaign in the old-school style. Unlike most modern RPG designs, there is little designed into FtA! that would interfere with this which makes it a system those who like the "old school" style of play but dislike the "old school" style of rules might wish to consider. (No free PDF version.)

Lamentations of the Flame Princess

<http://lotfp.blogspot.com/>

Lamentations of the Flame Princess is a 0e-like rules system with a stress on "weird fantasy." (Free PDF version of the "Grindhouse" rules available.)

Legends of the Ancient World

<http://www.darkcitygames.com/display.php?series=law>

Legends of the Ancient World is a rules-light clone of Megagaming's *The Fantasy Trip* -- complete in seven pages. The game is a free PDF, but the publisher sells solitaire adventures for it similar to the ones Megagaming produced for TFT.

Mazes & Minotaurs

<http://mazesandminotaurs.free.fr/>

Mazes & Minotaurs answers the question of what might 0e and 1e look like if their designers had been interested in classical Greek fantasy rather than medieval fantasy. There are two versions of the game available: Original and Revised.

Old School Hack

<http://www.oldschoolhack.net/>

Sort of the old Red Box version reimaged through a somewhat new school lens. It's not really an old school game but it not really not an old school game either.

Pars Fortuna

<http://matt-landofnod.blogspot.com/p/pars-fortuna.html>

What if you took the *Swords and Wizardry* rules and threw out all the standard races, classes, spells, monsters and magic items and replace them with ones generated randomly via sites like Chaotic Shiny, Seventh Sanctum or Abulafia? You get *Pars Fortuna*. (No free PDF version, although a free basic version is available.)

Siege Perilous

<http://oldguyrpg.blogspot.com/2009/09/siege-perilous-ultima-rpg-playtest.html>

Siege Perilous is a 0e variant designed to emulate the first three games of a very popular computer roleplaying game from the early 1980s.

Spellcraft & Swordplay

<http://stores.lulu.com/elflairgames>

Spellcraft & Swordplay is an OGL redesign of the 0e version from the mid-1970s. The designer decided to rewrite 0e based on the original combat system (from the miniatures rules 0e grew out of) instead of 0e's "alternative combat system." The alternative combat system quickly became the standard combat system of the world's most popular fantasy roleplaying game. This is sort of a retroclone from an alternate universe where the original combat system was the most-used. (No free PDF

version, although a free basic version PDF is available.)

Tombs & Terrors

<http://beyondbeliefgames.files.wordpress.com/2010/12/cq-tt1.pdf>

Tombs & Terrors is an unashamedly familiar role playing game of delving into subterranean crypts and looting the treasure -- compatible with sourcebooks and supplements that you already have.

ZeFRS

<http://www.midcoast.com/~ricekrwc/zeprs/>

David "Zeb" Cook's 1985 rules for the TSR Conan roleplaying game returns as a generic sword-and-sorcery RPG complete in one volume. Trample the jeweled kingdoms of your own world beneath your sandals!

Other Games

Mutant Future

<http://www.goblinoidgames.com/mutantfuture.html>

Mutant Future is a nuclear post-apocalyptic science fantasy game. It is created in the style of similar RPGs from the late 70s, but built around the core *Labyrinth Lord* rules so that these two games are fully compatible.

Stars Without Number

http://rpg.drivethrustuff.com/product_info.php?products_id=86467

Stars Without Number is a retro science fiction role playing game influenced by the Old School Renaissance and partially inspired by the great fantasy role-playing game editions written by Tom Moldvay and Frank Mentzer.

Weird West

http://rpg.drivethrustuff.com/product_info.php?products_id=91122&affiliate_id=163285

Weird West is a fast playing adventure roleplaying game with a very small set of rules for weird western worlds of cowboys, kung-fu, magic and otherworldly malevolence.

Adventures and Settings

There are a large number of adventures and campaign settings available for TSR editions of the world's most popular fantasy RPG. Playing copies of most of original adventures from TSR can be found on eBay for very low prices. TSR era adventures can be used with any pre-WOTC edition or retroclone with only very minor conversion.

There are also a large number of free and low cost adventures available in PDF format on the web. A good play to start looking for free adventures is on the Dragonsfoot forum web site (see the link under Old School Internet Resources below.

The best settings and adventures, however, are those you create yourself for your campaign. They don't need to be nearly as elaborate as those produced for use by others, let alone as fancy as those written for professional publication. Many 0e GM adventure location keys (including those of the game's original designers) were nothing but room/location numbers with something like "8 hobgoblins, leader has 20gp, trapdoor in floor hides skeleton with silver dagger (animates if dagger touched)" or "Small village, 27 families, 10 orc slaves, Headman: Mongar the Brown (Ftr 4th lvl, +1 sword) Mongar's wife, Rose is a 3rd lvl Cleric of Odin)." You can do that.

Microlite20 Notes

Microlite20 is a trimmed down sub-miniature version of the OGL 3.5 SRD. In its most basic form, Microlite20 has only two pages of rules but can be used with most fantasy OGL and d20 adventures and supplements with little or no conversion. Since M20 was published in 2006, many people who prefer rules-lite games have been using it for their d20 games and/or writing expansions, supplements and other material especially for M20. You can find out more about the original Microlite20 and find more variants like Microlite74 on the Microlite20 web site:

<http://microlite20.net/>

Retroroleplaying Web Site

The author of Microlite74 maintains a web site devoted to out of print and out of style tabletop roleplaying games. He is always willing to discuss and answer questions about Microlite74 in the Microlite74 board on the Retroroleplaying forum.

Web Site: <http://www.retroroleplaying.com/>

Forum: <http://www.retroroleplaying.com/forum/>

Blog: <http://blog.retroroleplaying.com/>

Old School Internet Resources

Old-School Blogs

There are a lot of old-school blogs. Even a selection of just the ones I currently read regularly would fill up a page or two and would likely be out of date quickly. Fortunately, there is a great place to find old school RPG blogs -- the RPG Blog Network, check the Legacy D&D category:

<http://www.rpgbloggers.com/>

Major Old-School Forums

Dragonsfoot

Very large forum discussing 1e and earlier, related games like retro-clones, Hackmaster, and Castles & Crusades. Many people who worked for TSR in the early days post here. Many free downloads including Footprints magazine and adventures.

<http://www.dragonsfoot.org/>

Knights & Knaves Alehouse

Discussions of 0e and 1e.

<http://knights-n-knaves.com/phpbb/>

Original D&D Discussion

Mainly discussions of 0e. Home of Fight On! Magazine.

<http://odd74.proboards76.com/>

The Piazza: Old D&D Campaign Worlds

Discussions of old published campaign worlds including many no longer officially supported.

<http://www.thepiazza.org.uk/bb/index.php>

Old School Product

A number of publishers are producing new material for old school games (using the OGL and retro-clones for compatibility). Many of these products are available through Lulu's Old School Renaissance group. Some downloadable products are free.

<http://stores.lulu.com/oldschoolren>

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Microlite74 Standard
Version 3.0 (October 1, 2011)

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*Microlite74 is dedicated to the memory of those who gave us the
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Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw*

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Microlite74 Standard

Microlite74 games are trimmed-down miniature versions of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite74* games is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite74 Standard* rules are based on three little booklets found in the boxed set of the 1974 original edition of the world's most popular tabletop fantasy roleplaying game plus rules from the four supplements and official material published in magazine articles. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite74 Standard* is a version of the third edition of the original *Microlite74* rules and includes material originally published in the *Microlite74* supplement *Wary's Grimoire*.

Other Versions include *Microlite74 Basic* and *Microlite74 Extended*. *Microlite74 Basic* rules are complete but basic: There are only three classes (Fighter, Magic-User, and Cleric). Spells are limited and levels top out at 12 to 14. *Microlite74 Extended* includes all the material in the standard version extended with a number of house rules the author used in his 0e campaigns starting in the late 1970s. *Microlite74 Companion* volumes add even more options to the game.

These rules assume that the GM understands the basic concepts of roleplaying games, but provides information for both the GM and the players on the various "old school" styles of play. *Microlite74* games can easily use adventures and material from early editions of the world's most popular tabletop fantasy roleplaying game or modern clones.

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Microlite74

Extended Edition

Version 3.0 (Condensed Type Edition)

OGL20 Rules for Tabletop Fantasy Roleplaying Campaigns with Old School (0e) Flare



Microlite74 Extended

Version 3.0 (October 1, 2011)

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*Microlite74 is dedicated to the memory of those who gave us the first roleplaying games and
campaigns:*

Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw

Microlite74 Extended, like its parent game, *Microlite20*, is a trimmed-down, sub-miniature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal of *Microlite74* games, however, is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974.

The *Microlite74 Extended* rules are based on three little booklets found in the boxed set of the 1974 0e edition, the four 0e supplements, material from the publisher's official magazine and third party products of the time and the author's house rules from the late 1970s. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite74 Extended* is based on the third edition of the original *Microlite74* rules and was originally called *Microlite75*.

These rules assume a basic familiarity with tabletop role-playing games in general and with the basic principles of "D20" based rules. If you are completely new to tabletop role-playing games, you will want to start by playing with someone who is familiar with how they work.

The Rules

Stats

There are 4 stats: Strength (STR), Dexterity (DEX), Mind (MIND), and Charisma (CHA).

Roll 3d6, total the 3 dice, and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/3, round toward zero.

Races

Humans get +1 to any 2 stats. Experience base modifier of +0. *Special Abilities*: none

Dwarves get +2 to STR. Experience base modifier of +5. *Special Abilities*: +4 to any save vs. a magical effect; note slanting passages, traps, shifting walls and new construction in underground settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Elves get +2 to MIND. Experience base modifier of +7. *Special Abilities*: Can use elf-made magic armor and magic weapons even as a magic-user/illusionist; +2 to hit and damage goblinoid monsters; note secret/hidden doors (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

Gnomes get +1 to STR and DEX. Experience base modifier of +4. *Special Abilities*: +4 to any save vs. poison; note slanting passages, unsafe walls, ceilings, or floors in underground settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Half-Elves get +2 to CHA. Experience base modifier of +5. *Special Abilities*: Can use elf-made magic armor and magic weapons even as a magic-user/illusionist; note secret/hidden doors (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

Half-Orcs get +2 to STR and DEX and get -2 to CHA. Experience base modifier of +4. *Special Abilities*: +1 to hit with light or medium weapons; thick hide gives +1 to armor; speak languages of orcs, goblins, hobgoblins, and gnolls.

Halflings get +2 to DEX. Experience base modifier of +3. *Special Abilities*: +4 to any save vs. a magical effect; +2 to hit

and damage with slings and light bows; can blend in background (d20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors – this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do).

Classes

Classes are divided into three groups: Fighting Classes (those who have a lot of training in combat), Arcane Classes (those who focus most of their training in magic), and Specialist Classes (whose training is focused on things other than combat or magic). Characters normally begin at Level 1 (unless directed otherwise by the GM).

Standard Classes

The standard classes are Fighter, Ranger, Paladin, Magic-User, Illusionist, Cleric, Druid, and Thief. They are common to most campaigns and may be used unless your GM says otherwise.

Fighters (Fighting Class) can wear any kind of armor, can use any weapon and may use shields. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 20. Class Saving Throw Bonus is +4. They add +2 to FORT saves. They add +1 to all attack and damage rolls. This increases by +1 at 4th level and every four levels thereafter. After a fighter kills an opponent in melee combat, he may immediately make another attack against any still-standing foe in range. The maximum number of attacks he can make in one round is equal to his level.

Rangers (Fighting Class) can wear light or medium armor, may use shields, and can use any weapon. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 25. Class Saving Throw Bonus is +2. They add +1 to FORT and REF saves. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. They are expert at wilderness tracking and survival and good at moving quietly and hiding in cover in the wilderness.

Paladins (Fighting Class) can wear any armor, may use shields, and can use any weapon. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 25. Class Saving Throw Bonus is +3. They add +1 to FORT and PRE saves. They add +1 to all attack, damage and saving rolls. This increases by +1 at 5th level and every five levels thereafter. Paladins are immune to disease, detect evil within 60 feet by concentrating, and heal 1 BP per class level per day by laying on hands. Paladins must be true to the tenets of the religion or philosophy they follow to gain experience.

Magic-Users (Arcane Class) wear no armor and can only use daggers, slings or staves as weapons. *Physical Combat Bonus* is level/4, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +2 to WIL saves. They cast arcane spells and have the Minor Magic and Arcane Blast special abilities.

Illusionists (Arcane Class) wear no armor and can only use daggers, slings or staves as weapons. *Physical Combat Bonus* is level/4, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +1 to WIL and PRE saves. They cast illusionist spells and have the Minor Magic and Arcane Blast special abilities.

Clerics (Specialist Class) can wear light or medium armor and use shields, but cannot use edged weapons, bows, or crossbows. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 20. Class Saving Throw Bonus is +2. They add +1 to FORT and WIL saves. They cast divine spells and have the Turn Undead and Smite special Abilities.

Druids (Specialist Class) can wear light or medium armor and use shields and can use any light weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 25. Class Saving Throw Bonus is +1. They add +1 to WIL and PRE saves. Druids can cast druid spells, have immunity to woodland fey, the ability to Pass

Without Trace at 3rd Level, and can shape shift to a small/medium animal up to 3 times per day at 7th Level. When shape shifting back to their original form, the Druid can heal 2 HP per level of damage. They are good at wilderness survival.

Thieves (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/3, round up. Experience Base is 20. Class Saving Throw Bonus is +3. They add +2 to REF saves. They have the Sneak Attack special ability which adds the Thief's class level to the damage of his first attack, if he successfully sneaks up on a foe. They can use a spell from an arcane scroll successfully on a roll of 1d20 + MIND bonus + Magical Combat Bonus versus a DC of 10 + (2 x spell level). Spell fades as if used on failure and backfires on a natural roll of the spell level or less. Thieves are experts at urban survival as well as picking pockets, hiding, sneaking, and other tasks associated with theft.

Optional Classes

The following classes are optional as they will not fit well in many campaigns. They may only be used in a campaign with GM approval.

Assassins (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 20. Class Saving Throw Bonus is +2. They add +1 to FORT and REF saves. Assassins are experts at disguise, hiding, sneaking, and spying. Assassins automatically hit (and add their class level to the damage of that hit) with their first attack when attacking from a prearranged (and unsuspected) ambush.

Barbarians (Fighting Class) can wear light or medium armor, may use shields, and can use any weapon. *Physical Combat Bonus* is level/2, rounded up. *Magical Combat Bonus* is level/4, rounded up. Experience Base is 30. Class Saving Throw Bonus is +3. They add +2 to FORT saves. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. They are expert at wilderness survival and good at moving quietly and hiding in cover in the wilderness.

Barbarians may go into a berserker rage when in combat. During a berserker rage, they always attack the nearest foe (determine randomly if multiple foes in range). His ferocity doubles his fighter bonus to his attack roll and his damage. To break off combat (before all foes are dead) the berserker barbarian must make a WIL save (-2 for every opponent still standing). Each round the barbarian is berserker costs him 2 hp, subtracted immediately after the berserker rage ends.

Bards (Specialist Class) can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, rounded up. *Magical Combat Bonus* is level/2, rounded up. Experience Base is 25. Class Saving Throw Bonus is +1. They add +2 to PRE saves. A Bard's musical abilities allow him to play songs with the effect of Druid or Illusionist spells (starting at 6th level as if he were 5 levels lower in the chosen class), can counter sound-based effects within a 30 foot radius, and Charm Person or Remove Fear once per day (plus one additional time per day at 5th level and every five levels thereafter).

Monks (a Fighting Class also known as **Martial Artists**) cannot wear armor or use shields. While they can use light weapons, they are most effective with their bare hands and feet. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 25. Class Saving Throw Bonus is +2. They add +2 to REF saves. They add +1 to all attack and damage rolls in unarmed combat. This increases by +1 at 4th level and every four levels thereafter. They cause 1d8 + STR bonus + class level/2 (round up) damage in unarmed combat. So long as they are able to move at all their armor class is 11 + class level/2 (round up) + one per point DEX is over 14. They are good at moving quietly and hiding in cover.

Mystics (Arcane Class) wear no armor and can only use

daggers, slings or staves as weapons. *Physical Combat Bonus* is level/4, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +2 to PRE saves. They cast spells from any Microlite74 spell list as rituals and have the Minor Magic and Smite special abilities.

Sorcerers (Specialist Class) can wear light or medium armor, may use shields, and can use any light or medium weapons. *Physical Combat Bonus* is level/3, rounded up. *Magical Combat Bonus* is level/2, rounded up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +1 to FORT and WIL saves. They can cast arcane spells as rituals and have the Minor Magic special ability.

Warlords (Fighting Class) can wear any kind of armor, can use all weapons and may use shields. *Physical Combat Bonus* is level/2, rounded up. *Magical Combat Bonus* is level/4, rounded up. Experience Base is 25. Class Saving Throw Bonus is +2. They add +1 to FORT and PRE saves. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. When leading a group of hirelings under their command, the hirelings subtract the Warlord's fighter bonus in any morale checks and add one-half the Warlord's fighter bonus (round up) to their attack and damage rolls. Warlords are expert at riding and at small unit tactics.

Class Special Abilities

Some classes have special abilities which cannot easily be explained in a sentence. These named special abilities are described in this section.

Cleric Special Abilities: All Clerics have the following special abilities. The cleric must have a holy symbol of his religion in hand to use these abilities.

Turn Undead - Clerics can Turn Undead. Roll 1d20 + CHA Bonus + level versus a DC of 10 + twice the Hit Dice of the undead. One undead flees per point over the roll needed. Turning Undead costs HP equal to the number of hit dice possessed by the highest HD undead the cleric is attempting to turn.

Smite - A cleric may imbue his normal weapon with holy power allowing it to hit monsters that normally require silver or even magical weapons to hit. Spending 1 HP before making the attack roll will allow hitting monsters that require silver (or other special non-magical) weapons to hit. Spending 2 HP before making the attack roll will allow hitting monsters that require magical weapons to hit.

Magic-User Special Abilities: All Magic-Users and Illusionists have the following special abilities. All require the use of a special wand hand-made by the magic-user (see Implements in Magic rules section).

Arcane Blast - A Magic-User can shoot a dart of magic energy from the tip of their handmade wand once per round provided no other action is taken. They must roll to hit the target normally. Range: short 60; medium 120; long 180. Usable once per round if no other action taken and does 1d4 damage if it hits. No saving throw is allowed. Requires pointing a handmade wand at the target and costs 1 HP per use. The visible effects can be whatever the Magic-User desires; note that this does not affect damage, it only adds color to the ability.

Minor Magic - Magic-Users can cast minor "everyday/non-combat" magic at will. Basically, any everyday thing someone could do mundanely, a magic-user or illusionist can do with minor magic. Attempting something the GM considers abusive fails and causes the magic-users wand to explode (doing 1d6 backfire damage to the magic-user unless a WIL save is made). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

Some examples: Light a candle or pipe with a flame from the wand tip. Dust things – at first level a minor magic spell might be needed for each shelf or piece of furniture, while at third level a single spell might dust a room and at sixth level the magic-user's the entire floor of a house or tower. Tie or untie a

knot. Float coins from the magic-users coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.

Background

Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

Skills

There are no specific skills in Microlite75. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation, taking into account the characters' classes and backgrounds. If the GM decides a random success chance is truly needed he may resolve the situation with a roll of his choice or he may call for one of the following rolls:

Primary Skill Roll: 1d20 + Stat Bonus + Class Level if the character is attempting something directly related to their class or background.

Secondary Skill Roll: 1d20 + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class or background.

Minor Skill Roll: 1d20 + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class or background.

When the GM calls for a skill roll, he will declare the type of skill roll, which stat the skill roll falls under, and any situational modifiers and the player will make a skill roll. (The GM should make the roll in secret if seeing the result would give the player more information than his character should have.)

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll. Suggested Difficulty Classes: Easy - 8, Normal - 12, Difficult - 16, Hard - 20, Very Hard - 24, Legendary - 28, Unbelievable - 32.

Certain classes (Thieves and Rangers, for example) have abilities that members of those classes are good at -- or even expert at. The GM must be sure to take such strong abilities into consideration when deciding success or failure of a related action.

Basic Adventuring Skills: Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and have a rough idea of the value of common coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

Languages: All character races speak common. Other intelligent beings speak their own languages (20% chance of also speaking common). Beings with a MIND over 10 may speak one additional language per point of MIND over 10 (these are in addition to any languages known by race).

Saving Throws

When subject to an unusual or magical attack, characters generally get a saving throw to avoid or reduce the effect. To make a saving throw, roll 1d20, add modifiers based on the type of saving throw (and any circumstantial modifiers set by the GM). A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, the saving throw is

successful if the total of the roll and modifiers is 20 or greater. Standard Modifiers are the total character's Class Saving Throw Bonus, the character's Level/2 (round down), and a Stat/Class bonus based on the type of saving throw.

Types of Saving Throws: There are four types of saving rolls: Fortitude (FORT), Reflex (REF), Will (WIL), and Presence (PRE).

Fortitude: These saves measure ability to stand up to physical punishment or attacks against vitality and health. Add STR bonus to Fortitude saving throws. *Reflex:* These saves test ability to dodge area attacks. Add DEX bonus to Reflex saving throws. *Will:* These saves reflect resistance to mental influence and many magical effects. Add MIND bonus to Will saving throws. *Presence:* These saves reflect resistance to fear, awe, and some "social" effects. Add CHA bonus to Presence saving throws.

Alignment

Basic Alignment: There are three basic alignments: Light, Dark, and Neutral. Only intelligent beings have alignment and the vast majority of those tend to be neutral. Player Characters should select an alignment for their characters.

Light: Light aligned characters try to avoid unnecessary harm to others by their actions or inaction. They often put the good of society/everyone over the immediate good of themselves and their friends. They are usually willing to help others/society even if doing so is somewhat inconvenient. If given power over others, they tend to use it for the good of all.

Dark: Dark aligned characters only care about themselves and those who are currently useful to them. While they may not go out of their way to harm others, they do not care if others are harmed as long as they succeed at their personal goals. They are generally only willing to help others/society if they get something they want or need out of it. If given power over others they tend to abuse it and use it mainly to help themselves.

Neutral: Neutral characters tend to put themselves and their friends first, but will generally not allow others to come to unnecessary harm or inconvenience in order to succeed. They are willing to help others/society so long as doing so is not inconvenient. If given power over others, they tend to use it for good, but they and their friends come first.

Virtues and Vices (Optional): As in real life, each character has virtues (admirable character traits) and vices (not so admirable character traits). Players select six traits from the lists below before play starts. Neutral characters must select three from each list. Light aligned characters must select at least one (but no more than two) vices. Dark aligned characters must select at least one (but no more than two) virtues. Players can select virtues and vices not on the list with GM approval.

Virtues	Vices
Academic	Arrogant
Austere	Bigoted
Bold	Capricious
Cheerful	Cowardly
Compassionate	Egoistical
Courageous	Fearful
Daring	Hateful
Determined	Hidebound
Fair	Impulsive
Faithful	Insensitive
Friendly	Lazy
Generous	Manipulative
Gregarious	Miserly
Honest	Petty
Hopeful	Power Hungry
Industrious	Rude
Just	Self-Centered
Kind	Spendthrift
Patriotic	Stubborn
Thoughtful	Thoughtless
Thrifty	Vengeful

Magic

Magic-using characters can cast any spell from their respective spell list with a spell level equal or below 1/2 their class level, rounded up. A Magic-User or Illusionist starts with Read Magic and 1d2 additional first level spells in his spell book (which must be approved by the GM) and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. A Magic-User or Illusionist can memorize up to Level + MIND bonus spells and these spells can be directly cast (others spells may be cast via a casting ritual). A Magic-User or Illusionist requires his spell book and 1 hour of time to change the spells he has memorized. Clerics and Druids do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character.

Casting Cost: Direct casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast if the spell is cast with an implement and 1 + triple the level of the spell being cast if the spell is cast without an implement:

Spell Level	1	2	3	4	5	6	7	8	9
HP Cost with Implement	3	5	7	9	11	13	15	17	19
HP Cost without Implement	4	7	10	13	16	19	22	25	28

Although there are ways to reduce the cost of casting spells, the casting cost cannot be reduced below 2 Hit Points.

Spell Difficulty Class: For purposes of things like dispelling, the Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Signature Spells: Select one 'signature' spell per spell level from first upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use. For Magic-Users and Illusionists, signature spells are always in memory and do not count against the number of spells a caster can memorize.

Implement Use: Spells cast through an implement (a wand or staff for a Magic-User, Illusionist or other arcane caster, a holy symbol for a cleric, druid, or other divine caster) cost less to use. The implement must either be a magic item or be made by the caster (12 hours, wood, and carving tools needed). The implement must be undamaged and in the caster's hand at the time the spell is cast.

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round.

Ritual Magic: A Magic-User or Cleric can perform ritual magic to cast spells of any level (and other special rituals that might be found in old books or scrolls) provided the caster has a written copy of the spell or ritual, any needed materials (mainly required by special rituals), and the time and space needed to perform the ritual.

Ritual casting of a spell of a level the caster is able to cast normally takes 10 minutes and costs 1 HP per level of the spell being ritually cast. Ritual casting of a spell of a level the caster is not yet able to cast normally takes 10 minutes per level of the spell and costs twice as much in hit points as it would to cast directly. Ritual casting of a special ritual takes as long and costs as many HP as the ritual states (that is, the GM assigns these as needed when he creates the special ritual). Multiple Magic-Users and/or Clerics may participate in a casting a special ritual with the HP cost of casting divided among them.

Optional Sacrifices - One or more beings with human or better intelligence may be sacrificed during ritual magic. Each sacrifice

made adds 10 minutes to the ritual and provides 10 plus the being's level or hit dice in HP to power the ritual. This amount is tripled if the being is truly a willing sacrifice. Some special rituals may require the sacrifice of intelligent beings. The sacrifice of intelligent beings is normally against the law in civilized societies.

Hit Points and Healing

Hit Points (HP): Hit Points for Fighting Classes equal STR + 1d8 per Level. Hit Points for other classes equal STR + 1d6 per level. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduces Body Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. Optional: To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

Body Points (BP): All characters have 20 Body Points. If Body Points reach 0, the character is dead. Each two points of body damage a character has suffered gives a -1 to all attack, success, saving, and similar rolls (also to strike speed). *Option:* Body Points for Fighting Classes equal 20 + (Level/2) (round down, maximum 30). Body Points for Arcane Classes equal 20 - (Level/2) (round up, minimum 10). This has fighting classes slowly becoming tougher while arcane classes lose physical conditioning as they become more magically powerful.

Recovering Hit Points: All characters recover all hit points after six hours of total rest. If a character has lost Body Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

Healing Body Point Damage: Body points lost recover at a rate equal to the character's STR Bonus (minimum of 1 point regained) per full day of rest. If a character with up to 50% Body Point damage (up to 10 points of BP damage if base 20 BP is used) performs more than very light activity or careful travel during a day, he has a 50% chance of losing an additional body point. If a character with more 50% of Body Point damaged (11 or more points of BP damage if base 20 BP is used) does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional body point.

Bleeding (optional): A character who has been reduced to 0 hit points by weapon or other trauma-related damage will eventually bleed out and die if their wounds are not bound. A bleeding character must make a FORT Save every minute or suffer one body point of additional damage. Binding wounds takes 1 minute per point of body damage taken, but no further bleeding rolls are needed (including while the wounds are being bound). Any healing spell cast on a bleeding character will effectively stop the bleeding.

Healing Magic (Optional): Healing magic is not instantaneous, 1 body point will be cured per 10 minutes of rest after the spell is cast (up to the maximum the spell will cure), if the rest is interrupted any remaining points of healing are lost.

Second Wind (Optional): Once per day, characters may regain 20% of their total hit points (round up) by resting in a safe place for an hour while eating a meal. This amount is reduced by 2 hp per point of body damage (to a minimum of 0 hp recovered).

Monster Body Points (Optional): If the GM does not mind the added complexity, monsters may have Body Points as well. A monster's Body Points are equal to twice the number of hit dice the monster has. This option is not recommended.

Combat

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round. If attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. A side cannot be surprised if it is aware of the other.

Combat Stance: Any character able to act may select a combat stance. Any character who has not announced their combat stance before initiative is rolled automatically selects "Standard." Combat Stances (and their effects) are *Full Defense*

(Attack: no attack possible; AC: +2 bonus, +4 bonus with shield, +6 bonus with large shield; Strike: -5), *Active Defense* (Attack: -2 penalty; AC: +1 bonus, +2 with shield; Strike: -2), *Standard* (Attack: Normal; AC: Normal; Strike: normal), *Active Attack* (Attack: +1 bonus; AC: -1 penalty; Strike: +1), and *Full Attack* (Attack: +2 bonus; AC: -2 penalty; Strike: +2). Spell casters casting a spell cannot select the Full Defense or Active Defense Stance. The Stance Strike modifier is optional.

Initiative: Roll 1d20 for initiative for each side. The side with the higher roll gets a +5 to strike speed for the round. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

Actions: Combat is very abstract. Each combat round lasts a minute and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not count as an action.

Strike Speed: Characters and monsters act in order of their strike speed from high to low. Base Strike Speed is determined by their action type in the table below. Characters/Monster add +5 to the Base Strike Speed if their side has initiative. Fighting Classes add their Fighter attack bonus. Monsters add one-half their hit dice, rounded down if the GM classes them as fighters. (Ties in Strike Speed are resolved by Character Level/Monster Hit Dice, with the higher acting first.) The Strike modifier from a character's combat stance is added if the GM use this option.

SS	Weapon/Attack Action
1	Read Scroll
2	Cast Spell
3	Short Length Weapon
4	Medium Length Weapon
5	Long Weapon
6	Very Long Weapon
7	Pole Arms
8	Missile Fire/Arcane Blast
9	Breath Weapon
10	Glance

Attack Rolls: Add attack bonus to d20 roll. A natural roll equal to or less the target's Natural Defense (which is 1 unless otherwise stated in the monster description) always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit.

Melee attack bonus = STR bonus + Physical Combat Bonus
 Missile attack bonus = DEX bonus + Physical Combat Bonus
 Magic attack bonus = MIND bonus + Magical Combat Bonus

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2. *Option:* Armor bonus is as listed in parenthesis for the armor type on the equipment table.

A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage and doing a number of body points damage equal to the number of damage dice rolled (normally 1). Most monsters do not have body points, so a critical hit will do maximum damage plus a normal damage roll to them and cause them to lose their next attack.

Fighting classes can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead if wielding a light weapon. Fighting classes can wield 2 light weapons and attack with both in a round (making one attack roll at -2). Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far

away the target is. *Optional:* If exact distances are known, penalty is -1 per range increment after the first as listed on the equipment table.

Minimum Strength (optional): Characters wielding weapons who lack the minimum strength needed for the weapon as listed on the equipment table are at -1 to hit for each point their STR is below the listed MinSTR.

Cover: Characters behind an object gain +2 to +10 to their AC against ranged attacks, depending on the extent of the cover (light cover = +2 to nearly complete = +10). In some situations, the GM may allow half this AC bonus to apply to saves.

Damage: Light weapons do 1d4 damage. Medium weapons do 1d6 damage. Heavy weapons do 1d8 damage. Add STR bonus and any class damage bonus to Melee damage (x2 for two-handed weapons). *Option:* Weapons do the damage listed for the specific weapon (in parenthesis) on the equipment table.

Shield Special: A character with a shield may choose to have it completely absorb all the damage from any attack (including a critical hit). A non-magical shield shatters when it does so. A magical shield permanently loses one point of its magical AC bonus when it does so, becoming a non-magical shield if its magical AC bonus is reduced to zero.

Special Combat Situations:

Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

Ranged Attack into Melee: Shooting or throwing into a crowded melee is not a good idea: there is a 50% chance you'll hit a friend instead of an opponent. Fighting classes may take -4 to hit to avoid hitting a friend.

Dodge: A character who is not making an Active or Full Attack may forgo his next attack at any time and dodge out of the way. Roll 1d20 + DEX bonus + Physical Combat Bonus (PCB). The total is the character's effective AC until his next attack. If it's lower than his real AC, well, the character zigged when he should've zagged. The GM may modify the roll by +2 or -2 (or more) to reflect the terrain and cover of the area.

Aid Another: A character who can make a melee attack on an opponent engaging an ally in melee combat can help that character attack or defend by distracting or interfering with an opponent. Make an attack roll against AC 10. If successful, the ally gains either a +2 (Fighter Bonus +1 for fighting classes) bonus on his next attack roll against that opponent or a +2 (Fighter Bonus +1 for fighting classes) bonus to AC against that opponent's next attack (aiding character's choice), as long as that attack comes before the beginning of the aiding character's next turn. Multiple characters can aid the same ally.

Grapple: A character can make a grapple attack on an adjacent target. A successful attack roll means they are then grappled with their target. When grappled, both the attacker and the defender's AC becomes 10 and neither can make move actions. When grappled, the defender can't make normal actions and must make opposed rolls (1d20 + PCB) against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

Knockout Blow: A character can attempt an armed melee attack against an adjacent creature to stun them. On a successful hit the target is stunned one minute for every point the attacker rolled higher than their defense. Rogues add their level in minutes to this time.

Combat Tricks/Stunts: Declare what the trick/stunt attack is going to do. It could be anything from knocking a weapon from your opponent's hand to blowing his hat off or extinguishing a

lantern. Other possibilities could be stapling the target to the wall through his clothing with a thrown weapon, tying him up with a bola, tripping him and so on.

The attack roll is made at -8 (-6 for fighting classes). If the roll is successful and the target is alive and aware of the attack, the target makes a defense roll (a normal attack roll) against a DC equal to the adjusted attack roll (with the to hit penalty). If the defense roll fails, the target suffers the exact effect described. If the defense roll succeeds, then the attack is treated as a normal attack against the target's AC (with the penalty), which may result in normal damage. *Option:* The defense roll is automatically failed if the target has a combat stance of Active Attack or Full Attack.

Against an inanimate object, if the attack roll (with the penalty) is successful, the stunt works. No defense roll is needed.

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Monsters are assigned a Morale Rating (from 2 to 12, with 2 being a complete coward and 12 being totally fearless) to help the GM make these decisions. If the GM wishes, he may simply roll 2d6 and have the monsters break off combat if the number rolled is greater than the monster's Morale Rating.

Energy Drain: Certain undead and demonic monsters can drain energy levels from characters. Each energy level drained reduces the character's level by one. The character may regain the level normally via experience. If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Group Initiative (Optional): Each side rolls a d20 (reroll ties). High roll wins initiative. Strike Speed rules are not used. The combat order changes to the following: 1) Side that lost initiative declares actions. 2) Side that won initiative declares actions. 3) Side that won initiative acts. 4) Side that lost initiative acts. 5) Any bookkeeping is done.

Hirelings

Players may find it useful to have their characters hire bearers to carry light sources into ruins and dungeons (and to carry treasure out) and men-at-arms to aid in combat. In some areas there may be a guild where such people may be found and hired, in other areas characters may have to advertise. Pay must be negotiated and what will be asked will depend on the situation the hirelings think they may get into and the reputation of the characters hiring them.

Bearers have 2 hit points and generally will only fight if cornered and there is no other choice – even then their effective level (used in attack rolls) is -2. They will carry light sources and baggage willingly so long as they are paid, fed, treated well, and not exposed to much mortal danger. Minimum pay: 1 SP/day.

Men-at-Arms will fight but consider being used as a bearer (except of treasure they get a share of) to be beneath them. Green Men-At-Arms have 4 hit points, an effective combat level (used in attack rolls) of 0 and can use whatever armor and weapons their employers provide. Minimum pay: 5 SP/day plus 1/20 of a share of any non-magical treasure found. Veteran Men-at-Arms have 7 hit points, an effective combat level (used in attack rolls) of 1 and can use whatever armor and weapons their employers provide. Minimum pay: 1 GP/day and 1/10 a share of any non-magical treasure found. Men-at-Arms will serve willingly as long as they are fed, paid, treated well, and not asked to take unusual risks that their employers are not taking with them.

Hiring Morale (Optional): Bearers have a base Morale Rating (MR) of 4. Green Men-At-Arms have a base MR of 7. Veteran

Men-At-Arms have a base MR of 9. Base MR is modified by how well the hirelings are treated: -4 for bad treatment, -2 for poor treatment, +1 for good treatment, and +2 for exceptional treatment; and by the CHA bonus of the person paying the hireling. A hireling's MR may also be used to determine how loyal the hireling is to the PCs in cases of attempted bribery and the like.

Monsters

See the Microlite74 Monster List or use the monster descriptions in any Oe game (substituting d8 for hit dice if needed). To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, Save DC = 19 – level (minimum 3), all attack bonuses = level, damage = 1d8 for ordinary claws, bites, and weapons, 2d8 for large maws, giant clubs, 3d8 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Natural Defense is 1 for all but the most powerful or unusual creatures. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Monster Reactions: Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the CHA bonus (and any other appropriate modifiers) to the roll and consulting this table.

Adjusted Reaction Roll	Result
2 or less	Very Unfavorable
3-6	Unfavorable
7	Neutral/Uncertain
8-11	Favorable
12 or more	Very Favorable

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

Mooks (optional): Sometimes a GM may want to use a large number of monsters but not want to carefully track each one. Mooks are "cannon fodder" monsters that have 1 hit point per hit die, never make a saving throw, and always run away or surrender if the battle is obviously going against them. Any hit from a Fighting Class character will likely kill a mook. Mooks cannot be told at a glance from non-mook monsters. Mooks make excellent minions for powerful leaders as they are very effective against normal people even if they cannot stand long against PCs and NPCs with class levels.

Other Hazards

Falling: 1d6 damage per 10', half damage on REF save. DC=depth fallen in feet

Spikes: add +1 point to falling damage per 10' fallen, max +10

Poison: FORT save to avoid or for half damage, depending on poison. Effect varies with poison type.

Extreme Heat & Cold: If not wearing suitable protection, FORT save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Starvation: Characters generally need 2 pounds of food per day. After 2 days without food, a character takes 1d6 damage per additional day without food and no longer heals.

Dehydration: Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25% of his full HP and BP in damage (and no longer heals).

Level Advancement

Characters get Experience Points (XP) when their party defeats monsters. Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.: 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc. Add +1 or +2 XP (GM's discretion) if the foes have dangerous special abilities.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like. The GM should assign XP depending on the situation (usually from 1 to 5 XP). Characters can also lose up to 5 XP for generally ignoring their alignment or other very poor roleplaying.

Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns 1 XP for each 100gp (round down) so spent.

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials and treasure spent. When the total is equal to your Experience Base x your next level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Each level adds +1d6 (+1d8 for Fighting Classes) to Hit Points and the character's Physical and Magical Combat Bonuses are recalculated. (Note that the above are already included in the physical and magic attack and hit point formulas given in the rules.) Individual classes may also have abilities that change as a member of that class increases in level. When an arcane caster gains access to a new spell level he gets one spell of the new level added to his spell books. The player may select the spell subject to GM veto.

Example: Four newly minted first level adventurers have just completed a dungeon adventure. The human Fighter, Thief, and Cleric each have an experience base of 20 and each need 40 XP to reach second level. The Elf Magic User has an experience base of 37 and needs 74 XP to reach second level. Their expedition was extremely successful. They defeated 22 XP worth of monsters and earned 7 XP from traps and other GM specials for a total of 29 XP each. The party's cleric earned 4 XP for great roleplaying while risking her life to save the party from an angry spirit. The fighter, however, ignored his "Light" alignment and acted like a selfish thug and lost 5 XP for poor roleplaying. The party also found and recovered 2900gp in treasure from the dungeon. That's 725gp each. The cleric decides to donate the entire sum to her temple, and earn 7 more XP. This gives her 40 XP. She goes up to second level and her XP total is reset to 0. The Thief and the Magic-User have 29 XP each, while the Fighter has 24 XP.

Equipment

Suggested starting packs for new characters:

Pack A	Pack B	Pack C
backpack	backpack	backpack
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
10 oil flasks	10 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
water skin	water skin	water skin
iron rations for four days	iron rations for four days	iron rations for four days

Finally, add the following, based on your Class:

Fighting Classes: Vial of holy water, medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Monk: Vial of holy water, two light weapons and 10 gold pieces.

Arcane Classes: Spellbook with all spells known, a dagger, and 5 gold pieces

Cleric/Druid: Silver holy symbol, light armor (AC +2), a one handed weapon + shield, and 5 gold pieces

Thief: lock picking tools, light armor (AC +2), light weapon, and 5 gold pieces.

Players, with the permission of the GM, may elect to roll their starting wealth in gold pieces and buy equipment piece by piece from the equipment list later in the rules. If this is done, each character starts with 120 + (3d6 x 5) gold pieces. The GM is free to modify the equipment list to suit the starting location in his campaign.

Encumbrance (Optional): Characters can carry twelve (plus STR bonus) items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item.

Oe Conventions

Almost any material you come across for Oe or other early editions of the world's most popular roleplaying game can be used in Microlite75 with little modification. However, there are some descriptive conventions that Oe used that may need explanation.

Time Conventions: Oe talks about time in terms of rounds (combat rounds) and turns. A round was 1 minute and a turn was 10 minutes.

Movement/Distance Conventions: Oe gave distances in inches. When underground or in buildings or the like, one inch equaled 10 feet. When outdoors, however, one inch was 10 yards. Yes, this meant spell and weapon ranges were greater outdoors than indoors. Normal human movement (when carefully exploring) was 12" per move, with two moves per turn. Carrying too much weight cut this down to 9" or even 6". Running movement was double the above.

Descending Armor Class: Oe and other pre-SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Microlite74 uses the ascending Armor Class system used in the OGL SRD. If you have old adventures using the original descending AC system and wish to use them, it is easy to convert descending ACs to ascending ACs.

Unarmored AC is 9: If the adventure is for Oe (or other edition where the unarmored AC is 9), subtract the descending AC listed in the adventure from 19 to get the ascending AC used by Microlite74.

Unarmored AC is 10: If the adventure is for 1e or 2e (where the unarmored AC is 10), subtract the descending AC listed in the adventure from 20 to obtain the ascending AC used by Microlite74.

Dungeon Exploration Conventions

Light: Humans and many other races require a light source (or magical ability) to see in the dark. Torches, lanterns, etc. will produce limited areas of light (generally 20 feet of bright light and a further 10 feet of dim light), but they also make it easy for monsters to see the party coming, making surprise impossible. Torches can be blown out by strong gusts of wind (d6 roll: blown out on a 1 or 2). Most monsters living in a dungeon have infravision or some other means of seeing in the dark; however these methods do not work in the presence of a light source.

Seeing Monsters: Unless surprised, characters will see monsters when they are 2d4 x 10 feet apart. Surprise distance is 1d3 x 10 feet.



Wandering Monsters: The GM should roll 1d6 every 1d3 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow their orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue if there is less than 120 feet between the two groups. Monsters will only pursue around a corner or through a door on roll of 1 or 2 on a d6 (1 if a secret door is used). Fire will deter many monsters. Food will distract many monsters: unintelligent monsters 90% of the time, semi-intelligent monsters 50% of the time, intelligent monsters 10% of the time. Treasure may also distract monsters: unintelligent monsters 10% of the time, semi-intelligent monsters 50% of the time, and intelligent monsters 90% of the time. All chances may be adjusted by the GM depending on circumstances.

Rest: One turn in six must be spent in rest or all characters suffer a -1 to all d20 rolls per rest missed. Time spent searching is not time spent resting.

Doors: Most dungeon doors must be forced open by strength; a character may make a FORT save to attempt to force a door open. Doors with locks must be picked or forced at a minus equal to the dungeon level. Most dungeon doors will automatically close unless held or spiked open (spikes slip 20% of the time). Dungeon doors usually open automatically for monsters unless held closed.

Characters may wish to listen at doors before opening them. Unless a character has special listening abilities, a roll of 1 on a d6 will allow the character to hear through the door – if there is anything to be heard.

Traps: A trap will usually spring on a d6 roll of 1 or 2 when a character passes over or by them or otherwise triggers them.

Secret Passages: Unless a character has racial abilities with secret passages, characters will detect secret doors/passages doors on a d20 + MIND bonus roll (normal DC 16). A 10 x 10

foot area may be searched in a turn by a single character.

Wilderness Exploration Conventions

Seeing Monsters: Unless surprised, characters will see monsters when they are 4d6 x 10 yards apart. Surprise distance is 1d3 x 10 yards.

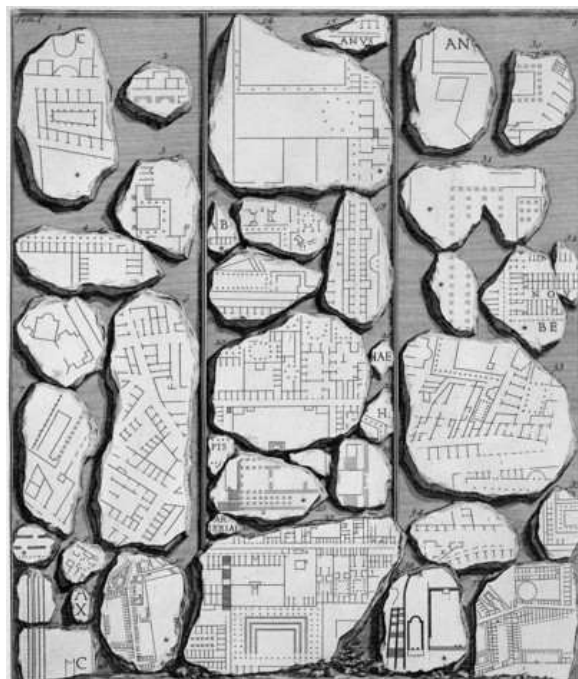
Wandering Monsters: The GM should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made at night. If a wandering monster is indicated (roll varies by terrain, see terrain table below), wandering monsters stumble across the party from a random direction and distance. At night, the GM should randomly determine which watch is on duty when the attack is made.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 50% chance monsters faster than the party will catch it (30% chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught by 25%. Monsters will pursue into another hex on the map 50% of the time. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the GM depending on circumstances.

Becoming Lost: A group travelling off a well-marked trail or road without an accurate map or a knowledgeable guide may become lost. The chance of becoming lost is rolled on a d6 and depends on the type of terrain the party is in (see table below). If lost, the party actually moves in a random direction but believes they have moved in the direction intended.

Terrain Chart

Terrain Type	Chance Lost	Chance of Encounter
Plains	1	1
Woods	1-2	1-2
Forest	1-3	1-2
River	1	1-2
Swamp	1-3	1-3
Hills	1	1-2
Mountains	1-2	1-3
Desert	1-3	1-2



Donate to the RetroRoleplaying Cancer Fund and Get Some PDF Goodies

Many Microlite74 gamers know that Randall Stukey, the author of Microlite74 and other M20-based old school games is trying to raise funds to pay the bills from [his wife's oral cancer](#) treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna (successful so far) cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the RetroRoleplaying Cancer Fund (via PayPal) and help them pay their bills.

Can You Help Pay the Cancer Bills?

Everyone who donates any amount at all get a password giving them access to a number of special downloads. *Some* of the currently available downloads include:

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 (<http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html>) and The Grimoire #2 (<http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html>))
- Pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECMI campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite74 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård. This Special Edition incorporates the rules from the first supplement. The text has been reformatted into a single column in a large enough font to easily read.

To get access to these downloads and access to a private donor forum where you can get advance information on upcoming Microlite74 releases, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

<http://www.retroroleplaying.com/node/153>

Support Microlite74: Please donate if you can!

Microlite74 Extended Spell Lists

Arcane (Magic-User) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Alarm: Alarm sounds a mental or audible alarm (caster's choice) each time a creature enters the warded area (20 ft. radius) without speaking the password (set at casting). R: 60 feet. D: 2 hours/caster level.

Burning Hands: A fan of flame (3 ft. long in a 120-degree arc) shoots from caster's hands, doing 1 hp/caster level damage to all hit. R: 3 feet. D: instant but effects permanent.

Charm Person: Puts one living humanoid totally under your influence. R: 120 feet. D: until dispelled.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Erase: Erases normal or magical writing (save allowed) from an area about two pages wide. R: 30 feet. D: instant but effects permanent.

Feather Fall: Target creature or object falls slowly and takes no damage from landing. R: 60 feet. D: 1 minute/caster level.

Floating Disc: Creates 3-ft.-diameter horizontal disk that holds 100 lb./caster level. R: 10 feet. D: 1 hour/caster level.

Hold Portal: Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.

Identify: Determines one unknown property of a magic item, including how to activate that function, and how many charges are left. Caster is in trance for duration. R: touch. D: 1 hour.

Light: Object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/caster level.

Magic Missile: Creates magic arrow which hits its target for 1d6 damage. An additional 2 missiles are created every 5 levels (e.g. total 3 at level 5, total 5 at level 10). R: 150 feet. D: instant.

Message: Caster points to any creature in range and whisper a short message that creature (and only that creature) will hear. R: 60 feet + 10/caster level. D: 20 seconds.

Pep: One target per caster level instantly recovers 20% of their Hit Points. No effect on targets in combat or other heavy activity. Can only affect a specific target once per day. R: touch. D: instant but effects permanent.

Protection from Evil: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 1 hour.

Read Languages: Read any written language. R: touch. D: 1 or 2 readings.

Read Magic: Read scrolls, spellbooks, other magical writing. R: caster only. D: one reading (two scrolls or equivalent).

Repair: Repairs a broken or torn small object. It does not restore magic. R: 30 feet. D: instant but effects permanent.

Shield: Improves caster's armor class to 17 versus missile attack and to 15 versus melee attacks. R: caster. D: 20 minutes.

Sleep: Puts 4d6 HD of beings into magical slumber. Creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's discretion.

Unseen Servant: Invisible force that obeys caster and is able to perform simple tasks and exert up to 20 pounds of force. It cannot attack and is ineffective beyond 30 feet from caster. R: caster. D: 1 hour + 10 minutes/caster level.

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes.

2nd Level

Continual Light: Object lights circle with 120 ft. radius until dispelled, not full daylight. R: 120 feet.

Darkness, 15' Radius*: Magical darkness which even blocks infravision and darkvision. R: 120 feet. D: 1 hour.

Detect Evil: Reveals evil thoughts/intent or evil items. R: 60 feet. D: 20 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

ESP: Allows caster to read surface thoughts of target. R: 60 feet. D: 2 hours.

Fool's Gold: Makes up to 1 cubic foot of metal (about 2000 coins) look like gold. Save to detect fraud. R: touch. D: 1

hour/caster level.

Forget: 1d4 targets forget last level/2 (round up) minutes. R: 30 feet. D: instant but effects permanent.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until subject attacks. R: 240 feet.

Knock: Unlocks/unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant.

Levitate: Caster floats up and down as he desires. Speed: 6 feet/minute. R: 20 feet up/down per level. D: 10 minute/caster level.

Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 60 + 10/caster level feet.

Magic Mouth: Mouth appears on target object and delivers a message of up to 30 words when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.

Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.

Pyrotechnics: Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.

Ray of Enfeeblement: Target loses 25% of strength (damage it inflicts also reduced 25%). R: 10 feet. D: 1 minute/caster level.

Shatter: Causes one normal item (up to 10 pounds/caster level) to shatter into pieces. R: 60 feet. D: instant but effects permanent.

Spider Climb: Allows non-thieves to climb as a thief of one-half caster's level. Adds caster's level to thieves for climbing checks. R: touch. D: 1 minute/caster level.

Sinking Cloud: Creatures within 20 foot cloud must save or be unable to act for 1d4+1 minutes. Unaffected must save every round they are within cloud. R: 60 feet. D: 1 minute/caster level.

Strength: Adds 1d6+1 to a single Fighter's Strength or 1d6-1 to a single Cleric's. Maximum Strength is 18. R: touch D: 8 hours.

Web: Sticky webs fill a 10x10x20 foot area. Burning through the webs takes 6+1d4 minutes. Large creatures push through in 14+1d6 minutes. Human-sized creatures take 20+3d6 minutes. R: 30 feet. D: 8 hours.

Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell. R: 10 feet.

3rd Level

Clairaudience: Hear at a distance for 2 hours. R: 60 feet.

Clairvoyance: See at a distance for 2 hours. R: 60 feet.

Dispel Magic: Cancels magic effects and spells. (Magic Attack vs. Spell's DC for success) Duration: instant but effects permanent for spells or 10 minutes/caster level for items. Range: 120 feet.

Explosive Runes: Deals 1d6 + Level damage when read. D: until discharged. R: touch

Fire Ball: 1d6/caster level fire damage, 20 foot burst. R: 240 feet. D: instant.

Fly: Subject can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/caster level. (GM rolls secretly.)

Haste Spell: Subjects (up to 24 beings in a 60 foot radius of target) double in speed, taking two actions at a time. (Counters Slow) R: 240 feet. D: 30 minutes.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Infravision: See in the dark. R: touch. D: 1 day. Sight Range: 30 + (1d3 x 10) feet.

Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Lightning Bolt: 1d6/caster level electrical damage. R: 240 feet, bolt is 10 feet wide, 60 feet long. D: instant.

Monster Summoning I: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1d6 giant rats, 2: 1d3 goblins, 3: 1d3 hobgoblins, 4: 1d6 kobolds, 5: 1d3 orcs, 6: 1d3 skeletons. D: 6 minutes.

Protection from Evil, 10' radius: +2 to AC and saves, counters mind control, hedge out elementals and enchanted monsters to

all within 10 foot circle around subject. D: 2 hours.

Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 2 hours.

Rope Trick: Caster tosses rope into the air. It hangs there.

Caster and up three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/caster level.

Slow Spell: Subjects (up to 24 beings in a 60 foot radius of target) slowed by 50%. (Counters Haste) R: 240 feet. D: 30 minutes.

Suggestion: Caster makes 1-2 sentence hypnotic suggestion to target. If the save is failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.

Tiny Hut: Creates 20 foot diameter opaque force sphere that protects up to 10 humanoid-sized creatures from the weather. R: 20 feet. D: 2 hours/caster level.

Tongues: Grants the target the ability to speak and understand the language of any intelligent creature. R: touch. D: 10 minutes/caster level.

Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest. R: 60 feet.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Dimension Door: Teleports subject a short distance (up to 360 feet). D: instant. R: 10 feet.

Fear: 240 ft. long cone of fear (120 ft. width at far end) extends from caster. Creatures within must save or flee in fear/horror for 1 hour. R: as above. D: 1 hour of fear.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet.

Ice Storm: 30 foot cubic vortex of ice, snow, and hail appears doing 5d6 damage to all within. R: 120 feet. D: 1 minute.

Massmorph: Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.

Monster Summoning II: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1d2 hobgoblins, 2: 1d2 zombies, 3: 1d2 gnolls, 4: 1d2 bugbears, 5: 1d6 orcs, 6: 1d6 skeletons. D: 6 minutes.

Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.

Polymorph Others: Change another into form of another being. The change is complete and includes gaining special abilities and mind of creature. R: 60 feet. D: until dispelled.

Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only. D: 1 hour + 1 hour/ caster level.

Remove Curse: Frees subject from a curse. R: touch. D: instant but effects permanent.

Telepathy: Caster can speak mind-to-mind with any intelligent being he is in eye contact with. R: 30 feet D: 10 minutes plus 1 minute/caster level.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage + 1point/caster level. The wall lasts as long as caster concentrates on it. R: 60 feet.

Wall of Ice: Creates wall of ice with 15 hp + 1hp /caster level. Wall lasts as long as caster concentrates on it. R: 60 feet.

Wizard Eye: Allows sending an invisible eye up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute. D: 1 hour.

5th Level

Animal Growth: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.

Animate Dead: Create undead skeletons or zombies under control of caster from dead bodies, 1d6/caster level over 8th level. R: GM discretion. D: permanent.

Cloudkill: Creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.

Conjure Elemental: Conjures one 16 HD elemental who will serve the caster until dispelled/dismissed/caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.

Contact Higher Plane: Lets Caster ask yes/no question of other planar entity, 1 question/caster level. Chance of correct answer 5%/caster level, maximum 95%.

Feeblemind: Subject's MIND drops to 1. R: 240 feet. D: until dispelled.

Hold Monster: As Hold Person, but any creature. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Magic Jar: Moves caster's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs. DC of (10 + MIND bonus + target level or hit dice). R: 30 feet. D: until dispelled, the target makes his save (a new saving throw is allowed every caster level days), or the caster ends spell.

Monster Summoning III: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1d4 bugbears, 2: 1d2 harpies, 3: 1d2 ochre jellies, 4: 1d2 wererats, 5: 1d2 wights, 6: 1d2 wild boars. D: 6 minutes.

Pass-Wall: Creates a human-sized passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.

Rock-Mud: Transforms rock to mud or vice-versa, up a 300x300 foot area. R: 120 feet. D: 3d6 days.

Telekinesis: Moves object by mental power. Up to 20 pounds/caster level. R: 120 feet. D: 1 hour.

Telepathic Link: Caster forms a telepathic contention with up to one other willing intelligent being/3 caster levels. Those so linked can communicate via mental speech regardless of distance (upon the same plane). Mental or Psionic attacks on one member of the link does not affect others. R: touch. D: 1 hour/caster level.

Teleport: Instantly transports subject up to 100 miles/caster level. Caster must know target location exactly.

Wall of Iron: Creates a wall of iron in any shape. 1000 square feet (3 inches thick). R: 60 feet. D: 2 hours.

Wall of Stone: Creates a wall of stone in any shape. 1000 square feet (2 inches thick). R: 60 feet. D: until destroyed or dispelled.

6th Level

Anti-Magic Shell: Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours.

Control Weather: Caster can adjust weather. D: GM decision.

Death Spell: Kills 2D8 beings with less than 7 hit dice with a 60 foot radius. R: 240 feet. D: instant but effect permanent.

Disintegrate: Makes one creature or non-magical object vanish, turning it to fine dust. R: 60 feet. D: permanent.

Geas: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.

Invisible Stalker: Summons an invisible stalker, an extra-dimensional monster, under the control of the Magic-User who may give it a single mission which it will carry out until it is finished.

Legend Lore: A complex process taking 1d100 days allows caster to gain knowledge of a legendary person, place, or thing. Information is accurate but may be in a cryptic form. R: caster.

Lower Water: Lowers bodies of water 50%. R: 240 feet. D: 10 turns.

Mind Meld: As for Telepathic Link, but members of the link always know the thoughts of the others in the link. Spells known by any link member may be used by any link member able to cast spells (using his own HP). Communication is at the speed of thought. R: touch. D: 1 hour/caster level.

Monster Summoning IV: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 gargoyle, 2: 1 ogre, 3: 1 owlbear, 4: 1 shadow, 5: 1 werewolf, 6: 1 wraith. D: 6 minutes.

Move Earth: Move small hills, dig ditches and moats, other surface features, etc. Land moves at 6 feet per minute. R: 240 feet. D: permanent.

Part Water: Parts bodies of water up to 10 feet deep. R: 240 feet. D: 1 hour.

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 1 hour.

Reincarnation: Restores dead person to life in a random (usually humanoid) form. R: touch. D: instant.

Repulsion: Any being trying to move toward spell target finds itself moving away instead. R: 120 feet. D: 1 hour.

Stone-Flesh: Turns subject into a stone statue (or vice versa). R: 120 feet. D: permanent.

7th Level

Cacodemon: Summons a demon or other fiend (such as a devil) from the lower planes of existence. The spell provides no protection against the summoned creature, so the magic user should use other spells or items of protection. As the summoned creature is not forced to aid or obey the caster, that is a matter of negotiations and threats between the caster and the fiend. This spell may only be cast as a ritual. R: 10 feet. D: variable.

Charm Plants: Charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. R: 120 feet. D: until dispelled.

Delayed Blast Fireball: 1d6/caster level fire damage, 20 foot burst. The actual blast can be delayed for up to 10 minutes as set by the caster. R: 240 feet. D: instant.

Limited Wish: An extremely weak version of the "wish" spell. It is not even powerful enough to create or bring treasure to the caster, and under some circumstances only a part of the wish might actually be fulfilled. The spell does have the power to reach for a limited period of time into the past or future as well as the present. R: variable. D: variable.

Mass Invisibility: Up to 6 dragon-sized objects or 300 men and horses are invisible until spell broken by caster, some outside force, or until one attacks. R: 240 feet

Monster Summoning V: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Cockatrice, 2: 1 Manticore, 3: 1 Minotaur, 4: 1 Ogre Mage, 5: 1 Salamander, 6: 1 Troll. D: 6 minutes.

Phase Door: Creates an invisible door that can only be opened by the caster. Similar to a Passwall but invisible and only the caster can open the door. R: 10 feet. D: 7 uses

Power Word Stun: A single powerful word that stuns those hearing it for 2d6 10-minute turns if the creature has up to 35 hit points or for 1d6 10-minute turns if the creature has between 36 and 70 hit points. The word has no effect on creatures who are currently over 70 hit points. R: 120 feet.

Reverse Gravity: Within a 30 foot cube gravity reverses itself. Those within the area fall upwards with the force of a normal fall, and then fall again when the spell expires. R: 90 feet. D: 1 minute.

Simulacrum: Creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (Animate Dead will work). A Limited Wish (along with the actual simulacrum spell) is then used to imbue the animated form with intelligence and knowledge of the person being simulated. The simulacrum gains 1d4+2 times 10% of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. A simulacrum is not a perfect copy of the original. Side by side, the differences are obvious, and the simulacrum is detectable with a Detect Magic spell. If the original of the simulacrum dies, the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).

8th Level

Clone: This spell allows a piece of flesh, taken from a living person, to grow into an exact duplicate of the person at the time the flesh was removed. If a clone is created while its parent-creature still lives, the clone will seek to kill its original. If it fails to achieve this goal, both the clone and the original will become insane. A full Wish will prevent this for 1 year.

Mass Charm: A Charm Person/Monster which affects up to 30 levels, i.e. 30 level 1 creatures, 15 level 2 creatures, 10 level 3 creatures, etc. in any combination. Saving throws are made -2. R: 120 feet. D: until dispelled.

Mind Blank: Makes the target immune to any form of detection by magic or psionics including ESP, Clairvoyance, Clairaudience,

Crystal Ball gazing or any other form of scrying), Wishing, Commune, Contact Higher Plane, etc. R: 10 feet. D: 1 day.
Mind Link: Similar to Mind Meld, but members of the link form a group mind sharing all thoughts, senses, knowledge and skills. Link members can freely use each other's HP, class abilities, senses, etc. (subject to common sense aka GM approval). Mental or psionic attacks targeting one member, target all. Likewise, the mental or psionic defenses of one member protect all. It is almost like one mind inhabiting several bodies. R: touch. D: 1 hour/caster level.

Monster Summoning VI: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Black Dragon, 2: 1 Chimera, 3: 1 Efreet, 4: 1 Flesh Golem, 5: 1 Frost Giant, 6: 1 Mummy. D: 6 minutes.

Permanency: This spell makes the effect of another spell permanent -- unless a Magic-user of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. GM discretion required: many spells should not be subject to being made permanent. R: 10 feet.

Polymorph Object: Spell allows any object to be turned into another object, animal, vegetable, or mineral. The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes, and mineral-to-mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into an orc, or turning a wall into a pile of sand, would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. R: 240 feet. D: GM decides.

Power Word Blind: A single powerful word that blinds those hearing it for 2d4 days if the creature has up to 40 hit points or for 1d4 days if the creature has between 41 and 80 hit points. The word has no effect on creatures who are currently over 80 hit points. R: 120 feet.

Symbol: Creates a magical trap in the shape of an arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

Symbol of Death: Deals 80 hit points of damage
 Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Insanity: Up to 100 HD of creatures are driven insane by a curse.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are affected as by a Power Word, Stun.

9th Level

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet/10-minute turn. With special study, this spell can also be used to travel to other planes.

Gate: Creates an opening to another plane of existence that can either be used to travel through or can be used to summon a specified, tremendously powerful being from the other plane, including gods and demi-gods. The caster must know the name of the creature he is attempting to summon, or the spell will fail. There is a 5% chance that the wrong being may be summoned, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it will lack interest in the

situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may be extremely annoyed. R: 20 feet. D: 10 minutes.

Maze: This spell puts its victim in an extra-dimensional maze. After the determined time has elapsed the creature will reappear at the spot where it disappeared. Creatures with Mind of 12 or better will require 1d4 10 minute turns to escape, those with Mind under 6 will require from 1d4+8 10 minute turns to escape, others require 1d4+4 10 minute turns to escape. R: 60 feet.

Meteor Swarm: Either a group of four Fire Balls each doing 6D10 points of damage or a group of eight Fire Balls of one-half normal diameter and 5d6 points damage may be thrown. They may be thrown in whatever pattern the caster desires. R: 240 feet.

Monster Summoning VII: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Hydra (9 heads), 2: 1 Iron Golem, 3: 1 Lich, 4: 1 Purple Worm, 5: 1 Red Dragon, 6: 1 Storm Giant. D: 6 minutes.

Power Word Kill: A single powerful word that kills those creatures hearing it. The word has no effect on creatures who are currently over 50 hit points. R: 120 feet.

Prismatic Sphere: A sphere of seven colors whirls about the caster with a radius of ten feet. The glowing colors form a layered spectrum; to destroy the sphere, each layer must be destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1d6 turns. Anything attempting to cross into the sphere suffers the effects of each color that has not been negated.

Red: Causes 12 points of damage to the touch. Stops any magic arrows or missiles (including the spell Magic Missile). Negated by Ice Storm or other cold-based attack.

Orange: Causes 24 points of damage to the touch. Stops arrows and any other non-magical missile. Negated by Lightning Bolt or other electrical attack.

Yellow: Causes 48 points of damage to the touch. Blocks all breath weapons. Negated by Magic Missile spell or a magical arrow.

Green: Causes death (saving throw allowed) to the touch. Blocks any scrying and detection-type spells from seeing within. Negated by Passwall spell or other earth-moving magic.

Blue: Turns flesh to stone when touched (saving throw allowed). Blocks all divine (Clerical/Druid) magic from passing through. Negated by Disintegrate spell/effect.

Indigo: Causes death and destroys the soul utterly when touched (saving throw allowed). Negated by Dispel Magic.

Violet: Causes permanent insanity when touched. Blocks all arcane (Magic-user) spells. Negated by Continual Light.

R: caster D: 1 hour.

Shape Change: Change self into the form of another being. Change is complete and includes gaining special abilities of the creature, but the caster retains his own intelligence and ability to cast magic. The caster may change form at will while the spell lasts. R: caster. D: (1d6 + 10 + caster's level) 10 minute turns

Time Stop: This spell freezes time in a 30 feet cubic area surrounding the caster. The user may move freely, but any other creatures within the area, or which subsequently enter it, will be stopped in time with respect to the caster. D: 1d4+1 minutes (GM rolls)

Wish: This spell grants a wish of limited scope (although much more powerful than a Limited Wish). The Referee's discretion will rule what sort of wishes are within the spell's power. After casting a wish spell, the Magic-user is too mentally drained to cast spells for a period of 1d4 days.

Arcane (Illusionist) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Change Self: Illusion makes the caster appear to be a different creature. The illusionary guise must share the same general size and shape as the illusionist. R: caster. D: 10 x (1d6 + 10 + level) minutes.

Color Spray: A sheet of bright conflicting colors affecting 1-6 levels/hit dice of creatures (plus 1 level/hit dice for every 5

levels of the caster), rendering them unconscious (for 1 minute/caster level) through confusion. Targets selected randomly. No saving throw if fully affected. Creatures not fully affected get a save with +1 per level/die after the first not affected. Creatures over 6th level not affected. R: 240 feet.

Darkness: Magical darkness which even blocks infravision and darkvision within a circle with 30 ft. radius. R: 120 feet. D: 1 hour+10 min/caster level.

Detect Illusion: Detects any illusion for what it is. R: 60 feet. D: 30 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

Gaze Reflection: A spell that simply acts as a perfect mirror, reflecting the gaze of a creature such as a Basilisk or Medusa as if a mirror was in front of their eyes. R: 80 ft. D: 10 minutes.

Hypnotism: Acts like a Charm person spell with a +2 chance of success, it is necessary for the subject to look the Illusionist in the eyes. R: 80 ft.

Light: Object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/caster level.

Magic Aura: Alters item's aura so that it appears to detection magic as though it were non-magical or the subject of a spell you specify. Identify Spell will reveal the false aura. Limited effect on very powerful items. R: touch D: 1 day/caster level.

Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if the target believes illusion. R: 240 feet.

Read Magic: Read scrolls, spellbooks, other magical writing. R: Caster Only. D: one reading (two scrolls or equivalent).

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 90 feet. D: 50 minutes.

Wall of Fog: Creates an opaque wall of rolling, boiling fog with no other effect than blocking vision. Wall lasts as long as caster concentrates on it. R: 160 feet.

2nd Level

Blindness: Causes the target to become blind (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.

Blur: Caster's appearance is blurred, making -2 on being hit, and +2 on saves vs. magic. R: self. D: 10 times 1d4+4 minutes.

Deafness: Causes the target to become deaf (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Dispel Illusion: Automatically dispels any illusion caused by a non-Illusionist. Versus those created by Illusionists, it functions like Dispel Magic. R: 120 feet.

Fog: A cloud of opaque fog that acts like a Cloudkill except that it has no effect but to obstruct vision. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.

Hypnotic Pattern: A pattern that the Illusionist projects in front of him that will hold anyone looking at the pattern motionless. It can catch 4d6 1st level types, 3d6 2nd level types, 2d6 3rd or 4th level types, 1d6 5th or 6th level types. Range: 120 feet. D: as long as caster concentrates plus 1d6+3 turns afterwards.

Improved Phantasmal Forces: As regular Phantasmal Forces but the caster can move while employing the spell and the illusion will last up to 30 minutes after the caster has stopped concentrating. R: 360 feet.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until subject attacks. R: 240 feet.

Magic Mouth: Mouth appears on target object and delivers up to 30 word message when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.

Misdirection: cause a detect spell (Detect Good, Evil, Magic, etc.) to malfunction. (Magic Attack vs. Spell's DC for success) R: 120 feet. D: instant but effects permanent.

Phantom Trap: Makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. R: touch: D: permanent.

Rope Trick: Caster tosses rope into the air. It hangs there. Caster and up three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/caster level.

3rd Level

Continual Darkness: Magical darkness which even blocks infravision and darkvision within a circle with 120 ft. radius until dispelled. R: 120 feet.

Continual Light: Object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.

Dispel Exhaustion: This spell temporarily gives its recipient the illusion of being well rested and healthy, restoring the target to full hit points, but the target will be totally exhausted and unable to do anything for 8 hours when the spell expires. If the target has taken body damage, the target immediately suffers an additional 1d2 points of body damage. D: 4 hours

Displacement: Target appears to be about 2 feet away from its true location. Attacks on target automatically miss 50% of the time and are at -2 to hit the rest of the time. R: touch. D: 1 minute/caster level.

Fear: Causes creatures who fail their saving throw to flee fear. Affect 4d10 1st level types, 3d10 second level types, 2d10 3rd level types, 1d10 4th level types, 1d6 5th level types, 1d4 6th level types. R: 180 feet. D: 10 times 1d6+level minutes.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet

Illusionary Script: Allows the caster to write in a script which can only be read by whom the caster sets it to be read by (like Magic Mouth), any others who attempt to read it must save vs. magic or be confused for 6d10 minutes. One spell is suitable for a full page per level of the caster of writing.

Invisibility 10' Range: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Non-Detection: Prevents Detection spells from working against the target using it and acts like an Amulet vs. ESP and Crystal Balls. R: touch. D: 20 minutes/caster level.

Paralyzation: Paralyzes twice as many hit dice as the caster's level. R: 180 feet. D: until dispelled or caster removes it.

Phantasmal Killer: Creates an illusionary horrible beast formed from the target's own fears whose touch causes death. The beast is visible only to the target and is immune from all attacks and barriers as it exists only in the target's mind. Target must save vs. magic twice. If the target fails one save, he is unconscious for 1d6 hours. If both saves fail, the target is dead. Range: 60 feet.

Spectral Forces: As Improved Phantasmal Forces, but includes sound, smell and temperature illusions. Spectral Forces are not destroyed by touch and they last up to 50 minutes after the caster has stopped concentrating. R: 360 feet.

Suggestion: Caster makes 1-2 sentence hypnotic suggestion to target. If save failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.

4th Level

Arcane Magic: Learning this spell allows the Illusionist to learn and use all 1st level magic-user spells. He must seek these spells in the same manner as a magic-user. They are considered 4th level spells for casting cost purposes.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Emotions: Projects a selected emotion. The emotions that can be projected are: Fear (as the spell), Battle Lust (makes men fight as Berserkers, can be countered by Fear; if Fear is thrown first, Battle Lust does not counter it), Deprivation (lowers morale by 75%), Bravado (give immunity from Fear, Bravado which can counter Deprivation), Hate (interpretation by the subject is variable, roll d20: 1-4: hate any enemy around; 5-8: hate each other; 9-14: hate both enemy/each other; 15-16: hate selves, 17-20: hate caster. A person under the influence of a hate will attack whoever the die roll indicates). R: 180 feet. D: concentration.

Illusory Wall: Creates the illusion of a wall, floor, ceiling, or similar surface which appears real when viewed, but physical objects pass through without difficulty. Detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature, but does not cause the illusion to disappear. R: 30 feet. D: permanent.

Improved Invisibility: Subject and those within 10 feet of him

are invisible until spell broken by caster, some outside force, or until 1d4+caster level minutes after the first attack is made by one under this spell.

Massmorph: Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.

Minor Creation: Allows the caster to create materials up to a hardness comparable to wood (much like a Djinn). The total amount of weight an illusionist may create in a day equals 5 pounds times the caster's level. R: touch. D: 4 + level days (longer for softer materials).

Rainbow Pattern: A pattern that the Illusionist projects in front of him that will hold anyone looking at the pattern motionless. It can catch 8d6 1st level types, 6d6 2nd level types, 4d6 3rd or 4th level types, 2d6 5th or 6th level types, or 1d6 7th or 8th level types. D: as long as caster concentrates plus 1d6+3 turns afterwards. Range: 120 feet.

Seeming: Like Change Self, except can change the appearance of other people as well. Affected creatures resume their normal appearances if slain. R: 30 feet. D: 10 x (1d6 + 10 + level) minutes.

Shadow Magic: This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 4 caster levels) or Death Spell (Affects 1d8 creatures of 1 HD). R: as original spell D: instant but effects permanent.

Shadow Monsters: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.2. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 9 [10], and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute/caster level.

5th Level

Advanced Arcane Magic: Learning this spell allows the illusionist to learn and use all 2nd level magic-user spells. He must seek these spells in the same manner as a magic-user. They are considered 5th level spells for casting cost purposes.

Chaos: This spell affects a 30 foot x 30 foot area. All those caught within the affected area will become confused until they leave the area. Fighters and Illusionists over the caster's level are not affected by this spell. R: 120 feet. D: concentration.

Create Spectre: This spell creates a spectre from a target deceased person. The spectre has Hit Dice equal to 1/2 the deceased character's level (rounded up). The deceased character must have been at least 2nd level in order to be raised as a spectre. The spectre is raised with both its mind and memory intact (and does not automatically become evil). The spectre retains its independence. The deceased must be raised within 24 + 6 times the caster's level turns from the target creature's death. R: 10 feet. D: Permanent.

False Vision: Any divination/scrying magic used to view anything within the area of this spell instead receives a false image (as the Spectral Forces spell), as defined by you at the time of casting. While the spell lasts, you can concentrate to change the image as desired. R: 40 feet radius. D: 1 hour/caster level.

Major Creation: Allows the caster to create materials up to a hardness comparable to iron (much like a Djinn). The total amount of weight an illusionist may create in a day equals 15 pounds times the caster's level. R: touch. D: 4 + level days (for wood hardness, longer for softer materials, shorter for harder materials).

Mirage: As Hallucinatory Terrain, except that it enables the caster to make any area appear to be something other than it is. Unlike Hallucinatory Terrain, the spell can alter the appearance of structures (or add them where none are present). R: 240 feet. D: 1 hour/caster level.

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 1 hour.

Shadow Magic II: This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 2 illusionist levels) or Death Spell (Affects 1d8 creatures of up to 2 HD).

Shadow Monsters II: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 40% the number of HD of the original (Original HP X 0.4. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 11, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 1.5 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level. *Summon Shadows:* Similar to an Invisible Stalker spell, but summons Shadows instead. The number of Shadows summoned is equal to 1 + 1 per level over 5. D: until mission completed.

6th Level

Conjure Animals: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the caster. R: 30 feet. D: 100 minutes.

Illusionary Double: Caster becomes invisible as Improved Invisibility (for one minute/caster level) and a Programmed Illusion of the caster unnoticeably takes his place. R: caster. D: 2 hours.

Mass Suggestion: Area version of the suggestion spell, affecting 1d8 creatures or 1 creature at -4 saving throw. The same suggestion must be made to all on whom it is cast. R: 30 feet. D: 1 week.

Permanent Illusion: As Spectral Forces, but lasts until dispelled. R: 360 feet. D: Until dispelled.

Programmed Illusion: As Spectral Forces, but illusion performs pre-set instructions without the caster's concentration. For example, a dragon flies to the camp, circles it for 30 minutes, roars every other pass, then flies off while the Illusionist escapes. R: 720 feet. D: 120 minutes.

Shadow Monsters III: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.6. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 12, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 2 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level.

True Sight: Spell increases target's sight. A polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his alignment, class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. R: touch. D: (level - 10) + 1d6 10 minute turns.

Veil: Like Change Self, except can change the appearance of other people as well and the new appearance can be anything. Affected creatures resume their normal appearances if slain. R: 30 feet. D: 10 x (1d6 + 10 + level) minutes.

7th Level

Alter Reality: Works like the Magic-User spell Limited Wish, but the caster must first cast an illusion of what is being wished for, then cast the Alter Reality spell on the illusion to turn it into reality. R: variable. D: variable.

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet per 10-minute turn. With special study, this spell can also be used to travel to other planes.

Maze: This spell puts its victim in an extra-dimensional maze.

After the determined time has elapsed the creature will reappear at the spot where it disappeared. Creatures with intelligence of 12 or better will require 1d4 10 minute turns to escape, those with intelligence under 6 will require from 1d4+8 10 minute turns to escape, others require 1d4+4 10 minute turns to escape. R: 60 feet.

Prismatic Spray: Creates a stream of rainbow colored energy, 90 feet long, 10 feet wide. Roll 1d8 for each being/object hit by it. On a roll of 1 to 7, the effects are as if the being/object passed through the corresponding layer in a prismatic wall. A roll of 8 means the being/object has been hit by two colors, roll again twice, ignoring 8s. R: 90 feet. D: instant but effects permanent.

Prismatic Wall: As the Magic-User spell Prismatic Sphere, but in the form of a wall. R: 60 feet. D: 1 hour.

Vision: If an Illusionist wishes guidance from those above, he formulates his question, then casts this spell. Random reaction dice are rolled, and +2 are added to the result. On a negative reaction, the Illusionist is questioned to do some task; on a neutral reaction, the caster gets useful information, but not what he asked for; on a positive reaction, the caster's question is answered in great detail. R: caster. D: 1 question.

Divine (Cleric) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Bless Water (Reversible): Turns 1 flask (1 pint)/caster level of water into holy water. R: touch. D: instant but effects permanent.

Cure Light Wounds (Reversible): Cure 1d2+1 body points (1d6+1 hit points on beings without BP). R: touch. D: instant but effects permanent.

Detect Evil (Reversible): Reveals evil thoughts/intent or evil items. R: 120 feet. D: 1 hour.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Detect Poison: Detects whether a creature, object, or area (5 foot cube) has been poisoned or is poisonous. R: 30 feet. D: Instant.

Divine Guidance: +1 on one attack roll, saving throw, or skill check. Use of bonus must be announced before roll. R: touch. D: one minute/caster level.

Holy Weapon: Weapon gains +1 hit/damage bonus and is able to hit all creatures that can only be hit by magic weapons. R: touch. D: 1 minute/caster level.

Light (Reversible): object lights circle with 20 ft. radius, full daylight. R: 60 feet. D: 2 hours.

Protection from Evil (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 2 hours.

Purify Food & Water (Reversible): Purifies food and water for up to 12 people. R: 10 feet. D: instant but effects permanent.

Remove Fear: Cancels fear effects or gives +4 on saves against fear for one subject + one per four levels. R: 30 feet. D: 10 minutes.

2nd Level

Augury: Tells, for the immediate future, whether an action will be good or bad. R: caster. D: 1 minute trance.

Bless: Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast during combat. R: 10 feet. D: 1 hour.

Delay Poison: Stops poison from harming subject for 1 hour/caster level. R: 30 feet.

Find Traps: Notice traps within 30 feet. R: caster. D: 20 minutes.

Gentle Repose: Preserve the remains of a dead creature. Days spent under this spell don't count against the time limit for spells like Raise Dead. Also works on severed body parts and the like. R: touch. D: 1 day/caster level.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 180 feet. D: 90 minutes.

Silence, 15' Radius:* Magical silence for 15 feet around target, moving with target. No sound within area can be heard from outside it. R: 180 feet. D: 2 hours.

Snake Charm: 1d6 snakes/caster level charmed and will obey caster's commands. R: 60 feet. D: 20 + (1d4 x 10) minutes.

Speak with Animals: Can understand and speak with animals. R: 30 feet. D: 1 hour.

Undetectable Alignment: Conceals alignment of target from detection. R: 30 feet. D: 1 day.

3rd Level

Continual Light (Reversible): Object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.

Cure Blindness/Deafness (Reversible): Cures normal or magical blindness or deafness. R: touch. D: instant but effects permanent.

Cure Disease (Reversible): Cures person of any diseases, including magical diseases. R: touch. D: instant but effects permanent.

Helping Hand: Creates the ghostly image of a hand, which is sent to find a specific creature within 5 miles. Hand then leads the creature to you if the creature is willing to follow. Moves up to 240 feet per minute. R: 5 miles. D: 1 hour/caster level.

Locate Object: Senses direction toward an object (specific or type) R: 90 feet. D: level minutes.

Prayer: Gives saving throw penalty of 1 per ten caster levels to enemies in 20x20 foot area. R: 30 feet. D: next melee round.

Remove Curse (Reversible): Frees subject from a single curse. R: 10 feet. D: instant but effects permanent.

Speak with Dead: Ask three questions of a corpse. The age of corpse is determinative: Cleric under level 8: 1d4 days, level 9-14: 1d4 months, level 15+: any age. R: 10 feet. D: 10 minutes.

Water Walk: Targets (one creature/caster level) can walk on water or any liquid as if solid, hovering an inch above it. R: touch. D: 10 minutes/caster level.

4th Level

Create Water: Creates water, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

Cure Serious Wounds (Reversible): Cures 3d2+3 body points (3d6+3 hit points on beings without BP). R: touch. D: instant but effects permanent.

Neutralize Poison: Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: 10 feet.

Protection from Evil, 10' radius (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around caster. R: caster. D: 2 hours.

Speak with Plants: Can understand and speak with plants. R: 30 feet. D: 1 hour.

Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour.

5th Level

Commune: Cleric's deity truthfully answers three yes-or-no questions. R: caster. D: 10 minutes.

Create Food: Creates food, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

Dispel Evil (Reversible): Works like Dispel Magic, but affects any evil sending or evil spell. R: 30 feet. D: instant but effects permanent.

Insect Plague: Insect swarms (20 x 20x 20 feet) attack target creatures. Creatures under 2 HD flee in terror. This spell can only be cast outdoors. R: 480 feet. D: 1 day.

Quest: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.

Raise Dead (Reversible): Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. R: line of sight. D: instant but effects permanent.

6th Level

Animate Object: "Brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the caster's commands, attacking his foes or performing other actions on his behalf. GM determines the combat attributes of the objects, such as armor class, speed, hit dice, and hit bonuses as needed as no the object animated. A stone statue would be considerably more sturdy and dangerous than wooden furniture, for example. R: 60 feet. D: 1 hour.

Blade Barrier: Creates a barrier of whirling blades up to 30 feet in diameter which do from 7d10 points of damage upon anyone

or anything which attempts to pass through it. R: 60 feet. D: 120 minutes.

Conjure Animals: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the Cleric. R: 30 feet. D: 100 minutes.

Find the Path: This spell shows the caster the fastest and safest way out of a trap maze, wilderness, underworld, etc. It will, for example, allow the caster to free himself from a Maze spell in a single turn after casting the spell. D: Indoors: 1 hour + 10 minutes/caster level; Outdoors: 1 day.

Speak with Monsters: Allows the target to speak with and understand any monster. R: 10 feet. D: 3d4 questions.

Word of Recall: The cleric teleports without error back to his previous prepared sanctuary. R: infinite. D: instant.

7th Level

Aerial Servant: Summons a servant from the elemental plane of air to fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC 3 [16], Atk Bonus +17, Atk 1 (4d4), Move 240 ft. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him. D: until task completed or insanity.

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 2% chance per spell level that the spell will fail. Additionally, there is a 1% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet per 10-minute turn. With special study, this spell can also be used to travel to other planes.

Control Weather: Caster can adjust weather. D: GM decision.

Earthquake: Causes a powerful earthquake in an area 60 feet x 60 feet plus an additional 10 feet (in both length and width) per three levels above 17th. The quake topples walls, causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and being killed. No effect beyond the spell's area of effect. R: GM discretion. D: instant but effects permanent.

Holy Word: Speaking of a holy word affects all those within the range as follows: creatures of less than 5 hit dice are slain, creatures of 5 to 8 hit dice are stunned for 2d10 turns, and creatures with 9-12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected. R: 40 feet.

Part Water: Creates a gap through water, to a depth of 20 feet lasting for 2 hours. At 18th and every level thereafter, the cleric adds 10 feet to the depth of water parted, and 1 additional hour to the spell's duration. R: 240 feet. D: see above.

Restoration (Reversible): Restores one level lost to an energy drain attack or restores one limb destroyed or maimed. The reverse drains one energy level. R: touch. D: instant but effects permanent.

Resurrection (Reversible): Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. The subject is fully healed and restored with no side-effects, no rest required. The reverse causes death, no saving throw allowed. R: touch. D: instant but effects permanent.

Symbol: Creates a magical trap in the shape of a holy rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible but none may cause permanent harm to the target.

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with

lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are affected as by a Power Word, Stun.

Wind Walk: Allows the caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles, traveling at 48 ft. per minute indoors (or in subterranean settings) and much faster outdoors. R: touch. D: 1 day or until dispelled.

Divine (Druid) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Calm Animals: Soothes and quiets (2d4 + level) HD of normal animals, rendering them docile and harmless. R: 30 feet. D: 1 minute/caster level.

Charm Animal: Like charm person, except that it affects one normal animal. R: 60 feet. D: until dispelled.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Detect Snakes/Pits: This spell allows the caster to discover snares, pits, and other outdoor traps. R: 10 feet/caster level. D: caster level + 1 hours.

Endure Elements: Target (and equipment) can exist comfortably in hot or cold environments (between -50 and 140 degrees F). R: touch. D: 24 hours.

Faerie Fire: Lines the target in a luminescent glow. R: 60 feet. D: 1 hour.

Locate Animals: Senses direction toward an animal (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.

Magic Fang: One natural weapon of target creature gets +1 on attack and damage rolls (and counts as a magic weapon). R: touch. D: 1 minute/caster level.

Predict Weather: Forecast the weather in the caster's location with 95% accuracy. D: instant.

Purify Water: Purifies water for up to 12 people. R: 10 feet. D: instant but effects permanent.

2nd Level

Animal Messenger: Compels a small animal to go to a spot you designate, carrying a scroll or other small item, and allow others to take that item. R: touch. D: 1 day/caster level.

Create Water: Creates water, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

Cure Light Wounds: Cure 1d2+1 body points (1d6+1 hit points on beings without BP). R: touch. D: instant but effects permanent.

Detect Poison: Detects whether a creature, object, or area (5 foot cube) has been poisoned or is poisonous. R: 30 feet. D: Instant.

Heat Metal: Spell makes 1 metal item (weighing up to 0.5 pounds per level of the caster) extremely warm. Creatures take damage if holding or wearing equipment that is targeted by this spell. Take 1d2 damage on the first round and 1d2+1 additional damage on the second round. 50% chance per round that a target object being held in the hand is dropped. R: 30 feet. D: 2 combat rounds.

Locate Plants: Senses direction toward a plant (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.

Obscurement: A misty vapor arises near the druid. It is stationary once created. The vapor obscures all sight beyond 5 feet. The cloud covers 100 cubic feet per druid level. R: 20 feet. D: 10 minutes/caster level.

Produce Flame: Produces a small flame in the palm of Druid's hand which illuminates as a small lantern. The flame may be hurled and causes inflammables to combust. R: caster. D: 20 minutes/caster level.

Speak with Animals: Can understand and speak with animals. R: caster. D: 1 hour.

Warp Wood: Causes straight wooden shafts to bend. The spell effects an amount of wood equal to 1 spear shaft (or 6 arrows) per 2 druid levels. R: 30 feet. D: instant but effects permanent.

Wood Shape: Forms one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. R: touch. D: instant but effects permanent.

3rd Level

Call Lightning: Call down one lightning bolt (8d6 + level damage) per turn. The caster may target anyone within the spell's range. This spell is only usable outdoors within 360' of stormy weather. R: 360 ft. D: 1 turn/caster level.

Cure Disease: Cures person of any diseases, including magical diseases. R: touch D: instant but effects permanent.

Dominate Animal: Enchant an animal and direct it with simple mental commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature considerably larger than the dominated animal) are simply ignored. R: 30 feet. D: 1 minute/caster level.

Hold Animal: Paralyzes 1-4 animals. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Neutralize Poison: Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: touch.

Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 240 feet.

Protection/Fire: Cast upon a non-druid, this spell renders the target invulnerable to normal fire. Cast upon a druid, this spell also protects from magical fire, but such magical flames will immediately cancel the spell on the next turn. R: touch. D: 30 + 10/caster level minutes.

Pyrotechnics: Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.

Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Animal Summoning I: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 1 hour.

Control Temperature, 10' radius: Allows the druid to vary the temperature in a given area (10' radius) by +/- 50 degrees. Mistletoe is required to cast this spell. R: 60 feet. D: 30 + 10/caster level minutes.

Cure Serious Wounds: Cures 3d2+3 body points (3d6+3 hit points on beings without BP). R: touch. D: instant but effects permanent.

Dispel Magic: Cancels magic effects and spells. (Magic Attack vs. Spell's DC for success). R: 120 feet. D: instant but effects permanent for spells or 10 minutes for items.

Hallucinatory Forest: This spell creates an illusory forest covering an area of 30' x 30' per level. Creatures within this area will absolutely believe they are in a forest, acting and reacting appropriately to their surroundings. Other druids, magical woodland creatures, and treants are never fooled by this spell. R: 60 feet to forest edge. D: until dispelled.

Insect Plague: Insect swarms (20 x 20x 20 feet) attack creatures. Creatures under 2 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.

Plant Door: Allows the druid to pass through thick/dense vegetation. This 3' X 6' "door" is usable only by the caster, but another druid or a dryad may follow. This spell may also be used to pass through solid tree trunks. The druid may decide to stay within the trunk for up to the duration of the spell to hide from others. R: caster. D: 30 + 10/caster level minutes.

Produce Fire: Creates normal fire covering an area of 10' X 10'. This spell may be reversed to extinguish fires covering the same area. R: 30 feet. D: 10 minutes.

Protection from Lightning: This spell negates the effects of electrical attacks upon the target. The spell ceases after such an attack. R: touch D: 1 hour + 10/caster level minutes.

Speak with Plants: Can understand and speak with plants. R: 30 feet. D: 1 hour.

5th Level

Animal Growth: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.

Animal Summoning II: Conjures 2 large animal (elephant, hippo, rhino, etc.), 6 medium sized animals (lions, tigers, bears, etc.) or 12 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 1 hour.

Anti-Plant Shell: Similar to the magic-user spell Anti-Magic Shell but instead of protecting from spells, it protects against attacks from plants and living vegetables. R: caster. D: 2 hours.

Charm Plants: Charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. R: 120 feet. D: until dispelled.

Commune with Nature: Same as the cleric spell Commune but must be performed outdoors and the answers received will only pertain to Nature. R: caster. D: 3 questions.

Control Winds: A druid may employ this spell to increase the force of, or calm, winds within 120' of the druid. The center-point of the spell's effect is the druid and follows the druid's movements. Such affected winds may influence flying creatures and sailing ships (forcing them out of the air or halting their maritime travel). A Control Winds spell cast upon an existing Control Winds spell will negate it. The spell's range is increased to 320 at 11th level, 400 at 12th level, and 480 at 12th druid level. R: 120 feet. D: 1 hour + 10/caster level minutes.

Hold Plant: Similar to the magic-user spell Hold Monster but affects living, magical or animated plants. This spell affects both treants and fungoid life forms. R: 30 feet + 10 feet/caster level. D: 1 hour + 10/caster level minutes.

Pass Plant: Allows the druid to enter one tree and emerge from another of the same species. The base distance travelled this way is 480 yards + modifier based on the tree type (Oak +120 yards. Ash, yew, linden, and elm -120 yards. Other deciduous trees -180 yards. Coniferous trees -240 yards). The tree's girth must be large enough to engulf the druid. Travel must be from one living tree to another. If no such tree exists within the range of the spell, then the spell fails and the druid re-emerges from the starting tree. R: see above. D: 10 minutes.

Rock-Mud: Transforms rock to mud or vice-versa, up a 300x300 foot area. R: 120 feet. D: 3d6 days.

Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/caster level. Wall lasts as long as caster concentrates on it. R: 60 feet.

6th Level

Animal Summoning III: Conjures 4 large animal (elephant, hippo, rhino, etc.), 12 medium sized animals (lions, tigers, bears, etc.) or 24 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 60 minutes.

Anti-Animal Shell: Same as the Anti-Plant Shell spell, but focuses on natural or giant animals. While affected by this spell, those inside the shell are protected from all animal attacks (excluding fantastic or magical creatures), but are unable to attack, be it by normal or magical means. R: 20 foot hemisphere. D: 30 + 10/caster level minutes.

Conjure Fire Elemental: Similar to the magic-user's Conjure Elemental spell but is limited to summoning a 16 HD fire elemental. On a roll of 1-2 on d20 the caster may choose to summon 1d3 salamanders instead, and on a roll of 1 on d20, the druid may choose to summon a 20 HD fire elemental. The elemental will not turn upon the druid but will regard him as a friend of sorts. R: 30 feet. D: 1 hour.

Feeblemind: Subject's MIND drops to 1. R: 240 feet. D: until dispelled.

Finger of Death: Target must save or die. Will only work if druid's life in dire peril. R: 120 feet. D: instant but effects permanent.

Transport via Plant: Allows the druid to pass from one plant to any other plant of similar species anywhere, as long as the druid has seen the plant at one time. Should the emergence fail, the druid will instead emerge from another plant which may be miles away. A druid may choose to remain inside a plant instead of transporting from it, and may remain so for up to 24 hours.

While within a plant in this manner, the druid is completely aware of his surroundings. D: instant or up to 24 hours.

Turn Wood: Creates a wall of force which moves away from the druid. Any wooden objects in the wall's path (weapon hafts, spear shafts, arrows, etc.) are pushed back, dragging back any creature holding such items. The length of the wall runs 60' to either side of the druid, and moves at a rate of 40' per turn. R: 20 x level feet. D: 10 + 10/caster level minutes.

Weather Summoning: The druid may call for any weather desired, limited by the current season and climate. Extreme weather conditions may only be summoned by an 11th level druid. The altered weather is not under the control of the druid. It takes 3 + 5d4 - druid level 10 minute turns for the altered weather to arrive, but will be noticeable after 30 minutes. The duration of this spell varies according to the climactic changes brought about by the druid. A tornado may last a few turns, while torrential rains might last a few hours or day (GM's choice). R: 5 mile radius. D: variable.

7th Level

Animate Rock: Similar to a cleric's Animate Object spell, but only affects stone. Up to approximately 2 x level cubic feet of stone can be animated. The rock will move at 2-4" per turn, the faster speeds for rock-masses which are basically of an ambulatory shape such as statues. R: 60 feet. D: 1 hour.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Conjure Earth Elemental: Similar to the magic-user's Conjure Elemental spell but is limited to summoning a 16 HD earth elemental. The elemental will not turn upon the druid but will regard him as a friend of sorts. R: 30 feet. D: 1 hour.

Control Weather: Caster can adjust weather. D: GM decision.

Creeping Doom: Summons a horde of 1D10 times 1000 small and deadly insects and arachnids. They appear within 1 to 3 minutes. They then move forward to attack whatever they are commanded to, provided it is within 60 feet at the time of the command. They will pursue until the prey is beyond a 240 feet range (or until it or they are otherwise destroyed). Can be used indoors or outdoors. R: 60 feet. D: see above.

Fire Storm: Creates a fire of intensity equal to a "wall of fire" in a large area. This magical conflagration lasts only 10 minutes, but all combustible material within the area affected will continue to burn thereafter. The spell can be reversed to extinguish normal fires in an area twice that of the maximum possible area of the druid's fire storm. There is a 5% chance per caster level of the reversed version extinguishing magical fires of up to the normal area. Area: 30 x 30 foot square area per caster level (must be contiguous). R: 60 feet.

Metal-Wood: Cast upon any metal (up to 5 pounds per level of the caster) it will permanently change it into some type of wood (caster's choice). R: 60 feet. D: instant but effects permanent.

Reincarnate: Restores dead person to life in a random (usually animal or nature-oriented humanoid) form. R: touch. D: instant.

Microlite74 Extended Monsters

AC=Armor; HD=Hit Dice; AT=Attacks; MR: Morale; ST: Saving Throw; S=Special Abilities

Undead Immunities=Immune to sleep, charm, fear, paralysis

ANGEL: AC: 25 HD: 20d8 AT: 2 weapon + 15 (2d8) , ST: 3 MR: 12 S: Natural Defense: 4, Immune to spells less than 5th level, Cast as level 12 cleric, teleport at will, special powers as granted by patron deity

ANT, GIANT: AC: 16 HD: 3d8 AT: bite +3 (1d6) ST: 16 MR: 12 S: acid (2d6).

ANHKHEG: AC: 16 HD: 5d8 AT: bite +5 (1d10) ST: 14 MR: 8 S: Squirt acid (3d6).

BADGER, GIANT: AC: 15 HD: 3d8 AT: 2 claws +3 (1d6), bite+3 (1d6) ST: 16 MR: 8

BANSHEE: AC: 20 HD: 7d8 AT: claw +7 (1d8) ST: 12 MR: 12 S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments.

BASILISK: AC: 15 HD: 6d8 AT: bite +6 (1d10) ST: 13 MR: 9 S: petrifies onlookers (FORT save).

BAT, GREATER: AC: 12 HD: 4d8 AT: bite +4 (1d10) ST: 15 MR: 8 S: Human-sized.

BAT, MONSTER: AC: 13 HD: 8d8 AT: bite +8 (2d8), claws +8

(1d6) ST: 11 MR: 8 S: Twice the size of a human.

BEETLE, GIANT FIRE: AC: 15 HD: 1d8 AT: bite +1 (2d6) ST: 18 MR: 7 S: Light glands glow for 1d6 days after death.

BLACK PUDDING: AC: 13 HD: 10d8 AT: slam +10 (3d8) ST: 9 MR: 12 S: immune to everything but fire, divides when hit, corrodes metal.

BLINK DOG: AC: 15 HD: 4d8 AT: bite +6 (1d6) ST: 15 MR: 6 S: teleports, hate coeurls.

BOAR, WILD: AC: 12 HD: 3d8 AT: gore +3 (3d4) ST: 16 MR: 9 S: attacks for 2 rounds after death.

BRAIN EATER: AC: 14 HD: 8d8 AT: mouth tentacles +8 (1d6, special) or weapon +8 ST: 11 MR: 7 S: on hit by tentacles 1d4 turns later tentacles reach brain, killing victim; Psi Blast (8d6 cone of mental force, save to confused), 90% magic resistant.

BROWN HULK: AC: 17 HD: 8d8 AT: 2 claws (2d6) or bite +8 (2d4) ST: 11 MR: 9 S: burrows through rock, eyes cause confusion.

BUGBEAR: AC: 14 HD: 3d8 AT: bite +3 (2d4) or weapon +3 ST: 16 MR: 9 S: surprise foes on a 1-3.

CATOBLEPAS: AC: 12 HD: 6d8 AT: tail +6 (1d3 + stun) ST: 13 MR: 8 S: gaze (FORT save).

CARCASS CREEPER: AC: 16 HD: 3d8 AT: 8 tentacles +3 (paralysis) ST: 16 MR: 8 S: walk on walls and ceilings.

CENTAUR: AC: 15 HD: 4d8 AT: 2 kick +4 (1d6) or weapon +4 ST: 15 MR: 8

CENTPEDE, GIANT: AC: 14 HD: 4d8 AT: bite +4 (1d6) ST: 15 MR: 7 S: poison (1d6 DEX).

CHIMERA: AC: 15 HD: 9d8 AT: 2 claws +9 (1d3), goat gore +9 (1d4), lion bite +9 (2d4), dragon bite +9 (3d4) ST: 10 MR: 9 S: breathes fire (3d6), flies.

COCKATRICE: AC: 13 HD: 5d8 AT: bite +5 (1d3) ST: 14 MR: 7 S: petrifying bite.

COEURL: AC: 15 HD: 6d8 AT: tentacles +6 (2d6) ST: 13 MR: 9 S: appear 3 feet from actual position (+2 to defense and saves), hate blink dogs.

DEMON, BAAL-ROG: AC: 17 HD: 9d8 AT: sword or flaming whip+9 (2d6) ST: 8 MR: 9 S: flies, flaming (3d8 damage to all in contact), darkness, 10 ft. r., natural defense: 4, 75% magic resistance, immune to non-magic weapons. Spell-like powers: cause fear, detect magic and invisible, read magic and languages, pyrotechnics, dispel magic, suggestion, telekinesis, symbols (fear, discord, and sleep), and gate demons 70%.

DEMON, LEMURE: AC: 17 HD: 3d8 AT: claws (1d6) ST: 14 MR: 7 S: regenerate 1 HP/minute.

DEMON, SUCCUBUS: AC: 10 HD: 6d8 AT: 2 claws (1d6) or kiss (drain 1 energy level) ST: 11 MR: 9 S: immune to non-magic weapons, natural defense: 2, 70% magic resistance, darkness 5 ft. r. Spell-like powers: Ethereal, charm person, ESP, clairaudience, suggestion, shape change (humanoid forms only), gate demons 40%.

DJINN: AC: 15 HD: 7d8 AT: fist or weapon +7 ST: 12 MR: 12 S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.

DOPPELGANGER: AC: 14 HD: 4d8 AT: claw +4 (1d12) ST: 15 MR: 8 S: imitate humanoids, immune to sleep and charm. +5 on magic saves.

MAGIC, BLACK: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (3d6) ST: 10 MR: 9 S: flies, breathes line of acid (7d8).

DRAGON, BLUE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, breathes line of lightning (9d8).

DRAGON, BRASS: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (4d4) ST: 10 MR: 9 S: flies, breathes cloud of sleep or fear gas.

DRAGON, BRONZE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, breathes lightning (9d8) or repulsion.

DRAGON, COPPER: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (5d4) ST: 9 MR: 9 S: flies, breathes acid cloud (8d8) or slow.

DRAGON, GREEN: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (2d10) ST: 9 MR: 9 S: flies, breathes cloud of chlorine gas (8d6).

DRAGON, GOLD: AC: 19 HD: 11d8 AT: 2 claws +11 (1d6), bite

+11 (3d12) ST: 6 MR: 10 S: flies, breathes cloud of poisonous gas or cone of fire (11d8), uses magic as MU of level 1 to 8 (by age), assume human form.
 DRAGON, RED: AC: 17 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) ST: 7 MR: 9 S: flies, breathes cone of fire (10d8), uses magic as MU of level 1 to 6 (by age - 2).
 DRAGON, SILVER: AC: 18 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) ST: 7 MR: 9 S: flies: breathes cloud of poisonous gas or cone of cold (10d8), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, WHITE: AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (2d8) ST: 11 MR: 9 S: flies, breathes cone of cold (6d8).
 DRAGON TURTLE: AC: 21 HD: 20d8 AT: 2 claws +15 (1d8), bite +15 (10d6) ST: 3 MR: 10 S: natural defense: 3, swims well, slow on land, breathes steam cloud (20d8) only when in water.
 DRYAD: AC: 14 HD: 2d8 AT: weapon +2 ST: 17 MR: 6 S: charm.
 DWARF: AC: 15 HD: 1d6+1 AT: warhammer +1 (1d8) ST: 16 MR: 10 S: standard dwarf abilities.
 EFREET: AC: 16 HD: 10d8 AT: slam +10 (2d8) ST: 9 MR: 12 S: flies, wall of fire, creation of things, create illusions, invisibility, and immune to mundane weapons.

ELEMENTAL, AIR: AC: 19 HD: 12d8 AT: slam +12 (2d8) ST: 7 MR: 10 S: whirlwind, extra damage against foes in the air.
 ELEMENTAL, EARTH: AC: 19 HD: 12d8 AT: slam +12 (4d8) ST: 7 MR: 10 S: tear down stone, extra damage against foes standing on the ground (1d8).
 ELEMENTAL, FIRE: AC: 19 HD: 12d8 AT: slam +12 (3d8) ST: 7 MR: 10 S: ignite materials.
 ELEMENTAL, WATER: AC: 19 HD: 12d8 AT: slam +12 (3d10) ST: 7 MR: 10 S: overturn boats, extra damage against swimming foes (1d6).
 ELEPHANT: AC: 14 HD: 9d8 AT: 2 Tusks +9 (2d4) or Trample +9 (4d8) ST: 10 MR: 8 S: can make charge attack.

ELF: AC: 14 HD: 1d8 AT: sword or longbow (1d6) ST: 16 MR: 8 S: standard elf abilities.
 EYE GLOBE: AC: 17 (Eye Stalks: 15) HD: Body 40 HP, Eye Stalk 10 HP each AT: 1d4 eyes ST: 8 MR: 8 S: floats about; large body eye generates anti-magic ray; 12 smaller eyes do: 1-charm person ray, 2-charm monster ray, 3-death ray, 4-2d6 damage ray, 5-sleep ray, 6-telekenesis ray, 7-slow ray, 8-fear ray, 9-stoning ray, 10-disintegration ray, 11-turn/control undead ray, 12-mind reading ray.
 GARGOYLE: AC: 14 HD: 4d8 AT: 2 claws +4 (1d3) or bite +4 (1d6), horns +4 (1d4) ST: 15 MR: 11 S: fly.
 GELATINOUS CUBE: AC: 11 HD: 4d8 AT: slam +4 (2d4) ST: 15 MR: 12 S: touch paralyzes, immune to lightning and cold, surprise foes on a 1-4.
 GHAIST: AC: 13 HD: 3d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) ST: 16 MR: 9 S: undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours. Regenerate 1 HP/minute until slain.

GHOUL: AC: 13 HD: 2d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) ST: 17 MR: 9 S: undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours.
 GIANT, CLOUD: AC: 17 HD: 13d8 AT: weapon +13 (6d6) or hurl rocks +13 (3d6) ST: 6 MR: 10 S: only surprised on a 1.
 GIANT, FIRE: AC: 16 HD: 12d8 AT: weapon +12 (5d6) or hurl rocks +12 (3d6) ST: 7 MR: 9 S: immune to fire.
 GIANT, FROST: AC: 15 HD: 11d8 AT: weapon +11 (4d6) or hurl rocks/ice +11 (3d6) ST: 8 MR: 9 S: immune to cold.
 GIANT, HILL: AC: 15 HD: 8d8 AT: weapon +8 (2d6) or hurl rocks +8 (3d6) ST: 19 MR: 11

GIANT, STONE: AC: 20 HD: 9d8 AT: stone club +9 (3d6) or hurl rocks +9 (3d6) ST: 10 MR: 9
 GIANT, STORM: AC: 18 HD: 16d8 AT: weapon +16 (8d6) or hurl rocks +16 (3d6) ST: 3 MR: 10 S: control weather.
 GNOLL: AC: 14 HD: 2d8 AT: weapon +2 ST: 17 MR: 8
 GNOME: AC: 14 HD: 1d8 AT: weapon +1 ST: 16 MR: 8
 GOBLIN: AC: 12 HD: 1d6-1 AT: weapon +1 ST: 18 MR: 7 S: -1 to hit in sunlight.

GOLEM, FLESH: AC: 10 HD: 12d8 AT: 2 fists +12 (2d8) ST: 7

MR: 11 S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most magic.
 GOLEM, IRON: AC: 16 HD: 13d8 AT: fists or weapon +13 (4d10) ST: 6 MR: 11 S: Poison gas, immune to all weapons +2 or less, natural defense: 2, slowed by lightning, healed by fire, immune to most magic.
 GOLEM, STONE: AC: 14 HD: 16d8 AT: fist +15 (4d8) ST: 3 MR: 11 S: Unaffected by +2 or lesser weapons, natural defense: 2, slowed by fire, damaged by rock to mud (healed by rock to Mud reversed), immune to most magic.
 GORGON: AC: 17 HD: 8d8 AT: gore +8 (2d6) ST: 11 MR: 8 S: breathes petrifying gas.
 GREEN SLIME: AC: n/a HD: n/a AT: organics and metal turn to green slime if touched ST: 18 MR: n/a S: killed by cold or fire. Cure Disease stops transformation to green slime.

GREMLIN: AC: 12 HD: 1d8 AT: weapon +1 ST: 10 MR: 12 S: chaos aura causes physical actions with 10 feet to fail 50% of the time in a chaotic manner.
 GREY OOZE: AC: 12 HD: 3d8 AT: strike +3 (1d6) ST: 16 MR: 12 S: acid (destroys armor in one round, deals automatic damage after the first hit), immune to blunt/crushing attacks, spells, fire and cold.
 GRIFFON: AC: 16 HD: 7d8 AT: 2 claws +7 (1d4), bite +7 (2d8) ST: 12 MR: 8 S: flies.
 HALFLING: AC: 12 HD: 1d6 AT: weapon+1 (1d6) ST: 16 MR: 8 S: nearly invisible in outdoor cover.
 HARPY: AC: 12 HD: 3d8 AT: 2 talons +3 (1d4) or weapon +3 ST: 16 MR: 7 S: flies, siren-song (Charm person).

HELL HOUND: AC: 15 HD: 5d8 AT: bite +5 (1d6) ST: 14 MR: 9 S: breathe fire (10 HP damage)
 HIPPOGRIFF: AC: 14 HD: 3d8 AT: 2 claws +3 (1d6), bite +3 (1d10) ST: 16 MR: 8 S: flies.
 HOBGOBLIN: AC: 14 HD: 1d8+1 AT: weapon +1 ST: 18 MR: 8
 HORSE, RIDING: AC: 12 HD: 2d8 AT: bite +2 or kick +2 (1d4) ST: 17 MR: 7
 HORSE, WAR: AC: 12 HD: 3d8 AT: bite +3 (1d6) or kick +3 (2d6) ST: 16 MR: 9

HUMAN, BANDIT/SOLDIER: AC: 12 HD: 1d8 AT: weapon +1 ST: 16 MR: 8
 HUMAN, BERSERKER: AC: 12 HD: 1d6+2 AT: weapon +1 ST: 16 MR: 12 S: berserk frenzy (+2 to hit)
 HUMAN, COMMON MAN: AC: 10 HD: 1d8-2 AT: weapon +0 ST: 16 MR: 6
 HUMAN, SERGEANT-AT-ARMS: AC: 14 HD: 3d8 AT: weapon +3 ST: 15 MR: 8
 HYDRA: AC: 14 HD: 5-12d6 AT: 5-12 bites +HD (1d6) ST: 14-MR: 11 S: 1 HD per head, 20% chance of fire-breathing or regenerating.

INVISIBLE STALKER: AC: 16 HD: 8d8 AT: 1 bash +8 (4d4) ST: 8 MR: 12 S: flies, invisible.
 KOBOLD: AC: 13 HD: 1d4 AT: weapon +0 (1d6) ST: 18 MR: 9
 LEPRECHAUN: AC: 11 HD: 1d4 AT: theft, magic ST: 16 MR: 7 S: invisible, polymorph non-living objects, illusions and ventriloquism at will; steal small valuable item (75% successful, 25% chance if dropping per turn chased), 80% magic resistant, never surprised.
 LICH: AC: 20 HD: 12-18d6 AT: touch +HD (1d10) or weapon +HD ST: 7-MR: 10 S: undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD, Magic-User or cleric level equals hit dice.
 LIZARDMAN: AC: 14 HD: 2d8 AT: claws +2 (1d6) or weapon +2 ST: 17 MR: 11 S: breathe underwater.

LURKER RAY: AC: 13 HD: 10d8 AT: wing smother +10 (1d8) ST: 9 MR: 9 S: those hit take 1d8 damage/turn and smother in 1d6 turns.
 LYCANTHROPE, WEREBEAR: AC: 17 HD: 7d8 AT: 2 claws +7 (2d4), bite +7 (1d8) ST: 12 MR: 10 S: lycanthropy, extra 2d6 damage if both claws hit.
 LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d8 AT: tusks +6 (2d6) ST: 15 MR: 9 S: lycanthropy, attack +6 instead of +4 because of rage.
 LYCANTHROPE, WERERAT: AC: 13 HD: 3d8 AT: bite (1d4) or weapon +3 ST: 16 MR: 8 S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WERETIGER: AC: 16 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d6) ST: 14 MR: 10 S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d8 AT: 2 claws +4 (1d4) bite +4 (2d4) ST: 15 MR: 8 S: lycanthropy.

MANTICORE: AC: 15 HD: 6d8 AT: claws +6 (1d4) or bite +6 (2d4) ST: 13 MR: 9 S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total.

MEDUSA: AC: 14 HD: 6d8 AT: weapon +6 ST: 13 MR: 8 S: onlookers turn to stone (FORT save), hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks.

MERMAN: AC: 13 HD: 1d8 AT: weapon +1 ST: 16 MR: 8 S: breathe water, swim.

MINOTAUR: AC: 13 HD: 6d8 AT: weapon +6 or bite +6 (1d6) or Head gore +6 (1d6) ST: 13 MR: 12 S: never lost in mazes.

MULE: AC: 12 HD: 2d8 AT: Kick +2 (1d4) ST: 17 MR: 8

MUMMY: AC: 16 HD: 6d8 AT: touch +6 (2d6) ST: 13 MR: 12 S: mummy rot curse if hit (no more healing), undead immunities, hit only by magic weapons (for half damage), spells, and fire.

NAGA, GUARDIAN: AC: 14 HD: 12d8 AT: bite +12 (1d4 + poison), spit +12 (30 range, poison), constrict +12 (1d8/rd until freed) ST: 7 MR: 9 S: spells as 6th level Cleric.

NAGA, SPIRIT: AC: 14 HD: 10d8 AT: bite +10 (1d4 + poison) ST: 9 MR: 8 S: spells as 6th level Cleric and 7th level Magic-User, gaze (permanent charm).

NAGA, WATER: AC: 14 HD: 8d8 AT: bite +10 (1d3 + poison) ST: 11 MR: 7 S: spells as 5th level Magic-User (no fire or lightning).

NIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d6) ST: 16 MR: 6 S: swims, charm.

OCHRE JELLY: AC: 11 HD: 6d8 AT: acid strike +6 (2d6) ST: 13 MR: 6 S: a hit destroys organic material, lightning divides jelly into three jellies, each doing +2 (1d6) damage.

OGRE: AC: 14 HD: 4d8 AT: weapon +4 (2d6) ST: 15 MR: 10

OGRE MAGE: AC: 15 HD: 5d8 AT: weapon +5 (2d6) ST: 13 MR: 9 S: flies, magic use (turn invisible, darkness 10' radius, sleep, charm person, cone of frost).

ORC: AC: 13 HD: 1d8 AT: weapon +1 ST: 16 MR: 8

OWLBEAR: AC: 14 HD: 5d8 AT: 2 claws or bite +5 (1d8) ST: 14 MR: 9 S: hug for additional 2d6 if both claws hit.

PEGASUS: AC: 13 HD: 4d8 AT: 2 hooves +4 (1d6) ST: 16 MR: 8 S: flies.

PHOENIX: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (2d6) ST: 10 MR: 10 S: +3 or better weapon to hit, immune to charm/hold/fire attacks, 3d6 fire damage to all within 10 feet.

PIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d4) ST: 14 MR: 7 S: flies, charm, naturally invisible.

PURPLE WORM: AC: 13 HD: 15d8 AT: bite +15 (2d8) or sting +15 (1d8) ST: 4 MR: 10 S: poison sting (1d6 STR), swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every round.

RAT, GIANT: AC: 12 HD: 1d8 AT: bite +1 (1d3) ST: 18 MR: 8 S: 1 in 20 chance of disease from bite.

RAT, MONSTROUS: AC: 13 HD: 3d8 AT: bite or claws +3 (1d6) ST: 16 MR: 7 S: 1 in 20 chance of disease from bite.

ROC: AC: 15 HD: 12d8 AT: 2 claws +12 (1d8) or bite +12 (2d10) ST: 7 MR: 9 S: flies

RAKSHASA: AC: 23 HD: 7d8 AT: claws, bite +7 (1d8) or weapon +7 ST: 12 MR: 8 S: spells as 1d3 level Magic-User and 1st level cleric, immune to non-magic weapons, below +3 weapons do 50% damage, blessed crossbow bolt kill instantly.

RUST MONSTER: AC: 17 HD: 5d8 AT: touch +5 (special) ST: 14 MR: 7 S: touch of (or touching) the rust monster causes metal items to turn to rust.

SALAMANDER: AC: 15 HD: 7d8 AT: bite +8 (1d6) or constrict +8 (1d8) ST: 12 MR: 10 S: heat does 1d8 to nearby creatures, immune to fire.

SCORPION, GIANT: AC: 17 HD: 4d8 AT: 2 claws +4 (1d10), sting +4 (1d4, poison) ST: 15 MR: 11 S: poison causes paralysis and loss of 1 BP per minute.

SCORPIONMAN: AC: 17 HD: 8d8 AT: weapon +8 (1d10), sting

+4 (1d4, poison) ST: 11 MR: 9 S: poison causes paralysis and loss of 1 BP per minute.

SEA SERPENT: AC: 17 HD: 30d6 AT: bite +15 (4d6) ST: 3 MR: 9 S: natural defense: 2, swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn.

SHADOW: AC: 12 HD: 3d8 AT: touch +3 (1d4, special) ST: 16 MR: 12 S: drains 1 STR per hit, hit only by magical weapons, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow. Not undead.

SHARK: AC: 15 HD: 4d8 AT: bite +4 (2d6) ST: 15 MR: 7

SHARK, GIANT: AC: 16 HD: 10d8 AT: bite +10 (3d10) ST: 19 MR: 7

SHRIEKER: AC: 11 HD: 3d8 AT: none ST: 16 MR: 12 S: large toadstool, if disturbed (light 60 feet/movement 30 feet) emits loud shriek for 1d3 minutes which stuns small (rat-sized) creatures.

SKELETON: AC: 12 HD: 1d8 AT: weapon +1 ST: 18 MR: 12 S: undead immunities.

SLUG, GIANT: AC: 11 HD: 12d8 AT: bite +12 (2d6) ST: 7 MR: 10 S: spits acid (2d6).

SNAKE, CONSTRICTOR: AC: 14 HD: 2d8, AT: constriction (1d3) ST: 17 MR: 7 S: On successful attack, automatic 1d3 damage thereafter until dead.

SNAKE, GIANT CONSTRICTOR: AC: 14 HD: 6d8 AT: constriction +4 (1d6) ST: 13 MR: 7 S: On successful attack, automatic 1d6 damage thereafter until dead.

SNAKE, GIANT VIPER: AC: 14 HD: 4d8 AT: bite +4 (1d3 + poison) ST: 15 MR: 7 S: Poison bite does 2 BP per minute.

SNAKE, VIPER: AC: 14 HD: 1d8 AT: bite +1 (1hp + poison) ST: 18 MR: 7 S: Poison bite does 1 BP per minute.

SPECTRE: AC: 17 HD: 7d8 AT: touch +7 (1d6) ST: 10 MR: 11 S: undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.

SPHINX: AC: 19 HD: 12d8 AT: 2 claws +12 (3d6), bite +12 (2d8) ST: 7 MR: 10 S: Males are level 12 magic-users. Females are level 12 clerics. Roar (2/day) save or flee in terror

SPIDER, GIANT: AC: 13 HD: 2d8+2 AT: bite +2 (1d8) ST: 17 MR: 8 S: bite causes paralysis via poison, surprise on 1-5.

SPRITE: AC: 14 HD: 1d4 AT: none ST: 16 MR: 7 S: can curse (effects funny rather than dangerous, wears off after 1d20 hours)

STIRGE: AC: 12 HD: 1d8 AT: sting +1 (1d4) ST: 18 MR: 9 S: attaches on a hit and will deal 1d4 automatically damage every round.

TREANT: AC: 17 HD: 10d8 AT: branches +10 (3d6) ST: 9 MR: 9 S: Control trees and can make them move and attack.

TICK, GIANT: AC: 15 HD: 3d8 AT: bite+3 (1d6) ST: 16 MR: 7 S: attaches on a hit and will deal 1d6 damage automatically every round.

TITAN: AC: 22 HD: 16d8 AT: weapon+15 (5d6) ST: 3 MR: 11 S: natural defense: 3, Spells.

TOAD, GIANT: AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 19 MR: 6 S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue pulls victims in to bite making bite attack like pole arms.

TROLL: AC 15 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (1d10) ST: 11 MR: 10 S: regenerate 3 hp per round (except acid or fire damage).

UNICORN: AC: 17 HD: 5d8 AT: 2 hoofs +5 (1d8) or horn +5 (1d8) ST: 14 MR: 7 S: double damage for charge, 25% magic resistance, teleport, horn can cure damage or disease.

VAMPIRE: AC: 17 HD: 9d8 AT: bite +9 (1d6) or weapon +9 ST: 8 MR: 11 S: undead immunities, hit only by magical weapons, regenerate 3 hp per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator.

WAR DOG: AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 9

WIGHT: AC: 14 HD: 3d8 AT: claw +3 (1d6) ST: 16 MR: 12 S:

undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wight.

WILL-O-THE-WISP: AC: 27 HD: 9d8 AT: shock +9 (1d6+4) ST: 10 MR: 10 S: flies.

WOLF: AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 8

WORG: AC: 13 HD: 4d8 AT: bite +4 (2d6) ST: 15 MR: 8

WRAITH: AC: 16 HD: 4d8 AT: touch +4 (1d6) ST: 13 MR: 11 S: undead immunities, only hit by magic or silver weapons, arrows do a max 1 HP damage, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wraith.

WYVERN: AC: 16 HD: 8d8 AT: bite +8 (2d8) or sting +8 (1d6) ST: 11 MR: 9 S: poison sting (1d6 STR), flies.

YELLOW MOLD: AC: n/a HD: n/a AT: 1d6 if touched ST: 18 MR: n/a S: if struck, 50% releases spore cloud (choke to dead in 6 rounds unless cure disease), destroyed by fire.

ZOMBIE: AC: 11 HD: 2d8 AT: weapon +2 or claws +2 (1d8) ST: 15 MR: 12 S: undead immunities always lose initiative.

Science Fantasy Machine Monsters:

ANDROID, LABORER: AC: 12 HD: 3d8 (28 hp); AT: weapon +3 ST: 16 MR: 7 S: bio-machine

ANDROID, LEADER: AC: 14 HD: 2d8; AT: 1 weapon +2 ST: 17 MR: 8 S: bio-machine

ANDROID, SOLDIER: AC: 18 HD: 4d8 AT: 2 weapon +4 ST: 15 MR: 11 S: bio-machine

BUILDERBOT: AC: 20 HD: 10d8 AT: laser drill +10 (4d6 ranged), saw arm +10 (3d6), 2 grabber arms +10 (2d6) ST: 9 MR: 11 S: thermal vision; giant construction robot

DOCBOT: AC: 12 HD: 2d8 AT: none ST: 17 MR: 11 S: regeneration ray heals 1d20 damage (+10 on humans); if malfunctioning can reverse polarity and fire a radiation ray that does 2d8 radiation damage

LAWBOT: AC: 18 HD: 6d8 AT: 2 stun pistols +6 (2d6, stun) or stun grenade launcher +6 (3d6, area stun) ST: 13 MR: 11 S: low light and thermal vision

SECURITYBOT: AC: 23 HD: 20d8 AT: 1 Fusion Launcher +15 (6d6, area) ST: 3 MR: 12 S: low light and thermal vision; 20 HP force field

SPIDERBOT: AC: 15 HD: 4d8 AT: 1 laser eye beam +4 (3d8 ranged) ST: 15 MR: 11 S: low light and thermal vision

UTILITYBOT: AC: 12 HD 2d8 AT: 2 mechanical claws +2 (2d6) ST: 17 MR: 11 S: thermal vision; general industrial robot

VENDORBOT: AC: 14 HD: 2d8 AT projectile merchandise +2 (2d4 ranged) ST: 17 MR: 9 S: proximity sensors

WARBOT: AC: 30 HD: 80d8 AT: 2 Rocket Launcher +15 (4d6 area), 2 Plasma Launcher +15 (5d6 area), Fusion Launcher +15 (6d6 area) ST: 3 MR: 12 S: low light and thermal vision; radar, sonar, 40 HP force field; flies, swims

Equipment

Many players prefer to select their equipment rather than use the standard quick packs. The GM may use these lists or GM created lists if the GM allows equipment selection.

Weapons	Range	MinSTR	Cost	Damage
Arrows (20)		--	1gp	—
Axe, throwing	10ft	--	8gp	M (1d6)
Battle axe		13	10gp	H (1d8)
Bolts, crossbow (10)		--	1gp	—
Bullets, sling (10)		--	1sp	—
Club	10ft	11	—	M (1d6)
Crossbow, heavy	100ft	15	50gp	H (1d10)
Crossbow, light	80ft	13	35gp	M (1d8)
Dagger	20ft	--	2gp	L (1d4)
Dart	20ft	--	5sp	L (1d4)
Falchion		11	75gp	H (2d4)
Flail		13	8gp	H (1d8)
Flail, heavy		13	15gp	H (1d10)
Gauntlet		--	2gp	L (1d3)
Gauntlet, spiked		--	5gp	L (1d4)
Glaive-gisarme		13	18gp	H (1d8)
Great axe		15	20gp	H (1d12)

Great club	13	5gp	H (1d10)
Greataword	17	50gp	H (2d6)
Halberd	15	10gp	H (1d10)
Hammer, light	20ft	--	1gp
Hand axe	--	6gp	M (1d6)
Javelin	30ft	10	1gp
Lance	15	10gp	H (1d8)
Longbow	90ft	13	75gp
Longbow, composite	100ft	13	100gp
Long Spear	13	5gp	H (1d8)
Longsword	13	15gp	H (1d8)
Mace, heavy	13	12gp	M (1d8)
Mace, light	--	5gp	L (1d6)
Morningstar	13	8gp	M (1d8)
Net	10ft	--	20gp
Pick, heavy	13	8gp	M (1d6)
Pick, light	--	4gp	L (1d4)
Quarterstaff	--	—	L (1d6)
Rapier	11	20gp	L (1d6)
Scimitar	11	15gp	M (1d6)
Scythe	11	18gp	H (2d4)
Shield, heavy	15		M (1d4)
Shield, light	13		L (1d3)
Short bow	50ft	10	30gp
Short bow, composite	60ft	10	75gp
Short Spear	15ft	10	1gp
Sickle	11	6gp	M (1d6)
Sling	50ft	--	—
Sword, bastard	15	35gp	H (1d10)
Sword, short	10	10gp	M (1d6)
Trident	10ft	13	15gp
War Axe, Dwarven	15	30gp	H (1d10)
War Hammer	13	12gp	H (1d8)
Whip	--	1gp	L (1d3)

Armor

	Cost	Bonus
Leather	10 gp	L (+2)
Studded leather	25 gp	L (+3)
Scale mail	50 gp	M (+4)
Chain mail	150 gp	M (+5)
Splint mail	200 gp	M (+6)
Half-plate	600 gp	H (+7)
Full plate	1,500 gp	H (+8)
Shield, Buckler	15 gp	+1
Shield, light wooden	3 gp	+1
Shield, light steel	9 gp	+1
Shield, heavy wooden	7 gp	+2
Shield, heavy steel	20 gp	+2

Goods

	Cost
Backpack (empty)	2 gp
Bedroll	1 sp
Blanket, winter	5 sp
Block and tackle	5 gp
Bottle, wine, glass	2 gp
Caltrops (covers 5 ft. sq.)	1 gp
Candle	1 cp
Canvas (sq. yd.)	1 sp
Case, map or scroll	1 gp
Chalk, 1 piece	1 cp
Chest (empty)	2 gp
Crowbar	2 gp
Fishhook	1 sp
Fishing net, 25 sq. ft.	4 gp
Flask (empty)	3 cp
Flint and steel	1 gp
Grappling hook	1 gp
Hammer	5 sp
Ink (1 oz. vial)	8 gp
Inkpen	1 sp
Lamp, common	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Mirror, small steel	10 gp
Oil (1-pint flask)	1 sp
Paper (sheet)	4 sp

Parchment (sheet)	2 sp
Pick, miner's	3 gp
Piton	1 sp
Pole, 10-foot	2 sp
Pouch, belt (empty)	1 gp
Rations, trail (per day)	5 sp
Rope, hempen (50 ft.)	1 gp
Rope, silk (50 ft.)	10 gp
Sack (empty)	1 sp
Sealing wax	1 gp
Sewing needle	5 sp
Signal whistle	8 sp
Signet ring	5 gp
Spade or shovel	2 gp
Spyglass	1,000 gp
Tent	10 gp
Torch	1 cp
Vial, ink or potion	1 gp
Water skin	1 gp

Mounts/Animals	Cost
Bit and bridle	2 gp
Dog, guard	25 gp
Dog, riding	150 gp
Donkey or mule	8 gp
Feed (per day)	5 cp
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp
Warhorse, heavy	400 gp
Warhorse, light	150 gp
Warpony	100 gp
Saddle, Military	20 gp
Saddle, Pack	5 gp
Saddle, Riding	10 gp
Saddlebags	4 gp

Microlite74 Treasure

Here is a list of sample treasure items appropriate to a Microlite74 campaign. Maps to possible hoards of such treasures are also a common treasure item. Of course, any magic item you like from the SRD can be used, but higher powered items may be too powerful for most Microlite74 games.

Money: 1 gold piece (gp) = 10 silver pieces (sp); 1 silver piece = 5 copper pieces (cp).

Gems: Most range in value from 10gp to 1000gp, with 50% of gems being worth about 100gp.

Magic Weapons: Most range from +1 to +3; some +1 weapons have a greater plus versus specific types of monsters. Magic Swords sometimes have a special spell-like power or two. A few swords are intelligent and have a number of spell-like powers (some even talk). A few weapons are cursed and reduce one's chance to hit.

Magic Armor: Most are plus +1, with a few +2 or +3. Magic shields exist with similar pluses.

Scrolls: Most hold one to six spells (all arcane or all divine). Some are protection against good/evil/one of the elements. A few place curses on the reader.

Potions: Common examples: Growth, Diminution, Giant Strength, Invisibility, Gas Form, Polymorph Drinker, Speed, Fly, Levitate, ESP, Healing, Clairvoyance, Clairaudience, Control (Animal, Demon, Dragon, Giant, Human, Plant, Undead, etc.), Invulnerability, Heroism, Resistance (Fire, Cold, Acid, etc.), Treasure Finding, Water Breathing, etc. Some potions are poison, cause disease, cause delusions, etc.

Rings: Common examples: Spell Storing, Spell Turning, X-Ray Vision, Telekinesis, Protection, Protection 5 foot radius, Invisibility, Control (Human, Mammal, Zombie, etc.), Resistance (Fire, Cold, Acid, etc.). Uncommon examples: Three Wishes, Regeneration, Djinn Summoning. Some rings are cursed with negative effects.

Wands and Staves: Common examples: Detection (Enemy, Metal, Secret Doors, Traps, Magic, etc.), Illusion, Fire Balls, Lightning Bolts, Cold, Polymorph, Healing, Commanding, Striking, etc. Uncommon examples might have several of the

above powers. Wands operate as level 6 casters with 1d100 charges. Staves operate as level 8 casters with 1d200 charges.

Unusual Magic Items: Here are some ideas: Boots (Speed, Levitation, Travelling, Leaping, Elven), Cloak (Displacing, Elven, Flying, Protection), Crystal Ball, Flying Broom, Flying Carpet, Amulets (Protection, versus ESP, versus Charm, etc.), Helms (Read Magic, Read Languages, Telepathy, Teleportation, Good, Evil, etc.), Horn (Blasting, Summoning, etc.), Belts of Giant Strength, Efrete Bottle, Djinn Lamp, Mirror of Life Trapping, etc. Cursed items are possible as well.

Notes on "Old School" Play

While Microlite74 is designed using tried and true "D20" systems filtered through the Microlite20 rules, it is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This section will give a brief overview of "old school" play.

What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character's skills and abilities and the rules to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

Heroic, not Superheroic: Old school play, especially at low to mid levels, is about fairly normal people put in situations where they can be heroes, not about extraordinary people doing things that would make a four-color comic book superhero proud – and at first level yet. Just like in the real world, the more a character improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level the more effort and time (and XP) it takes to advance to the next level.

Achievement, not Advancement. Many modern games are often all about what special feats, extra classes and special game mechanics the players wish to obtain for their characters as they increase in level. In old school games, a character's abilities are generally predetermined by his character class, so old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of character success.

No Skills: Unlike in most modern RPGs, there aren't any skills in Microlite74 -- not even the streamlined four skills of Microlite20. Players are intended to have their characters act like adventurers. So don't search your character sheet or the rules for the perfect solution in Microlite74. Instead, you just tell the GM what your character is trying to do. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

Limited Magic Items: Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale

(and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create – often requiring rare ingredients that the characters must quest to find. Therefore characters are generally limited to the magic items they find in treasures or take from defeated enemies on adventures.

No Assumption of “Game Balance”: Old style game sessions aren’t about carefully balanced characters (who are all able to shine equally at all times) who only run into situations carefully designed by the GM to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party’s current abilities or which will waste the party’s resources for little gain can be avoided. Don’t assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can’t beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can’t kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing “old school” style is coming up with creative solutions when a direct attack is likely to fail.

It’s Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Microlite74 takes this one step further, combat isn’t intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it’s not the only way to earn a good pile of experience – and monsters don’t have to be killed to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. “Reality/Common Sense” as interpreted by the GM always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don’t have a top and bottom (so prone penalties make no sense) and a 10 foot cube can’t fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game, the GM ignores the rule because it makes no sense in the specific situation.

Forget “Rules Mastery”: As some of the above differences have hinted, player skill in “old school” style games isn’t about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Microlite74 tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. GM rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll (terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the GM. They

are just guidelines for the GM, not something written in stone that the GM must obey. If something herein does not work right in your campaign (or the GM just does not like a rule), the GM is well within his right to change it. Microlite74 is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

No Script Immunity: In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon’s hoard.

Not Mentioned does not mean Prohibited: Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn’t make much sense given that no set of rules could ever cover everything that characters might attempt to do in an adventure, it seems to be a very common way to view RPG rules. In an old school game like Microlite74, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the GM to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their GM instead of simply assuming it is prohibited because the rules do not mention it.

Styles of “Old School” Play

If you read some “old school” blogs, forums, and web sites, you might get the impression that there is only one “old school” style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old “Tomb of Horrors” module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as “Killer GMs” (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. (“I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor’s Hammer to knock him out. Then I cut off his head with my vorpal blade.”) There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This is probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure.

Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside

of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investments made in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" by having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article "Aspects of Adventure Gaming" in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of "old school" play back in the "old school" days – not just the single style stressed in some "old school" blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the wargaming camp. Most successful campaigns back in "old school" days were a mixture of all four major styles – and a heaping helping of minor styles.

Advice for the New Old School Game Master

If you are comfortable running a rules-light game like standard Microlite20, you'll probably have no trouble running Microlite74 as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You've learned to just make a ruling that you think fits the situation and keep the game moving.

Running a Game Without Skills

The greatest change between Microlite20 and Microlite75 is the removal of all character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if there description of what they are doing a) would most likely solve the problem, b) wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that

would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only option d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough; the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

Guidelines Not Rules

Finally, remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many

roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite74 so please change anything you do not like.

Old School Games and Retro-Clones

Microlite74 is designed to be an introduction to "old school" gaming for players more familiar with the 3.x version of the world's most popular fantasy roleplaying game. While I've tried to design Microlite74 for long running campaigns, if you find the "old school" style of play espoused by Microlite74 fun you may want to move to one of the original games or one of their retro-clones.

What is a retro-clone? The OGL has allowed fans to recreate the rules of older, out of print editions of the world's most popular fantasy roleplaying game. These are usually called "retro-clones" because they are "clones" of the rules to older ("retro") editions of the world's most popular fantasy roleplaying game. Most retro-clones have free PDF versions and most have nicely bound printed copies available for a very reasonable price. Retro-clones allow play of an older, out-of-print game system without the trouble and expense of tracking down a copy of an out-of-print game. While no retro-clone is an exact copy of an earlier game, they generally are close to identical in play.

Oe and Retro-Clones

Oe: The Original Game

<http://www.retroroleplaying.com/book/original-dd>

The original Oe booklets and supplements can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games, but they are generally very expensive collectibles. Some excellent third party Oe adventures (and an excellent campaign setting) from the late 1970s are also available in PDF format. These adventures could easily be used with Microlite74 or a Oe retro-clone – and converted for use with any other early edition/retro-clone with only a little effort.

Original Edition Characters (for Labyrinth Lord)

<http://www.goblinoidgames.com/labyrinthlord.html>

Original Edition Characters is a supplement for *Labyrinth Lord* (see the B/X and Retro-clones section below). It modifies the *Labyrinth Lord* rules to emulate the Oe game.

Microlite74

<http://www.retroroleplaying.com/content/microlite74>

Microlite74 is a restatement of Oe using a very light version of the 3.x rules (Microlite20) as a base. You are holding the Extended Version in your hands. *Microlite74 Basic* covers the original Oe boxed set. *Microlite74 Standard* covers the original Oe boxed set and supplements. *Microlite74 Extended* adds a number of house rules and other material the author was using in the late 1970s to overs the original Oe boxed set and supplements. *Microlite74 Companion* volumes add optional rules, detailed spell, monster, and treasure information, and other material which can generally be used with any version of Microlite74.

Swords & Wizardry

<http://www.swordsandwizardry.com/>

Swords & Wizardry is an OGL retro-clone of the Oe version from the mid-1970s, the same edition Microlite74 is loosely based on. *Sword & Wizardry* is handy for complex spell and monster descriptions for use with Microlite74 as well as a great game itself. The spell lists and monsters can be used as drop in replacements for those listed in Microlite74. There are three versions of this game. One uses just the material from the three LBB and the other two also use selected material from the Oe supplements.

B/X and Retro-Clones

B/X: The Original Game

<http://www.retroroleplaying.com/book/classical-dd>

The original B/X boxed sets and the revised version of this edition, the five box BECMi edition, can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games, as can a very large number of excellent adventure and campaign modules. Many of these modules could be used with

Microlite74 or other B/X retro-clones with little modification -- and converted for use with any other early edition/retro-clone with only a little more effort.

Basic Fantasy Role-Playing Game

<http://www.basicfantasy.org/>

The *Basic Fantasy Role-Playing Game* is loosely based on the so-called B/X edition of the world's most popular fantasy roleplaying game from the early 1980s. There are a number of minor tweaks like ascending armor class and separation of races and classes.

Dark Dungeons

<http://darkdungeonsblog.wordpress.com/>

Dark Dungeons is based on the single volume RC version of the BECMi edition from the early 1990s. The rules are fairly close to the original but some changes have been made, especially where setting specific material is concerned.

Labyrinth Lord

<http://www.goblinoidgames.com/labyrinthlord.html>

Labyrinth Lord is more closely based on the so-called B/X edition of the world's most popular fantasy roleplaying game from the early 1980s. While some minor changes have been made for compliance with the OGL and copyright law, many people have a hard time finding any truly major differences between *Labyrinth Lord* and the original.

B/X Companion

<http://bxbblackrazor.blogspot.com/2010/07/what-hell-is-bx-companion.html>

The *B/X Companion* is intended to be the mythical 3rd volume designed to complete the work begun with Tom Moldvay's Basic Rules and continued in the Dave Cook/Steve Marsh Expert Rules, both published in 1981. Both promised a "Companion" volume that would conclude the series. This is an attempt at producing the promised *B/X Companion*. (No free PDF version.)

Companion Expansion

<http://www.lulu.com/product/paperback/companion-expansion/6130494>

This is another attempt at producing the never published "third book" of the B/X version. "Presenting additional creatures and magical items for fantasy roleplaying games for basic- and expert-level players and gamemasters!"

1e and Retro-Clones

1e: The Original Game

<http://www.retroroleplaying.com/book/add-first-edition>

The original 1e rulebooks and adventures can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games – often at good prices if you do not need collectible condition. Also, some excellent third party 1e adventures are available in PDF format. 1e adventures and campaign settings could be converted for use with Microlite74 or any other early edition/retro-clone without much work.

Advanced Edition Companion (for Labyrinth Lord)

<http://www.goblinoidgames.com/labyrinthlord.html>

The *Advanced Edition Companion* is a supplement for *Labyrinth Lord* (see the B/X and Retro-clones section above). It modifies the *Labyrinth Lord* rules to emulate the 1e game – or at least those parts of it that most players actually used.

OSRIC

<http://www.knights-n-knaves.com/osric/>

OSRIC (Old School Reference & Index Compilation) is an OGL version of the first "advanced" edition of the world's most popular fantasy roleplaying game from the late 1970s and early 1980s. The first edition of *OSRIC* was designed to be just something that would allow publishers to legally publish OGL materials compatible with 1e. This attitude is also responsible for the boring name. The second edition of *OSRIC* is much more complete and is written with both players and publishers in mind.

2e and Retro-Clones

2e: The Original Game

<http://www.retroroleplaying.com/book/add-2nd-edition>

The original 2e rulebooks and adventures can be found at auction on eBay or RPG Marketplace or at specialists like Noble Knight Games – often at very good prices if you do not need collectible condition. Also, some excellent third party 2e adventures are available in PDF format. 2e adventures and campaign settings could be converted for use with Microlite74 or any other early edition/retro-clone without much work.

For Gold & Glory

http://feysquare.com/?page_id=3

For Glory & Glory is an attempt to create a close adaption of the 2e rules, or at least those in the three 2e core rulebooks.

Myth & Magic

http://www.newhavengames.com/?page_id=23

Myth & Magic is built from the core 2e rules. It retains the essence of classic fantasy role playing, while advancing the mechanics and providing more options, classes, spells, monsters, and more.

Other Fantasy Games

Adventurer Conqueror King System

<http://www.autarch.co/>

Adventurer Conqueror King takes the end game (ruling a domain) assuming in early editions of the world's most popular fantasy RPG and rebuilds the entire game around it, with special attention to a simple but functional economic system.

Adventures Dark and Deep

<http://www.adventuresdarkanddeep.com/>

This game is not a retro-clone, strictly speaking. Instead, it is an attempt to create an alternate universe version of 2e. 2e as it might have been if it had been written by the author of 0e and 1e.

Age of Shadows

<http://old.enworld.org/CrookedStaffProductions/page24.html>

A free old-school fantasy RPG based on the Openquest (D100 system) rules.

Barbarians of Lemuria

<http://www.1km1kt.net/rpg/barbarians-of-lemuria>

Non-traditional but still old school rules for fantasy games set on the lost continent of Lemuria -- loosely based on Lin Carter's novels. This is link to the free version. There is also a Legendary Edition from Beyond Belief Games.

The Big Brown Book

http://feysquare.com/?page_id=84

The Big Brown Book takes the rules of 0e and gives them a new spin — what would the world's most popular fantasy role playing game look like had it continued its wargame roots?

Castles & Crusades

<http://www.trolllord.com/cnc/index.html>

Castles & Crusades is 1e reimaged using 3e rules. It's fairly compatible with adventures from all editions of the world's most popular fantasy RPG through 3.5.

Dangers and Dweomers

<http://artikid.altervista.org/?id=Games&detail=Dangers%20and%20dweomers>

Dangers and Dweomers is the designer's personal take on early editions: "As much as possible I streamlined the S&W system, filling what I found as gaps with material from the BFRPG and the SRD."

Dark Passages

<http://www3.telus.net/public/uncouths/Passages.pdf>

Dark Passages is a modernized and re-organized take on the 0e/1e era of rules.

Dragons at Dawn

<http://stores.lulu.com/boggswood>

This game is an attempt to recreate the rules of the original Blackmoor campaign from the early 1970s. "Dragons at Dawn" is a retro tribute to the very first fantasy gaming system pioneered

by Dave Arneson, the man who later went on to co-author the world's most popular roleplaying game. The result of years of careful historical research, *Dragons at Dawn* is entirely consistent with Arneson's original, largely forgotten methods of play developed roughly in the period 1970-1973." (No Free PDF version.)

Epées & Sorcellerie

<http://www.lulu.com/product/file-download/ep%C3%A9es-sorcellerie-%28english-translation%29/16178887>

Epées & Sorcellerie is a French RPG strongly inspired by 0e. An English translation is available.

Errant

<http://errantgame.blogspot.com/p/errant-rpg.html>

Errant RPG is a retro-clone that captures the basic play style of the classic game while introducing a variety of modern innovations to improve play.

Fire & Sword

<http://basicroleplaying.com/downloads.php?do=cat&id=12>

Fire & Sword was created by Raymond Turney, a co-creator of *RuneQuest*, and *Fire and Sword* is his evolution of the system. It thus has much in common with *BRP*, but contains many new interesting mechanisms.

Forward to Adventure!

<http://www.flyingmice.com/FTA.html>

This game is not a retro-clone, but a modern game that was designed with "old school" dungeon adventuring in mind. While not an "old school" game by any stretch of the imagination, it would be relatively easy to use FtA! to run a campaign in the old-school style. Unlike most modern RPG designs, there is little designed into FtA! that would interfere with this which makes it a system those who like the "old school" style of play but dislike the "old school" style of rules might wish to consider. (No free PDF version.)

Lamentations of the Flame Princess

<http://lotfp.blogspot.com/>

Lamentations of the Flame Princess is a 0e-like rules system with a stress on "weird fantasy." (Free PDF version of the "Grindhouse" rules available.)

Legends of the Ancient World

<http://www.darkcitygames.com/display.php?series=law>

Legends of the Ancient World is a rules-light clone of Megagaming's *The Fantasy Trip* -- complete in seven pages. The game is a free PDF, but the publisher sells solitaire adventures for it similar to the ones Megagaming produced for TFT.

Mazes & Minotaurs

<http://mazesandminotaurs.free.fr/>

Mazes & Minotaurs answers the question of what might 0e and 1e look like if their designers had been interested in classical Greek fantasy rather than medieval fantasy. There are two versions of the game available: Original and Revised.

Old School Hack

<http://www.oldschoolhack.net/>

Sort of the old Red Box version reimaged through a somewhat new school lens. It's not really an old school game but it not really not an old school game either.

Pars Fortuna

<http://matt-landofnod.blogspot.com/p/pars-fortuna.html>

What if you took the *Swords and Wizardry* rules and threw out all the standard races, classes, spells, monsters and magic items and replace them with ones generated randomly via sites like Chaotic Shiny, Seventh Sanctum or Abulafia? You get *Pars Fortuna*. (No free PDF version, although a free basic version is available.)

Siege Perilous

<http://oldguyrpg.blogspot.com/2009/09/siege-perilous-ultima-rpg-playtest.html>

Siege Perilous is a 0e variant designed to emulate the first three games of a very popular computer roleplaying game from the

early 1980s.

Spellcraft & Swordplay

<http://stores.lulu.com/elflairgames>

Spellcraft & Swordplay is an OGL redesign of the 0e version from the mid-1970s. The designer decided to rewrite 0e based on the original combat system (from the miniatures rules 0e grew out of) instead of 0e's "alternative combat system." The alternative combat system quickly became the standard combat system of the world's most popular fantasy roleplaying game. This is sort of a retroclone from an alternate universe where the original combat system was the most-used. (No free PDF version, although a free basic version PDF is available.)

Tombs & Terrors

<http://beyondbeliefgames.files.wordpress.com/2010/12/cq-tt1.pdf>

Tombs & Terrors is an unashamedly familiar role playing game of delving into subterranean crypts and looting the treasure -- compatible with sourcebooks and supplements that you already have.

ZeFRS

<http://www.midcoast.com/~ricekrwc/zeprs/>

David "Zeb" Cook's 1985 rules for the TSR Conan roleplaying game returns as a generic sword-and-sorcery RPG complete in one volume. Trample the jeweled kingdoms of your own world beneath your sandals!

Other Games

Mutant Future

<http://www.goblinoidgames.com/mutantfuture.html>

Mutant Future is a nuclear post-apocalyptic science fantasy game. It is created in the style of similar RPGs from the late 70s, but built around the core *Labyrinth Lord* rules so that these two games are fully compatible.

Stars Without Number

http://rpg.drivethrustuff.com/product_info.php?products_id=86467

Stars Without Number is a retro science fiction role playing game influenced by the Old School Renaissance and partially inspired by the great fantasy role-playing game editions written by Tom Moldvay and Frank Mentzer.

Weird West

http://rpg.drivethrustuff.com/product_info.php?products_id=91122&affiliate_id=163285

Weird West is a fast playing adventure roleplaying game with a very small set of rules for weird western worlds of cowboys, kung-fu, magic and otherworldly malevolence.

Adventures and Settings

There are a large number of adventures and campaign settings available for TSR editions of the world's most popular fantasy RPG. Playing copies of most of original adventures from TSR can be found on eBay for very low prices. TSR era adventures can be used with any pre-WOTC edition or retroclone with only very minor conversion.

There are also a large number of free and low cost adventures available in PDF format on the web. A good place to start looking for free adventures is on the Dragonsfoot forum web site (see the link under Old School Internet Resources below).

The best settings and adventures, however, are those you create yourself for your campaign. They don't need to be nearly as fancy as those produced for use by others, let alone as fancy as those written for professional publication. Many 0e GM adventure location keys (including those of the game's original designers) were nothing but room/location numbers with something like "8 hobgoblins, leader has 20gp, trapdoor in floor hides skeleton with silver dagger (animates if dagger touched)" or "Small village, 27 families, 10 orc slaves, Headman: Mongar the Brown (Ftr 4th lvl, +1 sword) Mongar's wife, Rose is a 3rd lvl Cleric of Odin)." You can do that.

Microlite20 Notes

Microlite20 is a trimmed down sub-miniature version of the OGL 3.5 SRD. In its most basic form, Microlite20 has only two pages of rules but can be used with most fantasy OGL and d20 adventures and supplements with little or no conversion. Since M20 was published in 2006, many people who prefer rules-lite games have been using it for their d20 games and/or writing expansions, supplements and other material especially for M20. You can find out more about the original Microlite20 and find more variants like Microlite74 on the Microlite20 web site: <http://microlite20.net/>

Retroroleplaying Web Site

The author of Microlite74 maintains a web site devoted to out of print and out of style tabletop roleplaying games. He is always willing to discuss and answer questions about Microlite74 in the Microlite74 board on the Retroroleplaying forum.

Web Site: <http://www.retroroleplaying.com/>

Forum: <http://www.retroroleplaying.com/forum/>

Blog: <http://blog.retroroleplaying.com/>

Old School Internet Resources

Old-School Blogs

There are a lot of old-school blogs. Even a selection of just the ones I currently read regularly would fill up a page or two and would likely be out of date quickly. Fortunately, there is a great place to find old school RPG blogs -- the RPG Blog Network, check the Legacy D&D category: <http://www.rpgbloggers.com/>

Major Old-School Forums

Dragonsfoot

Very large forum discussing 1e and earlier, related games like retro-clones, Hackmaster, and Castles & Crusades. Many people who worked for TSR in the early days post here. Many free downloads including Footprints magazine and adventures. <http://www.dragonsfoot.org/>

Knights & Knaves Alehouse

Discussions of 0e and 1e.

<http://knights-n-knaves.com/phpbb/>

Original D&D Discussion

Mainly discussions of 0e. Home of Fight On! Magazine.

<http://odd74.proboards76.com/>

The Piazza: Old D&D Campaign Worlds

Discussions of old published campaign worlds including many no longer officially supported.

<http://www.thepiazza.org.uk/bb/index.php>

Old School Product

A number of publishers are producing new material for old school games (using the OGL and retro-clones for compatibility). Many of these products are available through Lulu's Old School Renaissance group. Some downloadable products are free. <http://stores.lulu.com/oldschoolren>

Special Thanks to Microlite75 Sponsors

Microlite74 Extended was originally published as *Microlite75*. The author would like to thank the following individuals and groups who sponsored the production of *Microlite75* by making donations to the RetroRoleplaying Cancer Fund to help pay the huge cancer bills treating my wife's Stage 3 Oral Cancer without insurance ran up.

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Microlite74 Extended
Version 3.0 (October 1, 2011)

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Microlite74 is dedicated to the memory of those who gave us the first roleplaying games and campaigns:
Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw

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Microlite74 Extended

Microlite74 games are trimmed-down miniature versions of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite74* games is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite74 Extended* rules are based on the 1974 0e edition of the world's most popular fantasy roleplaying game with its supplements and material from 0e magazine articles, some 0e third party material, some of the house rules the author used in the 1970s, and selected ideas from other roleplaying games. These rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

This book contains the complete rules for *Microlite74 Extended*. This book includes:

- Simple Character Creation Rules: Roll 4 attributes and select a race, class, background, and alignment.
- Standard Classes: Fighter, Ranger, Paladin, Monk, Magic-User, Illusionist, Cleric, Druid, and Thief
- Simple and fast-playing combat system that tracks physical damage (aka body points) separately from luck/skill/fatigue (aka hit point) damage.
- Hit points recover with a night's rest. Spells cost hit points to cast. Actual wounds recover more slowly.
- Rules for hirelings, monster reactions (not every monster wants to fight), morale (not every monster fights to the death), and more.
- A complete list of spells and monsters.
- Compatible with most other 0e based games and adventures.

Other versions include *Microlite74 Basic* and *Microlite74 Standard*. *Microlite74 Basic* rules are complete but basic: There are only three classes (Fighter, Magic-User, and Cleric). Spells are limited and levels top out at 12 to 14. *Microlite74 Standard* includes many more classes and spells – all over those included in the original edition and its supplements. *Microlite74 Companion* volumes add even more options.

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Microlite78

First Edition Lite

Version 1.0 Silver (Condensed Type Edition)

OGL20 Guidelines for Tabletop Fantasy Roleplaying Campaigns with Old School (1e) Flair



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The author would like to thank the following individuals who sponsored the production of *Microlite78* and *Microlite81* by making donations to the RetroRoleplaying Cancer Fund to help pay the huge cancer bills treating my wife's Stage 3 Oral Cancer without insurance ran up.

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Microlite78 First Edition Lite

Version 1.0 Silver (March 10, 2015)

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Microlite78, like its parent game, *Microlite20*, is a trimmed-down, sub-miniature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal of *Microlite78*, however, is to recreate the style and feel of that first edition advanced ("1e") fantasy roleplaying game published back in 1978.

The *Microlite78 First Edition Lite* rules are based on first three hardback rulebooks published for the 1978 first/advanced edition, , material from the publisher's official magazine and third party products of the time and the author's house rules from the late 1970s. The rules are not intended to be a clone of the 1e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite78 First Edition Lite* is based on the third edition of the original *Microlite74 Extended* rules.

These rules assume a basic familiarity with tabletop role-playing games in general and with the basic principles of "D20" based rules. If you are completely new to tabletop role-playing games, you will want to start by playing with someone who is familiar with how they work.

Characters

Creating a character requires rolling Stats, selecting a Race, Class, Alignment, and Background. Certain classes may require addition selections (spells for spell casters), for example. Characters normally begin at Level 1 (unless directed otherwise by the GM).

Stats

There are 4 stats: Strength (STR), Dexterity (DEX), Mind (MIND), and Charisma (CHA).

Roll 4d6 and drop the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/3, round toward zero.

Races

Humans get +1 to any 2 stats. Experience base modifier of +0. *Special Abilities*: none

Dwarves get +2 to STR. Experience base modifier of +250/+2500.

Special Abilities: +4 to any save vs. a magical effect; note slanting passages, traps, shifting walls and new construction in underground settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Elves get +2 to MIND. Experience base modifier of +400/+4000.

Special Abilities: Can use elf-made magic armor and magic weapons even as a magic-user/illusionist; +2 to hit and damage goblinoid monsters; note secret/hidden doors (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

Gnomes get +1 to STR and DEX. Experience base modifier of +200/+2000.

Special Abilities: +4 to any save vs. poison; note slanting passages, unsafe walls, ceilings, or floors in underground settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Half-Elves get +2 to CHA. Experience base modifier of +250/+2500.

Special Abilities: Can use elf-made magic armor and magic weapons even as a magic-user/illusionist; note secret/hidden doors (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

Half-Orcs get +2 to STR and DEX and get -2 to CHA.

Experience base modifier of +200/+2000.

Special Abilities: +1 to hit with light or medium weapons; thick hide gives +1 to armor; speak languages of orcs, goblins, hobgoblins, and gnolls.

Halfings get +2 to DEX. Experience base modifier of +150/+1500.

Special Abilities: +4 to any save vs. a magical effect; +2 to hit and damage with slings and light bows; can blend in background (d20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors – this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do).

Classes

Basic Classes: The Fighter, Magic-User, Cleric and Thief classes are available to all characters (not otherwise limited by race) with no minimum stat or other qualifications.

Additional Classes: The Assassin, Druid, Illusionist, Paladin, and Ranger classes are less common classes and have special stat and other requirements that characters must meet before the class can be selected.

Abbreviations: PCB –Physical Combat Bonus; MCB – Magical Combat Bonus; FB – Fighter Bonus; Mem – Memory Slots; XP – Minimum Experience Points Required (to reach level); HP – Hit Points.



Fighters are soldiers, champions, and other warriors who are exclusively trained in the arts of combat and war. They are specialists in dealing damage with weapons and in the other arts of physical combat. They are trained to lead others in battle. Prime Requisite: STR. Special Requirements: none.

Weapons and Armor: Fighters may use any kind of armor or weapon and may use shields.

Battlefield Prowess: At 5th level, a fighter inspires those under his command. Any hirelings or mercenaries hired by the fighter have a +1 bonus to their morale when personally led by the fighter.

Stronghold: At level 9 a fighter may become a great leader of men, taking control of a parcel of land and a leadership rank in his society. A fighter will, assuming money is at hand, build a castle. He may ultimately control several villages and towns, but must be a good, strong leader and provide protection.

Experience Base: 2000/120000.

Fighter Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d10	+0/+0	+1	0	14	0
2	2d10	+0/+0	+1	0	13	2000
3	3d10	+1/+0	+1	0	12	4000
4	4d10	+2/+1	+2	0	11	8000
5	5d10	+3/+1	+2	0	10	16000
6	6d10	+4/+1	+2	0	9	32000
7	7d10	+5/+1	+3	0	8	65000
8	8d10	+5/+2	+3	0	7	130000
9	9d10	+6/+2	+3	0	7	250000
10	9d10+2	+7/+2	+4	0	6	370000
11	9d10+4	+7/+3	+4	0	6	490000
12	9d10+6	+8/+3	+4	0	5	610000
13	9d10+8	+8/+4	+5	0	5	730000
14	9d10+10	+8/+4	+5	0	4	850000
15	9d10+12	+9/+4	+5	0	4	970000
16	9d10+14	+9/+5	+6	0	3	1210000
17	9d10+16	+9/+5	+6	0	3	1330000
18	9d10+18	+10/+5	+6	0	2	1450000
19	9d10+20	+10/+5	+7	0	2	1570000
20	9d10+22	+10/+5	+7	0	2	1690000



Magic-Users (sometimes called wizards, sorcerers, or magicians) study arcane secrets and cast spells. While early in their career magic-users have only limited power, experienced magic-users are able to cast a great number of powerful spells. Prime Requisite: MIND. Special Requirements: none.

Weapons and Armor: Magic-Users wear no armor and can only use daggers, slings, or staves as weapons.

Class Abilities: Magic-Users can cast arcane (magic-user) spells.

Magical Research: At 5th level, a magic-user is able to research spells, scribe scrolls, and brew potions. When a magic-user reaches the 9th level, he is able to create magic items.

Stronghold: A magic-user may build a stronghold, often a great tower, when he reaches level 11. He will then attract magic-user apprentices (1d6), who will range from level 1-3.

Experience Base: 2500/150000.

Magic-User Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+0	1	16	0
2	2d4	+0/+0	+0	2	15	2500
3	3d4	+0/+1	+0	3	14	5000
4	4d4	+1/+2	+0	4	13	10000
5	5d4	+1/+3	+0	5	11	20000
6	6d4	+1/+4	+0	6	10	40000
7	7d4	+1/+5	+0	7	9	80000
8	8d4	+2/+5	+0	8	8	120000
9	9d4	+2/+6	+0	9	8	270000
10	10d4	+2/+7	+0	10	8	420000
11	11d4	+3/+7	+0	12	7	570000
12	11d4+1	+3/+8	+0	14	7	720000
13	11d4+2	+4/+8	+0	17	7	870000
14	11d4+3	+4/+8	+0	20	6	1020000
15	11d4+4	+4/+9	+0	23	6	1170000
16	11d4+5	+5/+9	+0	26	6	1320000
17	11d4+6	+5/+9	+0	29	5	1470000
18	11d4+7	+5/+10	+0	32	5	1620000
19	11d4+8	+5/+10	+0	35	5	1770000
20	11d4+9	+5/+10	+0	38	5	1920000

Clerics have pledged their lives to serve a specific deity (or pantheon). While clerics are a form of priest, they seldom serve a priest at a temple; instead they are warrior-priests serving as an arm of their deity in the world. Prime Requisite: CHR. Requirements: none.

Weapons and Armor: Clerics can wear any type of armor and use shields. They can use any weapon except edged weapons.

Class Abilities: Clerics can cast divine magic.

Magical Research: At 5th level, a cleric is able to research divine spells and scribe divine scrolls. When a cleric reaches the 9th level, he is able to create magic items usable by clerics.

Turn Undead: A Cleric can Turn Undead with a successful Magic Attack. DC is 10 + twice the Hit Dice of the undead. One undead flees per point over the roll needed. This can be used (2 + Level + MIND bonus) times per day.

Stronghold: Once attaining 9th level, a cleric may establish or build a stronghold. So long as the cleric is currently in favor with his god, he may buy or build a keep at half the normal price due to divine intervention. Once a stronghold is established, the cleric's reputation will spread and he will attract 1st and 2nd level followers of the fighter class (numbering 5d6 x10). They are completely loyal (never checking morale). The GM chooses which proportions of followers are bowman, infantry, etc.

Experience Base: 1500/100000.

Cleric Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+0	0	15	0
2	2d8	+0/+0	+0	1	14	1500
3	3d8	+0/+0	+0	2	13	3000
4	4d8	+1/+1	+0	3	12	6000
5	5d8	+1/+1	+0	4	11	12000
6	6d8	+2/+2	+0	5	10	24000
7	7d8	+2/+2	+0	6	9	50000
8	8d8	+2/+2	+0	7	8	100000
9	9d8	+3/+3	+0	8	7	200000
10	9d8+1	+3/+3	+0	9	7	300000
11	9d8+2	+4/+4	+0	10	6	400000
12	9d8+3	+4/+4	+0	12	6	500000
13	9d8+4	+4/+4	+0	14	6	600000
14	9d8+5	+5/+5	+0	16	5	700000
15	9d8+6	+5/+5	+0	18	5	800000
16	9d8+7	+6/+6	+0	20	5	900000
17	9d8+8	+6/+6	+0	22	4	1000000
18	9d8+9	+6/+6	+0	24	4	1100000
19	9d8+10	+7/+7	+0	27	4	1200000
20	9d8+11	+7/+7	+0	30	4	1300000



Thieves are sneaks and trouble-shooters who specialize at infiltration and obtaining items from others through nefarious means. Prime Requisite: DEX. Special Requirements: Alignment cannot be Law.

Weapons and Armor: Thieves can wear light armor, use shields, and use any light or medium weapon.

Class Abilities: Thieves are specialists at urban survival as well as at picking pockets, hiding in cover, sneaking silently, opening locks, removing traps, climbing walls, and other tasks associated with theft. Thieves may also attempt to climb sheer surfaces and hide in shadows with a successful secondary skill roll. Thieves also have special training in listening at doors and detecting traps and secret/hidden doors, see the section on Adventuring for the details.

Backstab: If a thief successfully sneaks up on a foe, they can Backstab which adds +4 to the attack roll and does more damage if successful (Levels 1-4, x2 damage; Levels 5-8, x3 damage; Levels 9-12, x4 damage; Level 13+, x5 damage).

Read Languages: At 4th Level, a thief gains the ability to read languages (including ciphers, treasure maps, and dead languages, but not magical writings) on a roll of 1-4 on a d6. On failure, the thief cannot attempt to read that document again until he gains a new level.

Read Arcane Scrolls: At 10th level, a thief can read and cast magic from arcane scrolls on a roll of 3 or higher on a D20 with the spell level subtracted from the roll. Failure means the spell does not function as expected (with humorous or negative effects up to the GM).

Stronghold: When a thief attains level 9 he can establish a thief den, and 2d6 thief apprentices of 1st level will come to work with the character. These thieves will serve the character with some reliability; however, should any become arrested or killed the character will not be able to attract more followers of this type to replace them. A successful character might use these followers to start a Thieves' Guild.

Experience Base: 1250/100000.

Thief Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+0	0	15	0
2	2d6	+0/+0	+0	0	14	1250
3	3d6	+0/+0	+0	0	13	2500
4	4d6	+1/+1	+0	0	12	5000
5	5d6	+1/+1	+0	0	11	10000
6	6d6	+2/+1	+0	0	10	20000
7	7d6	+2/+2	+0	0	9	40000
8	8d6	+2/+2	+0	0	8	80000
9	9d6	+3/+2	+0	0	8	180000
10	10d6	+3/+3	+0	0	7	280000
11	10d6+2	+3/+3	+0	0	7	380000
12	10d6+4	+4/+3	+0	0	6	480000
13	10d6+6	+4/+3	+0	0	6	580000
14	10d6+8	+4/+4	+0	0	5	680000
15	10d6+10	+5/+4	+0	0	5	780000
16	10d6+12	+5/+4	+0	0	4	880000
17	10d6+14	+5/+4	+0	0	4	980000
18	10d6+16	+6/+5	+0	0	3	1080000
19	10d6+20	+6/+5	+0	0	3	1180000
20	10d6+22	+6/+5	+0	0	3	1280000

Sub-Classes

Assassins are trained to kill by ambush and treachery. Like fighters they are specialists in dealing damage with weapons but they are not trained in battlefield combat. Prime Requisite: DEX. Requirements: STR 12+, DEX 12+, MIND 12+

Weapons and Armor: Assassins may use any kind of armor or weapon but may not use shields. Wearing medium or heavy armor prevents the use of some special abilities.

Class Abilities: Assassins are specialists at disguise, hiding in cover and sneaking silently (and may also attempt to hide in shadows with a successful secondary skill roll), provided they are not wearing medium or heavy armor. Assassins also have the same special training in listening at doors and detecting traps and secret/hidden doors as thieves, see the section on Adventuring for the details.

Backstab: If an assassin successfully sneaks up on a foe, they can Backstab which adds +4 to the attack roll and does more damage if successful (Levels 1-4, x2 damage; Levels 5-8, x3 damage; Levels 9-12, x4 damage; Level 13+, x5 damage). An assassin wearing medium or heavy armor cannot backstab,

Assassination: Assassins may attempt to kill a target instantly. The assassin must attempt and succeed in a backstab and achieve surprise on his opponent. The base chance of success is 50% against a victim of equal level or monster HD to the assassin. This probability is raised or lowered by 5% for each level or HD the target is above or below the assassin. For example, if a 5th level assassin attempts to assassinate a 7th level character, the probability of success goes down to 40%. If

that same 5th level assassin attempts to assassinate a 3 HD monster, the probability goes up to 60%.

Stronghold: At level 9 an assassin may build a hideout and 2d6 assassin apprentices of 1st level will come to work with the character. These assassins will serve the character with some reliability; however, should any become arrested or killed the character will not be able to attract more followers of this type to replace them. A successful character might use these followers to start an Assassins Guild.

Experience Base: 1700/120000.

Assassin Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+0	0	16	0
2	2d6	+0/+0	+0	0	15	1700
3	3d6	+0/+0	+0	0	14	3400
4	4d6	+1/+1	+1	0	13	6800
5	5d6	+1/+1	+1	0	11	13600
6	6d6	+2/+1	+1	0	10	27200
7	7d6	+2/+2	+1	0	9	55000
8	8d6	+2/+2	+1	0	8	110000
9	9d6	+3/+2	+1	0	8	230000
10	9d6+2	+3/+3	+2	0	8	350000
11	9d6+4	+3/+3	+2	0	7	470000
12	9d6+6	+4/+3	+2	0	7	590000
13	9d6+8	+4/+3	+2	0	7	710000
14	9d6+10	+4/+4	+2	0	6	830000
15	9d6+12	+5/+4	+2	0	6	950000
16	9d6+14	+5/+4	+3	0	6	1070000
17	9d6+16	+5/+4	+3	0	5	1190000
18	9d6+18	+6/+5	+3	0	5	1310000
19	9d6+20	+6/+5	+3	0	5	1430000
20	9d6+22	+6/+5	+3	0	5	1550000



Druids have pledged their lives to serve a Nature (and its deity the Earth Mother). Prime Requisite: CHR. Requirements: MIND 12+, CHA 15+.

Weapons and Armor: Druids can wear any type of armor made of natural, non-metal material. They can use wooden or leather shields. They can only use clubs, daggers, slings, sickles, and staves as weapons.

Class Abilities: Druids can cast divine (druid) magic. They save at +2 vs fire and lightning. They have a +1 chance of surprise in the wilderness. They gain +2 to all reaction rolls when encountering normal animals, and can take animals as henchmen. They are good at wilderness survival.

One with the Wilderness: At 3rd level, a druid can go to ground, disappearing into woods and underbrush with a proficiency throw of 3+ on 1d20. At 4th level, a druid may speak with animals at will and they acquire immunity to the powers of woodland fey.

Magical Research: At 5th level, a druid is able to research divine (druid) spells and create fetishes (one use items equivalent to divine scrolls). When a cleric reaches the 9th level, he is able to create magic items usable by druids.

Shapeshift: At 7th level, a druid may shape shift to a small/medium animal up to 3 times per day (once every eight hours). When shape shifting back to their original form, a Druid can heal 2 HP per level of damage.

Stronghold: Once attaining 9th level, a druid may establish a grove in a true wilderness area. Once a grove is established, all ordinary animals within 5 miles will become friendly and helpful to the druid. The druid will then attract 1d6 apprentices of 1st-3rd level plus 2d6 normal men and women seeking to become druids. Their wisdom scores will be above average, but many will become discouraged from the rigorous mental training and quit after 1d6 months, if failing a throw of 14+ modified by their Wisdom modifier. Those who succeed become 1st level druids. Each year the druid tends to the grove, he will attract an additional 1d6 normal men, until she has a maximum of 6 apprentices of any level, and 12 normal men, studying at any time.

Experience Base: 2000/120000.

Druid Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+0	0	15	0
2	2d8	+0/+0	+0	1	14	2000
3	3d8	+0/+0	+0	2	13	4000
4	4d8	+1/+1	+0	3	12	8000
5	5d8	+1/+1	+0	4	11	16000
6	6d8	+2/+2	+0	5	10	32000
7	7d8	+2/+2	+0	6	9	65000
8	8d8	+2/+2	+0	7	8	130000
9	9d8	+3/+3	+0	8	7	250000
10	9d8+1	+3/+3	+0	9	7	370000
11	9d8+2	+4/+4	+0	10	6	490000
12	9d8+3	+4/+4	+0	12	6	610000
13	9d8+4	+4/+4	+0	14	6	730000
14	9d8+5	+5/+5	+0	16	5	850000
15	9d8+6	+5/+5	+0	18	5	970000
16	9d8+7	+6/+6	+0	20	5	1090000
17	9d8+8	+6/+6	+0	22	4	1210000
18	9d8+9	+6/+6	+0	24	4	1330000
19	9d8+10	+7/+7	+0	27	4	1450000
20	9d8+11	+7/+7	+0	30	4	1570000

Illusionists are specialized mages whose spells usually deceive and manipulate the senses and the mind. Their more powerful spells use a combination of illusory components and proto-matter drawn from the plane of shadows. These potent spells produce pseudo- and quasi-real effects that may actually harm an opponent. Prime Requisite: MIND. Requirements: MIND 15+. Special: except where specified in this section, treat illusionists as magic-users.

Weapons and Armor: Illusionists wear no armor and can only use daggers, slings, or staves as weapons.

Class Abilities: Illusionists can cast illusion (arcane) spells and have the Arcane Blast, Arcane Dueling, and Minor Magic special abilities.

Magical Research: When an illusionist reaches 5th level, he is able to research spells, scribe magical scrolls, and brew potions. When an illusionist reaches 9th level, he is able to create more powerful magic items such as weapons, rings, and staves. At 11th level, an illusionist may learn and cast ritual illusion (arcane) spells of great power (7th level and higher), craft magical constructs, and create magical cross-breeds. If chaotic, at 11th level the illusionist may create necromantic servants and become undead.

Stronghold: An Illusionist may build a stronghold, often a great tower, when he reaches level 11. He will then attract illusionist apprentices (1d6), who will range from level 1-3.

Experience Base: 2500/150000.

Illusionist Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+0	1	16	0
2	2d4	+0/+0	+0	2	15	2500
3	3d4	+0/+1	+0	3	14	5000
4	4d4	+1/+2	+0	4	13	10000
5	5d4	+1/+3	+0	5	11	20000
6	6d4	+1/+4	+0	6	10	40000
7	7d4	+1/+5	+0	7	9	80000
8	8d4	+2/+5	+0	8	8	120000
9	9d4	+2/+6	+0	9	8	270000
10	10d4	+2/+7	+0	10	8	420000
11	11d4	+3/+7	+0	12	7	570000
12	11d4+1	+3/+8	+0	14	7	720000
13	11d4+2	+4/+8	+0	17	7	870000
14	11d4+3	+4/+8	+0	20	6	1020000
15	11d4+4	+4/+9	+0	23	6	1170000
16	11d4+5	+5/+9	+0	26	6	1320000
17	11d4+6	+5/+9	+0	29	5	1470000
18	11d4+7	+5/+10	+0	32	5	1620000
19	11d4+8	+5/+10	+0	35	5	1770000
20	11d4+9	+5/+10	+0	38	5	1920000



Paladins are champions of Law who crusade against those who seek to extinguish the light of civilization. Wherever the forces of Chaos marshal to threaten man, paladins can be found, battling back the darkness with courage and steel. Prime Requisite: CHA. Requirements: STR 12+, MIND 11+, CHA 17+, alignment must be Law.

Weapons and Armor: Paladins may any type of armor and may use shields. They may use all medium and heavy weapons.

Class Abilities: Aura of Protection (+1 to AC and saving throws against attacks made or created by those aligned with for created by Chaos); immune to disease (including magical diseases); Detect Evil (can detect evil or chaos, 60 foot range, requires 10 minutes prayer and concentration); Lay on Hands (may heal by touching target and praying for 5 minutes; may heal up to his level in Body Points per day total, may heal diseases (costs 2 BP of healing per disease, 3 BP of healing for magical diseases).

Holy Fervor: At 5th level, a paladin inspires those under his command. Any hirelings or mercenaries of the same religion as the paladin have a +1 bonus to their morale when personally led by the paladin.

Alignment: All paladins must be of Lawful alignment. A paladin who changes to Neutral or Chaotic alignment loses his class abilities and powers. If he later reverts to Lawful alignment and atones for any misdeeds (possibly through a quest spell) he can regain his lost class abilities and powers.

Stronghold: At level 9 a paladin may build a fortress in the borderlands or wilderness. 1d4+1 x 10 reliable mercenaries will apply for jobs and 1d6 low level paladins will apply for training. The fortress will attract settlers over time and they will look to the paladin for leadership.

Experience Base: 2000/120000.

Paladin Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	15	0
2	2d8	+0/+0	+1	0	14	2000
3	3d8	+1/+0	+1	0	13	4000
4	4d8	+1/+0	+1	0	12	8000
5	5d8	+2/+1	+2	0	11	16000
6	6d8	+2/+1	+2	0	10	32000
7	7d8	+3/+1	+2	0	9	65000
8	8d8	+3/+1	+2	0	8	130000
9	9d8	+4/+1	+3	0	8	250000
10	9d8+2	+4/+2	+3	0	7	370000
11	9d8+4	+5/+2	+3	0	7	490000
12	9d8+6	+5/+2	+3	0	6	610000
13	9d8+8	+6/+2	+4	0	6	730000
14	9d8+10	+6/+3	+4	0	5	850000
15	9d8+12	+7/+3	+4	0	5	970000
16	9d8+14	+7/+3	+4	0	4	1210000
17	9d8+16	+8/+3	+5	0	4	1330000
18	9d8+18	+8/+4	+5	0	3	1450000
19	9d8+20	+8/+4	+5	0	3	1570000
20	9d8+22	+9/+4	+5	0	3	1690000

Rangers are scouts and trackers, adept at both woodcraft and archery. Few adventuring parties would dare the wilderness without an experienced ranger to guide them. Prime Requisite: STR. Requirements: MIND 12+, CON 15+.

Weapons and Armor: Rangers may use light or medium armor and may use shields. They may use all missile and light weapons.

Class Abilities: +1 bonus to initiative and surprise rolls; can blend in background (d20 + DEX Bonus; DC 8 if outdoors/wilderness, DC 16 if indoors/urban -- this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do); can move silently and tracklessly in the wilderness (d20 + DEX Bonus; DC ranges

from 8 to 20 depending on terrain); +1 to lost rolls if outdoors (applies to any party a ranger is guiding); +1 to Chance of Encounter rolls outdoors (+2 if alone); +2 to Fighter Bonus with missile weapons; tracking and trailing in the wilderness.

Wilderness Prowess: At 5th level, a ranger inspires those under his command. Any hirelings or mercenaries hired by the fighter have a +1 bonus to their morale when personally led by the ranger in the wilderness.

Stronghold: At level 9, a ranger may build a border fort in the borderlands or wilderness. 1d4+1 * 10 reliable mercenaries will apply for jobs and 1d3 low level rangers will apply for training. The fortress will attract settlers over time and they will look to the ranger for leadership.

Experience Base: 2000/120000.

Ranger Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	15	0
2	2d8	+0/+0	+1	0	14	2000
3	3d8	+1/+0	+1	0	13	4000
4	4d8	+1/+0	+1	0	12	8000
5	5d8	+2/+1	+1	0	11	16000
6	6d8	+2/+1	+2	0	10	32000
7	7d8	+3/+1	+2	0	9	65000
8	8d8	+3/+1	+2	0	8	130000
9	9d8	+4/+1	+2	0	8	250000
10	9d8+2	+4/+2	+2	0	7	370000
11	9d8+4	+5/+2	+3	0	7	490000
12	9d8+6	+5/+2	+3	0	6	610000
13	9d8+8	+6/+2	+3	0	6	730000
14	9d8+10	+6/+3	+3	0	5	850000
15	9d8+12	+7/+3	+3	0	5	970000
16	9d8+14	+7/+3	+4	0	4	1210000
17	9d8+16	+8/+3	+4	0	4	1330000
18	9d8+18	+8/+4	+4	0	3	1450000
19	9d8+20	+8/+4	+4	0	3	1570000
20	9d8+22	+9/+4	+4	0	3	1690000

Other Character Information

The following other information is available:

Determining Hit Points: Each class has an HP column on their Class Advancement Table. XdY means roll X dice of type Y and add the character's Strength bonus to each die rolled. The minimum roll (after adding the Strength stat bonus) is 1. After level nine, a few hit points (1, 2, or v3 are added at each level. Strength stat bonuses are not added for levels greater than 9.

For example, a first level fighter has a Strength of 15 for a STR stat bonus of +1. At first level, the player rolls 1d8 and adds +1 to determine his maximum hit points. At second level, the player would roll another 1d8+1 and add the result to his first level hit point maximum to get the character's second level hit points.

Max at First Level (Optional): Instead of rolling a die for first level characters, assume the die roll was the highest possible roll for the type of die. *This option is strongly recommended.*

Reroll All Dice at Every Level (Optional): Instead of just rolling a single die at every level and adding the result to the character's previous hit points, reroll all the dice every time the character gains a new level, using the higher of the new roll or the previous hit point total +1.

Weapons and Armor Limitations: As noted, many classes are limited in what weapons and armor they can utilize. Regardless of such class limitations, characters of any class may purchase, carry, and use any weapons or armor desired. However, characters who equip themselves with weapons and armor unusable by their class will fight as 0th level characters while so equipped. They also will receive no bonus on their attack rolls or armor class from ability scores or equipment, may not use any of their class powers, and do not gain XP.

Determining Experience Points Required to Advance: The XP column of each class table lists the minimum XP a character needs to reach a given level in a class for standard characters. This table will need to be recalculated from the Experience Base numbers of the class if any optional rules that modify the experience base are used for a character.

Experience Base: Two numbers are listed for each class, for example, the Fighter's Experience Base is 2000/12000. The first number (2000 in the example) is the Low Level Base and the second number (12000 in the example) is the High Level Adder. Optional rules may have Experience Base modifiers. Again these are listed with two numbers (example: +100/+2500), if a character possesses the optional ability, the first number (+100 in the example) is added to the Low Level Base for the character's class and the second number is added to the High Level Adder for the character's class. If a Fighter had the one optional ability from this example, his final Experience Base would be: 2100/122500.

Calculating Experience Points per Level: To calculate a character's custom XP advancement schedule, start with the Low Level Base number from the character's final Experience Base (including his class base plus all modifiers from optional rules). That is the experience point total required to advance to 2nd level. The experience required to advance doubles each level thereafter until 8th level reached. Exception: Round the experience point requirement for 7th level to the nearest 5000.

After 8th level, the amount of experience points required to advance no longer doubles. Instead of doubling, it increases by a flat amount each level: the High Level Adder from the character's final Experience Base.

The standard XP advancement charts listed for each class were calculated by this method and should serve as examples of this calculation.

Class Special Abilities

Some classes have special abilities which cannot easily be explained in a sentence. These named special abilities are described in this section.

Fighting Classes Special Abilities: All Fighters, Paladins, and Rangers (referred to collectively as "fighters" in the special ability descriptions in this section) have the following special ability:

Cleave - After a Fighter kills an opponent, he may immediately make another attack against any still-standing foe within 5 feet. The maximum number of attacks he can make in one round is equal to his level.

Fighters may select one special ability from the following list at levels 3, 6, 9, 12, 15 and 18. Paladins and Rangers may select one special ability from the following list at levels 6, 12, and 18. Each special ability may only be selected once. Paladins may not select Berserker Rage.

Accuracy - A Fighter with this special ability rolls one die size larger for damage (1d6 instead of 1d4, 1d8 instead of 1d6, etc.) with thrown or missile weapons.

Berserker Rage - A Fighter with this special ability may go into a berserker rage when in combat. During a berserker rage, the Fighter always attacks the nearest foe (determine randomly if multiple foes in range). His ferocity adds his level to his attack roll and his damage. To break off combat (before all foes are dead) the berserk Fighter must make a MIND save versus a DC of 10 (plus 2 for every opponent still standing) in order to break off from fighting. Each round the Fighter is berserker costs him 2 hp, subtracted immediately after the berserker rage ends. A berserk Fighter cannot use any combat stunts nor the Find Weakness or Leadership special abilities.

Blind-fighting - A fighter with this ability may attack while blind or in conditions of total darkness with only a -2 penalty to hit.

Brutal Attack – A Fighter with this special ability rolls one die size larger for damage (1d6 instead of 1d4, 1d8 instead of 1d6, etc.) with melee weapons.

Danger Sense: A Fighter with this special ability has a sixth sense for danger and can never be surprised so long as he is conscious and aware.

Dodging - When not wearing armor (and conscious and able to move), a Fighter with this special ability may add his level (plus 1 for every point of dexterity above 15) to his AC.

Dragon Slayer - A fighter with this ability ignores the -1 penalty to saves against breath weapons and other blasts.

Find Weakness - When attacking an unaware opponent, a Fighter with this special ability may ignore any AC bonus the opponent has due to armor worn. He is hitting at his opponent's weak, exposed areas.

Goblin Slayer - A fighter with this ability treats his Fighter Bonus as one higher when fighting kobolds, goblins, orcs, gnolls, hobgoblins, bugbears, ogres, trolls, and giants. At the GM's option similar abilities might exist for fighting demihumans (humans, dwarves, elves, halflings, and gnomes) or other groups of monsters (such as dragons or the undead).

Grappling Expert - A fighter with this bonus retains their full AC while grappling.

Mounted Combat - The character receives a +1 bonus to attacks while mounted.

Leadership - When a Fighter with this special ability is leading a group of hirelings under their command, When leading a group of hirelings under their command, the hirelings subtract the Fighter's Fighter Bonus in any morale checks and add one-half the Fighter's Fighter Bonus (round up) to their attack and damage rolls.

One Shot – A Fighter with this special ability incapacitates opponents (knocks unconscious or otherwise out of combat) whose hit dice or level are less than or equal to the Fighter's level on a critical hit (in addition to the normal effects of a critical hit).

Sniper - A fighter with this ability ignores -2 of the penalty for using a ranged weapon at medium or long range.

Striker – A Fighter with this special ability makes a critical hit on a natural roll of 19 or 20.

Terrifying Style – A Fighter with this special ability has a terrifying combat style. Opposing side must check morale every time he makes a critical hit.

Toughness - A fighter with this ability has extra hit points equal to twice their Fighter Bonus

Unarmed Combat – A Fighter with this special ability does 1d6 damage with his bare hands (instead of the standard 1d2 bare handed damage).

Weapon Focus - A fighter with this ability adds +2 to their Fighter Bonus with one class of weapon: Swords and daggers; spears and pole arms (including the staff); flails, hammers, and maces; bows and crossbows; axes; or slings and thrown weapons

Illusionist/Magic-User Special Abilities: All class with the ability to learn and cast arcane spells have the following special abilities. All require the use of a special wand hand-made by the caster. Note that references to "magic-users" in this section actually refer to magic-users as well as illusionists.

Create Handmade Wand - A Magic-User knows how to create the handmade wand required for Magic-User special abilities. The wand must be made by the Magic-User using it to function.

Creating the wand requires a knife, a living tree to cut the wand from, and 12 minus the Magic-User's level hours (minimum of 1 hour) of uninterrupted time.

Arcane Blast – A magic-user can shoot a dart of magic energy from the tip of their handmade wand once per round provided no other action is taken. They must roll to hit the target normally. Range: short 60; medium 120; long 180. Usable once per round if no other action taken and does 1d4 damage if it hits. No saving throw is allowed. Requires pointing a handmade wand at the target and costs 1 HP per use. The visible effects can be whatever the Magic-User desires; note that this does not affect damage, it only adds color to the ability.

Arcane Dueling - By forgoing their action on their turn, a magic-user can engage another magic-user in an Arcane Duel.

On each of their turns, both combatants roll a d20 and add their Magic Attack bonus - whoever scores higher wins that round. Each round costs the combatants 1HP, and each round they succeed, they do damage equal to their Magic Attack bonus (minimum 1HP) to their opponent. A draw roll means both opponents take 2HP damage. An opponent can leave a duel at any time, but takes the opponent's Magic Bonus as damage (as though they had scored a successful hit).

Both players and GMs should make their descriptions vivid and entertaining - but appropriate to the level of the combatants. A 1st-level mage and a Kobold Shaman will be throwing sparks and stings at each other, while 10th-level mages will have battles that look more like Rush album covers.

Minor Magic - Magic-Users can cast minor "everyday/non-combat" magic at will. Basically, any everyday thing someone could do mundanely, a magic-user or illusionist can do with minor magic. Attempting something the GM considers abusive fails and causes the magic-users wand to explode (doing 1d6 backfire damage to the magic-user unless a WIL save is made). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

Some examples: Light a candle or pipe with a flame from the wand tip. Dust things – at first level a minor magic spell might be needed for each shelf or piece of furniture, while at third level a single spell might dust a room and at sixth level the magic-user's the entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-users coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.



Cleric Special Abilities: Clerical special abilities vary by the type of deity the character serves. The following are examples special abilities for common types of deities. If a campaign features other types of deities, The GM may need to create special abilities for these deities their specific campaign setting.

Priests of Storm/Thunder Gods: (Example deities: Thor or Zeus) Clerics of storm/thunder deities can use javelins. In place of the Turn Undead ability, clerics of storm have the ability to throw a bolt of lightning that can strike up to four creatures in a straight line from you within 30 feet, for 1d8 + level lightning damage. Use of this ability requires a ranged attack roll vs AC and costs 3 Hit Points

Priests of War Gods: (Example deities: Ares or Tyr) Clerics of war deities can wield non-magical swords. In place of the Turn Undead ability, clerics of war gods gain the Tactical Expertise ability:

Tactical Expertise – A cleric with this special ability gains a number of Tactics Points per day equal to his level plus one for every point of charisma above 13. These points are spent directly before the attack roll of anyone in the cleric's party, giving a +1 per point spent. Tactics Points can also be spent before any enemy's attack roll, giving a -1 per point spent.

Priests of Knowledge/Magic Gods: (Example deities: Hecate or Thoth) Clerics of Knowledge/Magic deities are somewhat less adept in combat than normal clerics, having only the same knowledge of weapons and armor as a magic-user. In place of the Turn Undead ability, clerics of knowledge/magic deities gain the Careful Study and a limited ability to use arcane magic: 1) the GM will add adding one spell suitable to the deity from the magic-user spell list that is not also on the cleric spell list for each spell level. 2) the cleric may attempt to cast an arcane spell from any scroll successfully on a roll of 1d20 + MIND bonus + Magical Combat Bonus versus a DC of 10 + (2 x spell level, rounded up). The spell fades from the scroll whether the attempt is a success or failure.

Careful Study: If the cleric is allowed to study a problem or physical obstacle for a full turn without interruption, she can add her MIND bonus to a skill check to overcome it-- even if she would add it already. If she is allowed the time and resources to research thoroughly, she can add an additional bonus to the check as long as she confronts the same problem or obstacle again within a number of days equal to her MIND score. If the cleric is allowed to study for a full turn she acquires a +1 bonus. She can improve this bonus to +2 with another two hours of study. Another three hours beyond that grants a +3 bonus, and so on (to a maximum of fourteen hours of study to attain a +5 bonus). By the same token, if a cleric is allowed to study an enemy's fighting style for three rounds without interruption, she gains her MIND bonus to the next attack she makes against it as long as she makes the attack within one turn.

Priests of Craftsman Gods: (Example deities: Hephaestus or many gods of the dwarves) are expert at any crafts (such as smithing or masonry or sculpture) that their god represents. Instead of the Turn Undead ability, you gain the ability to repair any broken small object and can detect and identify magic items (with a MIND check, DC 16 if you just examine the item, DC 12 if you have the opportunity to closely observe the other properties of the item or see it used). If the campaign is using Weird Science, you are probably well-enough trained with machinery that a device is only DC10 for you to figure out how to operate.

Repair: Repairs a broken or torn small object at a cost of 2 HP. It does not restore magic. The cleric must know what the item is to repair it.

Priests of Nature Gods (Example deities: Pan, Flora): The GM will add one spell of each level from the Druid Spell list (that is

not on the Cleric spell list) that is appropriate for the specific deity to list of spells available to the cleric. Note: Followers of deities considered "Earth Mothers" should be druids if the optional Druid class is used.

Priests of Trickster Gods (Example deities: Loki, Hermes, Coyote, or Anansi) can use daggers and are experts at riddles. In place of the Turn Undead ability, you add a number of illusionist spells equal to the higher of your MIND or CHA bonus (but always at least 1) to your own at each spell level. Priests of Trickster Gods, also have the Minor Divination ability (so they can learn secrets that will better enable them to prepare a clever prank or con).

Minor Divination - A cleric may spend 10 minutes in prayer asking his deity whether or not a specific action would have generally good or generally bad results *from the deity's point of view*. The cleric will have vague feeling of rightness or wrongness. A cleric may do this at most 1 per day (+1 additional time per day every 5 levels).

Priests of death gods (Example deities: Anubis, Hades) have learned to ceremonially use sickles, but usually only favor light armor at the most. The effectiveness of a successful Turn Undead is doubled.

Priests of Eldritch Horror Gods: (Example deities: Cthulhu, Nyarlathotep) Clerics are trained in daggers for the sake of sacrifice, and often do not wear armor. In place of the Turn Undead ability, they gain the Whispered Secret ability and the ability to use arcane magic scrolls as a thief.

Whispered Secret: Being inured to the horrible secrets of the universe, you can speak them in an attempt to drive enemies to madness. Roll 1d20 + CHA Bonus + level versus a DC of 10 + twice the Hit Dice of the creature you are addressing, who must be within about 5 feet to hear you clearly. If you succeed the target acts as if afflicted by a *Confusion* spell, or flees in terror, your choice. This costs HP equal to the HD of the being to whom you are speaking. Some creatures, such as Brain Eaters and Deep Scum, are perfectly aware of these things and are unaffected by this ability. If you like, you can instead shout your dark knowledge aloud, but to do so is to call down the wrath of all that is good and holy, for it costs HP damage equal to the collective HD of all who hear you and is indiscriminate in who it effects, save for creatures that would be immune or fellow priests of the elder ones.

Note: Clerics who lose the Turn Undead special ability may have a Turn Undead spell (Level 1) that functions like the ability if the GM considers it appropriate to the deity if undead are a major part of the campaign world.

Background

Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

The word "word" should be taken loosely. For example, the name of a culture/location should be considered "one word" even if it is "Holy Panamon Imperium". "Blue Knight of the Holy Panamon Imperium" could count as "two words" if such clearly describes a single background in the campaign world.

Alignment

Basic Alignment: There are three basic alignments: Law, Chaos, and Neutral. Only intelligent beings have alignment and the vast majority of those tend to be neutral. Player Characters should select an alignment for their characters.

Law: Characters aligned with Law try to avoid unnecessary harm to others by their actions or inaction. They often put the good of society/everyone over the immediate good of themselves and their friends. They are usually willing to help others/society even if doing so is somewhat inconvenient. If given power over others, they tend to use it for the good of all.

Chaos: Characters aligned with Chaos only care about themselves and those who are currently useful to them. While they may not go out of their way to harm others, they do not care if others are harmed as long as they succeed at their personal goals. They are generally only willing to help others/society if they get something they want or need out of it. If given power over others they tend to abuse it and use it mainly to help themselves.

Neutral: Neutral characters tend to put themselves and their friends first, but will generally not allow others to come to unnecessary harm or inconvenience in order to succeed. They are willing to help others/society so long as doing so is not inconvenient. If given power over others, they tend to use it for good, but they and their friends come first.

Advanced Alignment: People familiar with 1e will notice that the basic alignment system does not account for "good" and "evil." This is because these concepts are left to interpretation. This is a philosophy more in line with classic pulp fantasy and science fiction. In this way of thinking, the "highest philosophy" is the conflict between law and chaos, with the balance of neutrality between. In this philosophical universe, concepts of good and evil are merely a means to attain the goals of any one of these greater spheres of thought. In this game, then, "evil" and "good" are much more situational than doctrines of behavior. Evil will often be associated with chaos, and good with law, but this need not always be the case. However for those who prefer the more complex alignment system of 1e, what follows is a presentation of alignments that incorporates good and evil. This system may optionally be used for PCs or NPCs, and may be assigned to monsters as the GM sees fit.

Lawful Good: A lawful good character opposes evil and believes in maintaining order. He keeps his word and acts against injustice. A lawful good character hates to see the guilty go unpunished. He believes the best way to maintain the greater good is through tradition, discipline, and order.

Neutral Good: A neutral good character opposes evil, but no particular importance is placed on law or chaos. He believes the greater good can be achieved at times through both means, and a balance of the two.

Chaotic Good: A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He believes in goodness and right but has little use for laws and regulations. He follows his own moral compass, which, although good, may not agree with that of society.

Lawful Neutral: A lawful neutral character acts in accordance with law, tradition, or a personal code. Order and organization are paramount. Good and evil are to be maintained in balance to achieve order.

Neutral: A neutral character commits himself philosophically to neutrality. He sees good, evil, law, and chaos as extremes that must be maintained entirely in balance, as nature intends. In nature these forces may fluctuate, but a neutral character would oppose any artificial imbalance imposed by others.

Chaotic Neutral: A chaotic neutral character believes in randomness. Further, the best way to maintain disorder is to keep good and evil in balance. These characters are often unpredictable, but not cruel.

Lawful Evil: A lawful evil character cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. Domination is attained through strict adherence to discipline.

Neutral Evil: A neutral evil character is selfish and cares nothing for life or others. Evil for the sake of evil is the main tenet with these characters, and law or chaos are unimportant or only a means to an end.

Chaotic Evil: A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He may be vicious, arbitrarily violent, and unpredictable. He may be simply out for whatever he can get, or he may be committed to the spread of evil and chaos.

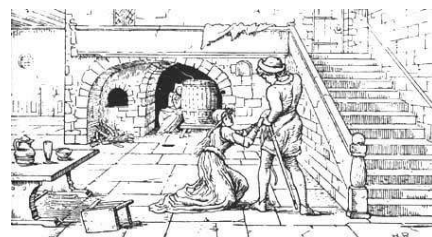
Virtues and Vices (Optional): As in real life, each character has virtues (admirable character traits) and vices (not so admirable character traits). Players select six traits from the lists below before play starts. Neutral characters must select three from each list. Lawful characters must select at least one (but no more than two) vices. Chaotic characters must select at least one (but no more than two) virtues. Players can select virtues and vices not on the list with GM approval.

Virtues	Vices
Academic	Arrogant
Austere	Bigoted
Bold	Capricious
Cheerful	Cowardly
Compassionate	Egoistical
Courageous	Fearful
Daring	Hateful
Determined	Hidebound
Fair	Impulsive
Faithful	Insensitive
Friendly	Lazy
Generous	Manipulative
Gregarious	Miserly
Honest	Petty
Hopeful	Power Hungry
Industrious	Rude
Just	Self-Centered
Kind	Spendthrift
Patriotic	Stubborn
Thoughtful	Thoughtless
Thrifty	Vengeful

Character Tagline (Optional)

Each character should have one fairly unique feature in his personality or background that sets him or her apart from other characters and npcs in the campaign (and from other characters the player may play or have played in the campaign. This feature should not be something that would give a mechanical bonus in play, but something interesting and unique in the character's personality, background, or history. The GM should work with the player to ensure the character's tagline is appropriate to the campaign setting. A tagline can also be a "catch phrase" that sums up the character in some way.

Some examples of a simple character taglines from history and literature would be "never tells a lie" for George Washington, "the lionheart" for Richard I of England, "demands his martinis be shaken not stirred" for James Bond, "cultivates a grandfather image but quietly manipulates others to achieve the greater good" for Dumbledore, and "I didn't do it, nobody saw me, you can't prove anything" for Bart Simpson.



The Rules

Skills

There are no specific skills in Microlite78. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation, taking into account the characters' classes and backgrounds. If the GM decides a random success chance is truly needed he may resolve the situation with a roll of his choice or he may call for one of the following rolls:

Primary Skill Roll: 1d20 + Stat Bonus + Class Level if the character is attempting something directly related to their class or background.

Secondary Skill Roll: 1d20 + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class or background.

Minor Skill Roll: 1d20 + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class or background.

When the GM calls for a skill roll, he will declare the type of skill roll, which stat the skill roll falls under, and any situational modifiers and the player will make a skill roll. (The GM should make the roll in secret if seeing the result would give the player more information than his character should have.)

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll. Suggested Difficulty Classes: Easy - 8, Normal - 12, Difficult - 16, Hard - 20, Very Hard - 24, Legendary - 28, Unbelievable - 32.

Certain classes (Thieves and Rangers, for example) have abilities that members of those classes are good at -- or even expert at. The GM must be sure to take such strong abilities into consideration when deciding success or failure of a related action.

Basic Adventuring Skills: Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and have a rough idea of the value of common coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

Languages: All character races speak common. Other intelligent beings speak their own languages (20% chance of also speaking common). Beings with a MIND over 10 may speak one additional language per point of MIND over 10 (these are in addition to any languages known by race).

Talents: At level 2 (and every 2 levels thereafter), characters may select one narrow area of skill where they are better than average: something they are "Good at." This talent should be either something directly related to their class or background -- or something they have spent game time and/or money learning. If the player wishes (and the GM approves), instead of selecting a new talent a talent the character is already "Good at" be improved to "Expert at" at a later even-numbered level and a talent the character is "Expert at" may be improved a final time to "Master at" at yet a later even-numbered level. The GM will consider the character's talents just as he would the character's class and background when deciding if a character will succeed with an action. . If you need to assign numerical benefits to talents for when a success roll is needed, +2 per level is a good place to start for most talents (i.e. Good at +2, Expert at +4, Master at: +6).

Saving Throws

When subject to an unusual or magical attack, characters generally get a saving throw to avoid or reduce the effect. To make a saving throw, roll 1d20, add modifiers based on the type of saving throw (and any circumstantial modifiers set by the GM). A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, the saving throw is

successful if the total of the roll and modifiers is greater than the saving throw listed for the character's level. Unless noted otherwise, monsters save as a Fighter of a level equal to one-half their hit dice, rounded up.

Saving Throw Modifiers: What a character is saving against modifies the saving throw die roll. In cases where multiple types apply, use the first one listed below:

Breath Weapons: Breath Weapons and other blast-like effects give a -1 modifier to the saving throw.

Poison: Dwarves get a +3 bonus.

Death Magic: This includes negative energy attacks. Clerics get +3 due to their link with the higher and lower planes.

Rod, Staff, Wand: All magical effects created by a rod, staff, or wand give +1 bonus.

Spells: +2 bonus for Magic-Users.

Special Saving Throw Modifiers: Where applicable, these modifiers are applied in addition to those listed above:

Charm and Illusion Magic: Add MIND stat bonus.

All Magical Effects: Dwarves and Halflings receive a +4 bonus to all saving throws against a magical effect.



Magic

Magic-using characters can cast any spell from their respective spell list with a spell level equal or below 1/2 their class level, rounded up. A Magic-User or Illusionist starts with Read Magic and 1d2 additional first level spells in his spell book (which must be approved by the GM) and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. A Magic-User or Illusionist can memorize up to Level + MIND bonus spells and these spells can be directly cast (others spells may be cast via a casting ritual). A Magic-User or Illusionist requires his spell book and 1 hour of time to change the spells he has memorized. Clerics and Druids do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character.

Casting Cost: Direct casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast if the

spell is cast with an implement and 1 + triple the level of the spell being cast if the spell is cast without an implement:

Spell Level	1	2	3	4	5	6	7	8	9
HP Cost with Implement	3	5	7	9	11	13	15	17	19
HP Cost without Implement	4	7	10	13	16	19	22	25	28

Although there are ways to reduce the cost of casting spells, the casting cost cannot be reduced below 2 Hit Points.

Spell Difficulty Class: For purposes of things like dispelling, the Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Signature Spells: Select one 'signature' spell per spell level from first upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use. For Magic-Users and Illusionists, signature spells are always in memory and do not count against the number of spells a caster can memorize.

Implement Use: Spells cast through an implement (a wand or staff for a Magic-User or an Illusionist, a holy symbol for a Cleric or a Druid cost less to use. The implement must either be a magic item or be made by the caster (12 hours, wood, and carving tools needed). The implement must be undamaged and in the caster's hand at the time the spell is cast.

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round.

Ritual Magic: A Magic-User or Cleric can perform ritual magic to cast spells of any level (and other special rituals that might be found in old books or scrolls) provided the caster has a written copy of the spell or ritual, any needed materials (mainly required by special rituals), and the time and space needed to perform the ritual.

Ritual casting of a spell of a level the caster is able to cast normally takes 10 minutes and costs 1 HP per level of the spell being ritually cast. Ritual casting of a spell of a level the caster is not yet able to cast normally takes 10 minutes per level of the spell and costs twice as much in hit points as it would to cast directly. Ritual casting of a special ritual takes as long and costs as many HP as the ritual states (that is, the GM assigns these as needed when he creates the special ritual). Multiple Magic-Users and/or Clerics may participate in a casting a special ritual with the HP cost of casting divided among them.

Optional Sacrifices - One or more beings with human or better intelligence may be sacrificed during ritual magic. Each sacrifice made adds 10 minutes to the ritual and provides 10 plus the being's level or hit dice in HP to power the ritual. This amount is tripled if the being is truly a willing sacrifice. Some special rituals may require the sacrifice of intelligent beings. The sacrifice of intelligent beings is normally against the law in civilized societies.

Hit Points and Healing

Hit Points: Hit Points are an abstract measure of the amount of damage a character can suffer before falling unconscious and taking severe injuries. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduces Body Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. Optional: To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

Body Points (BP): All characters have 20 Body Points. If Body Points reach 0, the character is dead. Each two points of body damage a character has suffered gives a -1 to all attack, success, saving, and similar rolls (also to strike speed). *Option:* Body Points for Fighters equal 20 + (Level/2) (round down,

maximum 30). Body Points for arcane spell casters (Magic-Users and Illusionists) equal 20 - (Level/2) (round up, minimum 10). This has fighters slowly becoming tougher while arcane classes lose physical conditioning as they become more magically powerful.

Recovering Hit Points: All characters recover all hit points after six hours of total rest. If a character has lost Body Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

Healing Body Point Damage: Body points lost recover at a rate equal to the character's STR Bonus (minimum of 1 point regained) per full day of rest. If a character with up to 50% Body Point damage (up to 10 points of BP damage if base 20 BP is used) performs more than very light activity or careful travel during a day, he has a 50% chance of losing an additional body point. If a character with more 50% of Body Point damaged (11 or more points of BP damage if base 20 BP is used) does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional body point.

Bleeding (optional): A character who has been reduced to 0 hit points by weapon or other trauma-related damage will eventually bleed out and die if their wounds are not bound. A bleeding character must make a FORT Save every minute or suffer one body point of additional damage. Binding wounds takes 1 minute per point of body damage taken, but no further bleeding rolls are needed (including while the wounds are being bound). Any healing spell cast on a bleeding character will effectively stop the bleeding.

Healing Magic (Optional): Healing magic is not instantaneous, 1 body point will be cured per 10 minutes of rest after the spell is cast (up to the maximum the spell will cure), if the rest is interrupted any remaining points of healing are lost.

Second Wind (Optional): Once per day, characters may regain 20% of their total hit points (round up) by resting in a safe place for an hour while eating a meal. This amount is reduced by 2 hp per point of body damage (to a minimum of 0 hp recovered).

Monster Body Points (Optional): If the GM does not mind the added complexity, monsters may have Body Points as well. A monster's Body Points are equal to twice the number of hit dice the monster has. This option is not recommended.



Combat

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round. If attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. A side cannot be surprised if it is aware of the other.

Combat Stance: Any character able to act may select a combat stance. Any character who has not announced their combat stance before initiative is rolled automatically selects "Standard." Combat Stances (and their effects) are *Full Defense* (Attack: no attack possible; AC: +2 bonus, +4 bonus with shield, +6 bonus with large shield; Strike: -5), *Active Defense* (Attack: -2 penalty; AC: +1 bonus, +2 with shield; Strike: -2), *Standard* (Attack: Normal; AC: Normal; Strike: normal), *Active Attack* (Attack: +1 bonus; AC: -1 penalty; Strike: +1), and *Full Attack* (Attack: +2 bonus; AC: -2 penalty; Strike: +2). Spell casters casting a spell cannot select the Full Defense or Active Defense Stance. The Stance Strike modifier is optional.

Initiative: Roll 1d20 for initiative for each side. The side with the higher roll gets a +5 to strike speed for the round. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

Actions: Combat is very abstract. Each combat round lasts a minute and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not count as an action.

Strike Speed: Characters and monsters act in order of their strike speed from high to low. Base Strike Speed is determined by their action type in the table below. Characters/Monster add +5 to the Base Strike Speed if their side has initiative. Fighting Classes add their Fighter attack bonus. Monsters add one-half their hit dice, rounded down if the GM classes them as fighters. (Ties in Strike Speed are resolved by Character Level/Monster Hit Dice, with the higher acting first.) The Strike modifier from a character's combat stance is added if the GM use this option.

SS	Weapon/Attack Action
1	Read Scroll
2	Cast Spell
3	Short Length Weapon
4	Medium Length Weapon
5	Long Weapon
6	Very Long Weapon
7	Pole Arms
8	Missile Fire/Arcane Blast
9	Breath Weapon
10	Glance

Attack Rolls: Add attack bonus to d20 roll. A natural roll equal to or less the target's Natural Defense (which is 1 unless otherwise stated in the monster description) always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit.

Melee attack bonus = STR bonus + Physical Combat Bonus
 Missile attack bonus = DEX bonus + Physical Combat Bonus
 Magic attack bonus = MIND bonus + Magical Combat Bonus

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2. *Option:* Armor bonus is as listed in parenthesis for the armor type on the equipment table.

A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage and doing a number of body points damage equal to the number of damage dice rolled (normally 1). Most monsters do not have body points, so a critical hit will do maximum damage plus a normal damage roll to them and

cause them to lose their next attack.

Fighters, Paladins, and Rangers can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead if wielding a light weapon. Fighters can wield 2 light weapons and attack with both in a round (making one attack roll at -2).

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Cover: Characters behind an object gain +2 to +10 to their AC against ranged attacks, depending on the extent of the cover (light cover = +2 to nearly complete = +10). In some situations, the GM may allow half this AC bonus to apply to saves.

Damage: Light weapons do 1d4 damage. Medium weapons do 1d6 damage. Heavy weapons do 1d8 damage. Add STR bonus and any class damage bonus to Melee damage (x2 for two-handed weapons). *Option:* Weapons do the damage listed for the specific weapon (in parenthesis) on the equipment table.

Shield Special: A character with a shield may choose to have it completely absorb all the damage from any attack (including a critical hit). A non-magical shield shatters when it does so. A magical shield permanently loses one point of its magical AC bonus when it does so, becoming a non-magical shield if its magical AC bonus is reduced to zero.

Special Combat Situations:

Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

Ranged Attack into Melee: Shooting or throwing into a crowded melee is not a good idea: there is a 50% chance you'll hit a friend instead of an opponent. Fighting classes may take -4 to hit to avoid hitting a friend.

Dodge: A character who is not making an Active or Full Attack may forgo his next attack at any time and dodge out of the way. Roll 1d20 + DEX bonus + Physical Combat Bonus (PCB). The total is the character's effective AC until his next attack. If it's lower than his real AC, well, the character zigged when he should've zagged. The GM may modify the roll by +2 or -2 (or more) to reflect the terrain and cover of the area.

Aid Another: A character who can make a melee attack on an opponent engaging an ally in melee combat can help that character attack or defend by distracting or interfering with an opponent. Make an attack roll against AC 10. If successful, the ally gains either a +2 (Fighter Bonus +1 for fighting classes) bonus on his next attack roll against that opponent or a +2 (Fighter Bonus +1 for fighting classes) bonus to AC against that opponent's next attack (aiding character's choice), as long as that attack comes before the beginning of the aiding character's next turn. Multiple characters can aid the same ally.

Grapple: A character can make a grapple attack on an adjacent target. A successful attack roll means they are then grappled with their target. When grappled, both the attacker and the defender's AC becomes 10 and neither can make move actions. When grappled, the defender can't make normal actions and must make opposed rolls (1d20 + PCB) against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

Knockout Blow: A character can attempt an armed melee attack against an adjacent creature to stun them. On a successful hit the target is stunned one minute for every point the attacker rolled higher than their defense. Rogues add their level in minutes to this time.



Combat Tricks/Stunts: Declare what the trick/stunt attack is going to do. It could be anything from knocking a weapon from your opponent's hand to blowing his hat off or extinguishing a lantern. Other possibilities could be stapling the target to the wall through his clothing with a thrown weapon, tying him up with a bola, tripping him and so on.

The attack roll is made at -8 (-6 for fighting classes). If the roll is successful and the target is alive and aware of the attack, the target makes a defense roll (a normal attack roll) against a DC equal to the adjusted attack roll (with the to hit penalty). If the defense roll fails, the target suffers the exact effect described. If the defense roll succeeds, then the attack is treated as a normal attack against the target's AC (with the penalty), which may result in normal damage. *Option:* The defense roll is automatically failed if the target has a combat stance of Active Attack or Full Attack.

Against an inanimate object, if the attack roll (with the penalty) is successful, the stunt works. No defense roll is needed.

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Monsters are assigned a Morale Rating (from 2 to 12, with 2 being a complete coward and 12 being totally fearless) to help the GM make these decisions. If the GM wishes, he may simply roll 2d6 and have the monsters break off combat if the number rolled is greater than the monster's Morale Rating.

Energy Drain: Certain undead and demonic monsters can drain energy levels from characters. Each energy level drained reduces the character's level by one. The character may regain the level normally via experience. If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Simple Initiative (Optional): Each side rolls a d20 (reroll ties). High roll wins initiative. Strike Speed rules are not used. The combat order changes to the following: 1) Side that lost initiative declares actions. 2) Side that won initiative declares actions. 3) Side that won initiative acts. 4) Side that lost initiative acts. 5) Any bookkeeping is done.

Monsters

See the Microlite78 Monster List or use the monster descriptions in any 1e game. To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, Save DC = 19 - level (minimum 3), all attack bonuses = level, damage = 1d8 for ordinary claws, bites, and weapons, 2d8 for large maws, giant clubs, 3d8 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Natural Defense is 1 for all but the most powerful or unusual creatures. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Monster Reactions: Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the CHA bonus (and any other appropriate modifiers) to the roll and consulting this table.

Adjusted Reaction Roll	Result
2 or less	Very Unfavorable
3-6	Unfavorable
7	Neutral/Uncertain
8-11	Favorable
12 or more	Very Favorable

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

Mooks (optional): Sometimes a GM may want to use a large number of monsters but not want to carefully track each one. Mooks are "cannon fodder" monsters that have 1 hit point per hit die, never make a saving throw, and always run away or surrender if the battle is obviously going against them. Any hit from a Fighting Class character will likely kill a mook. Mooks cannot be told at a glance from non-mook monsters. Mooks make excellent minions for powerful leaders as they are very effective against normal people even if they cannot stand long against PCs and NPCs with class levels.



Experience Points and Level Advancement

Experience Points (XP): Characters get Experience Points (XP) through adventuring, defeating monsters, spending money from treasure, etc.

XP from Defeating Monsters: All monsters that are defeated (either outsmarted or killed), grant XP based on how powerful they are. All monsters begin with a base XP determined by hit dice (HD), and receive a bonus for each special ability they have (fire breath, spell-like abilities, etc.). Refer to the Monster Experience Points Table below.

Monster Experience Points Table

Monster HD	Base XP	Bonus XP/Ability
Less than 1	5	1
1	10	3
1+	15	6
2	20	9
2+	35	12
3	50	15
3+	65	35
4	80	55
4+	140	75
5	200	150
5+	260	200
6	320	250
6+	380	300
7	440	350
7+	500	400
8	560	500
8+	620	600
9-10+	1000	700
11-12+	1200	800
13-16+	1500	900
17-20+	2,250	1,000
21+*	3,000	2,000

*For monsters of HD 22 and higher, add a cumulative 250 XP for the Base and Bonus categories.

At the end of an adventure, the total XP earned from defeating monsters is divided by the number of characters in the party. Henchmen/Retainers count as 1/2 person and hirelings count as 1/10 person (round up for PCs, round down for others). Example: A party of 5 player characters, 2 retainers, and 10 men-at-arms and other hirelings earns 1200 XP from defeating monsters. Each PC earns 172 XP from defeating monsters, each retainer earns 85 XP, and each hireling earns 17 XP. (Note that XP for hirelings is earned but usually not actually tracked.)

XP from Treasure Spent: Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns XP equal to the treasure so spent in gp divided by his current level. Note that XP from treasure is an abstract method of rewarding the various adventuring actions like finding traps that allow one to get treasure. Example: A 2nd level Fighter spending 1000gp on wine, women, and song earns 500 XP.

XP from Exploration: The GM may reward exploration with XP be designing special points on the map as worthy of XP for reaching them. The GM should generally not inform players in advance as to what, if any, special locations on the map are worth XP. Example: reaching the top of the tallest mountain on the map for the first time might be worth 150 or 200 XP for each character making it to the top or entering a well-hidden sub-level of a dungeon might be worth 50 XP.

XP from other Activities: The GM may award XP for excellent roleplaying, other important actions in the game (successfully completing a quest, for example), etc. In general, the total award from this category for any one session should not be more than 100 XP times the character's current level. No XP may be awarded in this category if the character refuses to even attempt to play his virtues and vices or other character

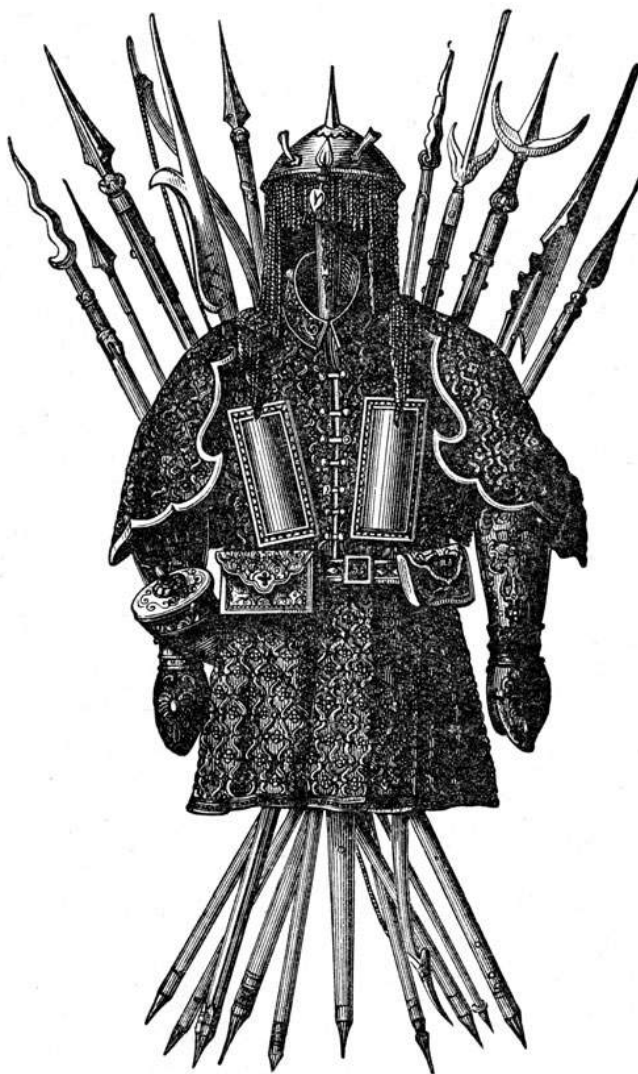
limitations.

Prime Requisite Effects (Optional): Each class has one stat listed as its Prime Requisite. If a character's highest stat is not the Prime Requisite for his class, the character suffers a 10% penalty to all XP earned.

Level Advancement: At the end of every adventure (or, at the GM's option, at the end of every session), total up the XP earned and added them to your character's total XP. If a character's XP total is higher than that the *Minimum Experience Points Required* for the next level on the character's class chart. The character goes up a level and gains all the benefits thereof (increased HP, PCB, MCB, improved Saving Throw, etc.). Note that a character may only go up one level per session. Any additional XP earned in that session that would put the character above 50% in his new level are lost.

Each level adds a die roll or a fixed amount after 9th level to Hit Points and the character's Physical Combat Bonus, Magical Combat Bonus, Fighter Bonus, etc. may change as indicated in the Advancement table for the character's class.

Spellcasters gain access to new spell levels at levels 3, 5, 7, 9, 11, 13, 15, and 17. When an arcane spellcaster gains access to a new spell level he gets one spell of the new level added to his spell books, selected randomly from a list created by the GM of spells of that level commonly available in the campaign setting.



Donate to the RetroRoleplaying Cancer Fund and Get Some PDF Goodies

Many Microlite74 gamers know that Randall Stukey, the author of Microlite74 and other M20-based old school games is trying to raise funds to pay the bills from [his wife's oral cancer](#) treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna (successful so far) cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the RetroRoleplaying Cancer Fund (via PayPal) and help them pay their bills.

Can You Help Pay the Cancer Bills?

Everyone who donates any amount at all get a password giving them access to a number of special downloads. *Some* of the currently available downloads include:

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 (<http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html>) and The Grimoire #2 (<http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html>)
- Pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECM1 campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite74 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård. This Special Edition incorporates the rules from the first supplement. The text has been reformatted into a single column in a large enough font to easily read.

To get access to these downloads and access to a private donor forum where you can get advance information on upcoming Microlite74 releases, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

<http://www.retroroleplaying.com/node/153>

Support Microlite78: Please donate if you can!

Adventuring

Almost any material you come across for 1e or other early editions of the world's most popular roleplaying game can be used in Microlite78 with little modification. However, there are some descriptive conventions that 1e used that may need explanation.

Time Conventions: 1E talks about time in terms of rounds (combat rounds) and turns. A round was 1 minute and a turn was 10 minutes, so there were 10 rounds in a turn.

Movement/Distance Conventions: 1E gave distances in inches. When underground or in buildings or the like, one inch equaled 10 feet. When outdoors, however, one inch was 10 yards. Yes, this meant spell and weapon ranges were greater outdoors than indoors. Normal human movement (when carefully exploring) was 12" per move, with two moves per turn. Carrying too much weight cut this down to 9" or even 6". Running movement was double the above.

Encumbrance: Characters can normally carry twelve (plus STR bonus) items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item. Oversized items (two-handed weapons, anything as tall as the character or that requires two hands to carry) count as two items. A character carrying 6 or fewer items is unencumbered. A character carrying 7-12 items is lightly encumbered. A character carrying 13-18 items is heavily encumbered. A character carrying more than 18 items is over-encumbered. If a more specific system is desired, the Weapons and Equipment section lists weights in stones. One "stone" is about 10 pounds and counts as 1 item. *Option:* Adjust number of items for each encumbrance class by the character's STR bonus.

Descending Armor Class: 1e and other pre-SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Microlite81 uses the ascending Armor Class system used in the OGL SRD. If you have old adventures using the original descending AC system and wish to use them, it is easy to convert descending ACs to ascending ACs.

Unarmored AC is 9: If the adventure is for B/X (or other edition where the unarmored AC is 9), subtract the descending AC listed in the adventure from 19 to get the ascending AC used by Microlite78.

Unarmored AC is 10: If the adventure is for 1e or 2e (where the unarmored AC is 10), subtract the descending AC listed in the adventure from 20 to obtain the ascending AC used by Microlite78.

Dungeon Exploration

Exploring dungeons is an iconic part of old school roleplaying games. The guidelines in this section will help the GM run adventures in dungeons, castles, caverns, and other "indoor" spaces.

Light: Humans and many other races require a light source (or magical ability) to see in the dark. Torches, lanterns, etc. will produce limited areas of light (generally 20 feet of bright light and a further 10 feet of dim light), but they also make it easy for monsters to see the party coming, making surprise impossible. Torches can be blown out by strong gusts of wind (d6 roll: blown out on a 1 or 2). Lanterns use flasks of oil as fuel, and a lantern can burn continuously on 1 flask of oil for 24 turns (4 hours). Torches burn continuously for 6 turns (1 hour) before burning out. Most monsters living in a dungeon have infravision or some other means of seeing in the dark; however these methods do not work in the presence of a light source.

Seeing Monsters: Unless surprised, characters will see monsters when they are 2d6 x 10 feet apart. Surprise distance

is 1d3 x 10 feet.

Wandering Monsters: The GM should roll 1d6 every 2 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow their orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue if there is less than 120 feet between the two groups. Monsters will only pursue around a corner or through a door on roll of 1 or 2 on a d6 (1 if a secret door is used). Fire will deter many monsters. Food will distract many monsters: unintelligent monsters 90% of the time, semi-intelligent monsters 50% of the time, intelligent monsters 10% of the time. Treasure may also distract monsters: unintelligent monsters 10% of the time, semi-intelligent monsters 50% of the time, and intelligent monsters 90% of the time. All chances may be adjusted by the GM depending on circumstances. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

Rest: One turn in six must be sent in rest or all characters suffer a -1 to all d20 rolls and to damage rolls per rest missed. Time spent searching is not time spent resting.

Doors: Dungeons often have many doors, some secret and others obvious. Many are locked, and a thief will need to attempt to pick locks. However, characters can attempt to break a door down. In this case, the player rolls 1d6. A result of 2 or less means the door has been broken down. Strength adjustments apply, but no matter what the adjustment there must always be a chance of success or failure. Bonuses cannot take the success range above 5 or below 1 on 1d6.

Players will sometimes want their character to listen at a door to hear any noises beyond. Again, the GM rolls 1d6. A roll of 1 results in success, and a roll of 1 or 2 succeeds for demi-humans due to their keen hearing. A thief has specially trained for this task, and succeeds on a roll of 1-2 (Level 1-4), 1-3 (Level 5-8), 1-4 (Level 9-12), and 1-5 (Level 13+). This attempt may only be made one time at any door by a character. Note that some creatures, such as undead, do not make noise.

Traps and Trap Detection: A trap will usually spring on a d6 roll of 1 or 2 when a character passes over or by them or otherwise triggers them.

Characters of all classes can search for non-magical traps. All characters except dwarves and thieves can succeed in spotting a trap on a roll of 1 on 1d6. Dwarves succeed on a roll of 1 or 2 on 1d6. Thieves are specially trained for this task, and succeed on a roll of 1-2 (Level 1-4), 1-3 (Level 5-8), 1-4 (Level 9-12), and 1-5 (Level 13+). Players must declare that their characters are actively looking for traps, and they must be looking in the right place. This roll may only be made once in a particular location, and it takes 1 turn per effort made. Since the GM rolls the dice, the player never know if the roll failed or if there simply is no trap in the area searched.

Secret/Hidden Doors: Secret (and hidden) doors can only be spotted if characters are specifically looking for them. The GM rolls 1d6 when a player declares that his character is looking for secret doors. A result of 1 on 1d6 is a success, except that elves have better vision and succeed on a roll of 1 or 2 on 1d6. Thieves are specially trained for this task, and succeed on a roll of 1-2 (Level 1-6), 1-3 (Level 7-10), and 1-4 (Level 11+). A character can only attempt to look for secret doors once in any given area, and it takes 1 turn. A second attempt cannot be made in the same area. On a roll of 1 on 1d6 an Elf will notice a secret door even if he is not actively searching for secret doors. Since the GM rolls the dice, the player never know if the roll failed or if there simply is no door in the area searched.



Wilderness Exploration

Exploring the wilderness is an iconic part of old school roleplaying games. The guidelines in this section will help the GM run adventures in the great outdoors, whether exploring new lands or simply go from one place to another along well-travelled routes.

Time and Wilderness Movement: The wilderness is not cramped like in a dungeon, and characters can usually see further ahead and not be as wary of obstacles. For this reason, movement is measured in yards rather than feet in the wilderness.

A character that could move 120' per turn in a dungeon can move 120 yards (360') per turn in the wilderness. Further, characters can move, per day, their movement rate divided by 5 in miles per day. So a character that moves at 120 (feet or yards, depending on environment) can move 24 miles in the wilderness per day. It's likely that not all characters will have the same movement, so if they wish to stay together they must move as fast as the slowest character. Also note that the number of miles characters can move in 1 day presented here assumes a clear trail and easy travel. Other conditions will reduce the distance traveled in a day by fractions, as detailed below.

Terrain	Movement Modifier
Desert, hills, wooded areas	-1/3
Thick jungle, swamps, mountains	-1/2
Road travel, clear wide trails	+1/2

For example, if characters can travel 24 miles normally, but are following roads, they can travel 36 miles a day (24 + 12). If they are traveling through swampy land, they travel 12 miles (24 - 12) per day. Furthermore, certain kinds of terrain can slow travel at the GM's discretion, such as if the characters have to cross canyons, large rivers, or other formations. In addition to these conditions that can influence travel rates, characters

may engage in a forced march. A forced march is a day of hard, tiring travel, but increases travel speed by +1/2. However, the characters must rest for 24 hours after a forced march. Otherwise, during wilderness travel the characters have to rest one day per six days of travel. Weather can also affect travel rates or even prevent safe travel altogether.

Missile weapon and spell ranges are measured in yards in the wilderness also, but note that areas of effect remain the same for spells and other effects.

Unless there is an encounter, the GM will direct players through time in increments of days while traveling in the wilderness. When an encounter occurs, time is measured in rounds. Unlike in labyrinths, wilderness adventures do not often measure time in turns.

Seeing Monsters: Unless surprised, characters will see monsters when they are 4d6 x 10 yards apart. Surprise distance is 1d3 x 10 yards.

Wandering Monsters: The GM should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made at night. If a wandering monster is indicated (roll varies by terrain, see terrain table below), wandering monsters stumble across the party from a random direction and distance. At night, the GM should randomly determine which watch is on duty when the attack is made.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 50% chance monsters faster than the party will catch it (30% chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught by 25%. Monsters will pursue into another hex on the map 50% of the time. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the GM depending on circumstances. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

Becoming Lost: A group travelling off a well-marked trail or road without an accurate map or a knowledgeable guide may become lost. The chance of becoming lost is rolled on a d6 and depends on the type of terrain the party is in (see table below). If lost, the party actually moves in a random direction but believes they have moved in the direction intended.

Terrain Type	Chance Lost	Chance of Encounter
Plains	1	1
Woods	1-2	1-2
Forest	1-3	1-2
River	1	1-2
Swamp	1-3	1-3
Hills	1	1-2
Mountains	1-2	1-3
Desert	1-3	1-2

Strongholds: Characters may encounter a stronghold during their wilderness travels. If the GM decides the characters pass near a castle or other kind of stronghold, he can roll on the following table to randomly determine how any patrol that spots them might react. These rolls may be modified one way or another if the characters are acting suspicious, or if they are approaching peacefully and potentially with offerings.

Ruler	Reaction (1D6)				
Class	Level	Patrol Type	Ignore	Chase	Friendly
Cleric	6+1d8	Lt mounted, 2d6	1-2	3-4	5-6
Dwarf	8+1d4	Hvy infantry, 2d6	1-4	5	6
Elf	9 or 10	Lt mounted, 2d6	1-4	5	6

Fighter	8+1d6	Hvy mounted, 2d6	1-2	3-5	6
Halfling	6+1d2	Lt infantry, 2d6	1-3	3	4-6
MU	10+1d4	Hvy infantry, 2d6	1-4	5	6

Rations and Foraging: When adventuring in a dungeon, there may be very little available to eat. Characters must take rations with them to cover the extent of time they expect to be away from town. However, they may occasionally kill an edible monster.

When in the wilderness, characters can hunt or scavenge for food. Scavenging for food is an activity that can be accomplished without hindering travel by gathering fruit, nuts, or small animals. For each day of travel while scavenging, roll 1d6. A result of 1 indicates that sufficient food for 1d6 human sized beings has been acquired. Hunting follows the same roll, but succeeds on 1-2, and must be engaged as the sole activity for a day. No traveling is possible. In addition, there will be one Wandering Monster check, from the table appropriate for the terrain, while the group is hunting.

Characters that go without food and/or water will soon begin to suffer from the effects of starvation and/or dehydration:

Starvation: Characters generally need 2 pounds of food per day. After 2 days without food, a character takes 1d6 damage per additional day without food and no longer heals lost HP.

Dehydration: Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25% of his full HP in damage (and can no longer heal).

Other Hazards

Falling: 1d6 damage per 10 feet fallen, save for half damage.

Spikes: add +1 point to falling damage per 10' fallen, max +10

Extreme Heat & Cold: If not wearing suitable protection, save once every 10 minutes (-1 per previous check), taking 1d6 damage on each failed save.



Creating a Stronghold

All of the Character classes have some ability, at some level, to establish a stronghold – or to take over a guild, in the case of Thieves. Strongholds are usually built by claiming an area of wilderness, clearing out the monsters that lair in the region, and then beginning construction of the new owner's fortified place of residence. The nature and type of stronghold will differ, of course, for the individual's choices will play an important role. For instance, it is traditional for you, the player, to create a map of your castle. In general, a strong leader who clears out an area with a radius of ten miles or so will end up in charge of between 2 and 8 (2d4) small settlements. The peasants in these hamlets, cots, and villages will be overjoyed to find themselves under the protection of a powerful and renowned protector – unless your Character is a tyrannical overlord in the service of Chaos. Each settlement holds roughly 1d4 x100 villagers, and the normal feudal tax is 10 gp per year per villager. Sometimes, of course, this is paid with chickens and oxen, and your stronghold might take on the appearance of a marketplace, around tax time – but a good reeve or bailiff can sort it all out quickly, without the Character's needing to get involved. Owning a stronghold allows a person to house and feed loyal retainers without paying for their room and board in local inns, or building campsites in the cold rain. It is a base of operations and a secure place to keep Treasure.

Building the actual castle, of course, is quite expensive. The owner will need to hire wagons for transporting materials, as well as masons and other experienced craftsmen from more civilized areas to raise the strong stone walls and towers of the fortress. While the construction costs could change drastically depending upon how far a freehold is from the rest of civilization and what materials are available in the area, the following sample costs will provide a baseline:

Stronghold Structure Costs

Barbican (gatehouse, 2 small towers, and a drawbridge)	38,000gp
Battlement (100' long, crenellated parapets)	500gp
Building, stone (20' high, 30' square, wood doors, floors, roof, stairs)*	3,000gp
Building, wood (20' high, 30' square, wood doors, floors, roof, stairs)*	1,500gp
Corridor, dungeon (10'x10'x10', hewn stone walls, flagstone floor)	500gp
Drawbridge, wood (10' x 20')	250gp
Gatehouse (20' high, 30' x 20', metal portcullis, wood doors, floors, stairs)	6,500gp
Keep, square (80' high, 60' square, wood doors, floors, stairs)*	75,000gp
Moat, unfilled (100' x 20' x 10' deep)*	400gp
Moat, filled (100' x 20' x 10' deep)*	800gp
Palisade, wood (10' high, 100' long, 1' thick)	125gp
Rampart, earthen (10' high, 100' long, 15' thick)	2,500gp
Tower, small round (30' high, 20' diameter, wood doors, floors, stairs)	15,000gp
Tower, medium round (40' high, 20' diameter, wood doors, floors, stairs)	22,500gp
Tower, large round (40' high, 30' diameter, wood doors, floors, roof, stairs)	30,000gp
Tower, huge round (60' high, 30' diameter, wood doors, floors, roof, stairs)	54,000gp
Wall, stone castle (20' high, 100' long, 10' thick)	5,000gp
Wall, stone castle (30' high, 100' long, 10' thick)	7,500gp
Wall, stone castle (40' high, 100' long, 10' thick)	12,500gp
Wall, stone castle (50' high, 100' long, 10' thick)	17,500gp
Wall, stone castle (60' high, 100' long, 10' thick)	22,500gp

*The dimensions of these constructions can be altered as long as the square footage remains the same.

In addition to the building costs, the character will need to hire at least one engineer (250gp/month) per 100,000gp cost of the stronghold. The time required to construct a stronghold depends entirely on its total price. For every 500gp it will take one day of game time. The construction time can be reduced by 25% by paying 50% additional construction costs, or reduced by 50% by paying 100% additional construction costs. The construction time cannot be reduced by more than 50%.

Magical Research

As described in their class descriptions, spell casters are able to research new spells and create magic items. These are expensive procedures which often do not succeed.

All magical research requires a magic research skill roll of some type to succeed. This throw is a Secondary MIND Skill Roll unless otherwise listed. An unmodified die roll of 1-3 is always a failure when conducting magical research, however. When a magic research throw fails, the time and money spent on the research is lost. In addition, any precious materials or special components (described below) are consumed.

Researching Spells

Researching Known Spells: A spellcaster of 5th level or higher may use spell research to gain access to spells on the standard Microlite81 spell list that he does not have access to from scrolls, spell books, or (if a divine spellcaster) his deity. Spell research costs 1,000gp, and takes two weeks of research, per level of the spell. Spell research requires a magic research throw versus a DC equal to 12 plus twice the level of the spell being researched. EXAMPLE: Riddle is an 11th level mage with a MIND of 15 researching a 4th level spell. It will take 8 weeks and cost 4,000gp, and require a Secondary MIND Skill Roll versus a DC of 20 to succeed.

Researching New Spells: A spellcaster may also use spell research to create a new spell not on the standard spell lists. The spellcaster must describe in detail the kind of spell he wants to create, and the effects it will have. The GM will then determine if the spell can be created, and if so what the spell level will be. The spellcaster must be capable of casting spells of the spell level the potential new spell will be; otherwise he must wait until he attains a high enough level to research and cast the spell. Spell research costs 1,000gp, and takes two weeks of research, per level of the spell. A magic research roll is required for success versus a DC equal to 12 plus three times the level of the spell being researched.

Identifying Magic Items: Spell research can also identify the properties of a magic item. It takes 1,000gp and two weeks of research to identify a magic item, and a magic research throw (A is required. The required DC is determined by how common the GM rules the magic item is: Common, DC 14; Uncommon, DC 17; Rare, DC 20; Very Rare, DC 24; Artifact/Unique, DC 30 (or higher).

A mage or other arcane caster can only research a spell if he can still learn spells of that level. A cleric or other divine caster can only research a spell with the permission of his deity (GM's discretion). The deity will usually remove a spell of the same level from the cleric's spell list in exchange for granting the new spell.

Libraries: To research a spell, a spellcaster must have access to a library. Wizard's guilds and major temples often will provide their mages and clerics access to such a library. If a spellcaster wishes to compile his own library, a minimum of 4,000gp must be invested to allow research on 1st level spells. For each subsequent spell level to be researched, another 2,000gp must be invested. Having an exceptionally large library aids research. For every 10,000gp of value above the minimum required for the spell, the spellcaster receives a +1 bonus on his magic research throw (up to a maximum +3 bonus).

Every time a wizard successfully researches a spell, 10% of the gold spent for that effect is added to his library value, reflecting the value of notes and annotations made during research. Authoritative tomes or rare books found as treasure might provide an additional bonus to research specific spells or types of spells.

Creating Magic Items

Starting at 5th level, spellcasters may begin to scribe scrolls and brew potions. At 9th level, they may begin to make other types of magic items, such as rods, rings, swords, and other items. An arcane spellcaster may never create magic items that are

exclusive to divine spellcasters. A divine spellcaster may make any item his class is eligible to use.

In order to create a magic item, the spellcaster must know the spell(s) that replicate the magic item's effect, or must find a sample or formula of the item. If a magic item's effect does not compare to any existing spell, the spellcaster must either research a new spell that will produce the desired effect, or he must find a sample or formula of the item.

Cost and Time: The base cost and time required to create a magic item is listed on the Magic Item Creation tables.

Magic Research Roll: Creating a magic item requires a magic research roll for success versus a DC equal to 12 plus three times the level of the spell needed to create the effect being enchanted. If multiple effects are being enchanted, each must be rolled separately. A +1 item bonus is considered a 1st level spell, a +2 item bonus is considered a single 3rd level spell, and a +3 item bonus is considered a single 6th level spell.

Formulas and Samples: A formula is a magical "recipe" for the creation of an item. A spellcaster automatically has a formula for any magic item he has previously created. Formulas may also be found as treasure. A sample is simply an existing magic item that is available to the spellcaster while he is working.

There are three advantages to having a formula or sample:

- 1) It enables the spellcaster to create a magic item without having to learn or invent the spells imbued in the item.
- 2) It reduces the cost and time to make the item by 50%.
- 3) The DC for the magic research roll is 12 plus two times the level of the spell needed to create the effect (instead of the standard plus three times the level of the spell needed to create the effect).

Precious Materials: Rare woods, noble metals, such as silver, gold, and platinum, and precious gems, such as rubies and diamonds, retain magic better than common woods, crude metals, or simple stone. Using precious materials can thus improve the chances of success of creating a magic item. For every 10,000gp of value in gems, jewelry, precious metals, and rare or elaborately carved woods added, the spellcaster receives a +1 bonus on his magic research throw. A character may not spend more on precious materials than the base cost of the item.

Special Components: Creating magic items requires special components for each spell effect in the item. Components are usually organs or blood from one or more monsters with a total XP value equal to the gp cost of the research. The cost of any special components is in addition to the base cost of the research. If a character does not have a formula when he begins creating the item, he will not learn the special components until the work is 50% complete. The GM will determine the specific components required for each item. Different formulas for the same item may require different components. For instance, one formula for a wand of fireball might require the fangs of 20 hellhounds, while another formula for a wand of fireball might require the ichor of four efreet.

Workshops: Just as a spellcaster needs a library to research spells, he needs a workshop in order to create magic items. Wizard's guilds and major temples often will provide their mages and clerics access to a workshop. If a spellcaster wishes to build his own workshop, a minimum of 4,000gp must be invested to allow creation of 1st level spell effects or item bonuses. For each subsequent spell level or bonus, another 2,000gp must be invested. Having an exceptionally valuable workshop aids item creation. For every 10,000gp of value above the minimum required for the spell, the spellcaster receives a +1 bonus on his magic research throw (up to a maximum +3 bonus).

Magic Item Creation: Base Cost

Item Type	Base Cost
One Use Effect	500gp x spell level
Charged Effect	500gp x spell level x charges*
Permanent Effect, Unlimited Use	500gp x spell level x 50
Permanent Effect, Use 1/turn	500gp x spell level x 33
Permanent Effect, Use 1/3 turns	500gp x spell level x 25
Permanent Effect, Use 1/hour	500gp x spell level x 16
Permanent Effect, Use 3/day	500gp x spell level x 12
Permanent Effect, Use 1/day	500gp x spell level x 10
Permanent Effect, Use 1/week	500gp x spell level x 6
Magical Weapon +1	5,000gp**
Incr bonus from +1 to +2	+10,000gp**
Incr bonus from +2 to +3	+20,000gp**
Magical Armor +1	5,000gp**
Incr bonus from +1 to +2	+10,000gp**
Incr bonus from +2 to +3	+20,000gp**

Magic Item Creation: Time Cost

Item Type	Time
One Use Effect	1 week x spell level
Charged Effect	2 days x spell level x charges
Permanent Effect, Unlimited Use	100 days x spell level
Permanent Effect, Use 1/turn	80 days x spell level
Permanent Effect, Use 1/3 turns	70 days x spell level
Permanent Effect, Use 1/hour	60 days x spell level
Permanent Effect, Use 3/day	50 days x spell level
Permanent Effect, Use 1/day	40 days x spell level
Permanent Effect, Use 1/wk	30 days x spell level
Magical Weapon +1	1 month x WBC / 10***
Incr bonus from +1 to +2	+1 month x WBC / 10***
Incr bonus from +2 to +3	+1 month x WBC / 10***
Magical Armor +1	1 month x Armor Class
Incr bonus from +1 to +2	+1 month
Incr bonus from +2 to +3	+1 month

* If a charged item has multiple spell effects powered by the same charges, use the base cost and time for the highest level spell effect, plus half the base cost and time for each other spell effect. The minimum time to create a charged item is never less than 1 week per spell level of the highest level effect.

** If the weapon or armor has a bonus that is restricted to a particular class or type of opponents, the extra bonus is half price. If the weapon or armor is enchanted with spell-like effects, the spell-like effects are enchanted separately using the cost and time for charged or permanent effects.

***"WBC" = Weapon Base Cost. Arrows, bolts, and sling stones are enchanted in bundles of 20 at a base cost of 10gp.



Weapons and Equipment

Money

Money takes the form of coins, with the gold piece being the standard unit. 1 platinum piece (pp) = 5 gold pieces; 1 gold piece (gp) = 10 silver pieces; 1 electrum piece (ep) = 5 silver pieces; 1 silver piece (sp) = 10 copper pieces (cp). Coins from different areas may look different and in some areas only coins from that area are acceptable, other coins will have to be exchanged for proper coins at a moneychanger who will take at least a 10% exchange fee.

To put the value of a gold piece into perspective, a single gold piece is enough for a peasant to subsist at a wretched quality of life for a month. Early in their career, adventurers will typically live on a few dozen gold pieces per month, enough to eat and sleep at an inn. A dragon's treasure hoard of 50,000gp might keep a village of peasants alive for decade, but merely cover a prince's monthly budget.



Equipment Packs

Suggested starting packs for new characters:

Pack A	Pack B	Pack C
normal clothing	normal clothing	normal clothing
backpack	backpack	backpack
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
10 oil flasks	10 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
water skin	water skin	water skin
iron rations for four days	iron rations for four days	iron rations for four days

Finally, add the following, based on your Class:

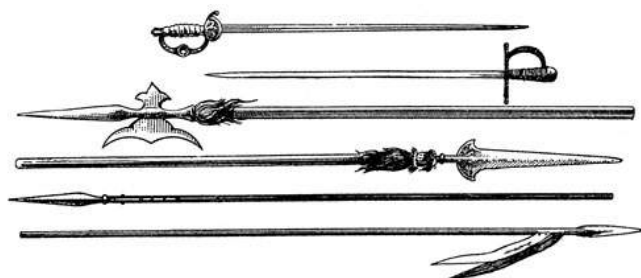
Cleric/Druid: Silver holy symbol, light armor (AC +2), a one handed weapon + shield, and 5 gold pieces

Monk: Vial of holy water, two light weapons and 10 gold pieces.

Fighter/Paladin/Ranger: Vial of holy water, medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Magic-User/Illusionist: Spell book with all spells known, a dagger, and 5 gold pieces

Thief: lock picking tools, light armor (AC +2), light weapon, and 5 gold pieces.



Standard Equipment List

Players, with the permission of the GM, may elect to roll their starting wealth in gold pieces and buy equipment piece by piece from the equipment list below. If this is done, each character starts with 120 + (3d6 x 5) gold pieces. The GM is free to modify the equipment list to suit the starting location in his campaign.

Armor	Cost	AC
Clothing Only	-	10
Hide and Fur Armor	10gp	11
Leather Armor	20gp	12
Ring Mail or Scale Armor	30gp	13
Chain Mail Armor	40gp	14
Banded Plate or Lamellar Armor	50gp	15
Plate Armor	60gp	16
Shield	10gp	+1
Leather Barding	40gp	11
Scale Barding	75gp	12
Chain Barding	150gp	13
Lamellar Barding	300gp	14
Plate Barding	600gp	15

Weapons	Cost	Damage*
Axes:		
Battle Axe	7gp	1d6/1d8
Great Axe (two-handed)	10gp	1d10
Hand Axe	4gp	1d6
Bows and Crossbows:		
Arbalest	50gp	1d8
Crossbow	30gp	1d6
Case with 20 quarrels	2gp	
Composite Bow	40gp	1d6
Longbow	7gp	1d6
Short Bow	3gp	1d6
Quiver with 20 arrows	1gp	
1 silver-tipped arrow	5gp	
Catapults and Ballista:		
Ballista (1,800lb)	80gp	3d6
Ballista Shot	4gp	
Heavy Catapult (1,200lb)	200gp	4d6
Light Catapult (1,800lb)	100gp	3d6
Catapult Shot (25lb)	5gp	
Catapult Shot, Pitch (25lb)	25gp	
Flails, Hammers, and Maces:		
Club	1gp	1d4
Flail	5gp	1d6/1d8
Mace	5gp	1d6/1d8
Morning Star (two-handed)	10gp	1d10
War Hammer	5gp	1d6/1d8
Spears and Pole Arms		
Lance (mounted)	1gp	1d10
Javelin	1gp	1d6
Pole Arm (two-handed)	7gp	1d10
Spear	3gp	1d6/1d8
Swords and Daggers:		
Dagger	3gp	1d4
Silver Dagger	30gp	1d4
Short Sword	7gp	1d6
Sword	10gp	1d6/1d8
Two-Handed Sword	15gp	1d10
Other Weapons:		
Bola	5gp	1d2
Darts (5)	2gp	1d4
Net	1gp	-
Sling with 30 Sling Bullets	2gp	1d4
Sap	1gp	1d4
Staff (two-handed)	1gp	1d6
Whip	5gp	1d2

*Where two damage values are listed, the first is for one handed and the second is for two-handed use.

Adventuring Equipment

	Cost
Backpack (holds 4 stone)	2gp
Barrel (20 gallon)	3sp
Belladonna (1lb)	10gp
Blanket (wool, thick)	2gp
Birthwort (1lb)	10gp
Candle (tallow, 1lb)	2sp
Candle (wax, 1lb)	6sp
Chest (ironbound, holds 20 stone)	22gp
Comfrey (1lb)	10gp
Crowbar	1gp
Flask of Oil (common, 1 pint)	3sp
Flask of Oil (military, 1 pint)	2gp
Garlic (1lb)	5gp
Goldenrod (1lb)	10gp
Grappling Hook	25gp
Hammer (small)	2gp
Holy Symbol	25gp
Holy Water (1 pint)	25gp
Ink (1 oz.)	8gp
Iron Spikes (12)	1gp
Lantern	10gp
Lock	20gp
Mirror (hand-sized, steel)	5gp
Musical instrument	25–100gp
Pouch/Purse (holds 1/2 stone)	5sp
Pole, Wooden (10' long)	1sp
Rations, Iron (one week)	1–6gp
Rations, Standard (one week)	3sp–3gp
Rope (50' length)	1gp
Sack (small, holds 2 stone)	3sp
Sack (large, holds 6 stone)	8sp
Spell Book (blank)	20gp
Stakes (4) and Mallet	3gp
Tent	20gp
Thieves' Tools	25gp
Tinder Box (flint & steel)	8sp
Torches (6)	1sp
Water/Wine Skin	6sp
Wolfsbane (1lb)	10gp
Woundwort (1lb)	10gp

Foodstuffs

	Cost
Ale/Beer (cheap, 3 pints)	1cp
Ale/Beer (good, 1 pint)	2cp
Bread (white, 4lb)	1sp
Bread (wheat, 8lb)	1sp
Bread (coarse, 12lb)	1sp
Cheese (1lb)	5cp
Cinnamon (clover, pepper, sugar) (1lb)	3gp
Dried Fruit (1lb)	1sp
Eggs (1 dozen)	5cp
Meal (1 person, poor to feast)	1cp-10gp
Meat (beef, chicken, mutton, or pork, 1lb)	1sp
Saffron (1lb)	15gp
Wine (cheap, 1 pint)	2cp
Wine (good, 1 pint)	1sp
Wine (rare, 1 pint)	5sp

Livestock

	Cost
Chicken (3lb)	1sp
Cow (550lb)	10gp
Dog (hunting)	10gp
Dog (war)	75gp
Goat (125lb)	3gp
Hawk (trained)	20gp
Pig (125lb)	3gp
Sheep (80lb)	2gp

Land Transport

	Cost
Camel	100gp
Caparison (warhorse)	20gp
Cart (small)	25gp
Cart (large)	50gp
Donkey	8gp
Horses:	
Heavy Draft Horse	40gp
Heavy Warhorse	700gp

Medium Draft Horse	30gp
Medium Riding Horse	40gp
Medium Warhorse	250gp
Light Riding Horse	75gp
Light Warhorse	150gp
Mule	20gp
Ox (2,000lb)	40gp
Saddle and Tack (draft)	5gp
Saddle and Tack (riding)	10gp
Saddle and Tack (war)	25gp
Saddlebags (leather)	5gp
Stabling (draft/riding horse, one night)	2sp-5sp
Stabling (warhorse, one night)	5sp-1gp
Wagon	200gp

Clothing

	Cost
Belt / Sash (leather)	4sp
Boots (leather, low)	6sp
Boots (leather, high)	3gp
Cassock (cleric / mage)	7gp
Cloak (fur-lined, winter)	15gp
Cloak (long, hooded)	1gp
Dress (crafter / freeholder)	4gp
Dress (armiger)	20gp
Gown (lady-in-waiting / noble)	100gp
Gown (duchess)	1000gp
Hat (armiger)	10sp
Linen (cheap, 1 yard)	1gp
Linen (fine, 1 yard)	7gp
Robe (cleric / mage)	6gp
Silk (1 yard)	15gp
Sandals / Shoes (leather)	4sp
Tunic and Pants (serf)	2gp
Tunic and Pants (crafter / freeholder)	4gp
Tunic and Pants (armiger)	20gp
Tunic and Pants (noble)	100gp
Wool (cheap, 1 yard)	6sp
Wool (fine, 1 yard)	6gp

Maritime Transport

	Cost
Barge/raft	1gp/sq ft
Boat (river)	4000gp
Boat (sailing)	2000gp
Canoe	40gp
Galley (large)	30,000gp
Galley (small)	10,000gp
Galley (war)	60,000gp
Longship	15,000gp
Sailing Ship (large)	20,000gp
Sailing Ship (small)	5,000gp
Troop Transport (large)	40,000gp
Troop Transport (small)	10,000gp

Lodging

	Cost
Cottage (wood)	300gp
Inn (one person, one night, slum)	1sp
Inn, one person, one night, average)	5sp
Inn (one person, one night, superb)	2gp
Hut (wattle)	25gp
Hut (wooden)	50gp
Townhouse (stone)	1,200gp

Equipment Descriptions

Arbalest: An arbalest is a heavy crossbow, pulled with the mechanical assistance of a rack and pinion or windlass. Historical examples include the late medieval arbalest and the Three Kingdoms era Chinese heavy crossbow.

Axe, Battle: This is a single- or double-bitted axe with a 24" to 48" haft, designed for battle and useable with one or two hands. Historical examples include the Scythian sagaris, Viking bearded and skeg axe, Celtic war axe, medieval battle axe, and Persian tabarzin.

Axe, Great: This is a double-bitted axe or long-shafted single-bitted axe, with a 48" or longer haft, requiring two-hands to use. Historical examples included the Greek double-bitted labrys, Viking long bearded axe, and the English longaxe. Great axes impose a -1 penalty on initiative rolls.

Axe, Hand: This is a single-bitted axe, with a 12" to 24" haft, balanced for throwing. Historical examples include the Frankish francisca, American tomahawk, and African mambele and kasuyu.

Backpack: A backpack has two straps and can be worn on the back, keeping the hands free. It holds up to 4 stone (40lb).

Ballista: A siege weapon, powered either by composite bow or torsion spring mechanisms, which hurls large bolts. Historical examples include the Greek oxybeles, Roman ballista, and medieval springald.

Barding: Barding is horse armor made from a variety of materials (see the descriptions of each type of Armor for details). Historical examples include Byzantine and Persian cataphract's barding and medieval destrier's barding.

Banded Plate Armor: Banded plate armor is made of overlapping horizontal strips of laminated metal sewn over leather. It is comparable in protection to lamellar armor, and superior to chain mail. Banded plate is commonly worn as a cuirass with shoulder protection, with reinforced leather protecting the arms and legs. The chief historical examples are Sumerian overlapping plate armor and Roman lorica segmenta.

Belladonna: Belladonna, also known as deadly nightshade, is a poisonous flower. A character who eats a sprig of belladonna within one hour of being infected with lycanthropy may make a saving throw versus Poison to shake off the affliction. If the character fails the saving throw, however, he dies from the poison after one turn. Even if the poison is then neutralized or the character is raised from the dead, he will still be afflicted with lycanthropy, and further doses of belladonna will be of no use.

Boat, River: This boat is 20' to 30' long, has a "beam" (width) of 10' to 15', and has a "draft," or surface depth, of between 2-3' when in the water. Riverboats are rowed, or poles are used to push it along. A river boat requires at least 1 rower as crew). The cost of the boat increases by 1,000gp if it has a roof. A riverboat can carry 400 stone (4,000lb) plus crew.

Boat, Sailing: This small boat has a single mast, with a length of 20' to 40', a beam of 10' to 15', and a draft of 2' to 3'. Sailing boats are primarily employed for fishing on lakes or coasts. A sailing boat requires at least 1 sailor as crew. A sailing boat can carry up to 600 stone (6,000lb) plus crew.

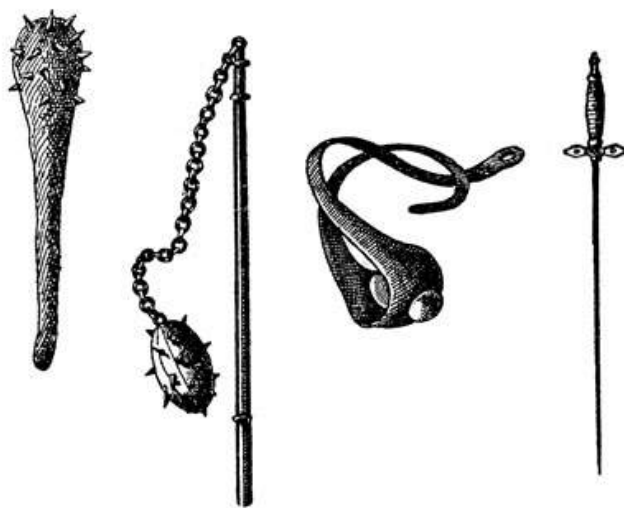
Bola: These are throwing weapons made of weights on the ends of interconnected cords, designed to capture animals by entangling their legs. A character can use a bola to make a knock down or wrestling maneuver with a thrown attack.

Boots: Low boots come to mid-calf. High boots come to the knee or thigh and are popular for riding.

Bow, Composite: A composite bow is a recurved bow made of laminated wood, horn, and sinew. Composite bows are time consuming and expensive to craft but offer a better combination of mobility and power than longbows or shortbows. Historical examples include the Scythian horn bow, Chinese laminated bamboo bow, Greek and Roman composite bow, Mongolian composite bow, and Japanese yumi.

Bow, Long: A long bow is made from a single piece of wood, as tall as the person who uses it. Equal in range and power to more expensive composite bows, longbows require substantial strength (STR 9 or more) and cannot be used by mounted troops. Historical examples include the ancient Indian longbow, the Nubian longbow, and the Welsh and English longbow.

Bow, Short: A short bow is made from a single piece of wood, usually around 4' tall. Shortbows lack the range and power of either longbows or composite bows, but are cheap and fast to make. Historical examples include the Neolithic short bow and Comanche self bow.



Candles: A candle dimly illuminates a 5' radius and burns for 1 hour. Wax candles burn cleanly, but tallow candles produce a foul smelling smoke. Adventurers carrying tallow candles will never surprise creatures with keen olfactory senses.

Canoe: A canoe consists of frame of light wood wrapped with bark, hides, canvas, or other waterproofed covering. Canoes are primarily used on rivers and in swamps. Canoes have a 15' length, 5' beam, ½' draft, and can carry up to 60 stone (600lb) (plus crew). They can be carried overland by two people, at a cost of 5 stone of encumbrance.

Cart, Small: A small cart is an open, two-wheeled vehicle meant for personal transport. It may be pulled by one or two mules. If the cart is pulled by only one mule, it can transport up to 40 stone at 60' per turn, or up to 60 stone at 30' per turn. If pulled by two mules, it can transport up to 80 stone at 60' per turn, or up to 120 stone at 30' per turn. Carts may only move through deserts, mountains, forests, or swamps if a road is available.

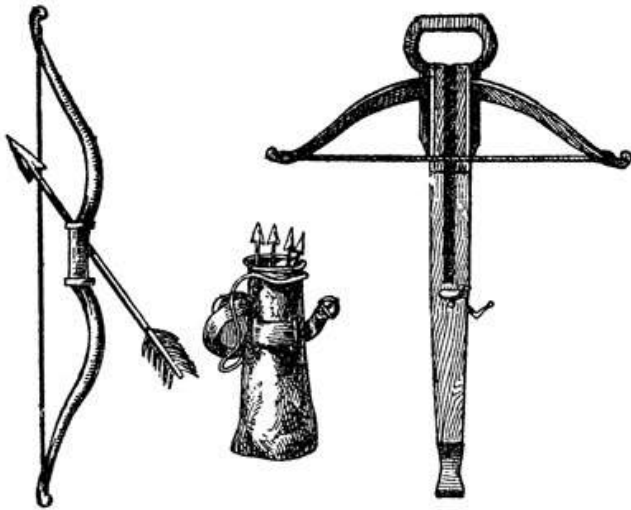
Cart, Large: A large cart is an open, two-wheeled vehicle meant for shipment. It may be pulled by one or two heavy horses. 2 mules or medium horses can be substituted for 1 heavy horse. If the cart is pulled by only one heavy horse, it can transport up to 80 stone at 60' per turn, or up to 120 stone at 30' per turn. If pulled by 2 heavy horses, it can transport up to 160 stone at 60' per turn, or up to 240 stone at 30' per turn. Carts may only move through deserts, mountains, forests, or swamps if a road is available.

Catapult: A catapult is a siege weapon powered by either torsion or fixed counter-weight mechanisms, which hurls rocks, burning pitch, or other projectiles. Light catapults inflict 3d6 damage in a 5' radius, while heavy catapults inflict 4d6 damage in a 10' radius. Historical examples include the Roman onager and medieval mangonel and couillard.

Chain Mail Armor: Chain mail is made of small metal rings linked together in a pattern to form a mesh. Chain mail is superior in protection to leather-based armors but inferior to metal scale or plate-reinforced armors. Chain mail is commonly worn as a shirt and coif, with lighter chain, ring mail, or hardened leather protecting the arms and legs. Historical examples include Viking byrnie, Norman mail, and Roman lorica hamata.

Cloak: A cloak is a cloth, fur, or leather garment of knee to ankle length, worn outdoors like an overcoat. Cloaks usually include a hood. Adventurers often favor military cloaks, generally worn pinned on one shoulder for ease of movement and access to a sword.

Club: A club is any simple bludgeon used to batter opponents.



Cottage: A cottage is a 20' high, 30' square wooden building with a thatched roof and earthen floor, suitable for a wealthy peasant family.

Crossbow: A crossbow is a bow mounted cross-wise on a stock with a trigger. It fires squat projectiles called bolts. Crossbows are light enough to pull by hand or with a quick drawing lever and are much easier to use than bows. Historical examples are the Greek gastraphetes, Roman arcuballista, Chinese handheld crossbow, and medieval crossbow and cavalry cranequin.

Crowbar: A crowbar is 2' - 3' long and made of solid iron. This object can be used for forcing doors and other objects open.

Dagger: A dagger has a small 6" - 12" blade, either single-edged for cutting, or doubled edged for stabbing. Daggers may be used in melee or for throwing. Historical examples include the Asian kris, medieval poniard, Japanese tanto, Scottish dirk, and Renaissance stiletto. Some daggers have blades coated with silver for use against enchanted creatures.

Dart: A dart is any small projectile designed to be thrown. Most darts are fletched wooden shafts, ranging in length from 6" to 2' long, but they may also be metal spikes or stars. Historical examples include the Roman plumbata, Macedonian kestros, and Japanese shuriken.

Dog: Hunting dogs are fast, lean hounds trained to track and bring down prey by working in packs. Most hunting dogs can scent prey, giving them the equivalent of Tracking proficiency. War dogs are heavy, fierce mastiffs trained to kill on command. While dangerous, they are capable of great loyalty to their masters when properly trained. See the Monsters section for game statistics.

Donkey: A donkey can carry its normal load of 8 stone and move 120' per turn. A donkey can carry its maximum load of 16 stone and move 60' per turn.

Flail: This is a bludgeoning weapon derived from the agricultural flail with a striking head connected to the haft by a flexible chain. Flails are useable with one or two hands. Historical examples include the medieval ball-and-chain, Japanese rentsuru and nunchaku, and Chinese meteor hammer.

Galley, Large: This is a large fully decked ship with a single mast, one large square sail, and multiple banks of oars. Large galleys are 120' to 150' length, 15' to 20' beam, and 3' draft, and can carry up to 4,000 stone (40,000lb) cargo in addition to its crew. A large galley is generally crewed by a captain, 50 marines, 20 sailors, and 180 rowers. Large galleys may be equipped with up to 2 light catapults, one at the bow and one at the stern, and a naval ram. Catapults must be bought separately, while a naval ram increase the cost of the ship by 1/3. A heavy catapult can substitute for 2 light catapults. A historical example is the Mediterranean trireme.

Galley, Small: The small galley is similar to the larger model, but smaller and lighter; length is 60' to 100', beam is 10' to 15', and draft is 2' to 3'. A small galley is generally crewed with a captain, 20 marines, 10 sailors, and 60 rowers. Besides the crew, the ship can carry 2,000 stone (20,000lb) cargo. Small galleys may be equipped with up to 2 light catapults, one at the bow and one at the stern, and a naval ram (increase cost by 1/3). A historical example is the Mediterranean bireme or penteconter.

Galley, War: War galleys are built to serve as the flagship of a fleet. These mighty ships have two masts, full decks, a length of 120' to 150', a beam 20' to 30', and draft of 4' to 6'. Their crew consists of a captain, 75 marines, 30 sailors, and 300 rowers. All war galleys come with a naval ram, a full deck over the rowers, and light wooden towers rising over the bow and stern. These platforms are 10' to 20' square, rising 15' to 20' above the deck. A war galley can be fitted with up to 3 light catapults, and can carry 6,000 stone (60,000lb) in addition to its crew. A heavy catapult can substitute for 2 light catapults. A historical example is the Mediterranean quinquereme.

Garlic: Garlic causes a vampire to cringe for 1d4 rounds if presented with confidence.

Grappling Hook: These large hooks are made of sturdy iron and can be used for anchoring a rope. The hook may be thrown or attached manually by a climber. A successful attack throw is required to throw a grappling hook onto a target.

Hammer (small): The small hammer can be used for construction or as a mallet with iron or wooden spikes. If used to fight, the small hammer deals 1d4 damage.

Hat: A hat is a cap, fez, turban, or other headgear for protecting the head from the elements.

Holy Symbol: A cleric is required to own a holy symbol. These symbols will be different for each religion, but they are often worn as a necklace. In the Auran Empire, the holy symbol of Ammonar is the winged sun.

Holy Water: Holy water is water that has been blessed by a cleric of 7th level or higher. It is used in some church rituals, and is a formidable weapon against the undead, inflicting 1d8 points of damage for 2 rounds. Holy water cannot retain its holy power if it is stored in any other container than the special vials it is placed in when blessed.

Horse, Heavy: A heavy horse can carry its normal load of 40 stone and move 120' per turn. A heavy horse can carry its maximum load of 80 stone and move 60' per turn. Heavy horses are normally trained for draft. Only a small percentage of the otherwise placid heavy horses can be trained for war. A historical example is the medieval destrier (warhorse).

Horse, Light: A light horse can carry its normal load of 20 stone and move at 240' per turn. A light horse can carry its maximum load of 40 stone and move at 120' per turn. Light horses are trained for riding or war. Historical examples include the medieval palfrey and jennet (riding horse), medieval rouncey (warhorse), and Mongolian and Turkoman horse.

Horse, Medium: A medium horse can carry its normal load of 30 stone and move at 180' per turn. A medium horse can carry its maximum load of 60 stone and move at up to 90' per turn. Medium horses are trained for draft, riding, or war. Historical examples include the medieval hackney (draft or riding horse), medieval courser (warhorse), and Sarmatian medium horse.

Hut: A hut is a 10' square building with an earthen floor and thatched roof. Serfs, unskilled laborers, and other working poor generally live in such homely dwellings.

Ink: This is a small pot of black ink. Ink can be purchased in other colors, but it costs twice as much.

Inn: An inn is an establishment that offers food, drink, lodging, and stabling. They are a common meeting place for adventurers. Slum inns are gambling dens, whorehouses, and flophouses, frequented by gamblers, harlots, and ruffians. Average inns include coaching inns, hostels, and traveler's lodges designed for travelers and traders. Superb inns are the preserve of wealthy merchants and nobles.

Iron Spikes: These sturdy pitons can be used to wedge doors open or spike them shut or to provide belaying points for ropes.

Javelin: Javelins are short spears, 3' to 6' long, designed for throwing. Historical examples include the Greek javelin, Roman pilum and verutum, early medieval angon, and Zulu assegai.

Lamellar Armor: Lamellar armor is made of small bronze, iron, or steel plates laced together in parallel rows with silk, leather thongs, or cotton. It is similar to scale armor, from which it evolved, and comparable in protection to banded armor. Lamellar is generally worn as a cuirass over light chain or leather, and sometimes sewn to the backing. Lamellar would also include leather lames worn over chain. Historical examples include Mongolian lamellar, medieval brigandine and splinted armor, Japanese o-yori armor, and Roman lorica squamata.

Lance: Lances are long spears, 12' to 16' in length, designed for mounted warriors. Despite their length, they are used one-handed. Historical examples include the Greek xyston, Persian and Byzantine kontos, and medieval lance. Lances do double damage when used to charge, but impose a -1 penalty on initiative rolls.

Lantern: Lanterns are used in dungeon adventures to provide light. They burn one oil flask for each four hours, or 24 turns, and have an effective light radius of 30'. Lanterns can be closed to hide the light or protect it from wind.

Leather Armor: Leather armor is made of hardened leather or laminated linen. Leather armor usually consists of spaulders (shoulder armor), cuirass, and tassets (flaps covering the groin and thighs). It is lighter but less protective than more reinforced leather armors such as ring mail. A historical example is Macedonian linothorax armor.

Lifeboat: Lifeboats typically have a 20' length, 4' to 5' beam, and 1' to 2' draft. They are equipped with rations to feed 10 human-sized beings for 1 week. The mast folds down for storage of the lifeboat on large ships' galleys, where there are typically 2 to 3 lifeboats. There are 1 or 2 lifeboats on small ships or galleys. Lifeboats weigh 50 stone (500lb) and will take up this much weight, each, on a vessel. The lifeboat itself is capable of holding a weight of 150 stone (1,500lb) in addition to crew.

Lock: This is a common iron lock with a key. More complex locks, made by highly skilled locksmiths, might be available (Judge's discretion); these impose penalties on a thief's proficiency throws to Open Locks.

Longship: The longship is a graceful, light ship with a single square-sailed mast, a 60' to 80' length, 10' to 15' beam, and 2' to 3' draft. Longships can operate equally well on oceans, coasts, or rivers, making them ideal raiding vessels. The standard crew is a captain and 75 sailors, of which 60 may row when the wind is low. Longship sailors are generally also marines (fighters). In addition to crew, longships are capable of holding a weight of 2,000 stone (20,000lb). A historical example is the Viking drakkar.

Mace: A mace is a bludgeoning weapon consisting of a 2' to 3' wood or metal shaft and a heavy stone or metal head, useable with one or two hands. Historical examples include the Egyptian bronze-headed mace, medieval flanged mace, Persian horseman's mace, Russian pernach, and Slavic bulawa.

Manacles: These are used to bind hands or feet. Characters bound with manacles can escape if they have the Contortionist proficiency (as described in Chapter 4), or by making a proficiency throw to Open Locks.

Morning Star: This is any type of large mace-like weapon with a spiked metal head. Historical examples include the medieval morning star, German chain-morning star, English holy water sprinkler, Flemish goedendag, and Japanese tetsubo. Any flails and maces too large to be used one-handed can also be treated as morning stars. Morning stars impose a -1 penalty on initiative rolls.

Mirror: A mirror can be used to check around corners and defend against monstrous gaze attacks. A character using a mirror to see his target suffers a -2 penalty to attack throws, and cannot use a shield, second weapon, or two-handed weapon.

Mule: A mule is the infertile offspring of a horse and a donkey. It can carry its normal load of 20 stone and move 120' per turn. A mule can carry its maximum load of 40 stone and move 60' per turn.

Net: This is a round, weighted cast net designed to entangle and entrap opponents. The chief historical example is the net of the Roman retiarius. A character using a net gets a +2 bonus on attack throws to wrestle opponents.

Oil: Common oil is burned in a lantern to give light. Common oil is usually olive oil, castor oil, or animal extract. Military oil is a weapon made of naphtha, and cannot be easily doused with water. Military oil may be thrown at monsters, dealing 1d8 points of damage for 2 rounds to the creature struck, or poured on the floor and ignited to delay pursuit.

Ox: An ox is a castrated bull, used for cart driving. An ox can carry its normal load of 45 stone and move 60' per turn. An ox can carry its maximum load of 90 stone and move 30' per turn.

Plate Armor: Plate armor is made from large metal plates worn over the chest and vital areas. Chain mail or other protective covering may cover exposed joints. Plate armor provides superior protection over banded plate and lamellar, having larger plates sewn onto a stronger backing. Historical examples include classical panoply (if worn with arm and leg armor), medieval plate and mail armor, Middle Eastern mirror armor, Eastern European plated mail, and Japanese tatami-do.

Pole, Wooden: This pole is a shaft of wood 10' long and 2" thick. Adventurers often carry 10' poles to prod and poke areas that might be trapped, test the strength of ledges or floors, or measure the depth of pools.

Pole Arm: Pole arms are two-handed slashing and piercing weapons with a metal head and a long wooden shaft. Pole arms range in length from 6' to 21'. Historical examples include the Thracian rhomphaia, Dacian falx, and Macedonian sarissa; the medieval bill, fauchard, glaive, guisarme, halberd, partisan, pike, ranseur, spetum, and voulge; the Chinese gun dao; and the Japanese bisento, nagamaki, and naginata. Pole arms can be used to attack from the second rank in melee, and inflict double damage when used in or against a charge, but impose a -1 penalty on initiative rolls.

Pouch/purse: These are 6" x 1' bags of cloth or leather that can contain half a stone (5lb). They can be carried on a shoulder strap or on a belt.

Raft: A raft is a floating platform usually used for river cargo. Professionally built rafts are called barges, and have raised edges to keep out water, small wooden huts for shelter, and steering oars. Barges can be 30' x 40' in size, and can carry 500 stone (5,000 lb) for each 10' square. Makeshift rafts are nothing more than crude platforms of up to 20' x 30'. Each 10' square section will only hold a weight of 250 stone (2,500lb). A makeshift raft can be built in 1 to 3 days for each 10x10 foot raft portion.

Rations, Iron: This food is dried and preserved to be carried on long voyages when securing other food may be uncertain. It will last two months in the wilderness and a week in the foul conditions of a dungeon. The cost for iron rations will vary

depending on quality. The cheapest iron rations consist of hard, dried salted biscuits. Better rations included salted or pickled meat and dried, pickled, or preserved fruit and vegetables.

Rations, Standard: This food is fresh but untreated. It will last for a week in the wilderness; it spoils overnight in dank dungeons. The cost for this food will vary depending on quality. The cheapest standard rations include fresh bread, cheese, and lard. Better standard rations will include bacon or other meat, eggs, beans, and fresh fruit and vegetables.

Ring Mail Armor: Ring mail armor is leather or padded armor that has a large number of small rings sewn directly over the foundation garment. Unlike chain mail, the rings are not physically interlocked with each other, so protection is inferior. Ring mail is closely related to scale armor, which sews leather or horn scales onto the foundation garment, and provides comparable protection. Historical examples include Frankish ring mail, Asian ring armor on leather, and Renaissance eyelet doublets.

Rope, 50': This strong rope, made of animal hair, hemp, or similar fibers, can bear 45 stone, the weight of approximately three human-sized beings.

Sack, Large: This is a 2' x 4' burlap, cloth, or leather bag that can contain 6 stone (60lb). It is normally carried over the shoulder and dropped when combat begins.

Sack, Small: This is a 1' x 2' burlap, cloth, or leather bag that can contain 2 stone (20lb). It is often tied to a belt or spearhead.

Saddle Bag: This is a long pocketed leather sack that can contain 3 stone (30lb).

Saddle & Tack: This includes a leather and wooden saddle with metal fastenings, a leather and metal bridle and bit, and stirrups. Draft saddle and tack is used to harness to a cart or wagon or carry saddle bags; it cannot be used for riding. Riding saddle and tack is designed for the rider's comfort. Military saddle and tack is designed for stability during combat. A character in combat without a military saddle must save v. Paralysis every time he is dealt damage or be knocked off the horse.

Sailing Ship, Large: This large, seaworthy ship has as many as 3 square-sailed masts, with a 100' to 150' length, 25' to 30' beam, and 10' to 12' draft. It has at least one full deck and the bow and stern are raised "castles" that give archers a superior field of fire. The crew for a large sailing ship is a captain and 20 sailors. It can carry 30,000 stone (300,000lb) of cargo in addition to crew. Up to 2 light catapults can be mounted on a large sailing ship. Historical examples include the Roman cladivata and the medieval round ship.

Sailing Ship, Small: This ship is much like the larger version, but has one mast, a 60' to 80' length, 20' to 30' beam, and 5' to 8' draft. Crew consists of a captain and 12 sailors. In addition to the crew, it can carry 10,000 stone (100,000lb) of cargo. Historical examples include the Roman corbita, the Viking knarr, and the medieval cog.



Sap: A sap consists of a heavyweight material wrapped inside a leather sack. Used as a weapon, it provides a +2 bonus to attack throws made to incapacitate.

Scale Armor: Scale armor consists of many small leather, cuir bouilli, or horn scales attached to a backing material of cloth or leather. Scale armor usually consists of a corselet or hauberk worn with leather or padded cloth. It is lighter than lamellar armor, which uses metal scales or lames over leather, and comparable to ring mail. Historical examples include Scythian scale armor, Egyptian scale armor, and early medieval scale armor.

Shield: A character with a shield equipped has his Armor Class increased by 1 point. A shield does not protect a character that is retreating or being attacked from behind, however.

Shoes: Simple leather shoes or sandals are suitable for walking long distances.

Sling: A sling is a projectile weapon, made of braided flax, hemp or wool cord, used to hurl small stones or lead bullets. Slings were used by all armies of the ancient world. Historical examples include the Hebrew shepherd's sling and Greek peltast's sling.

Spear: Wooden shafts, 6' to 8' in length, with metal heads designed for thrusting, spears are the main weapon of the common soldier. Spears can be used one- or two-handed. Historical examples include the Hoplite doru, the medieval winged spear, and the Japanese yari. Characters armed with spears can attack from the second rank in melee and inflict double damage when used in or against a charge.

Spell Book (Blank): A spell book has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 1st level spells). These books can be used by an arcane spellcaster for recording spells.

Staff: A staff is a common weapon made from a stick of hardwood 4' to 6' long, and used two-handed. (A one-handed staff is a club.) Historical examples include the English quarterstaff, Japanese bo stick, and Chinese gun.

Stakes and Mallet: These 18" sharpened wood shafts are carried by adventures to destroy vampires.

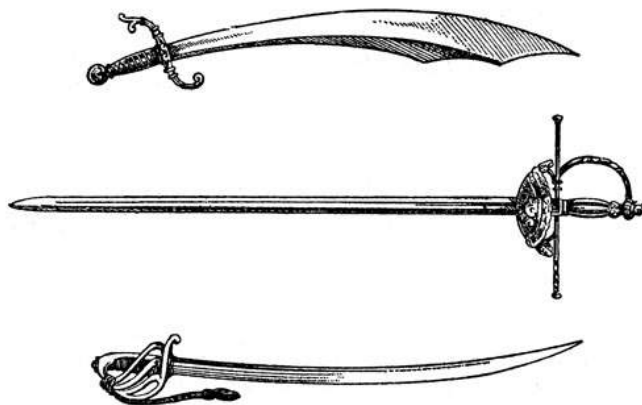
Sword: The classic weapon of knights and kings, the sword includes straight and curved slashing and thrusting blades of 30" to 40" in length useable with one or two hands. Historical examples include the Roman spatha, Viking sword, medieval knightly sword and falchion, Japanese katana, and Chinese jian and dao.

Sword, Short: The short sword includes straight and curved slashing and thrusting blades, generally less than 30" in length, meant to be used with one hand. Historical examples include the Egyptian khopesh, Greek xiphos, Roman gladius, Japanese wakizashi, Arab scimitar, Persian shamshir, Turkish yatagan, and Indian talwar.

Sword, Two-Handed: The two-handed sword includes straight and curved slashing and thrusting blades, 40" or more in length, requiring two hands to use effectively. Historical examples include the medieval longsword, the Renaissance zweihänder, Scottish claymore, Japanese no-dachi, and Chinese zhanmadao. Two-handed swords impose a -1 penalty on initiative rolls.

Thieves' Tools: Thieves' tools include long metal picks and probes, fine wires, tiny saws, miniature hammers, and an assortment of skeleton keys. Thieves' tools are required to make proficiency throws to Open Locks and Find/Remove Traps.

Tinderbox: This is a tinderbox used to start fires. Lighting a torch with flint and steel takes a full round, and lighting any other fire with them takes at least that long.



Torch: Torches are 1' to 2' long pieces of wood tipped with pitch. A torch burns for six turns (1 hour), clearly illuminating a 30' radius. If a torch is used in combat, it deals 1d4 damage.

Townhouse: A townhouse is a 30' square two-story building with a wooden floor and stairs and thatched roof. Wealthy yeomen, master craftsmen, merchants, and other professionals might live in such a dwelling.

Troop Transport, Large: This is a large sailing ship reinforced for war and modified to carry additional troops. It can carry 50 marines in addition to its normal complement of 20 sailors.

Troop Transport, Small: This is a small sailing ship reinforced for war and modified to carry additional troops. It can carry 25 marines in addition to its normal complement of 12 sailors.

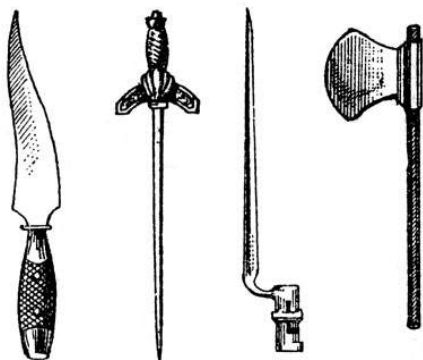
Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. Generally, two or four heavy horses draw a wagon. Two mules or medium horses can be substituted for one heavy horse. If the wagon is pulled by two heavy horses, it can transport up to 160 stone at 60' per turn, or 320 stone at 30' per turn. If the wagon is pulled by four heavy horses, it can transport up to 320 stone at 60' per turn, or up to 640 stone at 30' per turn. A wagon can move at a similar speed and conditions as a cart.

Warhammer: A warhammer is a bludgeoning weapon with a 2' to 3' wooden or metal shaft and a broad metal head shaped like a hammer. It is designed for crushing armor, and useable with one or two hands. The chief historical example is the late medieval warhammer.

Waterskin/Wineskin: This container, made of hide or preserved animal bladder, will hold 2 pints (1 quart) of fluid.

Whip: This is a long, single-tailed whip of the sort used to herd cattle. Used as a weapon, it provides a +2 bonus to attack throws made to disarm or knock down opponents.

Wolfsbane: Wolfsbane (dried aconite flowers) may drive off werewolves and other lycanthropes if a character strikes the monster in hand-to-hand combat with the sprig. If the lycanthrope fails a saving throw versus Poison, it must flee as if turned.



Retainers

In addition to buying equipment, adventurers may also spend their money to hire various NPCs, known as retainers, to assist them. There are four types of hirelings. *Hirelings* are bearers and men-at-arms hired to accompany the adventurers on expeditions. *Henchmen* are NPC sidekicks, companions, and associates. *Henchmen* are typically very loyal and are willing to take reasonable risks; in particular, they are the only sort of hireling who will generally accompany an adventurer into a dungeon, lair, or ruin. *Mercenaries* are hired soldiers, and will guard, patrol, and otherwise serve in wilderness settings, but only as part of a larger force, not an adventuring group. *Specialists* are hired individuals who have a particular trade or who have special knowledge. These individuals are usually hired for a specific task.

Characters are limited to a finite number of retainers, which is indicated by the character's CHA score. Retainers are not mindless slaves, and although they will share the risks of the PCs, they will not act as battle fodder willingly. In fact, if abused in any way, retainers will typically warn others of this abuse and the PCs will soon find it difficult to hire other retainers.

Hirelings

Players may find it useful to have their characters hire bearers to carry light sources into ruins and dungeons (and to carry treasure out) and men-at-arms to aid in combat. In some areas there may be a guild where such people may be found and hired, in other areas characters may have to advertise. Pay must be negotiated and what will be asked will depend on the situation the hirelings think they may get into and the reputation of the characters hiring them.

Bearers have 2 hit points and generally will only fight if cornered and there is no other choice – even then their effective level (used in attack rolls) is -2. They will carry light sources and baggage willingly so long as they are paid, fed, treated well, and not exposed to much mortal danger. Minimum pay: 1 SP/day.

Men-at-Arms will fight but consider being used as a bearer (except of treasure they get a share of) to be beneath them. Green Men-At-Arms have 4 hit points, an effective combat level (used in attack rolls) of 0 and can use whatever armor and weapons their employers provide. Minimum pay: 5 SP/day plus 1/20 of a share of any non-magical treasure found. Veteran Men-at-Arms have 7 hit points, an effective combat level (used in attack rolls) of 1 and can use whatever armor and weapons their employers provide. Minimum pay: 1 GP/day and 1/10 a share of any non-magical treasure found. Men-at-Arms will serve willingly as long as they are fed, paid, treated well, and not asked to take unusual risks that their employers are not taking with them.

Hireling Morale (Optional): Bearers have a base Morale Rating (MR) of 4. Green Men-At-Arms have a base MR of 7. Veteran Men-At-Arms have a base MR of 9. Base MR is modified by how well the hirelings are treated: -4 for bad treatment, -2 for poor treatment, +1 for good treatment, and +2 for exceptional treatment; and by the CHA bonus of the person paying the hireling. A hirelings MR may also be used to determine how loyal the hireling is to the PCs in cases of attempted bribery and the like.

Henchmen

Henchmen are special hirelings who should be rolled up with ability scores, classes, hit points, and equipment, just like player characters. *Henchmen* are typically hired for a share of treasure (at least 15% of the employer's income) and a monthly fee for food, lodging and expenses. A henchmen's monthly fee is based on his level, as noted on the *Henchmen Monthly Fee table*, below.

Henchmen Monthly Fee

Class Level	Monthly Wage (gp)	Class Level	Monthly Wage (gp)
0	12	10	12,000
1	25	11	20,000
2	50	12	30,000
3	100	13	45,000
4	200	14	60,000
5	400	15	75,000
6	800	16	90,000
7	1,600	17	120,000
8	3,000	18	160,000
9	6,000	19	200,000

When they are hired, potential henchmen should be of lower level than their employer. A first level character can only hire normal men as henchmen; second level characters can only hire first level characters; and so on. There is no way for the henchmen to directly know the level of the PC employer, but if a henchman ever concludes he is more powerful than his employer, it is cause for an immediate Henchman Loyalty roll (see below). Note that henchmen of greater than 4th level are not generally for hire on the market, though they can sometimes be found on adventures.

Morale: All henchmen have a morale score, which is generally 0 plus the employer's Charisma bonus or penalty. This rating can be adjusted at the Judge's discretion. It can be increased if the PC has been particularly good to the henchman, or reduced if the PC has been cruel or contrary to his word.

Morale rolls are made each time the henchman suffers a calamity. A calamity includes suffering an energy drain, a curse, a magical disease, or being nearly killed (Judge's discretion). In addition, the Judge should make a morale roll for each henchman at the end of each adventure whenever the henchman has leveled up, to determine if the henchman strikes off on his own or remains with the adventurer. The Judge will roll 2d6 on the Henchman Loyalty table, adding the henchman's morale, to decide how the henchman responds to the recent events. The Judge may apply adjustments to this roll, probably no more than +/-2, if the henchman is particularly well or poorly paid.

Henchman Loyalty

Adjusted Die Roll	Result
2-	Hostility
3-5	Resignation
6-8	Grudging Loyalty
9-11	Loyalty
12+	Fanatic loyalty

Hostility means that the henchman will leave the service of the character, and will consider him a rival and enemy in the future. The henchman can never be attracted to the character's employ again.

Resignation means the henchman will leave the character's employment, but he bears no ill will to his former master, and could be recruited to work for the character again in the future.

Grudging Loyalty means the henchman is reluctant to continue in the character's service, but sees no better options. If the character does not make any improvements to the terms of service, the henchman's next loyalty roll will be at a -1 penalty.

Loyalty means that the NPC will continue in the character's service with enthusiasm.

Fanatic Loyalty means the henchman has become a dedicated and sworn servant of the character. All future morale rolls will be at +2.

A henchman's morale score is permanently decreased by 1 each time he suffers a calamity, and permanently increased by 1 each time he gains a level while in the adventurer's service.

A player character may hire at most 4 henchmen, adjusted by

the character's Charisma bonus or penalty. Any attempts to hire more than this number of henchmen will cause the character to lose one of his existing henchmen. Mercenaries and specialists do not count toward a character's maximum number of henchmen, since they do not require the same level of personal loyalty.

Experience: Henchmen gain experience when they participate in adventure; however, as they are under the command of a player character, only one-half of a share of XP is allocated to each henchman.

Mercenaries

Mercenaries are generally hired to garrison a stronghold or wage war in military campaigns. Mercenaries will not accompany their employers on highly dangerous adventures such as dungeon exploration unless they become henchmen. The GM should determine what constitutes a military campaign and what constitutes an adventurer depending on the overall circumstances. Mercenaries do not count toward a character's maximum number of retainers, since they are not the same kind of hired help.

Mercenary Troop Table

Mercenary Type	GP Wage per Month				
	Dwarf	Elf	Goblin	Human	Orc
Commoner	-	-	-	1	-
Light Infantry Gear: sword, shield, leather armor	-	5	1	3	2
Heavy Infantry Gear: sword, shield, chainmail armor	5	7	-	4	2
Crossbowman Gear: heavy crossbow, chainmail armor	7	-	-	5	3
Mounted Crossbowman Gear: crossbow	20	-	-	-	-
Bowman Gear: sword, short bow, leather armor	-	12	4	7	5
Mounted Bowman Gear: shortbow	-	35	-	15	-
Longbowman Gear: sword, longbow, chainmail armor	-	25	-	10	-
Light Mounted Gear: lance, leather armor	-	25	-	10	-
Medium Mounted Gear: lance, chainmail armor	-	-	-	15	-
Heavy Mounted Gear: lance, sword, plate armor	-	-	-	20	-
Wolf Mounted Gear: spear, leather armor	-	-	6	-	-

The Mercenary Troop Type table above list the typical wages of mercenary types based on type. The costs listed are the mercenaries' wages only. The cost of armorers to make and repair troop armor and weapons, stable hands to groom horses, caravans to provide supplies while in the field, and other miscellaneous expenses are not included. Mercenaries in garrison need only be paid their wages, but mercenaries on campaign will expect a share of military plunder in addition to wages.

Morale: Mercenaries have morale like henchmen, but mercenary morale is based on their training and equipment rather than the personal magnetism of their employers. Mercenaries may have additional bonuses or penalties to morale based on working conditions. If the mercenaries are being killed frequently or subjected to other abuses, morale will be low. If the mercenaries are enjoying riches and excitement, it might be

higher. All of these factors are considered by the Judge.

Mercenary Type	Base Morale
Commoner Militia	6
Barbarians or humanoids	7
Soldiers	8
Mounted Soldiers	9
Elite Soldiers	9
Fanatic or Devoted Soldiers	10

Specialists

Below are several possible specialists and typical monthly pay rates. This list is not exhaustive, and the GM may create more kinds of specialists as needed.

Alchemist (250gp/month): Alchemists are valuable specialists because they dedicate their expertise to creating potions and other concoctions. They may work as assistants to mages to help them create potions. They may also research new potions as if they were 5th level mages, but at twice the base time and cost. See the section on Magic Research.

Animal Trainer (25gp to 250gp/month): Characters wishing to ride hippogriffs or employ carnivorous apes as guards will need the assistance of an animal trainer. The lowest cost above is for a standard animal trainer, able to train one type of "normal" animal such as warhorses; those able to train more than one sort of animal, or to train monsters such as hippogriffs, are more expensive to hire. The Judge decides how long an animal must be trained, based on the nature of the training. It will take a minimum of 1 month to tame a wild animal. Likewise it takes a minimum of one month to teach an already tame animal one behavior. After the first month, an animal has become accustomed to a trainer and can be taught additional behaviors at half the time per behavior. If training is interrupted, all time already spent on that particular behavior is lost.

If an animal is being tamed and the time is interrupted, the animal will rebel and cannot ever be tamed. In some cases, animal training may take years, a fact that adventurers may find inconvenient as well as expensive. A single animal trainer can train and manage no more than 6 animals at a time. Once an animal is fully trained and put into service the animal trainer won't be needed to handle it any longer.

Armorer (75gp/month): Each month, an armorer can make 40gp worth of weapons, armor, or shields. In addition to being hired for producing weapons and armor, armorers must be hired at the frequency of 1 per 50 troops in order maintain fix armor and weapons. Armorers may be assisted by up to two journeymen (25gp/month) and four apprentices (5gp/month). An armorer with one journeyman and two apprentices produces 100gp per month and can maintain 125 troops; an armorer with two journeymen and four apprentices produces 160gp per month and can maintain 200 troops.

Engineer (250gp/month): Engineers plan and oversee large construction projects, such as building strongholds. The number of engineers required is based on the value of the project. A minimum of 1 engineer is needed, with an additional engineer per 100,000 gp value of the project. For example, if a project is 60,000gp it will require 1 engineer, and if it is 200,000gp it will require 2 engineers. Human engineers usually handle large aboveground structures, while dwarves are usually hired for underground construction.

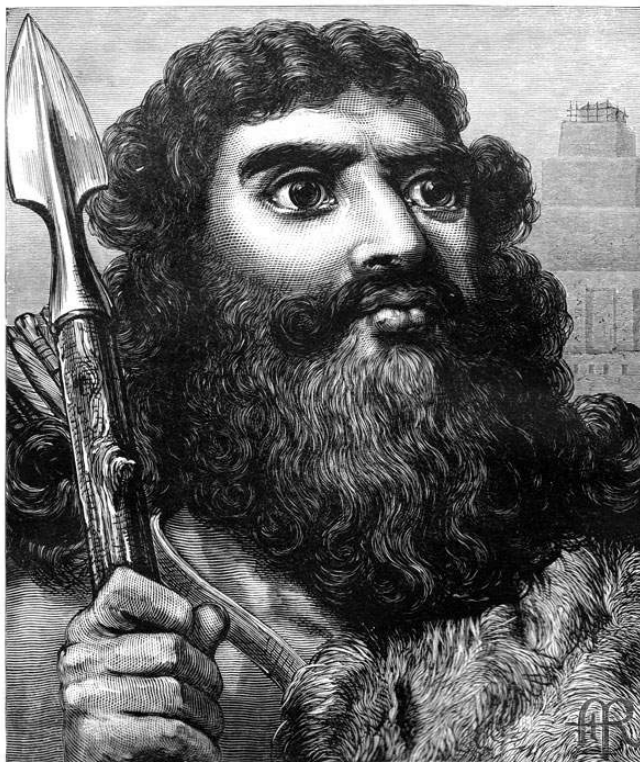
Healer (healer 1gp/day/patient, physicker 2gp/day/patient, chirurgeon 4gp/day/patient): Healers are trained to treat wounds and diagnose illnesses. Being treated by a healer requires clean, sanitary conditions and bed rest. A patient under treatment of any healer regains an extra 1d3 body points per week. In addition, physickers can non-magically *neutralize poison*, *cure disease*, or *cure light wounds* with a D20 roll of 18+ once per day per patient. Highly skilled chirurgeons can non-magically *neutralize poison*, *cure disease*, or *cure serious wounds* with a D20 roll of 14+ once per day per patient. A normal healer can treat up to three patients per day, a physicker can treat up to four patients per day, and a chirurgeon can treat up to five

patients per day.

Mariner (rowers, 3gp/month; sailors 6gp/month; navigator 25gp/month; captain 100gp/month): Rowers are unskilled normal humans who man oars of vessels. Sailors are skilled normal humans who can handle a ship. The navigator understands how to read charts and navigate based on instruments and the position of the stars. He is required any time a ship will venture beyond sight of a coast. A captain is required for any large ship, is skilled like a sailor, and has more intimate knowledge of the particular coasts he frequents. In general, all such characters are normal men, and are not armored; they will usually be armed with clubs, daggers, or short swords.

Ruffian (carousers, 6gp/month; footpads, 25gp/month; spy 125gp/month; thug 25gp/month): Ruffians are specialists in petty crime. Carousers are 0th level brawlers and hoodlums that populate inns and taverns. Footpads are 1st level thieves. Spies are 4th level thieves. Thugs are 1st level assassins. Ruffians are hired on a monthly basis. They can be used as enforcers or muscle, or sent on various missions, such as assassinating, carousing, spying, stealing, or treasure-hunting. Ruffians hired for missions receive a success fee in addition to a monthly wage, and will expect their employer to bail them out of trouble should they be caught. Ruffians will not go on adventures unless recruited as henchmen, but may gain XP from missions. Ruffians who advance in level from successful missions will earn higher wages; use the Henchmen Monthly Fee table for high level ruffians. Ruffians may or may not be reliable, and could stab the hiring character in the back (maybe literally!).

Sage (500gp/month): Sages are rare; they usually specialize in a subject area, such as a sage specialist in dragons. Sages may be consulted for information. If the information is particularly difficult to obtain, it will cost the characters extra. Characters may have to pay the monthly rate in addition to any other supplies the sage needs to research their question. The Judge will decide these costs. Despite the special knowledge sages have, they are occasionally wrong when it comes to particularly obscure questions. The Judge will decide what questions are obscure and the probability of achieving a wrong answer. If the characters receive a wrong answer, they may not realize it!



Optional Rules

The following rules are optional. The GM decides if they will be used.

Minor Optional Rules

Encumbrance: Characters can normally carry twelve (plus STR bonus) items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item. Oversized items (two-handed weapons, anything as tall as the character or that requires two hands to carry) count as two items. A character carrying 6 or fewer items is unencumbered. A character carrying 7-12 items is lightly encumbered. A character carrying 13-18 items is heavily encumbered. A character carrying more than 18 items is over-encumbered. *Option:* Adjust number of items for each encumbrance class by the character's STR bonus.

Individual Initiative: Roll d20 + DEX bonus for initiative order each combat round. Use Hit Dice/2 instead of DEX for monsters. Characters and monsters act in Initiative order, from high to low. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

Energy Drain: If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Avoiding Save-or-"Die": There are a number of effects which cause the character to be taken out of play permanently or for a long period of time unless a saving throw is made (e.g. instant death, turn to stone, etc.). If this standard rule seems too harsh, try the following instead. If a character fails a save-or-"die" roll, the negative effect happens immediately but it can be reversed if the character receives 5 minutes of careful care in a non-combat environment starting within a number of minutes/melee rounds equal to the affected character's CON stat. The GM may rule that certain issues still require further treatment within 24 hours or the effect recurs (e.g. poison must still be neutralized) or may not be handled this way at all.

Traditional Experience for Treasure: Traditionally, experience points were only given for treasure found in 1e and were not given for treasure spent. To use this system, ignore the standard rules for experience from treasure found and experience for treasure spent and use the following rule instead.

At the end of an adventure, total the value of all non-magical treasure found during the adventure in gold pieces. Divide the result by the number of characters in the party to determine the number of XP each character receives from treasure. Henchmen/Retainers count as 1/2 person and hirelings count as 1/10 person (round up for PCs, round down for others).

Contest of Skills: A contest of skills is handled similar to combat, except the opponents aren't trying to kill one another; they are trying to defeat their opponent with their skills. Like in a combat, opponents in a contest of skills make an initiative roll for each round to determine who "attacks" first in the round. Instead of making a roll of attack bonus vs. Armor Class, each contestant makes the appropriate skill roll based on his class and background. If the attacker's result is equal or higher than the defender's result, he causes "skill damage" equal to 1d6 + stat bonus of the stat used by the skill. Skill Damage is removed from a set of Contest Points. At the beginning of the contest, each contestant's Contest Points which are set equal to the score of the stat used by the skill plus the character's level. When a character's Contest Points fall to 0 (zero) or less, the contest of skills is over, and the loser is defeated (knocked unconscious, humiliated, loses the bet, etc.). Contest Points cannot normally be increased during a Contest of Skills – unless someone successfully cheats.

Fire-And-Forget Magic

The first edition of the world's most popular fantasy roleplaying game used a much different system of magic from that of Microlite20-based games. This system had the magic-user or cleric select and prepare a set number of spells of certain levels in advance. Each prepared spell could only be cast once. This system can easily be substituted for the standard Microlite78 spell casting system using the following rules.

Both magic-users/illusionists and clerics/druids must select and prepare specific spells from their collections in advance. The number of spells of specific levels a character can prepare is limited by their class level (see below for details). Preparing spells takes one hour of uninterrupted time: magic-users must study their spell books while clerics must meditate and commune with their deity.

Casting a prepared spell does not cost any hit points, but once cast, a spell cast is no longer in memory and may not be cast again. Casters may prepare multiple copies of the same spell.

In combat, if a fire-and-forget caster is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles and the caster loses the spell from memory just as if he had cast it.

Number of Spells Prepared Per Day (Arcane Spell Casters):

Magic-User Level	1	2	3	4	5	6	7	8	9
1	1								
2	2								
3	2	1							
4	3	2							
5	4	2	1						
6	4	3	2						
7	4	3	2	1					
8	4	3	3	2					
9	4	4	3	2	1				
10	4	4	3	2	2				
11	4	4	4	3	3				
12	5	4	4	3	3	1			
13	5	5	4	3	3	2			
14	5	5	5	4	4	2	1		
15	5	5	5	4	4	3	2		
16	5	5	5	4	4	3	2	1	
17	5	5	5	5	5	4	3	2	1
18	5	5	5	5	5	4	3	2	1
19	5	5	5	5	5	5	4	3	2
20	5	5	5	5	5	5	4	3	2

Number of Spells Prepared Per Day (Divine Spell Casters):

Cleric Level	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	3	2					
5	3	3	1				
6	3	3	2				
7	3	3	2	1			
8	3	3	3	2			
9	4	4	3	2	1		
10	4	4	3	3	2		
11	5	4	4	3	2	1	
12	6	5	5	3	2	2	
13	6	6	6	4	2	2	
14	6	6	6	5	3	2	
15	7	7	7	5	4	2	
16	7	7	7	6	5	3	1
17	8	8	8	6	5	3	1
18	8	8	8	7	6	4	1
19	9	9	9	7	6	4	2
20	9	9	9	8	7	5	2

Traditional Saving Throws

Some gamemasters and players prefer the traditional "five category" saving throw system used in early editions of the world's most popular fantasy roleplaying game. The following saving throw tables can be substituted for the standard Microlite81 saving throw system if the GM desires.

Cleric and Druid Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	11	14	12	15
5-8	14	9	12	10	12
9-12	12	7	10	8	9
13-16	8	3	8	4	6
17+	6	2	6	4	5

Fighter, Paladin, and Ranger Saving Throws

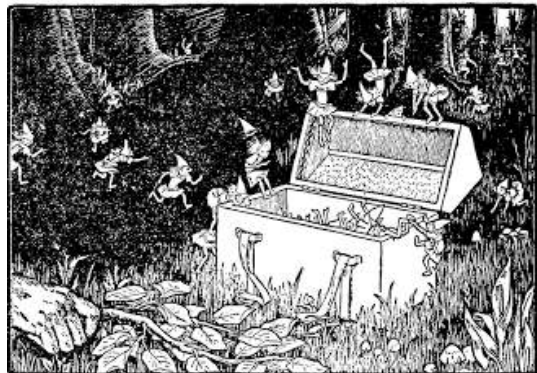
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
0 lvl Human	17	14	16	15	18
1-3	15	12	14	13	16
4-6	13	10	12	11	14
7-9	9	8	10	9	12
10-12	7	6	8	7	10
13-15	5	4	6	5	8
16-18	4	4	5	4	7
19+	4	3	4	3	6

Magic-User and Illusionist Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-5	16	13	13	13	14
6-10	14	11	11	11	12
11-15	12	9	9	9	8
16-18	8	7	6	5	6
19+	7	6	5	4	4

Thief and Assassin Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	14	13	15	14
5-8	14	12	11	13	12
9-12	12	10	9	11	10
13-16	10	8	7	9	8
17+	8	6	5	7	6



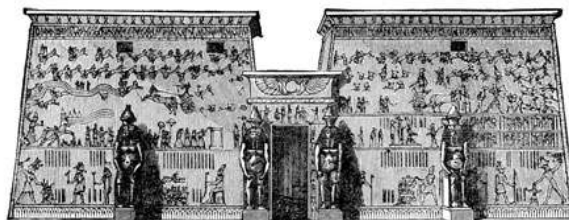
Item Saving Throws

When characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or a fire ball spell, some or all of their items may be destroyed. A GM using this optional rule may use either of the following methods to determine what items are destroyed:

Method 1: Whenever characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or the spell fire ball, all ordinary possessions on a character's body should be considered destroyed. Magical items may not be destroyed, and are allowed saving throws of the appropriate type for the attack based on the character's saving throw. Items that have bonuses will receive an equal bonus on the saving throw. For instance, a +1 dagger receives a bonus of +1 to the roll.

Method 2: Make a roll in the kind of situation mentioned above, as well as in situations when items are exposed to crushing damage (from falls), acid, or any other event that could feasibly destroy them. The GM will roll either 1d4 or 1d6, depending on the severity of the situation. Magic items have a chance of surviving based on their relative power. For instance, a +2 shield would survive on a roll of 1-2 on a d4 or d6. Items for which "pluses" do not apply can be assigned a number between 1 and 3. Scrolls and potions may survive on a roll of 1 on a d4 or d6, a staff or wand may survive on a roll of 1-2; any other items such as rings, rods, and other miscellaneous magical items are more durable and survive on a roll of 1-3. If an item which has "pluses" is damaged, it may not be destroyed outright, but may lose one "plus." Thus, a +2 shield becomes a +1 shield on a failed saving throw roll.

Modifiers: The GM should apply bonuses or penalties depending on the situation. If an attempt is made to intentionally damage an item, there may be a penalty of 2 to the roll. Bonuses may apply if an item is well protected. No penalty or bonus should be more than 2.



Psionics

Psionics are mental powers which aren't magic but sometimes duplicate magical abilities. If psionics are used in a campaign, any highly intelligent being has a slight chance of being psionic.

Creating Psionic Characters: Characters should check for psionic ability at character creation. Roll a d20 and add MIND bonus. On a roll of 21 or higher, the character may opt to have psionics abilities that will manifest as the character goes up levels. If the roll is successful and the player opts for the character to have psionics, roll 2d6. The result is the maximum number of psionic abilities the character will manifest. The character's Experience Base is immediately increased by +100/+2500 for each psionic ability the character may manifest.

Manifesting Psionic Abilities: At character creation and every time a psionic character goes up a level, the character rolls to see if a new psionic ability manifests. Roll 1d20 + MIND bonus against a DC of (21 - the maximum number of psionic abilities the character may manifest). On a successful roll, the character manifests a new psionic ability. Roll on the Psionic Ability Table below to determine the new ability. Reroll if the character already has the ability rolled.

Manifesting Psionic Attack and Defense Modes: Psionic characters manifest psionic attack and defense modes as they

gain psionic abilities. Specific modes manifest as the character manifests a specific number of abilities. See Psionic Combat below for more information.

Number of Psionic Abilities Manifested	Attack Mode Manifested	Defense Mode Manifested
1	Mind Thrust	Thought Shield
2		Mind Blank
3	Ego Whip	
4		Mental Barrier
5	Psionic Blast	
6		Intellect Fortress
7	Id Insinuation	
8		Tower of Iron Will
9	Psychic Crush	

Using Psionic Abilities: Using a psionic ability is an action. Successful use requires a 1d20 + MIND Bonus + Level/2 versus the DC given in the ability description. Certain abilities also cost HP (even if the attempt is unsuccessful). The power of many psionic abilities is determined by the Ability Level of the specific psionic ability. This is the number of levels the character has possessed the specific ability. Simply recording the character's level when he gets the ability will make calculating this easy.

Psionic Abilities: The following psionic abilities may manifest. Which abilities manifest should be determined randomly. The GM is free to create other abilities.

Roll	Psionic Ability	Roll	Psionic Ability
1	Animal Telepathy	13	Etherealness
2	Astral Projection	14	Healing Trance
3	Aura Alteration	15	Invisibility
4	Body Control	16	Levitation
5	Body Equilibrium	17	Mind over Body
6	Clairaudience	18	Precognition
7	Clairvoyance	19	Psychic Surgery
8	Dimension Door	20	Shape Alteration
9	Domination	21	Telekinesis
10	Empathic Projection	22	Telepathy
11	Empathy	23	Teleportation
12	ESP	24	Suspend Animation

Animal Telepathy: Character can establish 2-way mental communication with an animal. DC is 12. HP Cost is 1 HP per minute. Level of communication depends on the intelligence of the target. Does not require target to obey or be helpful.

Astral Projection: Character can enter a trance and project himself into the Astral Plane. This works like the Astral Spell except that speed of travel and other effects depend on Ability Level. DC is 15. HP Cost is 1 HP per 10 minutes.

Aura Alteration: Character can alter a target's aura to either to disguise the target's alignment and level, or to remove a compulsion or charm. Disguise has a DC of 15, costs 5 HP, lasts 10 minutes per Ability Level, can make the target appear as any desired alignment and can modify the character's apparent level by up to Ability Level levels. Removing a charm, compulsion, or curse costs 10 HP and grants the target another saving roll.

Body Control: Character can adjust his body to exist in unusual conditions (extreme temperatures, hostile/destructive elements like poison gas, water, acid, fire, lava, etc.). DC is 12 for unusual conditions like extreme temperatures, 15 for hostile environments like underwater or lack of good air. 18 for extreme conditions like acids, lava, etc. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

Body Equilibrium: Character can adjust his body weight to correspond to the surface he is walking on so as not to sink into water, mud, quicksand, etc. DC is 12. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

Clairaudience: Character can hear at a distance (30 feet +

Ability Level x 10). DC is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

Clairvoyance: Character can see at a distance (30 feet + Ability Level x 10). DC is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

Dimension Door: Character can teleport up to Ability Level x 20 feet. DC is 12 is target location visible, 15 otherwise. Costs 5 HP.

Domination: Character can force another to do their will. DC to establish is 15 + target's level/hit dice. DC to maintain for another round is 15 + target's level/hit dice. Costs the target's level/hit dice in HP per minute.

Empathic Projection: Character projects an emotional state upon targets. This works similar to the Suggestion spell but is limited to suggesting emotions. DC is 12 if touching a single target, 15 otherwise. Range: 30 feet + (Ability Level x 10). Can affect up to Ability Level targets. HP Cost is 3 per target.

Empathy: Character senses the emotions/emotional needs of the target(s). DC is 15. Cost: 1 HP per minute if a single target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10).

ESP: Character can read the surface thoughts of the target. DC is 10 + target's level/hit dice. Cost: 1 HP per minute if touching target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10). Searching for specific/deeper thoughts adds 5 to the DC (+10 if the target is specifically hiding them) and doubles the HP cost.

Etherealness: Character can alter his body vibrations to those of the Ethereal Plane, but is only able to carry Ability Level * Ability Level pounds of material with him. DC is 12 + 1 per 20 pounds of weight carried. HP Cost: 1 HP per 10 minutes.

Healing Trance: Character can go into a trance and heal Body Points quickly. A maximum of one BP per Ability Level can be healed. DC is 10 + number of BP to be healed. Trances lasts a number of hours equal to the BP to be healed, and 1 BP is healed per hour of trance. HP Cost: BP healed x 2.

Invisibility: Character can turn invisible by making those in range not notice the character. Character cannot attack and maintain invisibility. Range is Ability Level x 10 feet. DC is 12 (or 15 if the targets are highly alert).

Levitation: Character can float in the air. DC to float is 12 and it costs 1 HP per minute. Character can ascend or descend Ability Level feet per minute by making an ability check with a DC of 15. Character can move laterally Ability Level feet per minute by making an ability check with a DC of 18.

Mind over Body: Character can suppress bodily needs like food, water, and sleep for two days per Ability Level. Thereafter the character must spend an equal number of days resting before this ability can be used again. No ability check or HP cost.

Precognition: Character has a vague sense of the future. While using this power the character cannot be surprised and adds his Ability Level/2 (round up) to initiative, combat rolls, and any other d20 rolls where an ability to know what might happen in the near future would be helpful. DC is 15 and the roll must be made each minute the ability is used. HP cost is 5 HP per minute.

Psychic Surgery: Character and target go into a trance to heal target's Body Points quickly. Character must be touching target. A maximum of one BP per Ability Level can be healed. DC is 10 + number of BP to be healed. Trances last a number of hours equal to the BP to be healed and 1 BP is healed per hour of trance. HP Cost: BP healed x 2.

Shape Alteration: Character can modify his appearance similar to the Polymorph Self spell. DC is 12 to make minor changes to

appearance (remaining same species), 15 to make major changes (another species of similar size), and 18 to make more extreme changes. Cost is per hour and is based on type of change: 3 HP for minor changes, 8 HP for major changes, and 15 HP for extreme changes. Maximum duration is Ability Level hours.

Telekinesis: Character can move objects up to Ability Level x Ability Level pounds by mental power. DC is 12 (18 if precise control is needed). HP Cost is 3 HP per minute for slow movement, 8 per attack for combat speed movement.

Telepathy: Character can establish 2-way mental communication with an intelligent target. DC is 12 if target is willing, 18 otherwise. HP Cost is 1 HP per minute. 1 minute of telepathy allows an information exchange equal to 10 minutes of talking.

Teleportation: Character can teleport up to Ability Level * 100 miles. DC is 12 if the target location is intimately known to character, 18 if the target location is well known, and 24 if the target is only known from a clear description. HP Cost is 15.

Suspend Animation: Character can virtually stop all body functions for a predetermined amount of time. Maximum duration is Ability Level x Ability Level weeks. Character will not change during this time. A number of days equal to the number of weeks spend in suspended animation must pass before this ability can be used again. No ability check or HP cost.

Psionic Combat: Only psionic characters that have manifested a psionic attack ability can make a psionic attack. Psionic attacks are made at Strike Speed 10 (the same as Glance attacks). The Psionic Attack Roll is 1d20 + MIND bonus + number of psionic abilities manifested. The attack is successful if it is higher than the target's Psionic Armor Class (10 + MIND bonus + armor bonuses from a psionic defense mode).

Psionic attacks do psionic damage (see below for amounts). Tally psionic damage separately. If the total psionic damage ever becomes greater than the character's current hit points, the character falls into a coma and remains in a coma until he has more hit points than psionic damage points and makes a successful WIL save (may be attempted once per hour). With a night's sleep, psionic damage "heals" 1d6 + twice the number of psionic abilities manifested, if any.

Psionic Defense Modes: Defense modes increase the character's psionic armor class when in use. Only one mode can be in effect at one time. Thought Shield costs 0 HP to use and gives a +1 bonus to the character's psionic armor class. Mind Blank costs 0 HP to use and gives a +2 bonus to the character's psionic armor class. Mental Barrier costs 0 HP to use and gives a +4 bonus to the character's psionic armor class. Intellect Fortress costs 2 HP to use and gives a +4 bonus to the psionic armor class of the character and everyone within 10 feet. Tower of Iron Will costs 3 HP to use and gives a +6 bonus to the psionic armor class of the character and everyone within 3 feet.

Psionic Attack Modes: Mind Thrust costs 1 HP to use and does 1d8 points of psionic damage. Ego Whip costs 2 HP to use and does 2d6 points of psionic damage and the target must make a WIL save or be stunned for one minute. Psionic Blast costs 4 HP to use and attacks everyone in a conic area in front of the psionic doing 1d6 damage to everyone in the affected area, double damage to those in short range (10'), half damage at long range (30'). One attack roll is made and used against all possible targets. Id Insinuation costs 2 HP to use and does 3d6 psionic damage and the target must save vs. Fear or be affected as a fear spell for 1d6 rounds. Psychic Crush costs 5 HP to use and does 4d6 psionic damage and 2d6 physical (HP) damage.

Deities and Divine Intervention

Characters will find it helpful to follow one of the gods. Although Clerics, Druids, and Paladins have special access to the deities, other classes may receive advice and assistance at times as well. A character may select any deity (or pantheon in some campaigns) to follow from the campaign allowed by the GM.

Divine Intervention: Deities will occasionally assist their

followers when petitioned for aid. There is a chance of angering the deity and a strong possibility that the deity will not deign to take an interest in mortal affairs at that time. The petitioner may thus receive aid, suffer harm, or get no response at all. Petitioning for divine intervention more often than once a week results in automatic retribution.

Petitioning for divine intervention can be done at any time provided the character is capable of thought. A d100 roll on the appropriate table using the column for the characters level below will determine the result. Clerics, Druids, and Paladins add 5 to their level before consulting the chart.

Greater Deity	1-5	6-10	11-15	16-20	21+
Result					
Retribution	01-80	01-70	01-60	01-50	01-40
No Effect	81-95	71-90	61-85	51-80	41-70
Intervention	96-00	91-00	86-00	81-00	71-00

Major Deity	1-5	6-10	11-15	16-20	21+
Result					
Retribution	01-70	01-60	01-40	01-30	01-20
No Effect	81-90	61-80	41-70	31-60	21-50
Intervention	91-00	81-00	71-00	61-00	51-00

Minor Deity	1-5	6-10	11-15	16-20	21+
Result					
Retribution	01-60	01-40	01-30	01-20	01-15
No Effect	61-85	41-75	31-65	11-55	16-45
Intervention	86-00	76-00	66-00	56-00	46-00

Demi-God	1-5	6-10	11-15	16-20	21+
Result					
Retribution	01-50	01-30	01-20	01-10	01-05
No Effect	51-80	31-65	11-55	11-45	06-35
Intervention	81-00	66-00	56-00	46-00	36-00

Characters may make an offering to their deity before rolling for divine intervention. All offerings must be in the possession of the petitioner at the time of the request (deities do not accept IOUs). This table lists the die roll modifier for various types of offerings:

Offering	Die Roll Modifier
Treasure (1000gp)	+1
Each Potion	+2
Magic Weapon/Armor	+Bonus
Magic Scroll (per spell)	+2
Magic Ring, wand, or rod	+5
Magic Staff	+10
Miscellaneous Magic item	+10
Minor Artifact	+15
Minor Artifact	+25
Accept Minor Quest	+10
Accept Major Quest	+20
Intelligent Being Sacrificed	+Level or HD

Only evil deities accept the sacrifice of intelligent beings. A minor quest will take 4 to 8 months. A major quest will take 1 to 3 years. The quest will be imposed by the deity (and need not involve actual questing).

There is an additional modifier of -15 if the character does not regularly donate at least 10% of income to the deity's temple. Characters who ignore their deity except when in need of help suffer a die roll modifier of -10 to -30 as determined by the GM.

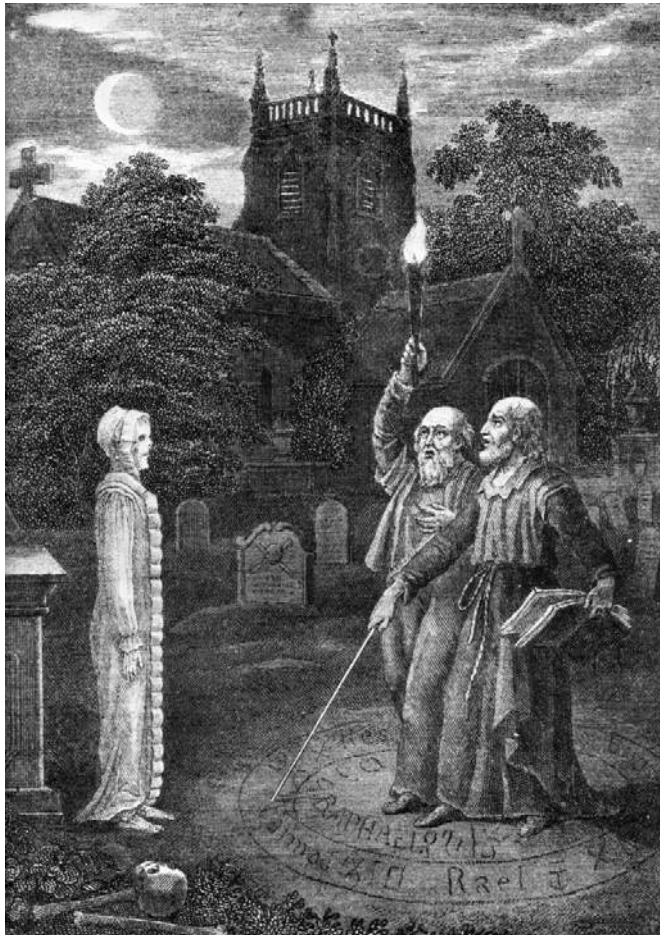
If the result is intervention, the deity will do the minimum needed to answer the request. For Demi-Gods, the maximum would be about the ability of a limited wish spell. For Minor Deities, the maximum would be about the power of a single wish spell. For Major Deities, the maximum would be about the about ability of several wish spells. There is no effective limit for what Greater Deities can do.

If the result is retribution, the petitioner takes his level in D6 of damage (plus Body Point damage equal to the character's level if Body Points are being used).

Conversion (Optional): Characters may not willingly change their allegiance to another deity/pantheon except at a full temple of the new deity and then only with a favorable reaction roll from the new deity's priests (large donations to the temple will give favorable modifications to the roll). Lay people accepted by a new god must spend 1d4 weeks (at their own expense) at the temple learning the basic rituals and dogma of their new faith before they can receive any benefits from that faith. Clerics and Druids must spend 1d6 months (plus their level in weeks) in such study before they can cast divine spells above 2nd level again. Druids can only convert to another nature deity.

Spell Level Availability (Optional): A character's deity may limit the level of Divine Spells the character may cast. If the character's deity is a Demi-God, the maximum level of Divine Spells the character has access to is 5th level. If the character's deity is a Minor Deity, the maximum level of Divine Spells the character has access to is 6th level. If the character's deity is a Major or Greater Deity, the maximum level of Divine Spells the character has access to is 7th level.

Special Spells by Deity (Optional): Deities may not offer all of the standard Divine Spells (Cleric) to their clerics. They may simply not provide some of the standard spells, substitute special spells for some of the standard spells, or even add additional spells to the standard spells.



Spell Descriptions

Spells are described here in alphabetical order, divided between cleric, druid, magic-user, and illusionist spells. These spells are listed by level in the next section.

Cleric Spells

Animal Growth

Level: 3

Duration: 12 turns

Range: 120'

One non-magical normal animal will be doubled in size when this spell is cast upon it. The animal can be a "giant" version of the animal, but intelligent animals are unaffected.

Animate Dead

Level: 3

Duration: Permanent

Range: 60'

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The undead can follow the caster, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed or until a *dispel magic* spell is cast upon them.

The caster may animate a number of hit die worth of zombies or skeletons equal to the caster's level. For example, a 7th level cleric can animate seven skeletons, but only three zombies. These creatures are unintelligent, and do not retain any abilities that they had in life. All skeletons have an AC of 7 and hit dice equal to the creature in life. Zombies have an AC of 8, and the number of hit dice of the living creature +1. It is important to note that if a character is animated in this fashion, he will not have hit dice related to his class level, but instead will have the standard skeleton or zombie hit dice. A lawful character that casts this spell may draw disfavor from his god.

Animate Objects

Level: 6

Duration: 1 round per level

Range: 30'

The caster imbues inanimate objects within 1 square foot per caster level with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever the caster initially designates. An animated object can be of any non-magical material. This spell cannot animate objects carried or worn by a creature.

This spell requires considerable interpretation by the GM.

Animated objects can move in a manner logical to their shape, whether this is a slithering rope, a walking chair, a rolling vial, or a shuffling chest. Movement should range from 10' to a maximum of 120'. For example, a chair might move at the full possible movement, but something awkward and without legs, like a chest, might only move at 10'.

Objects attack using the same required attack value roll as the caster. Attack frequency and damage will depend on available weapons and the size of the animated object. The number of attacks should range from 1 per 5 rounds to 1 per 1 round, at the GM's discretion. Damage will be 1d6, unless variable weapon damage is used, in which case damage should range from 1d4 to 5d4 depending on the object type and size. Similarly, the GM will determine the object's hit points.

Astral Projection

Level: 7

Duration: See below

Range: Touch

By freeing his spirit from the physical body, this spell allows the caster to project an astral body onto another plane altogether.

The caster can bring the astral forms of five other willing creatures, provided all subjects are linked in a circle at the time of the casting. These fellow travelers are dependent upon the caster and must accompany him at all times. If something happens to the caster during the journey, his companions are stranded.

The caster projects his astral self onto the astral plane, leaving the physical body behind on the material plane in a state of suspended animation. The spell projects an astral copy of the caster, but only items that exist in the astral plane may be taken along. Since the astral plane touches upon other planes, the caster can travel astrally to any of these other planes. To enter one, the caster leaves the astral plane, forming a new physical body on the plane of existence entered.

While on the astral plane, the astral body is connected at all times to the physical body by a silvery cord. If the cord is broken, the caster is killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to the body where it rests on the material plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the astral plane, their actions affect only creatures existing on the astral plane; a physical body must be materialized on other planes.

The caster and companions may travel through the astral plane indefinitely. Their bodies simply wait behind in a state of suspended animation. The spell lasts until the caster desires it to end, or until it is terminated by some outside means.

Atonement

Level: 5
Duration: Permanent
Range: Touch

This spell removes the burden of unwilling evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. *Atonement* may be cast to reverse magical alignment change. This ritual takes 1 turn to cast.

Augury

Level: 2
Duration: See below
Range: 0

An *augury* can tell the caster whether a particular action will bring good or bad results in the immediate future. The base chance for receiving a true reply is 70% + 1% per caster level; this roll is made secretly. The *augury* can see into the future only 3 turns, so anything that might happen after that does not affect the result. Thus, the result will not take into account the long-term consequences of a contemplated action.

Blade Barrier

Level: 6
Duration: 3 rounds per level
Range: 30'

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 8d8 points of damage. The area of effect for this spell must be chosen when cast, and can range from 5 square feet to 20 square feet.

Bless (reversible)

Level: 2
Duration: 6 turns
Range: 60'

Bless fills the caster's allies with courage, but does not affect enemies within the affected area of 20' x 20'. Each ally gains a +1 morale bonus and +1 on attack and damage rolls. The reverse of this spell does not affect allies within the effect

area, and incurs penalties of -1 instead of bonuses to the rolls indicated above.

Command

Level: 1
Duration: 1 round
Range: 10'

When a cleric casts this spell, he may give the subject a *single word* command, which it obeys to the best of its ability. The single word must make sense as a single command, such as approach, drop, fall, flee, halt, surrender, sleep, etc. Although a target could be instructed to "die," this will only make the target take on a comatose state for a single round. Note that the caster must be able to speak the language of the target. Any intended target who has more than 5 HD or an INT of over 12 is entitled to a saving throw versus spells. This spell is ineffective against undead.

Commune

Level: 5
Duration: 3 turns
Range: 0

The caster calls upon divine powers in order to seek knowledge. This spell may only be cast one time per week, and the caster may ask three questions that can be answered by "yes" or "no". Divine powers do not look kindly upon those who call upon them for trivial matters, or who call upon them too often. The GM will make certain this spell is not abused. One time per year of game time, the caster may ask six questions instead of the normal three.

Conjure Animals

Level: 6
Duration: 2 rounds per level
Range: 30'

The caster can summon normal mammals to attack enemies designated by the caster. The number of animals that appear is directly related to the caster's level. The caster summons 1 hit die of animals per level of experience of the caster, and each +1 is calculated as 1/4 of a hit die. For example, a 9th level cleric can summon 9 hit dice of animals that could consist of nine 1 HD animals, or three 3 HD animals, or two 4+2 HD animals. Summoned animals will fight to the death or until the duration of the spell ends.

Continual Light (reversible)

Level: 3
Duration: See below
Range: 120'

When cast, this spell produces light as bright as sunlight in a 60' diameter, and any creatures that suffer penalties (not including damage) for being in sunlight are affected by this spell. This spell can be cast on objects, so that an object under this spell can be carried around. If the spell is cast on a creature, a saving throw is allowed. This spell can be cast on a creature's eyes, causing blindness. Unless dispelled, *continual light* is permanent.

Continual darkness (reverse of *continual light*) produces darkness in the same area and manner as continual light. It can be countered with *continual light* or *dispel magic*. Like *continual light*, this spell can be cast on a creature's eyes, producing blindness. Normal eyesight, including infravision, cannot penetrate this darkness, nor can lamps, torches, or the spell *light*.

Control Weather

Level: 7
Duration: 4d12 hours
Range: 0

The caster can change the weather in the local area. It takes 1 turn to cast the spell and an additional 1d4 turns for the effects to manifest. The caster calls forth weather appropriate to the climate and season of the area.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

The caster controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. *Control weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Create Water (reversible)

Level: 1
Duration: Permanent
Range: 10'

This spell generates wholesome, drinkable water, in a quantity of 4 gallons per level. Water can be created in an area as small as will actually contain the liquid, or in an area of a 3' cube. *Destroy water* is the reverse of this spell, and destroys a likewise amount of water. No steam, water droplets, or any other trace of destroyed water remains. This spell cannot create water within a creature.

Create Food and Water

Level: 4
Duration: Permanent
Range: 10'

The caster can create 1 cubic foot of water and/or nutritious food per level of experience. One cubic foot of food can feed three humans or similar sized creatures, or one larger animal such as a mule.

Cure Blindness (reversible)

Level: 3
Duration: Permanent
Range: Touch

The caster may touch a being and *cure blindness*. This blindness may be magical or physical. *Cause blindness* may be inflicted by touching a being; however, a saving throw versus spells is allowed to avoid the effect completely.

Cure Critical Wounds (reversible)

Level: 5
Duration: Permanent
Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 3d8+3 hit points or (if the HP/BP system is being used) 3d3+3 body points of damage (3d8+3 hit points of damage on beings without body points). This spell cannot grant more body or hit points than the being's normal maximum. *Cure critical wounds* also heals any conditions listed in *cure light wounds*.

Cause critical wounds (reverse of *cure critical wounds*) causes 3d8+3 hit points of damage to a being if the caster can touch the opponent.

Cure Disease (reversible)

Level: 3
Duration: Permanent
Range: 30'

This spell instantly kills green slime, and will instantly cure all diseases, including mummy rot and lycanthropy.

Cause disease (reverse of *cure disease*) inflicts a terrible withering disease on a victim, which will cause death in 2d12 days. A saving throw versus spells is allowed. This disease can be cured with the casting of *cure disease*. The victim of this disease cannot be cured of damage from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty of -2 to hit rolls made by the victim.

Cure Light Wounds (reversible)

Level: 1
Duration: Permanent
Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 1d6+1 hit points or (if the HP/BP system is being used) 1d2+1 body points of damage (1d6+1 hit points of damage on beings without body points).

Alternatively, this spell also cures paralysis; it will not heal damage and paralysis in the same casting. This spell cannot grant more body or hit points than the being's normal maximum.

Cause light wounds (reverse of *cure light wounds*) causes 1d6+1 hit points of damage to a being if the caster can touch the opponent.

Cure Serious Wounds (reversible)

Level: 4
Duration: Permanent
Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 2d6+2 hit points or (if the HP/BP system is being used) 2d2+2 body points of damage (2d6+2 hit points of damage on beings without body points). This spell cannot grant more body or hit points than the being's normal maximum. *Cure serious wounds* also heals any conditions listed in *cure light wounds*.

Cause serious wounds (reverse of *cure serious wounds*) causes 2d6+2 hit points of damage to a being if the caster can touch the opponent.

Delay Poison

Level: 2
Duration: 1 turn per level
Range: Touch

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Unless cured, saving throws and damage as appropriate are rolled once the spell ends. *Delay poison* does not cure any damage that poison may have already done.

However, if the spell is cast on a subject who has recently died from poison, within 1 turn per caster level, life is restored until the spell duration ends. A revived character will have 1 hp for the duration of the spell, but if the spell ends prior to the poison being cured, the subject dies.

Detect Evil

Level: 1
Duration: 6 turns
Range: 120'

The caster can sense the presence of evil intentions, whether from a living being or an object enchanted for evil purposes. Objects or creatures within 120' with evil intent will magically glow. Note that the GM must decide what is "evil", and some things may be potentially harmful, like traps, but not "evil." This spell does not grant the ability to read minds, but only grants a general sense of evil intent.

Detect Lie (reversible)

Level: 4

Duration: 1 round per level

Range: 30'

The caster can use this spell on himself or another being, and will be able to know whether words heard are truth or lies. *Undetectable lie* (reverse of *detect lie*) can nullify the effect of detect lie, or can be used to tell lies in a convincing manner.

Detect Magic

Level: 1

Duration: 2 turns

Range: 60'

For the duration of this spell, the caster can see a magical glow on any enchanted object or creature within 60'. This includes objects that are permanently magical, such as weapons or other items, and objects or creatures that are currently under the influence of a spell or some other enchantment.

Dispel Evil

Level: 5

Duration: 1 turn

Range: 30'

When this spell is cast, the caster can take no other action but concentrate on the spell for the entire duration. All undead or other enchanted creatures that come within 30' of the caster must succeed in a saving throw versus spells or be destroyed. Any creature that succeeds this roll will instead flee. Instead of casting the spell in a 30' radius, the caster can direct the spell at one monster only, and that monster saves with a -2 penalty. In addition, *dispel evil* can be used to remove a cursed item from a being within the spell range.

Dispel Magic

Level: 3

Duration: Permanent

Range: 120'

When cast, spell effects within a 20' cube can be negated. All spells cast by any spell casting class are automatically negated if the caster is of an equal or lower level to the caster of *dispel magic*. For each level an opponent is above the caster, there is a cumulative 5% chance *dispel magic* does not function. For example, if a 7th level character attempts to dispel the effects of a spell cast by a 10th level character, there is a 15% chance dispel magic fails.

Divination

Level: 4

Duration: See below

Range: 0

Similar to *augury* but more powerful, a *divination* spell can provide the caster with useful information regarding an area, building, area of a dungeon, and other similar places. Information gained includes a general idea of how powerful the creatures are there, the general amount of treasure present, and what kind of resistance to attack is present and the nature of it, whether it is good, evil, chaotic, lawful, etc. The base chance for a correct *divination* is 60% + 1% per caster level. The referee should roll this secretly. If the dice roll fails, false information is delivered.

Earthquake

Level: 7

Duration: 1 round

Range: 120'

When *earthquake* is cast, an intense but highly localized tremor rips the ground, to a diameter of 5' per caster level. The shock collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the

ground cannot move, cast spells or attack. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 7d6 points of damage to any creature caught under the cave-in. An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 7d6 points of damage.

Open Ground: Fissures open in the earth, and 1d6 creatures on the ground fall into one and die.

Structure: Any structure standing on open ground takes 5d12 points of structural hit point damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Any creature caught inside a collapsing structure takes 7d6 points of damage.

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down structures. In addition, 1d6 creatures in the area will be sucked into the mud and killed.

Exorcise

Level: 4

Duration: Permanent

Range: 1'

The cleric may use this ritual to eliminate foreign influences from a being, whether those influences are from *magic jar*, *charm* spells, possession by other creatures, and similar magical and/or spell effects. The referee rolls d00, and this is the probability that a cleric is successful in the exorcism, *per turn* the exorcism is recited. This probability is lowered or raised by 1% for every level difference between the cleric and the possessing entity or level of the caster of the spell being opposed. For instance, if the odds are 50%, and the cleric is 5 levels higher than the opposed force, the odds are 55% per turn. If the opposed force were 5 levels higher, the cleric's odds would be 45% per turn.

Feign Death

Level: 3

Duration: 1 turn, +1 round per level

Range: Touch

With the exception of duration and that any HD creatures may be affected, this spell functions identically to the magic-user spell of the same name.

Find the Path (reversible)

Level: 6

Duration: 1 turn per level

Range: Touch

The recipient of this spell can find the shortest, most direct physical route to a specified destination, whether into or out of a locale. The locale can be outdoors, underground, or even inside a *maze* spell. *Find the path* works with respect to locations, not objects or creatures at a locale. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating, at appropriate times, the exact path to follow or physical actions to take. The spell ends when the destination is reached, or the duration expires, whichever comes first. *Find the path* can be used to remove the subject and its companions from the effect of a *maze* spell in a single round. *Lose the path* (reverse of *find the path*) renders a touched being completely incapable of finding its way.

Find Traps

Level: 2
Duration: 2 turns
Range: 30'

This spell is centered on the caster, and when a trapped object or area comes within range it glows with a blue magical light. Both magical and mechanical traps are detected. This spell grants no knowledge about the nature of the trap or how to deactivate it.

Flame Strike

Level: 5
Duration: Instantaneous
Range: 60'

A *flame strike* produces a vertical column of divine fire 30' high and 10' in diameter that roars downward on a target. The spell deals 6d8 hit points of damage. A successful saving throw versus spells reduces the damage to 3d8.

Gate

Level: 7
Duration: see below
Range: 30'

The spell functions exactly as the magic-user spell of the same name.

Glyph of Warding

Level: 3
Duration: See below
Range: Touch

This powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on. The area of effect is up to 5' squared per caster level, and a maximum of 10' squared can be inscribed per round. Any creature entering or touching the warded area or opening the warded object without speaking a password (which is set when casting the spell) is subject to the magic it stores.

When casting the spell, the cleric weaves a tracery of faintly glowing lines around the warding sigil. A *glyph* can be placed to conform to any shape up to the limitations of the total square footage. When the spell is completed, the *glyph* and tracery become nearly invisible.

Depending on the version selected, a *glyph* either blasts the intruder or activates a spell.

Blast Glyph: A *blast glyph* deals 2 points of damage per caster level to the intruder. This damage is fire or electricity, caster's choice at the time of casting. Each creature affected can attempt a saving throw versus spell to take half damage.

Spell Glyph: The caster can store a harmful spell effect to be triggered. Effects may include blindness, paralyzation, and energy drain, or similar effects. The cleric must be of a high enough level to cast these spells. A saving throw versus spells is allowed to avoid the effects of this kind of *glyph*.

Heal (reversible)

Level: 6
Duration: Permanent
Range: Touch

Heal enables the caster to channel divine energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: blindness, disease, fatigue, *feeblemind*, and poison. It heals all but 1d4 hit points of damage, or if the HP/BP system is being used, all but 1d2-1 body points of damage (1d4 hit points of damage on beings without body points).

Harm (reverse of heal) takes away all but 1d4 hit points from the victim touched and inflicts the same disease as *cause*

disease.

Hold Person

Level: 2
Duration: 9 turns
Range: 180'

When this spell is cast, most humanoids become paralyzed and freeze in place. Undead and any monster of a greater size than an ogre are unaffected. They are aware and breathe normally but cannot take any actions, even speech. Subjects may attempt a saving throw versus spells. This spell can affect 1d4 beings, but if directed at a single monster or character, the saving throw is attempted with a -2 penalty.

Holy Chant

Level: 2
Duration: See below
Range: 0'

This spell is intoned continuously, bringing about supernatural intervention on behalf of the cleric and party members within a 30' radius. All attacks, damage, and saving throws are made with a +1 bonus. Likewise, all of the rolls attempted by enemies suffer a -1 penalty. This effect continues so long as the cleric does not move and focuses only on chanting. However, if he is successfully attacked and dealt damage, or otherwise physically distracted, the spell ends. The spell *silence* also negates the spell.

Holy Word (reversible)

Level: 7
Duration: See below
Range: 0

Upon speaking the *holy* or *unholy word*, any evil or good creature within a 60' area of the caster suffers the following ill effects.

HD	Effect
12+	Deafened 1d4 rounds, -2 to hit, Movement -25%,
8-11	Stunned 2d4 rounds, -4 to hit, Movement -50%
4-7	Paralyzed 1d4 turns
3 or fewer	Killed

Insect Plague

Level: 5
Duration: 1 day
Range: 480'

The caster summons a swarm of locusts in a 60' diameter. The swarm causes creatures occupying its area to flee if they are 2 HD or fewer. This spell does not function when cast underground. The caster can control the swarm to move 20' in a round. The caster must concentrate for the duration of the spell to maintain control over the swarm, and if the swarm leaves the range the caster loses control of them. The caster also loses control of them if he is successfully attacked.

Know Alignment

Level: 2
Duration: 1 round
Range: 10'

The caster of this spell will immediately know the alignment of a character or monster within range. In addition, magic items with an alignment or the nature of a holy (or unholy) place will be revealed.

Light (reversible)

Level: 1
Duration: 12 turns
Range: 120'

This spell causes an object to glow as bright as a torch, shedding bright light in a 15' radius. The effect is immobile, but

it can be cast on a movable object. This spell can be cast on a monster's or character's eyes if the target fails a saving throw versus spells. If the save fails, the target is blind for 12 turns. Light taken into an area of magical *darkness* (reverse of *light*) does not function, and vice versa. A *light* spell counters a *darkness* spell. *Darkness* can also be cast on a target's eyes, and a saving throw versus spells is allowed.

Locate Object

Level: 3
Duration: 6 turns
Range: 120'

The caster can sense the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the nearest one of its kind is located. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. Monsters or characters may not be located.

Lower Water

Level: 4
Duration: 1 turn per level
Range: 120'

The caster of this spell is able to lower water or any other fluid by a percentage of its volume at 5% per caster level and in an area of 1 square foot per caster level. For instance, a 10th level cleric could lower water by 50% in a 10' square area.

Neutralize Poison

Level: 4
Duration: Permanent
Range: Touch

The caster detoxifies any sort of venom or poison in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, or other effects that do not go away on their own. If a character dies of poison, *neutralize poison* will bring a character back to life if the spell is used no more than 10 rounds after death.

Part Water

Level: 6
Duration: 1 turn per level
Range: 20' per turn

For the duration of this spell, the caster creates a divide in a body of water. For each level of experience of the caster, he is able to create a divide in water that is 1' wide by 20' long and 3' deep. The caster can dismiss the spell at any time before the duration has expired.

Plane Shift

Level: 5
Duration: Permanent
Range: Touch

This spell allows the caster to move himself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Note that *plane shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back. An unwilling creature is entitled to a saving throw versus spells to negate the effects of this spell.

Prayer

Level: 3
Duration: 1 round per level
Range: 0

Prayer is a more advanced form of the spell *holy chant*. The function is identical, except that the area of effect is a 60' radius. In addition, it is unnecessary for the cleric to remain chanting. Once the spell is cast it lasts for its duration, while the

cleric may cast other spells, attack, or take other actions.

Protection from Evil

Level: 1
Duration: 12 turns
Range: Touch

This spell wards a creature from attacks by "evil" creatures. It creates a magical barrier around the subject that moves with the subject. The subject gains a bonus to AC of -1 and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by evil creatures.

In addition, this spell prevents bodily contact by summoned or created creatures. This causes the natural weapon attacks of such creatures to fail, and the creatures recoil if such attacks require touching the warded creature. However, these creatures can attempt missile attacks. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Protection from Evil 10' Radius

Level: 4
Duration: 12 turns
Range: Touch

This spell functions exactly like the spell *protection from evil*, except *protection from evil 10' radius* extends the protective barrier to a 10' radius around the caster or subject, allowing companions to stay close and gain the benefits of the spell.

Purify Food and Drink (reversible)

Level: 1
Duration: Permanent
Range: 10'

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Either 6 quarts of drink, one trail ration, or a quantity of unpreserved food for 12 human-sized beings can be affected by this spell. This spell does not prevent subsequent natural decay or spoilage. The opposite of this spell, *putrefy food and water*, spoils a like amount of food or drink.

Quest (reversible)

Level: 5
Duration: See below
Range: 30'

When this spell is cast on a character, a saving throw versus spells is allowed. Success indicates that the spell is not effective. If the save fails, the caster can compel the character to take on a quest. This quest can be dangerous, but the character cannot be instructed to purposefully harm himself. Should the affected character resist taking on the quest, he will be under the effect of a curse, the nature of which is decided by the GM. The only way to remove the curse is to undertake the quest, and when the quest is finished the spell terminates.

Alternatively, the reverse of this spell, *remove quest*, can be used to remove the curse and to dispel an active *quest* spell. Like *dispel magic*, the caster of *remove quest* will have a lower probability of successfully countering the spell if he is a lower level than the caster of the quest spell. The probability of spell failure is 5% per level the cleric is below the caster of *quest*.

Raise Dead (reversible)

Level: 5
Duration: Permanent
Range: 120'

This spell restores life to a deceased dwarf, elf, gnome, half-elf, half-orc, human, or halfling. The caster can raise a creature that has been dead for no longer than two days at 7th level, and four days are added per level above 7. For example, a 9th level cleric can bring a character back to life that has been dead for 10 days. However, the body of the person to be raised must be

fairly intact. For instance, if the head is missing the being cannot be raised. Coming back from the dead is an ordeal. The subject of the spell is brought back to life with 1 hit point, and for two weeks the character has 50% of movement and suffers from chronic weakness. Further, he may not engage in spell casting, combat, or any other strenuous activity. This period may not be shortened by any magical healing. If this spell is cast on an undead monster, it must save versus spells or die instantly.

Ray of death (reverse of *raise dead*) can be cast and directed at any character or monster. A ray of death shoots from the hand of the caster, and if the target fails a saving throw versus death he dies instantly. The casting of this spell is a chaotic act, and will be done by other alignments in rare situations.

Regenerate (reversible)

Level: 7
Duration: Permanent
Range: Touch

The subject's severed body appendages (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed parts are present and touching the creature. It takes 2d4 turns otherwise.

Necrosis (reverse of *regenerate*) will cause body parts to die, turn black, and shrivel to fall off. The body part becomes useless in 1 round, and falls off to become dust in 2d4 turns. The caster must successfully touch the opponent for the spell to work, and the GM will determine randomly which body part is affected.

Remove Curse (reversible)

Level: 3
Duration: Permanent
Range: Touch

Remove curse instantaneously removes one curse on a creature. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell enables the creature afflicted with any such cursed item to remove and get rid of it. *Remove curse* counters and dispels *bestow curse*.

Bestow curse (reverse of *remove curse*) can bring about any number of unfortunate effects upon a being, determined by the caster and refereed by the GM. Some limits of effect must be enforced. Possibilities include no more than a -2 penalty to saving throws or -4 to hit. An ability might be reduced by 50%. These effects can have any number of creative symptoms. The victim can avoid being affected by *bestow curse* with a successful saving throw versus spells.

Remove Fear (reversible)

Level: 1
Duration: 2 turns
Range: Touch

This spells instills courage in the subject, and potentially removes the effect of magic-induced fear by allowing the target a saving throw versus spells to attempt to remove the effect. The subject receives a saving throw bonus of +1 per level of the caster. *Remove fear* counters and dispels *cause fear*. The subject must be touched for the spell to take effect.

Cause fear (reverse of *remove fear*) will cause a subject who is touched to run away, hysterical, at full running movement for a number of rounds equal to the caster's level.

Resist Cold

Level: 1
Duration: 6 turns
Range: 30'

While under the effects of this spell, a character or monster is unharmed by freezing (non-magical) cold, and grants a bonus of +2 to all saving throws versus cold-based magical or breath

attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a cold-based attack. Each die will inflict a minimum of 1 hp damage.

Resist Fire

Level: 2
Duration: 6 turns
Range: 30'

While under the effects of this spell, a character or monster is unharmed by intense (non-magical) heat, and he receives a bonus of +3 to all saving throws versus heat-based magical or breath attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a heat-based attack. Each die will inflict a minimum of 1 hp damage.

Restoration

Level: 7
Duration: Permanent
Range: Touch

This spell restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character that has a level restored by *restoration* has exactly the minimum number of experience points necessary to restore him or her to his or her previous level. This spell also negates the effects of the spell *feeblemind*. *Drain energy* (reverse of *restoration*) drains one level away from a target when touched.

Resurrection (reversible)

Level: 7
Duration: Permanent
Range: Touch

This spell functions like *raise dead*, except that upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected. The creature can have been dead no longer than 10 years per caster level.

Destruction (reverse of *resurrection*) causes the victim, when touched by the caster, to die immediately and fall to dust. When these spells are cast, the caster is weakened for 1 day per level of the character raised or destroyed, and must rest in bed. For this duration the caster cannot fight or cast spells.

Reveal Charm (reversible)

Level: 2
Duration: 1 turn
Range: 30'

By means of this spell, a cleric may examine one creature within range per round, to a maximum of 10 creatures, to determine if they are under the influence of a *charm* spell. The reverse, *obscure charm*, can protect one creature only from detection for 1 turn.

Sanctuary

Level: 1
Duration: 2 rounds, +1 round per level
Range: Touch

Any opponent attempting to strike or otherwise directly attack the warded creature must attempt a saving throw versus spells. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent will not attack the caster and will attack another creature instead. However, area effects may still affect the cleric. The cleric must not make offensive actions while this spell is in effect, but he may cast non-offensive spells to help companions.

Silence 15' Radius

Level: 2

Duration: 12 turns

Range: 180'

Upon the casting of this spell, complete silence prevails in a diameter of 30 feet. All sound is stopped and conversation is impossible. No noise whatsoever issues from the area, but noise originating from outside the silenced area can be heard by those within it. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a saving throw versus spells, and if successful the spell takes effect in a stationary location near the creature, but the creature may move out of the affected area.

Snake Charm

Level: 2

Duration: See below

Range: 60'

The caster is able to affect the behavior of snakes, making them indifferent to the caster and others. A cleric is able to affect snakes of a number of hit die equaling the caster's level. A 7th level cleric can affect 7 hit dice of snakes, which can equal seven 1 HD snakes, or two 3 HD snakes and one 1HD snake, or any other combination.

Hostile snakes are more difficult to charm, and if this spell is cast on snakes that are engaged in melee combat with the caster, the snakes will only be affected by the spell for 1d4+1 rounds. If the spell is cast on snakes that are not at the moment hostile, the spell will last 1d4+1 turns.

Speak with Animals

Level: 2

Duration: 6 turns

Range: 30'

The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell doesn't make it any more friendly or cooperative than normal. The type of animal is decided when the spell is cast. If an animal is friendly toward the caster, it may do some favor or service.

Speak with Creatures

Level: 6

Duration: 6 turns

Range: 30'

This spell is a more powerful version of *Speak with Animals*, but allows the cleric to speak with any creature.

Speak with Dead

Level: 3

Duration: See below

Range: 1'

The caster grants the semblance of life and intellect to a corpse, allowing it to answer several questions put to it. The corpse may answer no matter what state of decay it is in. Regardless of the number of questions asked, the spell has a limited duration based on caster level. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). The cleric may cast this spell on a corpse that has been dead for a period of time dependent on the caster's level. Refer to the table below.

Caster Level	Duration	Time Deceased	Questions
6 th or fewer	6 rounds	7 days	2
7 th to 8 th	18 rounds	7 weeks	3
9 th to 11 th	36 rounds	7 months	4
12 th to 14 th	1 turn	7 years	5
15 th to 18 th	2 turns	70 years	6
19 th to 20 th	3 turns	140 years	7
21 st +	6 turns	1,000 years+	8

Speak with Plants

Level: 4

Duration: 3 turns

Range: 60'

The caster can communicate with plants, including both normal plants and plant creatures. The caster is able to ask questions of and receive answers from plants, and can ask plants to move in such a way to clear a path that is impassable or covered in difficult growth. The spell does not make plant creatures any more friendly or cooperative than normal. If a plant creature is friendly toward the caster, it may do some favor or service.

Spiritual Weapon

Level: 2

Duration: 1 round per level

Range: 30'

A weapon made of pure force springs into existence and attacks opponents in range, dealing 1d6 damage per hit, with +1 to hit per three caster levels. However, the weapon is not considered "magical" for the purposes of dealing damage or striking foes that can only be hit by magical weapons. The weapon takes a shape favored by the caster's deity or a weapon with some spiritual significance or symbolism (a mace, hammer, etc.) It strikes at the opponent designated, with one attack per round the spell is in effect. It uses the caster's base attack value, just as any melee weapon wielded by the caster. The weapon manifests only as long as the caster concentrates, to the maximum duration allowed for the caster's level.

Sticks to Snakes

Level: 4

Duration: 6 turns

Range: 120'

The caster can transform 2d8 sticks into snakes, and there is a 50% probability that the snakes are poisonous. The caster may give the snakes orders. When killed or at the end of the spell's duration, snakes revert back into sticks. The monster statistics for these snakes are as follows: AL N, MV 90', AC 6, HD 1, #AT 1, DM 1d4, SV F1, ML 7.

Stone Tell

Level: 6

Duration: 1 turn

Range: Touch

The caster gains the ability to speak with stones, which can relate who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details one is looking for. The caster can speak with natural or worked stone.

Striking

Level: 3

Duration: 1 turn

Range: 30'

The caster enchants a weapon to deal an extra 1d6 hit points of damage, and makes an otherwise non-magical weapon able to attack a monster normally only affected by weapons of a magical nature.

Summon Aerial Servant

Level: 6

Duration: 1 day per level

Range: 10'

The cleric combines this spell with *protection from evil* to summon forth an aerial servant. The creature can be asked to perform a service, or to retrieve an object or being, but the aerial servant cannot be directed specifically to engage in combat for the caster. Normally, if sent to retrieve an object, it can do so even if it is in the possession of another being if it scores a successful hit roll and the creature is unaware of the aerial servant's presence. The aerial servant is sent back to its home plane when the task is complete, it is dismissed by the caster, or the caster is killed.

Symbol

Level: 7

Duration: 1 turn per level

Range: Touch

This spell allows the caster to scribe a potent rune of power upon a surface or in the air. The *symbol* glows, lasting for 1 turn per caster level. There are three different *symbols* available to clerics, which are described below. The particular *symbol* desired must be chosen when the spell is cast. A character may receive a save versus spells to negate the effects of a *symbol*.

Symbol of Pain: Creatures suffer wracking pains that impose a –4 penalty on attack rolls, and a –2 penalty to DEX. These effects last for 2d10 turns.

Symbol of Persuasion: Creatures that see a *symbol of persuasion* become *charmed* by the caster and behave as if they are of the caster's alignment. This effect lasts 1d20 turns.

Symbol of Hopelessness: Creatures that see a *symbol of hopelessness* will surrender or give up any struggle for 3d4 turns.

Tongues (reversible)

Level: 4

Duration: 1 turn

Range: 0

This spell grants the caster the ability to speak and understand the language of any intelligent creature within a 60' diameter area, whether it is a racial or alignment tongue. The reverse, *garble*, makes all language incomprehensible within the affected area, or may be used to negate a tongues spell. No saving throw is permitted.

True Seeing

Level: 5

Duration: 1 round per level

Range: Touch

The caster confers on himself or a subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the ethereal plane (but not into extradimensional spaces).

False seeing, the opposite of *true seeing*, makes objects, characters, and monsters appear as their "opposite." The ugly appears beautiful, the valuable appears worthless, and so on.

Wind Walk

Level: 7

Duration: 6 turns per level

Range: Touch

The caster alters the substance of his body to a cloudlike vapor and moves through the air, possibly at great speed. The caster can take a few other creatures with him, 1 per 8 levels of experience, each of which acts independently. A *wind walker* can

fly at a speed of 60' per level, per turn, and up to 600' per turn. *Wind walkers* are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

Word of Recall

Level: 6

Duration: Instantaneous

Range: 0

Word of recall teleports the caster instantly back to his sanctuary when the word is uttered. The caster must designate the sanctuary when preparing the spell, and it must be a very familiar place. Any distance may be traveled with no chance of error. In addition to himself, the caster can transport an additional 25 pounds per level of experience.

Druid Spells**Animal Companion**

Level: 1

Duration: Permanent

Range: 10'

A druid may use this spell to attract 2 HD of normal animals (and of ordinary animal intelligence) per caster level, and befriend them. The animals must have a neutral alignment. The druid may train these animals, so long as training takes place within 4 months of befriending them. A maximum of three specific behaviors may be trained, much like one might train a dog. It takes 1 week to train an animal to perform 1 behavior, but if the training is interrupted for more than 3 days it must be started all over. It takes 6 turns to cast this spell.

Animal Growth (reversible)

Level: 5

Duration: 2 rounds per level

Range: 80'

The caster may use this spell to double the size of up to 8 animals within a 20' x 20' area. This doubling effect applies to damage inflicted by the animals and applies to their HD numbers, which affects their attack values. The opposite, *reduce animal*, has exactly the opposite effect, reducing animals and their abilities by half.

Animate Mineral

Level: 7

Duration: 1 round per level

Range: 40'

This spell is effectively a more limited version of the cleric spell *animate objects*. The caster may animate 2' cubed of rock or some other mineral per level, but the object must not be part of a larger portion of mineral (not a piece of a stone wall, for instance). In all other ways this spell functions like *animate objects*.

Anti-Animal Shell

Level: 6

Duration: 1 turn per level

Range: 0

The spell *anti-animal shell* creates an invisible barrier that keeps all creatures within the shell protected, as if behind a wall, from attacks by ordinary creatures. Ordinary creatures include giant animals, ogres, orcs, but not any form of undead, demons, or most creatures from other planes of existence. The shell is centered on the caster and is 20' in diameter.

Anti-Plant Shell

Level: 5

Duration: 1 turn per level

Range: 0

The spell *anti-plant shell* creates an invisible barrier that keeps all creatures within the shell protected, as if behind a wall, from

attacks by plant creatures, animated plants, or missiles of plant material. The shell is centered on the caster and is 20' in diameter.

Barkskin

Level: 2

Duration: 4 rounds, +1 round per level

Range: Touch

Barkskin toughens a creature's skin; this spell may be used on the caster or another willing creature. The effect lowers the creature's existing armor class by 1, and provides a +1 to all saving throws except versus spells.

Call Lightning

Level: 3

Duration: 10 rounds per level

Range: 0

Immediately upon completion of the spell, and once per round thereafter, the caster may call down a vertical bolt of lightning that deals 2d8, +1d8 per level points of electricity damage. The caster must be outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado. The bolt of lightning flashes down in a vertical stroke at whatever target point chosen within a 360' radius of the caster. Any creature within a 10' radius of the target area or in the path of the bolt is affected. A bolt of lightning may be called once every 10 rounds. This spell does not function underground, unless there is a clear straight vertical path outdoors. Victims may save versus spells for half of the *dice* damage.

Charm Person or Mammal

Level: 2

Duration: See below

Range: 80'

This spell functions in much the same manner as the magic-user spell *charm person*. Refer to that spell description for more details. However, in addition to humanoids, the druid spell may be used to charm mammals, including intelligent animals.

Commune with Nature

Level: 5

Duration: See below

Range: ½ mile radius per level

The caster becomes one with nature (in outdoor settings only), attaining knowledge of the surrounding territory. The caster may gain knowledge of a fact per caster level from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. It takes 1 turn to cast this spell.

Confusion

Level: 7

Duration: 12 rounds

Range: 120'

This spell functions identically to the magic-user spell of the same name.

Conjure Earth Elemental (reversible)

Level: 7

Duration: 1 turn per level

Range: 40'

By means of this spell, the caster creates a portal to the plane of earth, and beckons forth a 16 HD earth elemental. It is of friendly disposition to the caster, and will perform tasks, including fight, for the caster for the duration of the spell. The reverse of this spell, *banish earth elemental*, or *dispel magic*, will send it back to the plane of earth.

Conjure Fire Elemental (reversible)

Level: 6

Duration: 1 turn per level

Range: 80'

By means of this spell, the caster creates a portal to the plane of fire, and beckons forth a creature native to that plane. Such a creature is of friendly disposition to the caster, and will perform tasks, including fight, for the caster for the duration of the spell. The reverse of this spell, *banish fire elemental*, or *dispel magic*, will send fire elementals back to the plane of fire, but only *banish fire elemental* can be used to send salamanders, efreeti, or other powerful creatures from the plane of fire back through the planes. When this spell is cast, consult the table below to determine which creature appears.

Roll d00	Creature Conjured
01-05	Efreeti
06-87	Fire Elemental (12 HD)
88-90	Fire Elemental (16 HD)
91-00	Flame Salamanders (1d4+1)

Control Weather

Level: 6

Duration: 4d12 hours

Range: 0

This spell functions identically to the cleric spell of the same name.

Control Weather (Greater)

Level: 7

Duration: 4d12 hours

Range: 0

This spell takes greater control of the weather than the cleric spell of the same name. It may change weather to be consistent with a prior or future adjacent season. For instance, if it is spring, winter or summer weather may be summoned. In all other respects this spell functions as *control weather*.

Control Winds

Level: 5

Duration: 10 rounds per level

Range: 0

This spell allows the caster to alter wind force within a 40' radius per caster level. The caster can make the wind increase or decrease its strength. The new strength persists until the spell ends or until the caster chooses to alter his handiwork. An "eye" of calm air that is 40' in diameter at the center of the area surrounds the caster. For every caster level, wind can increase or decrease speed by 3 miles per hour, in increments of 3 miles per hour per round. Wind speed reduces at the same rate when the spell ends or is dismissed by the caster.

- Strong winds (30+ mph) make sailing difficult, missile weapons difficult, and forces smaller airborne creatures out of the air.
- A severe wind (45+ mph) causes minor ship and building damage, and forces human-sized airborne creatures from the air.
- A windstorm (60+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.
- Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to sink.
- A tornado (175+ mph) destroys all unfortified buildings and often uproots large trees.

Note that in confined spaces, including underground, the spell will function. If the area is confined such that the radius of effect is less than 400', then there is no eye of calm winds and the caster will suffer from the winds just as any other creature in affected radius.

Create Water

Level: 2
Duration: Permanent
Range: 10'

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or up to 1' cubed per caster level. It takes 1 turn to cast this spell.

Creeping Doom

Level: 7
Duration: 4 rounds per level
Range: 0

When the caster utters the spell of *creeping doom*, a mass of centipedes, insects, and arachnids is called forth. The swarm occupies a volume of 20' square, and can be commanded to swarm any target within 80'. The swarm moves at 10' per round, and will consist of (1d6+4)x100 individual bugs, each of which deals 1 point of damage and then dies. If a swarm occupies the same area as a target, as many bugs attack as the creature has hit points. The remaining swarm may be commanded to attack a new target in range. If the swarm moves beyond 80' from the caster, 50 of their number wander away. An additional 50 wander away per 10', so that if they are 100' away, 150 have been lost.

Cure Critical Wounds (reversible)

Level: 6
Duration: Permanent
Range: Touch

This spell is identical to the cleric spell of the same name.

Cure Disease (reversible)

Level: 3
Duration: Permanent
Range: Touch

This spell functions in the same way as the cleric spell of the same name.

Cure Light Wounds (reversible)

Level: 1
Duration: Permanent
Range: Touch

This spell is identical to the cleric spell of the same name.

Cure Serious Wounds (reversible)

Level: 4
Duration: Permanent
Range: Touch

Cure serious wounds functions the same as the cleric spell of the same name.

Detect Magic

Level: 1
Duration: 2 turns
Range: 60'

This spell is identical to the cleric spell *detect magic*.

Detect Snares and Pits

Level: 1
Duration: 4 rounds per level
Range: 60'

In the wilderness, the druid can detect simple pits, deadfalls, and snares as well as mechanical traps. The spell does not detect complex traps, including trapdoor traps. In a dungeon or other below ground environment, the druid may only detect simple pits.

Dispel Magic

Level: 4
Duration: Permanent
Range: 120'

This spell functions the same as the cleric spell of the same name.

Divine Weather

Level: 1
Duration: 2 hours per level
Range: 0

A druid may use this spell to divine coming weather conditions within a 5 mile radius. The caster can predict the weather into the future by 2 hours per caster level. This spell only grants knowledge about general weather conditions (rain, snow, wind, temperature, etc.) but cannot detect specific future locations of lightning strikes, tornadoes, etc.

Entangle

Level: 1
Duration: 1 turn
Range: 80'

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in a 40' diameter area or those that enter the designated area, holding them fast and causing them to become entangled. A creature may move half its normal movement if it succeeds in a saving throw versus spells.

Faerie Fire

Level: 1
Duration: 4 rounds per level
Range: 80'

A pale glow surrounds and outlines the subjects. Outlined subjects shed light that makes them visible in darkness at a distance of 80', or half this if the creatures are near a light source. The druid may affect creatures within a 40' radius, and may outline up to 12' per caster level. For instance, 2 human sized targets at first level, and 4 human sized targets at 2nd level, etc. The *faerie fire* can be blue, green, or violet, according to druid's choice at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined. However, their greater visibility grants attackers +2 to hit while the spell is in effect.

Feeblemind

Level: 6
Duration: Indefinite
Range: 240'

This spell is identical to the magic-user spell of the same name.

Feign Death

Level: 2
Duration: 4 rounds, +2 rounds per level
Range: Touch

With the exception of the duration, this spell functions identically to the magic-user spell of the same name.

Finger of Death

Level: 7
Duration: Permanent
Range: 60'

The caster may use this spell to slay any one living creature within range. The target is entitled to a saving throw versus death to survive the attack.

Find Plant

Level: 2
Duration: 1 turn per level
Range: 0

The caster of this spell is able to find a specific plant within a 10'

diameter circle per caster level (30' at level 3, etc.), centered on the caster. The caster may concentrate on a different plant type each round, and he may move around since the area of effect follows with him.

Fire Chariot

Level: 7

Duration: 5 turns, +1 turn per level

Range: 10'

By means of this spell, the caster creates a fire chariot pulled by two flaming specters of horses. The caster and up to 7 other human-sized creatures may ride on the chariot, but they must have been touching the caster when the spell was cast to be immune to the flames. The chariot is capable of ground movement [240' (80')] and can fly [480' (160')]. The flaming horses may only be damaged by water or magical weapons; they have AC 2 and 30 hp. Any creature that touches the chariot or horses suffers 1d6 hp fire damage.

Fire Seeds

Level: 6

Duration: See below

Range: 40'

The caster may turn acorns into explosive thrown weapons, or holly berries into bombs that can be detonated on command. It takes one round to enchant one seed, and each seed will retain its enchantment for 1 turn per caster level. The number of seeds that may be enchanted and their effects are determined by the type enchanted. Only one type may be enchanted per spell casting.

Acorn Grenades: As many as four acorns turn into hurled weapons that can be thrown up to 40'. An attack roll is required to strike the intended target. The acorns deal 2d8 points of fire damage. In addition, they ignite any combustible materials within 10'. A creature within this area that makes a successful saving throw versus spells takes only half damage; a creature struck directly is not allowed a saving throw.

Holly Berry Bombs: The caster can turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5'). When the caster speaks a word of command within 40' of the berries, each berry instantly bursts into flames, causing 1d8 points of fire damage in a 5' radius burst and igniting any combustible materials within 5'. A creature in the area that makes a successful saving throw versus spells takes only half damage.

Fire Storm (reversible)

Level: 7

Duration: 1 round

Range: 160'

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame identical to a *wall of fire* in a 20' cube per level area (the area must be 10' high minimum, 20' high maximum). Any creature within the area or within 10' of it takes 2d8 points of fire damage plus a number equal to the caster's level. The reverse, extinguish storm, will extinguish normal fires covering double the normal area. It will extinguish magical fires in the normal area, but with a probability of 5% per caster level.

Fire Trap

Level: 2

Duration: See below

Range: Touch

The druid spell *fire trap* functions identically to the magic-user spell of the same name.

Flash Fire (reversible)

Level: 4

Duration: 1 round

Range: 40'

The caster causes a 10' square area within range to suddenly erupt in flames, potentially igniting flammable materials in addition to inflicting 1d4 hp damage to all creatures in the area. *Dampen fire*, the reverse of *flash fire*, may be used to snuff out any normal fires within the same area.

Hallucinatory Terrain, Druidic

Level: 4

Duration: Permanent

Range: 80'

This spell is very similar to the magic-user spell of the same name, but with some important differences. The caster makes some terrain look, sound, and smell like some other natural sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. The caster, all druids, and all sylvan creatures recognize the illusion for what it is. The caster may affect a 40' square area per level. The illusion is permanent, unless dispel magic is successfully cast on the enchanted area.

Heat Metal (reversible)

Level: 2

Duration: 7 rounds

Range: 40'

Heat metal makes metal extremely warm. A creature takes fire damage if its metal weapons, armor, or equipment is heated. On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm (Cool)	None
2	Hot (Cold)	1d4 (1d2) hp
3–5	Scorching (Freezing)	2d4 (1d4) hp
6	Hot (Cold)	1d4 (1d2) hp
7	Warm (Cool)	None

Note that when searing damage is delivered, additional effects occur depending on the body parts which are in contact with metal. A target may experience more than one of these effects if metal is contacting multiple body parts. Effects are as follows: extremities (hands, feet), unusable for 2d4 days; body (covered by metal armor), bedridden from extreme burns for 1d4 days; head (covered by a helmet), severely burned, victim is unconscious for 1d4 turns. If searing metal makes contact with flammable material (leather, cloth, etc.) it burns, dealing 2d4 damage the next round.

The reverse of *heat metal*, *chill metal*, has similar effects as noted in parenthesis in the table above. However, when freezing damage is dealt, small body parts like the ears, the nose, toes, fingers, etc. are completely frozen and must be amputated. At the referee's discretion, penalties to CHA may apply. Note that magical items or spells that provide protection from fire or cold, or exposure to magical or mundane heat or cold sources will all negate the appropriate spell effect. *Heat metal* negates *chill metal*, and vice versa.

Hold Animal

Level: 3

Duration: 2 rounds per level

Range: 80'

The caster of this spell can hold normal animals (including giant versions) for the spell duration, up to 400 lbs. of animals per caster level. If more than 4 creatures are affected, they may save versus spells as normal to avoid the effects of the spell. If creatures fewer than 4 are affected, each creature receives -1 per creature fewer. Thus, if only 1 is affected, it saves at -3, -2 for two creatures and -1 for 3 creatures. See also *hold person*.

Hold Vegetation and Fungus

Level: 4

Duration: 1 round per level

Range: 80'

This spell may be used to *hold* all forms of plant and fungus life, both intelligent and unintelligent. *Held* plant or fungus material is unmovable by magical animation or any other movement except by natural outside means, such as wind. Intelligent plants or fungus, or plant/fungus monsters are entitled to a saving throw versus spells to negate the effect. The caster may affect up to 70 square feet of plant-covered terrain, or up to 4 intelligent beings or non-intelligent but sentient and/or independently mobile beings. If creatures fewer than 4 are affected, each creature receives -1 to save versus spells per creature fewer. Thus, if only 1 is affected, it saves at -3, -2 for two creatures and -1 for 3 creatures.

Insect Plague

Level: 5

Duration: 1 day

Range: 480'

This spell is identical to the cleric spell of the same name.

Insect Swarm

Level: 3

Duration: 1 round per level

Range: 30'

As soon as this spell is cast, a swarm of biting, pinching, and stinging insects engulfs a victim. There is a 50% chance either way that the swarm is a mass of flying or crawling insects. They inflict 2 hp damage per round, and a victim may commit no other action than try to get rid of the insect swarm. The caster may direct the swarm to attack different opponents, but it takes one round for the insects to disengage one opponent and move to another. Flying insects move at 180' (60') and crawling insects move at 120' (40').

Invisibility, Animal

Level: 1

Duration: 1 turn, +1 round per level

Range: Touch

A druid may cast this spell on himself or another willing creature. The affected creature is completely invisible to ordinary (and giant) animals of normal animal intelligence.

Locate Creature

Level: 1

Duration: 1 round per level

Range: 0

By casting this spell, a druid may stand and detect whether a specific kind of animal is within range, and where in range it is located. The range is directly in front of the caster, in a 20' wide path that is 20' long per caster level. The caster may face in a different direction per round.

Neutralize Poison (reversible)

Level: 3

Duration: Permanent

Range: Touch

This spell functions identically to the cleric spell of the same name.

Obscuring Mist

Level: 2

Duration: 4 rounds per level

Range: 0

A misty vapor arises around the caster. It is stationary once created. The vapor obscures all sight, including infravision, beyond 2d4 feet for 4 rounds per caster level and covers 10' cubed per caster level. A strong wind disperses the fog, reducing its duration to 25% of normal.

Pass without Trace

Level: 1

Duration: 1 turn per level

Range: Touch

The caster or a subject can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible; however, for 6d6 turns any area passed over will radiate faint magic.

Passplant

Level: 4

Duration: 5 turns

Range: Touch

The caster creates a passage through vegetation, whether natural or magical. The passage is 10' deep per caster level, 5' wide and 10' high. The caster may choose to hide within a tree, if it is large enough and falls in a direct path of the spell. When the spell ends the caster is simply expelled from the tree in a random direction. However, if the tree is killed (cut down) or otherwise destroyed while the caster is within, he dies.

Plant Growth

Level: 3

Duration: Permanent

Range: 160'

Plant growth causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within range and a 20' square area per level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Movement drops to 10', or 20' for large creatures. The area must have brush and trees in it for this spell to take effect. At the caster's option, the area can be any shape. This spell has no effect on plant creatures.

Produce Flame

Level: 2

Duration: 2 rounds per level

Range: 0

Flames as bright as a torch appear in the caster's open hand, for 2 rounds per caster level (unless dismissed early). The flames harm neither the caster nor his equipment; however, they will ignite other flammable materials. In addition to providing illumination, the flames can be hurled at enemies up to 40', bursting to catch fire to any burnable materials within a 2' radius of the impact point.

Protection from Fire

Level: 3

Duration: See below

Range: Touch

This spell may be used on the caster or another creature, with different effects in each case. When used on the caster, he is rendered completely immune to all damage from normal and magical fires, no matter their source, for an unlimited time or until an accumulation of 12 hp of damage per caster level is dealt. At that point the spell ends and immunity ends. If the spell is used on another creature, the duration is 1 turn per caster level, during which time the recipient benefits from immunity to all nonmagical fires and 50% immunity (half damage) from magical or other fires. In addition, the recipient may save versus fire-based attacks with a +4 bonus.

Protection from Electricity

Level: 4

Duration: See below

Range: Touch

This spell functions identically to *protection from fire*, but is effective against all electrical damage and attacks.

Purify Water (reversible)

Level: 1
Duration: Permanent
Range: 40'

The caster may use this spell to make poisoned or otherwise unsanitary or undrinkable water within a 10' square area pure and ready for drinking. The caster may convert a total of 1' cubed of water per level. *Spoil water*, the reverse of *purify water*, makes water undrinkable due to contamination. *Spoil water* may also be used to render holy or unholy water powerless.

Pyrotechnics

Level: 3
Duration: See below
Range: 160'

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the wishes of the caster.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120' of the area of effect to become blinded. The size of the pyrotechnics is equal to 10x the size of the fire source. Creatures must have line of sight to the fire to be affected.

Smoke Cloud: A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud obscures all vision of anything 20' or more distant and lasts for 1 round per caster level. The smoke fills a total area equal to 100x the size of the fire source.

Reincarnate

Level: 7
Duration: Permanent
Range: 0

This spell functions in an identical manner to the magic-user spell of the same name.

Repel Vermin

Level: 4
Duration: 1 turn per level
Range: 0

The caster of this spell is able to prevent all ordinary insects, rats, spiders, etc. from coming within a 10' radius. Giant vermin or vermin of 2 HD or more may enter the area if they succeed in a saving throw versus spells. However, entering the area causes 1d6 hp damage to them. This spell does not affect wererats or intelligent vermin-like creatures.

Repel Wood

Level: 6
Duration: 4 rounds per level
Range: 0

Waves of energy roll forth from the caster on a 120' wide path, 20' long per caster level, moving in the direction he faces. Once the spell is cast, the area of effect is stationary. It causes all wooden objects in the path of the spell to be pushed away to the limit of the range. Wooden objects larger than 30' in diameter that are fixed firmly are not affected, but loose objects are. Objects 30' in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40' per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. If a spear is planted (set) to prevent this forced movement, it splinters. The waves of energy continue to sweep down the set path for the spell's duration. After being cast, the path is set, and the caster can then do other things or go elsewhere without affecting the spell's power.

Shillelagh

Level: 1
Duration: 1 round per level
Range: Touch

The caster's own nonmagical club or quarterstaff becomes a +1 weapon in regard to attack rolls. The weapon deals 2d4 damage. These effects only occur when the weapon is wielded by the caster.

Snare

Level: 3
Duration: See below
Range: Touch

This spell enables the caster to make a snare that functions as a magic trap. The snare can be made from any supple vine, a rope, or something similar. When *snare* is cast, the cordlike object blends with its surroundings (only 10% chance to detect by nonmagical means). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical and will restrain a victim for 12 hours. To escape, a trapped creature must be as strong as a giant to break the bonds. The bonds lose their strength over time, so that after 4 hours STR 18 or ogre strength is needed, and after 8 hours STR 16 is needed.

Speak with Animals

Level: 1
Duration: 6 turns
Range: 60'

This spell functions in an identical way to the cleric spell *Speak with animals*.

Speak with Plants

Level: 4
Duration: 3 turns
Range: 80'

This spell functions identically to the cleric spell of the same name, but with a greater range.

Sticks to Snakes

Level: 5
Duration: 6 turns
Range: 120'

This spell functions identically to the cleric spell of the same name.

Stone Shape

Level: 3
Duration: Permanent
Range: Touch

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 3' cubed, +1' cubed per level. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible.

Stumble

Level: 2
Duration: 1 turn per level
Range: Touch

The caster of this spell may enchant a 10' length (or shorter) of organic material, such as a hemp rope, staff, stick, etc. When a

creature or creatures walk over the object, it very suddenly rises to trip them (even the caster is not immune!). If a victim fails a saving throw versus spells, he falls to the ground. Any creatures passing over the object and already aware of its magical behavior may save with a +4 bonus. There is only a 20% chance of detecting this trip trap by nonmagical methods. Creatures walking when tripped suffer no damage and may get up the next round. If running, a creature suffers 1d6 damage from the fall when on stone, rock, or similar unyielding surfaces and is stunned for 1d4+1 rounds. On softer surfaces such as earth, forest floor, etc. no damage is suffered and victims are stunned for only 1 round.

Summon Animal I

Level: 4
Duration: See below
Range: 40' per level

The caster of the spell summons 1d8 ordinary animals (including giant types) of up to 4 HD per animal, if they are within range of the spell. The referee will decide the chance of a particular animal type being available, and the caster may attempt up to three different animals before the spell is a failure. Summoned animals will serve the caster for a specific task, including fighting, aiding on a quest, or other goals that may be short term or relatively longer term. The caster may dismiss animals at any time.

Summon Animal II

Level: 5
Duration: See below
Range: 60' per level

This spell is a more powerful version of *summon animal I*. A total of 3d4 animals of up to 4 HD may be summoned, or 1d6 animals of up to 8 HD.

Summon Animal III

Level: 6
Duration: See below
Range: 80' per level

This spell is a more powerful version of *summon animal I*. A total of 4d4 animals of up to 4 HD may be summoned, or 2d4 animals of up to 8 HD, or 1d4 animals of up to 16 HD.

Summon Sylvan Beings

Level: 4
Duration: See below
Range: 120', +10' per level

The caster of this spell must be outdoors, and must both chant and make magical hand gestures. The casting ends when sylvan beings appear, or if 2 turns have passed with no results. The referee decides the probability of a particular type of woodland creature being available within range, based on the circumstances and terrain type. Refer to the table below for the type of creatures this spell may beckon forth, and how many of each will appear.

Creature	Number	Creature	Number
Centaur	1d4	Sprite	1d6
Dryad	1d4	Treant	1
Nixie	1d4	Unicorn	1
Pixie	1d8		

Creatures are allowed a saving throw versus spells, with a +4 bonus. When creatures arrive they receive an additional identical saving throw if any companion of the caster is chaotic. Summoned sylvan beings who fail their save are friendly to the caster, and will aid him in any way that is within their abilities. However, if they are asked to fight for the caster, the referee rolls on the monster reaction table, taking into account how the druid has treated the creature previously.

Temperature Control

Level: 4
Duration: 4 turns, +1 turn per level
Range: 0

By means of this spell, the caster can raise or lower the ambient temperature within a 20' diameter area around the caster. The amount of temperature change is 50 degrees (Fahrenheit), +10 degrees per caster level above 6th level. So, at 8th level the temperature may be changed by 70 degrees.

Transmute Metal to Wood

Level: 7
Duration: Permanent
Range: 80'

This spell enables the caster to change one metal object to wood. A magic object made of metal only has a 10% chance of being affected by this spell. The caster may transmute 8 lbs of metal into wood per level. Objects changed in this way are permanently altered such that *dispel magic* will not reverse the effects. However, a *wish* or *limited wish* can return an object to its original state.

Transmute Rock to Mud (reversible)

Level: 5
Duration: See below
Range: 160'

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. The volume is up to 20' cubed per caster level. The depth of the mud created cannot exceed the width or breadth of the area chosen. A creature unable to *levitate*, *fly*, or otherwise free itself from the mud sinks and may drown if the depth is great enough. The mud remains until a successful *dispel magic* or *transmute mud to rock* spell (the reverse) restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Transport via Plants

Level: 6
Duration: See below
Range: Touch

By means of this spell the caster may enter any large normal plant and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the caster, but it also must be alive. If the caster is uncertain of the location of a particular kind of destination plant, he need merely designate direction and distance and the *transport via plants* spell moves him as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and the caster must leave the entry plant within 24 hours. There is a 5% chance that the spell goes awry, sending the caster to a similar plant 1d100 miles away in a random direction. Destruction of an occupied plant slays the caster (as with *passplant* and *treestride*).

Tree Stride

Level: 5
Duration: See below
Range: Touch

The caster gains the ability to enter trees and move from inside one tree to inside another tree. The trees entered must be of the same kind, must be living, and must have girth at least equal to the caster. By moving into an oak tree, for example, the caster may choose to move into the furthest oak tree to the east, wherever that may be in range. However, if the nearest oak in range is to the west, the caster emerges from that tree instead.

Type of Tree	Transport Range
Oak, ash, yew	600'
Elm, linden	420'
Other deciduous	300'
Other coniferous	240'
All other trees	180'

The caster can remain within a tree for 1 round per caster level, but is forced out when the spell ends. If the tree in which the caster is concealed is chopped down or burned, the caster is slain if he does not exit before the process is complete.

Tree Shape

Level: 3

Duration: 6 turns, +1 turn per level

Range: 0

By means of this spell, the caster is able to assume the form of a small living tree or shrub or a large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests the caster is, in fact, a tree or shrub. While in tree form, the caster can observe all that transpires around him just as if he were in his normal form. All clothing and gear carried or worn also changes. The caster may end the spell at any time, and may attack or undertake other normal actions the same round the spell is dismissed.

Wall of Fire

Level: 5

Duration: See below

Range: 60'

The function of this spell is identical to the magic-user spell of the same name.

Wall of Thorns

Level: 6

Duration: 1 turn per level

Range: 80'

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a *wall of thorns* takes 8 damage +AC rating (0-9) per 10'. Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. The caster may create a 10' cubed area of wall per level. The wall must be 10' thick (or fills a smaller space completely), which allows it to be shaped as a number of 10x10x10 blocks. A *wall of thorns* can be breached by slow work with edged weapons at rate of 4 turns per 10'. Normal fire cannot harm the barrier, but magical fire burns away the wall in 2 turns.

Warp Wood

Level: 2

Duration: Permanent

Range: 10' per level

The caster causes wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck). A boat or ship springs a leak. Warped ranged weapons are useless. The caster may warp a volume of approximately 15 square *inches* per caster level. For example, at first level the caster could warp four arrows or a short wooden handle.

Water Breathing (reversible)

Level: 3

Duration: 1 day

Range: 30'

This spell is identical to the magic-user spell of the same name, except that the druid version is also reversible such that a water breathing creature may be made to breath air.

Illusionist Spells

Astral Projection

Level: 7

Duration: See below

Range: Touch

This spell functions identically to the cleric spell of the same name.

Auditory Illusion

Level: 1

Duration: 3 rounds per level

Range: 60', +10' per level

Except for the duration, this spell is identical to the magic-user spell of the same name.

Blindness

Level: 2

Duration: See below

Range: 30'

If the victim fails a saving throw versus spells, he is rendered permanently blind. The blindness is magical, not physical, so typical spells employed for the purpose of *curing blindness* are ineffective. The caster may remove the effect at any time, otherwise the spell *dispel magic* must be used.

Blur

Level: 2

Duration: 3 rounds, +1 round per level

Range: 0

The caster's outline appears blurred, shifting and wavering. The result of this distortion is that all opponents suffer -4 to hit the caster with melee and missile weapons the first round of an attack, and -2 on subsequent rounds. The caster also gains +1 to saving throws versus spell-like devices or spells that require a successful attack to take effect.

Color Spray

Level: 1

Duration: Instant

Range: 10' per level

A vivid cone of clashing colors springs forth from the caster's hand, causing 1d6 creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. The cone is 5' wide at the origin, 20' long, and 20' wide at its terminal end. A total creature HD equal to the caster's level may be affected. Each creature within the cone is affected according to its Hit Dice.

HD fewer or equal to the caster: The creature is unconscious for 2d4 rounds.

HD up to two greater than the caster's: The creature is blinded for 1d4 rounds.

HD 3 or greater than the caster's: The creature is stunned for 1 round.

Only beings of 6 HD or levels, or with more HD or levels than the caster, may save versus spell to avoid the spell's effects. Sightless creatures are not affected by *color spray*.

Confusion

Level: 4

Duration: 12 rounds

Range: 120'

This spell functions identically to the magic-user spell of the same name.

Confusion, Greater

Level: 5
Duration: 12 rounds
Range: 120'

This spell is a more powerful version of confusion. The function is identical, except every being in a 40' square area is affected. Illusionists can save versus spells to avoid the effects, as may fighters or subclasses of fighters except rangers and paladins. Non-magical, low intelligence creatures are entitled to a saving throw.

Conjure Animals

Level: 6
Duration: 2 rounds per level
Range: 30'

This spell functions identically to the cleric spell of the same name.

Continual Light (reversible)

Level: 3
Duration: See below
Range: 120'

This spell functions identically to the cleric spell of the same name.

Dancing Lights

Level: 1
Duration: 2 rounds per level
Range: 40', +10' per level

This spell functions identically to the magic-user spell of the same name.

Darkness Globe

Level: 1
Duration: 1 turn, +1 round per level
Range: 10' per level

This spell functions identically to the magic-user spell of the same name.

Deafness

Level: 2
Duration: See below
Range: 60'

If the victim fails a saving throw versus spells, he is rendered permanently deaf. The deafness is magical, not physical, so typical spells employed for the purpose of curing physical ailments are ineffective. The caster may remove the effect at any time, otherwise the spell *dispel magic* must be used.

Detect Illusion

Level: 1
Duration: 3 rounds, +2 round per level
Range: Touch

The caster places this enchantment on himself to grant sight that sees through illusion. Illusions can be seen in an area of 10' wide, 10' long per level. The caster may touch one other creature, granting it the ability to see through illusion as well, so long as the contact is maintained.

Detect Invisible

Level: 1
Duration: 5 rounds per level
Range: 10' per level

This spell functions identically to the magic-user spell of the same name.

Detect Magic

Level: 2
Duration: 2 turns
Range: 60'

This spell functions identically to the magic-user spell of the same name.

Dispel Phantasm

Level: 3
Duration: Permanent
Range: 10' per level

This spell may be used by an illusionist to dispel *phantasmal force*. Illusions created by others of the illusionist class are dispelled with the same probabilities as *dispel magic*; however, illusions created by other classes are dispelled automatically.

Doppelganger

Level: 1
Duration: 2d6 rounds, + 2 rounds per level
Range: 0

This spell creates a dweomer of illusion, altering the caster's appearance. The illusion must take the appearance of a humanoid, not taller or shorter than the caster by more than 1', but apparent weight and clothing or items may be altered in any way.

Fear

Level: 3
Duration: See below
Range: 0

This spell functions the same as the magic-user spell of the same name.

Fog Cloud

Level: 2
Duration: 4 rounds, +1 round per level
Range: 10'

A 40' high, 20' long x 20' high bank of fog billows forth at the caster's command. The cloud is identical in appearance to that produced by the magic-user spell *cloudkill*; however, its only effect is to obscure vision as a *wall of vapor*. The fog cloud travels away from the caster in a specified direction at a rate of 10' per round.

Hallucinatory Terrain

Level: 3
Duration: See below
Range: 240'

This spell functions identically to the magic-user spell of the same name.

Hypnotic Pattern

Level: 2
Duration: See below
Range: 0

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within its area of 30' square, centered on the caster. A total of 24 HD of creatures are affected, in any combination (twelve 2 HD creatures, four 5 HD and one 4 HD creature, etc.). Affected creatures become fascinated by the pattern of colors and remain motionless, dazed, for as many rounds as the caster concentrates on the spell and makes no other action.

Hypnotism

Level: 1
Duration: 1 round, +1 round per level
Range: 30'

The caster's gestures and droning incantation fascinate nearby creatures, causing 1d6 creatures in range to be mentally vulnerable to *suggestion*, exactly as the magic-user spell of that name. A successful saving throw versus spells may negate the effect.

Illusory Script

Level: 3
Duration: Permanent
Range: 20', +20' per level

The caster may write instructions or other information on parchment, paper, or any suitable writing material. The *illusory script* appears to be some form of foreign or magical writing. Only the person (or people) designated by the caster at the time of the casting are able to read the writing; it is unintelligible to any other being, although an illusionist recognizes it as *illusory script*. Any unauthorized creature attempting to read the script triggers a potent effect, and must save versus spells or suffer effects identical to the spell *confusion*. This effect lasts 3d6 turns.

Illusory Stamina

Level: 4
Duration: 3 turns per level
Range: Touch

When this spell is cast, up to 4 human-sized beings may be touched and made to feel as if they are healthier than they truly are. The net effect is that they seem to have been healed of 50% of any damage they have sustained below their maximum. In addition, for 1 round every 10 rounds affected beings may move as if under the effects of the spell *haste*. However, at the end of the spell's duration, affected beings lose all illusory hit points in addition to any new damage sustained. If this drops a being to below 0 hp, death occurs.

Implant Emotion

Level: 4
Duration: See below
Range: 10' per level

By means of this spell the caster can invoke a specific emotion in a subject unless he succeeds in a saving throw versus spells. The following emotions may be induced, with the following effects on the subject: *fear* as the spell, -2 to save; *rage*, +1 to hit, +3 to damage, +5 to hp, subject will fight to the death; *hate*, saving throws, to hit, damage, and morale +2; *despair*, as the symbol. Note that *implant emotion* may also be cast to negate the effects from a creature influenced by this spell.

Invisibility

Level: 2
Duration: See below
Range: Touch

This spell functions identically to the magic-user spell of the same name.

Invisibility 10' radius

Level: 3
Duration: See below
Range: 0

This spell functions identically to the magic-user spell of the same name.

Invisibility, Greater

Level: 3
Duration: 4 rounds, +1 round per level
Range: Touch

This spell is nearly identical to *invisibility*, except it is of limited duration and the creature touched is capable of attacking. When attacking, the invisibility may leave shimmering or other subtle indications of the creature's presence, allowing an opponent to attack with a -4 penalty.

Limited Wish

Level: 7
Duration: See below
Range: Unlimited

This spell functions identically to the magic-user spell of the same name.

Light (reversible)

Level: 1
Duration: See below
Range: 120'

This spell is in most respects identical to the 1st level cleric spell of the same name, except that the duration is a number of turns equal to the caster's level +6 turns.

Magic Mouth

Level: 2
Duration: See below
Range: See below

This spell functions identically to the magic-user spell of the same name.

Major Creation

Level: 5
Duration: 6 turns per level
Range: Touch

Major creation is much like *minor creation*; however, vegetable matter may be created with twice the duration.

Massmorph

Level: 4
Duration: See below
Range: 240'

This spell functions identically to the magic-user spell of the same name.

Maze

Level: 5
Duration: See below
Range: 5' per level

The function of this spell is identical to the magic-user spell of the same name.

Minor Creation

Level: 4
Duration: 6 turns per level
Range: Touch

The caster creates an object of nonliving vegetable matter (rope, cloth, wood, etc.). The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting *minor creation*.

Mirror Image

Level: 2
Duration: 6 turns
Range: Self

This spell functions identically to the magic-user spell of the same name.

Misdirection

Level: 2
Duration: 1 round per level
Range: 30'

By means of this spell, the caster misdirects the information from divination spells such as *detect evil*, *detect magic*, *detect lie*, and the like. On casting the spell, an object or creature is chosen within range. For the duration, the opposite information or otherwise misleading or wrong information is conveyed when

a detection spell is applied. The caster of such a detection spell is allowed a saving throw to avoid the effect.

Nondetection

Level: 3
Duration: 1 turn per level
Range: 0

The caster and all within a 5' radius become impossible to detect by divination spells such as *clairaudience/clairvoyance*, *locate object*, and *detect* spells. *Nondetection* also prevents location by such magic items as *crystal balls*.

Paralyze

Level: 3
Duration: See below
Range: 10' per level

The caster may affect creatures up to twice his level of HD total, in a designated 20' x 20' area, making them feel as if they cannot move. All creatures that fail a saving throw versus spells are affected. The effect may be dismissed by the caster at any time, otherwise *dispel magic* or *dispel illusion* can negate the effect.

Phantasmal Door

Level: 5
Duration: 1 round per level
Range: 10'

The caster of this spell fabricates an illusory door. He may then appear to enter it, and pursuers are fooled into thinking this is the case. In reality, the caster becomes *invisible*, as the spell, and is standing next to the door. The invisibility only lasts for the duration of this spell. Any beings who pursue the caster through the phantom door believe themselves to enter a featureless 10' square room.

Phantasmal Force

Level: 1
Duration: See below
Range: 240'

The spell is identical to the magic-user spell of the same name.

Phantasmal Force, Greater

Level: 2
Duration: See below
Range: 240'

This spell is an improved version of the magic-user spell *phantasmal force*. The area of effect is a 40' cube, +10 square feet per level. In addition to a visual illusion, subtle auditory effects accompany the illusion so that a creature makes sound as it moves, or similar effects are heard. Coherent speech is not possible, but mumbling sounds may be heard. The caster can move at 50% his normal movement rate while concentrating on the spell, and the illusion does not disappear until 2 rounds after the caster stops concentrating on the illusion. Refer to *phantasmal force* for more details.

Phantasmal Killer

Level: 4
Duration: 1 round per level
Range: 5' per level

The caster creates a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject and the caster can see the phantasmal killer. If the phantasm successfully attacks the subject (as a 4 HD monster), the subject may try to disbelieve the illusion once by succeeding in an INT attribute check, or die from fear. If the subject of a *phantasmal killer* attack succeeds in disbelieving and is wearing a *helm of telepathy*, the beast can be turned upon the caster. The caster must then disbelieve it or become subject to its deadly fear attack.

Phantasmal Monsters

Level: 4
Duration: 1 round per level
Range: 30'

The caster may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the caster's level in HD. Monsters created in this fashion must all be the same type. They have 2 hp per the creature's normal HD. Victims are allowed an INT attribute check to realize the creatures are only partly real. The *phantasmal monsters* are able to attack and deal damage as per a normal creature of their type to any being that fails this check. If the check succeeds, the *phantasmal monsters* have an effective AC 10 and all damage is -80%, rounding up at .5.

Phantasmal Monsters, Greater

Level: 5
Duration: 1 round per level
Range: 30'

This spell is identical to *phantasmal monsters*, but the monsters created are stronger. These monsters have 3 hp per HD. Each creature has AC 8 and -60% to damage if the INT attribute check succeeds.

Phantasmal Monsters, Advanced

Level: 6
Duration: 1 round per level
Range: 30'

This spell is identical to *phantasmal monsters*, but the monsters created are stronger. These monsters have 4 hp per HD. Each creature has AC 6 and -40% to damage if the INT attribute check fails.

Prismatic Spray

Level: 7
Duration: Instant
Range: 0

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from the caster's hand. The beams are intertwined in "fan" of light that is 70' long, 5' wide at the origin and 15' wide at the terminal end. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 turns. Every creature in the area is randomly struck by one or more beams, which have additional effects that are identical to the same color of the globes produced by the magic-user spell *prismatic sphere*. See that spell description for these effects.

Roll d8	Color of Beam
1	Red
2	Orange
3	Yellow
4	Green
5	Blue
6	Indigo
7	Violet
8	Struck by two rays; roll twice more, ignoring any "8" results.

Prismatic Wall

Level: 7
Duration: 1 turn per level
Range: 10'

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects the caster from all forms of attack. For all purposes this spell functions identically to the magic-user spell *prismatic sphere*, except a shimmering wall is produced rather than an opaque globe.

Project Image

Level: 5
Duration: 6 turns
Range: 240'

The function of this spell is identical to the magic-user spell of the same name.

Refraction

Level: 1
Duration: 1 round
Range: 0

By means of this spell the caster makes the space in front of him reflective, like a mirror. Any gaze attack directed at the caster does not affect him, but instead is turned back at the attacker.

Rope Trick

Level: 3
Duration: 2 turns per level
Range: Touch

This spell functions identically to the magic-user spell of the same name.

Shadow Evocation

Level: 5
Duration: See below
Range: 50', +10' per level

The caster taps energy from the plane of shadow to cast a quasi-real, illusory version of a magic-user spell. The possible spells include *fireball*, *lightning bolt*, *cone of cold*, and *magic missile*. These spells have normal effects unless an affected creature succeeds in an INT attribute check. Each disbelieving creature takes only one hp damage per caster level from the attack.

Shadow Evocation, Greater

Level: 6
Duration: See below
Range: 60', +10' per level

Greater shadow invocation is a more powerful version of *shadow invocation*, allowing the caster to tap the plane of shadow to cast *cloudkill*, a *wall of fire*, or a *wall of ice*. This spell is also capable of producing the spells allowed by *shadow evocation*; however, should a victim succeed in the INT attribute check, damage from spells is 2 hp per caster level, and the *wall of fire* and *wall of ice* may inflict 1d4 hp damage per level.

Spectral Force

Level: 3
Duration: See below
Range: 240'

This spell is identical to *greater phantasmal force*, except the illusion persists for 3 rounds after concentration ceases. In addition, a complete illusion is possible, including all senses.

Spectral Force, Permanent

Level: 6
Duration: See below
Range: 240'

This more powerful version of *spectral force* persists indefinitely when the caster ceases to concentrate on it.

Spectral Force, Programmed

Level: 6
Duration: See below
Range: 240'

This spell functions as a *spectral force*, except it is triggered when a set of circumstances specified by the caster occurs, and/or when a specific command is uttered. Once triggered, the

spectral force lasts for 1 round per caster level.

Suggestion

Level: 3
Duration: 6 turns, +6 turns per level
Range: 30'

This spell functions identically to the magic-user spell of the same name.

Suggestion, Mass

Level: 6
Duration: 6 turns, +6 turns per level
Range: 30'

This spell functions like *suggestion*, except that it can affect 1 creature per caster level within 30'. If used on only 1 being, that being must save versus spells with a -2 penalty. The caster may only issue one *mass suggestion*, he may not issue separate *suggestions* per affected creature.

Summon Shadow

Level: 5
Duration: 1 round, +1 round per level
Range: 10'

By means of this spell, the caster brings forth 1 shadow per 3 caster levels. These creatures serve the caster, and will fight to the death if ordered. They remain until killed or the spell duration ends.

True Seeing

Level: 6
Duration: 1 round per level
Range: Touch

This spell functions identically to the cleric spell of the same name.

Veil

Level: 6
Duration: 1 turn per level
Range: 10' per level

The caster instantly changes the appearance of a 20' square area, including creatures in it if desired. The illusion is maintained for the spell's duration. The caster can make the subjects appear to be anything desired. They look, feel, and smell just like the creatures the spell makes them resemble, or the area looks, feels and smells like a different area desired. Affected creatures resume their normal appearances if slain. This spell may also be used to mimic the effects of *hallucinatory terrain*, but the illusion does hold up even under physical inspection. The spell *true seeing* or similar magical effects will reveal the illusion for what it is.

Ventriloquism

Level: 2
Duration: 2 turns
Range: 60'

This spell functions identically to the magic-user spell of the same name.

Vision

Level: 7
Duration: See below
Range: 0

By means of this spell, the caster sacrifices an object of no less than 300 gp value in order to entice an answer to a question from a powerful entity. If the vision is imparted, the caster sees an illusory depiction as his answer, which can take a form that interacts with all senses. However, an answer is not guaranteed. Roll on the table below to determine the outcome.

Roll d20	Result
1-5	Success, the vision is accurate and detailed
6-11	Ambiguous, only partial information or periphery information is imparted
12-20	Failure, caster is affected by a <i>geas</i> to do the bidding of the power consulted

Wall of Vapor

Level: 1

Duration: 2d4 rounds, +1 round per level

Range: 30'

The caster of this spell creates an opaque, fog-like vapor in a 20' cube area per caster level. All beings caught within the vapor cannot see beyond 2'. Strong winds of natural or magical origin can dissipate the *wall of vapor* before its duration has expired.

Magic-User Spells**Allure**

Level: 1

Duration: 1 round per level

Range: Self

When this spell is cast, all intelligent creatures within a 20', +20' per level diameter must save versus spells or perceive the caster as if he has an additional 2d4 CHA. In addition, creatures that fail the saving throw feel good will, generosity and liking for the caster, and will help him within reason. Those who succeed in the saving throw perceive the caster as if he has 1d4 lower CHA, and automatically dislike and are annoyed by the caster.

Amnesia

Level: 2

Duration: Permanent

Range: 30'

This spell allows the caster to obliterate the memory of an opponent. The time span is equal to the previous 1 round, +1 round per 3 levels of the caster. This spell only affects memory, it does not alter any actual events that have taken place or nullify any other spell effects. The spell is capable of affecting up to 4 beings in range. Beings are allowed a saving throw versus spells, which is modified depending on how many creatures are targeted. No modifier is applied if 3 or 4 creatures are targeted, but if 2 are targeted the save is at -1, and -2 if only one being is targeted. If a victim realizes his memory has been altered, the spells *heal* or *restoration* can return the memory. Note that these spells must be specifically applied for the purpose.

Animal Growth (reversible)

Level: 5

Duration: 1 round per level

Range: 60'

Except for range and duration, this spell functions identically to the druid spell of the same name.

Animate Dead

Level: 5

Duration: Permanent

Range: 60'

This spell functions identically to the cleric spell of the same name.

Anti-Magic Shell

Level: 6

Duration: 12 Turns

Range: 0

An anti-magic barrier is created around the caster. No spells may pass through this barrier, whether from inside or outside. The caster therefore may not cast any spells other than those that affect him only. The caster may end this spell at any time before the maximum duration has expired.

Antipathy/Sympathy

Level: 8

Duration: 12 turns per level

Range: 30'

The caster causes an object or location to emanate magical vibrations that repel or attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by the caster. The kind of creature to be affected must be named specifically, or specific alignment to be repelled must be named.

Antipathy: Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels extremely uncomfortable doing so. This distracting discomfort reduces the creature's DEX score by 1 point per round, to a maximum of 4 points.

Sympathy: Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If a saving throw is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 turns later. If this save fails, the affected creature attempts to return to the area or object.

Arcane Eye

Level: 4

Duration: 6 turns

Range: 240'

The caster creates an invisible magical sensor that sends visual information, and can see with 60' infravision. The *arcane eye* travels up to 120' each turn. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

Arcane Lock

Level: 2

Duration: Permanent

Range: 10'

An *arcane lock* spell cast upon a door, chest, or portal magically locks it in a similar manner to the spell *hold portal*. The caster can freely pass his own *arcane lock* without affecting it; otherwise, a door or object secured with this spell can be opened with a successful *dispel magic* or *knock* spell. *Dispel magic* removes the *arcane lock*, while *knock* merely allows passage. In addition, any spell caster who is at least 3 levels higher than the caster of the spell may pass through unimpeded.

Arcane Window

Level: 6

Duration: 1 round per level

Range: Touch

The caster of this spell is able to see through walls as if a 3' square window is present. For the duration of the spell, the caster may see through more than just one wall, but it takes one round to switch from one wall to another. The *arcane window*, according to the caster's preference, can be made visible to other creatures. However, if it is made visible to others it can only be applied to one wall. The window is always one way. The spell may be applied to 20' thick wood, 6' thick stone, or 4 inch thick metal. Platinum, gold, and lead block this spell.

Astral Projection

Level: 9

Duration: See below

Range: Touch

This spell is identical to the cleric spell of the same name.

Atmosphere Bubble

Level: 5

Duration: 1 turn per level

Range: 0

The caster of this spell creates a bubble of altered water in a body of water (or water-based medium). Within this bubble there is a breathable atmosphere. The bubble sinks in water; the center of the bubble is on the caster and moves with him. The area of effect is either a 20' radius globe, or a 40' radius hemisphere, caster's choice. Aquatic creatures cannot swim while in this bubble, as it is only slightly denser than air. Likewise, water breathing creatures cannot breathe within the area of affect. Intelligent aquatic creatures will not enter the area of effect by mistake.

Auditory Illusion

Level: 2

Duration: 2 rounds per level

Range: 60', +10' per level

The caster of this spell is able to create false sound. The sound may be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced is the approximate equivalent of noise produced by 4 human sized beings. The sound may increase by 4 for each level the caster is above the minimum required to cast this spell. Note that the sound does not have to be human-like, but could be animal or monster sounds. In these cases the referee will determine how much sound and how many individuals it might represent. For instance, the sounds of four humans might be approximately that of 6 or 8 children, or 2 ogres. Beings are allowed a saving throw versus spells to realize the effect is illusory, but only if they actively attempt to disbelieve.

Blink

Level: 3

Duration: 1 round per level

Range: Self

The caster of this spell is able to "blink" back and forth between the ethereal plane and the material plane, seeming to wink in and out of reality, only to reappear in another location. The caster reappears 2' from his original location, in a random direction relative to the direction he is facing. Roll 1d8: 1, forward; 2, forward right; 3, right; 4, backward right; 5, backward; 6, backward left; 7, left; 8, forward left.

If the indicated position is already occupied by solid matter, the caster is shifted in a random direction from that point, but only to a distance up to 10' (and not into the area originally occupied). If matter occupies all possible routes, the caster does not reappear and is trapped on the ethereal plane. If the spell caster achieves initiative in any given round that this spell is in effect, opponents are unable to successfully attack him, as he blinks away too quickly. However, any area effect attacks which occupy the same space the caster occupies at both locations in a round will affect the caster.

Beginning the second round *blink* is in effect, the caster may blink and attack with hand weapons the same round. Any other activities, including spell casting, missile attacks, use of magic items, etc. fail on a roll of 1-15 on 1d20 due to misuse, effects or weapons fired in the wrong direction, or other results determined by the referee.

Burning Hands

Level: 1

Duration: 1 round

Range: See below

This spell causes a 3' long cone of searing flame to shoot from the caster's fingertips. The cone shoots out in a 120 degree arc centered on the caster. Any creature in the area of the flames takes 1 point of fire damage per caster level (no saving throw). Flammable materials burn if the flames touch them.

Charm Monster

Level: 4

Duration: Special

Range: 120'

Charm monster is identical to the spell *charm person* (discussed below), except that *charm monster* is not limited to humanoids or creatures of ogre size or smaller. Only one monster is charmed if it is 4 HD or greater. A group of monsters which are 3 HD or fewer may be affected, with their number determined by rolling 3d6.

Charm Person

Level: 1

Duration: Special

Range: 120'

This spell makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly). Undead creatures are unaffected by this spell, as are humanoid monsters larger than ogres. The spell does not enable the caster to control the *charmed* person as if it was an automaton, but it perceives the caster's words and actions in the most favorable way. The subject can be given orders, but actions it wouldn't ordinarily do based on its nature or alignment may be abstained from. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the caster or his apparent allies that threatens the *charmed* person breaks the spell. The caster must speak the person's language to communicate commands, or else be good at pantomiming. Creatures will gain additional saving throws versus spell at time intervals based on intelligence scores. An INT score of 3-8 grants a new save once every month. An INT of 9-12 grants a new save each week, and 13-18 grants a new save once every day. Otherwise, *charm person* can be negated by the spell *dispel magic*.

Charm Plants

Level: 7

Duration: Permanent

Range: 30'

By casting this spell, a magic-user is capable of commanding plants in a 300' squared area. The plants may be directed to do anything within their ability, but intelligent plant life is allowed a saving throw versus spells at -4 to resist the enchantment. Once an area is enchanted in this way, the magic-user is able to command the plants within it indefinitely.

Clairaudience

Level: 3

Duration: 12 turns

Range: 60'

Clairaudience creates an invisible magical link between the caster and one creature within range. This link allows the caster to hear whatever the creature hears. The process of linking with one creature and perceiving the same sounds takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2' or greater.

Clairvoyance

Level: 3

Duration: 12 turns

Range: 60'

Clairvoyance creates an invisible magical link between the caster and one creature within range. This link allows the caster to see whatever the creature sees. The process of linking with one creature and observing with its eyes takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2' or greater.

Clenched Fist

Level: 8

Duration: 1 round per level

Range: 5' per level

This spell creates a large, ghostly and bodiless hand that can strike one opponent that the caster selects per round. The attacks always strike the opponent, and the severity of the blow is determined by rolling 1d20 and consulting the chart below. If a target becomes stunned, subtract 4 from die rolls on the table for attacks that occur when the target is stunned. This reflects the stunned target's inability to attempt to dodge the giant fist.

Roll 1d20	Damage
1 or below	4d6 + stun for 3 rounds
2-4	3d6 + stun for 1 round
5-8	2d6
9-20	1d6

An opponent can attack a clenched fist. It has an AC of 9 and hp equal to those of the caster.

Clone

Level: 8

Duration: Permanent

Range: Touch

This spell makes a duplicate of a creature. To create the duplicate, the caster must have a piece of flesh (not hair, nails, scales, or the like) taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months. Once the duplicate reaches maturity, if the original being is alive the two beings will share a psychic link for 1 week. During this time each will seek to destroy the other. If this proves to be impossible, there is a 95% probability that either the clone or the original will lose his sanity. If this occurs, 25% of the time it will be the original, otherwise it is the clone that becomes insane. There is a 5% probability that both beings lose their sanity. After 1 week if neither being destroys the other, the psychic link dissolves and there is no longer a compulsion to destroy each other. The spell duplicates only the original's body and mind, not its equipment.

Cloudkill

Level: 5

Duration: 6 turns

Range: 0

This spell generates a bank of yellowish green and poisonous fog in a diameter of 30'. The fog moves and grows away from the caster at 20 feet per round, rolling along the surface of the ground. For example, after two rounds the fog will be 40 feet long. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater. These vapors kill any living creature with 4 or fewer HD who fails a saving throw versus poison. A new save must be made each round. Otherwise, they suffer 1 hp of damage per round while in the cloud. A living creature with 5 or more HD suffers 1 hp of damage per round while in the cloud. Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Comprehend Languages (reversible)

Level: 1

Duration: Touch

Range: 5 rounds per level

The caster can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, the creature or the writing must be touched. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster to understand or read an unknown language, not speak or write it. *Obscure languages*, the opposite of *comprehend languages*, dispels the effects of *comprehend languages*, or can be used to make spoken or written language incomprehensible.

Cone of Cold

Level: 5

Duration: Instantaneous

Range: 0

Cone of cold creates an area of extreme cold, originating at the caster's hand and extending outward in a cone 5' long per level. It drains heat, dealing 1d4 + 1 points of cold damage per caster level.

Confusion

Level: 4

Duration: 12 rounds

Range: 120'

This spell causes 3d6 targets to become *confused*, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

Roll 1d10	Behavior
1-4	Attack caster's group.
5-6	Do nothing but babble incoherently.
7-10	Attack creature's group.

A *confused* character that can't carry out the indicated action does nothing but babble incoherently.

Conjure Elemental

Level: 5

Duration: permanent

Range: 240'

With this spell, the caster may summon one elemental of a particular kind per day, to a maximum of four elementals per day (1 each of fire, water, earth or air). Only 1 elemental is summoned per casting of the spell. For the duration of the spell, the caster can move at ½ movement but may take no other actions, because the spell requires full concentration to command the elemental. The caster can give the elemental orders for the duration of the spell, and the caster can order the elemental to return to its home plane at any time. The elemental is forced to its home plane if a *dispel evil* or *dispel magic* spell is directed at it. If the caster loses concentration at any point during the duration of the spell, the elemental will turn to attack the caster, and the caster will be unable to order it back to its home plane.

Contact Other Plane

Level: 5

Duration: Special

Range: 0

The caster sends his mind to another plane of existence in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language the caster understands, but they resent such contact and give only brief answers to questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer. The caster must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the power during the same round. The caster may choose how many questions to ask. The number of questions asked reflects the level of power the contacted being has, and how far away it is. The greater the number of questions asked the further away the contacted place is and the more powerful the being is. First roll on the table below to see if the power knows the answer. Then roll to see if the power answers truthfully. There is a probability that the caster will go insane after casting the spell, and the probability is related to the number of questions asked.

Questions	Don't Know	True Answer	Insanity
3	75%	50%	5%
4	70%	55%	10%
5	65%	60%	15%
6	60%	65%	20%
7	50%	70%	25%
8	40%	75%	30%
9	30%	80%	35%
10	20%	85%	40%
11	10%	90%	45%
12	5%	95%	50%

Results of a Contact:

Don't Know: The entity may or may not know the answer, and may or may not tell the caster the truth of whether it knows or not.

True Answer: The caster gets a true, one-word answer.

Otherwise, the entity lies and the lie is undetectable.

Insanity: The chance that the caster goes insane at the effort of communication. A character that goes insane will remain that way for the same number of weeks as the total number of questions asked, and the player cannot play the character during this time. The base chance indicated on the table is reduced by 5% for every level the caster is above 11. For example, a 14th level caster receives –15% to the insanity roll.

Continual Light

Level: 2

Duration: Permanent

Range: 120'

This spell is similar to the 1st level cleric spell *light*. A 60' diameter sphere of light is brought into being, and is a permanent effect. This spell can be cast on objects so that the light is portable. This spell may be cast directly on a creature, but the creature receives a saving throw versus spells. If successfully cast on a creature's eyes, blindness results until the spell is negated with *dispel magic*.

Control Weather

Level: 6

Duration: See below

Range: 0

This spell differs from the cleric spell of the same name. The radius is limited to a localized 240 yards in an outdoor setting only. This spell has an indefinite duration so long as the caster maintains concentration. Possible weather and their effects are detailed below.

Weather	Effects
Calm	Dissipates foul weather
Hot	Will dry wet conditions, all movement divided by 2
Cold	Water and mud freezes, all movement divided by 2
Severe Winds	All movement divided by 2, no flying or missile weapon use possible. Sandy conditions will reduce visibility to 20'. Ship speed increased or decreased by a multiple of 2 depending on if sailing with or against the wind.
Tornado	The caster can direct the tornado, which moves at 120'. The tornado can be directed to attack, using the characteristics of an air elemental with 12 HD. Sea vessels have a 75% chance of suffering 8+1d4 structural hit points damage.
Foggy	Visibility drops to 20', and all movement is divided by 2.
Rainy	Missile attacks hit at –2. Mud forms in 3 turns, and movement divided by 2.
Snowy	Visibility drops to 20', and all movement is divided by 2

Crushing Hand

Level: 9

Duration: 1 round per level

Range: 5' per level

This spell creates a large, ghostly and bodiless hand that can grasp and squeeze one opponent that the caster selects per round. The attacks always strike the opponent, and the severity of the damage is determined by the duration of the squeezing. The target suffers 1d10 hit points of damage per round grasped, to a maximum of 4d10.

An opponent can attack a *crushing hand*. It has an AC of 9 and hp equal to those of the caster.

Dancing Lights

Level: 1

Duration: 2 rounds per level

Range: 40', +10' per level

The caster may create up to four lights that resemble either lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10' radius area in relation to each other but otherwise move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights wink out if the distance between the caster and the light exceeds the spell's range, or the duration ends.

Darkness Globe

Level: 2

Duration: 1 turn, +1 round per level

Range: 10' per level

The caster creates a 15' radius ball of darkness, centered anywhere within range. This darkness is complete, and forms of normal vision which normally can see in darkness are useless, including infravision and ultraviolet vision. The spells *light* or *continual light* render the effects of *darkness globe* ineffective, such that the normal lighting conditions of the area are present.

Death Spell

Level: 6

Duration: 1 round

Range: 240'

This formidable spell kills creatures of 8 HD or fewer within a 60' cube. A total of 4d8 HD of creatures are killed, and a saving throw versus death is allowed. For example, if 20 HD is rolled and there are five 4 HD creatures in the area of effect, all may potentially die if they fail their saving throws. A successful save negates all effect.

Delayed Blast Fireball

Level: 7

Duration: See below

Range: 100', + 10' per level

In most respects, this spell is identical to *fireball*. However, damage receives a +1 bonus per damage die, and the caster may choose for the spell to "go off" from 1 to 5 rounds after the round the spell is cast.

Detect Evil

Level: 2

Duration: 2 turns

Range: 60'

With the exception of differences in duration and range, this spell is identical to the 1st level cleric spell of the same name.

Detect Invisible

Level: 2

Duration: 5 rounds per level

Range: 10' per level

The caster can see invisible, hidden, ethereal, or astral creatures

or items so long as they are directly in sight within a 10' wide range of vision.

Detect Magic

Level: 1
Duration: 2 turns
Range: 60'

All enchanted items, creatures, places, or other things within 60' of the caster will glow for the duration of the spell. The caster may move around to bring objects within the radius during the duration of the spell.

Dimension Door

Level: 4
Duration: 1 round
Range: 10'

The caster instantly transfers himself or another creature from its current location to any other known spot within 360'. The being always arrives at exactly the spot desired. An unknown or unseen place may be specified. For example, 100' south and 20' high, but if the destination is already occupied by a solid body, the spell fails.

Disintegrate

Level: 6
Duration: Permanent
Range: 60'

A thin, green ray springs from the caster's pointing finger. No attack to hit is necessary, but targets may save versus death to negate the effects of this spell. Any non-magical creature of any size struck by the ray is instantly disintegrated. When used against an object, the ray simply disintegrates as much as one 10' cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *crushing hand*, but not magical effects such as an *anti-magic shell*.

Dispel Magic

Level: 3
Duration: permanent
Range: 120'

The caster can use *dispel magic* to end ongoing spells that have been cast on a creature or object within a 20' cube area by a spell caster of the same or lower level. If the level of the caster of the effect to be dispelled is higher than the caster of *dispel magic*, there is a cumulative 5% chance per level difference that the attempt to dispel will fail. *Note:* The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

Distort Distance

Level: 5
Duration: 1 turn per level
Range: 10' per level

This spell is cast after an earth elemental has been summoned. The elemental will then obey, and spread itself over an area specified by the caster, up to 1,000 square feet per caster level. The area can be distorted to be twice long or equally short. Thus a 500' long x 200' wide cavern could be shrunk to 250' long x 100' wide, or expanded to 1000' long x 400' wide. Creatures traveling over such a distorted area do not realize it is distorted, and there is no way to detect any outside influence. The area will faintly radiate magic.

Duo-Dimension

Level: 7
Duration: 3 rounds, +1 per level
Range: 0

The spell caster causes one dimension of his being (depth) to exist in another plane, thus reducing the visible portion of

himself to the two-dimensional aspects of height and width. The caster can take all normal actions, but has the ability to appear invisible if standing such that only his side is presented to an observer. The caster may also slide sideways through small cracks or other tight spaces. *True seeing* does allow a viewer to see the caster. This two-dimensional existence also creates vulnerability. Any damage the caster sustains while under the effects of the spell is multiplied by three, but the character cannot be struck while standing sideways to an attacker. The caster can, however, be affected by area effect attacks, which are subject to the damage multiplier stated previously.

Dweomer of Rage

Level: 6
Duration: 1 round per level
Range: Self

This spell allows a magic-user to drink a *potion of heroism* or *superheroism*, and experience an amplified effect. The potion is quaffed and the spell cast. The caster becomes a wild, immensely powerful berserk fighter with +2 to damage and two attacks per round. The caster's current hp total is multiplied by two, and his AC is improved by 4. He attacks as a fighter of the same level as the caster. When the caster takes damage, it is subtracted from the addition hp, and if damage does not exceed that addition hp pool, when the spell duration ends the caster will experience no damage. However, for every hp damage beyond the extra hp pool, the caster suffers double damage from his normal hp total when the spell ends. Due to the blind blood rage induced by this spell, the caster has no choice but to continue fighting all enemies present until the spell ends.

Enchant Arms

Level: 4
Duration: 5 rounds per level
Range: Touch

This complicated spell takes 1 turn to cast. When finished, 2 smaller weapons (arrows, crossbow bolts, daggers, etc.) or one normal to larger sized weapon (any sword, a mace, etc.) is enchanted. Such weapons become temporarily magically honed, and are capable of affecting creatures that require +1 weapons to hit. Note that these weapons do not gain any bonuses to hit or damage. Missile weapons enchanted with this spell lose their enchantment when they hit a target. Melee weapons retain the enchantment until the duration ends.

Enlarge (reversible)

Level: 1
Duration: 1 turn per level
Range: 5' per level

This spell causes instant growth (and corresponding increase in weight) of a single object or creature that is in visible range. This increase changes a creature's size by 20% per caster level, and up to three times the original size of the creature. The effectiveness of this spell is half of this on non-living objects, with 10% per level, but a maximum of double the original size of the object. The caster can affect 10 cubic feet of living matter per level or 5 cubic feet per level of non-living matter. Magical item properties are not affected by this spell. For instance, a wand will have the same function even though it may be the size of a staff, and potion dosages are not increased, though they may take longer to drink. Objects do become stronger or heavier, so that a small rock gains the weight of an appropriately sized larger one, and a person enlarged will have a strength appropriate to his size (as an ogre, or any of the various giants, for example) with corresponding strength adjustments.

The reverse of *enlarge*, *reduce*, can *reduce* objects or creatures in size by the same proportions as *enlarge*. These spells cancel each other out. For either version of the spell a saving throw is allowed to negate the effect. This save may be forfeited if the recipient desires.

Erase

Level: 1
Duration: Permanent
Range: 30'

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. The caster cannot remove *explosive runes* or a *glyph of warding*. The probability of success for magical writings is 50%, +2% for each level of the caster, or 50%, +4% per level of the caster for non-magical writings. A saving throw is allowed to negate these effects.

ESP

Level: 2
Duration: 12 turns
Range: 60'

The caster can choose a direction and focus his concentration for 1 turn. After this turn, he can perceive the thoughts of all creatures within 60'. The caster understands the meaning of all thoughts even if he does not share the creature's language. However, if multiple creatures are within the range of the spell, the caster must spend an additional turn to sort out one creature's thoughts, or else all thoughts mingle into a confusing jumble. The ability to hear thoughts is obstructed by lead or rock of a thickness of 2' or greater.

Explosive Runes

Level: 3
Duration: See below
Range: Touch

The caster traces mystic runes upon a book, map, scroll, or similar object bearing written information. The *runes* detonate when read, dealing 6d4+6 points of damage in a 10' radius. The reader suffers full damage, no save allowed. Anyone else in the area of effect takes the full damage unless a saving throw versus spells is made for half damage. The object on which the *runes* were written is obliterated, unless it is unaffected by fire. The caster and any other beings specifically instructed can read the protected writing without triggering the *runes*. Likewise, the caster can remove the *runes* whenever desired. Another creature can remove them with a successful *dispel magic* spell. A magic-user has a 5% chance per level of detecting the runes, and a thief has a flat 5% chance.

Extend Duration I

Level: 4
Duration: See below
Range: 0

This spell may be used to extend the duration of a spell the caster has already cast and is still in effect. Only spells of levels 1, 2, and 3 are extended in this way, and their duration is extended by 50%.

Extend Duration II

Level: 5
Duration: See below
Range: 0

Extend duration II is identical to *extend duration I*, except that the duration of spells from levels 1-4 may be extended by 50%.

Extend Duration III

Level: 6
Duration: See below
Range: 0

Extend duration III is identical to *extend duration I*, except that the duration of spells of levels 1-3 may be extended by 100%, and spells of levels 4 and 5 may be extended by 50%.

Faithful Hound

Level: 5
Duration: 2 rounds per level
Range: 10'

This spell conjures up a phantom watchdog. It guards the area where it was conjured. The hound immediately starts barking loudly if any creature approaches that is the size of a large rat or bigger. The hound sees invisible, ethereal and creatures that are out of phase or similar. If an intruder turns its back on the hound, the dog stops barking and delivers a vicious bite (as 10 HD creature, 3d6 points). The dog also may attack all creatures, even those that can only be hit with +3 weapons. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled. The caster must always remain within 30' of the guarded area, else the spell is broken.

False Gold

Level: 2
Duration: 6 turns per level
Range: 10'

The caster may transform copper or brass within 1 cubic foot per level into pure gold. This is the equivalent of 400 pounds per cubic foot, and the metal could be in the form of coins, art, etc. Beings that encounter false gold can check to see if the ruse is detected, by rolling 1d20 against INT. A penalty of +1 is added to the roll per level of the caster. So if a shopkeeper has an INT of 12 and the caster is 5th level, a roll of 7 or fewer is required to detect the false nature of the gold. Alternatively, if the gold makes contact with pure iron there is a 20% chance it reverts back to its true nature.

False Trap

Level: 2
Duration: 6 turns per level
Range: 10'

This clever enchantment may be used by the caster to permanently create the false perception that an item, such as a small box, lock, dagger, etc., is trapped. If the thief skill *detect traps* is employed on the item, there is an 80% chance, -4% per level of the observer, that a trap is perceived. If an attempt is made to remove the trap, there is a slim 20% chance, +4% per level of the observer, that the trap is perceived to be removed.

Fear

Level: 4
Duration: See below
Range: 0

An invisible cone (60' long, 5' wide origin, and 30' diameter at the terminal end) of terror causes each living creature in the area to become panicked and run away if they do not succeed in a saving throw versus spells. There is a 60% probability, -5% per victim's level, that the victim drops whatever he may be holding when he runs away. Victims flee as fast as their movement rates allow, for a number of rounds equal to the caster's level.

Feather Fall

Level: 1
Duration: 1 round per level
Range: 10' per level

The affected creatures or objects in range fall slowly. *Feather fall* instantly changes the rate at which the targets fall to that of a feather (about 10' per round), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling is resumed. The spell affects one or more objects or creatures (including gear and carried objects up to each creature's maximum encumbrance). The maximum volume is 10 cubic feet, and 200 pounds +200 pounds per level may be affected, such that a 1st level magic-user can affect 400 pounds.

The spell can be cast with an instant utterance, quickly enough

to save the caster or another creature if he unexpectedly falls, but initiative, if appropriate, must be on the side of the caster. This spell has no special effect on ranged weapons unless they are falling quite a distance. The spell may be cast on falling items or creatures and missiles, but is ineffective against creatures firmly on the ground or flying. No saving throw is permitted.

Feeblemind

Level: 5
Duration: Indefinite
Range: 240'

If the target creature fails a saving throw versus spell with a -4 penalty, it becomes a mental invalid. The affected creature is unable to speak, cast spells, understand language, or communicate coherently. The subject remains in this state until a *dispel magic* spell is used to cancel the effect of the *feeblemind*.

Feign Death

Level: 3
Duration: 6 rounds, +1 round per level
Range: Touch

The caster of this spell causes a state of death-like paralytic arrest in himself or another willing creature. This physical state completely mimics death to any observer, even if the creature is physically examined. To affect another creature, physical contact must be made and the target must have equal or fewer levels or HD to the caster. No saving throw is permitted. Any being under the effect of this spell is conscious and can hear and smell, but cannot move and is completely numb. Thus, if the body is damaged or otherwise molested, there will be no discomfort to the spell recipient and no physical reaction. Damage inflicted to a creature in this state is reduced by 50%, and poison, paralysis, or energy drain attacks are ineffective. However, any poison that retains its effective duration after the spell ends will affect the creature once the spell ends or is negated. The caster may negate the spell before the duration ends, but 1 round must pass for the body to resume normal life functions.

Fire Ball

Level: 3
Duration: Instant
Range: 240'

A *fireball* spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level to every creature within a 20' radius. The caster points his finger and determines the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. (An early impact results in an early detonation.)

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier causes it to shatter or break apart, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. All beings caught within the explosion are allowed a saving throw versus spells. A successful save reduces damage by half.

Fire Shield

Level: 4
Duration: 2 rounds, +1 round per level
Range: 0

This spell wreathes the caster in flames. Any creature striking the caster with its body or a handheld weapon deals normal damage, but at the same time the attacker takes double that damage. When casting this spell, the caster appears to immolate himself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (15'

radius). The special powers of each version are as follows, and must be chosen when the spell is cast:

Warm Shield: The flames are warm to the touch. The caster may make saving throws versus cold-based attacks with a +2 bonus, and if successful takes no damage from spells that allow a save for half damage, and he takes half damage from spells that do not normally allow a save. Should the caster fail a save versus a fire-based attack, damage is doubled.

Chill Shield: The flames are cool to the touch. The caster may make saving throws versus fire-based attacks with a +2 bonus, and if successful takes no damage from spells that allow a save for half damage, and he takes half damage from spells that do not normally allow a save. Should the caster fail a save versus a cold-based attack, damage is doubled.

Fire Trap

Level: 4
Duration: See below
Range: Touch

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A *fire trap* can ward any object that can be opened and closed. When someone other than the caster opens the object, a fiery explosion fills the area within a 5' radius around the trapped area. The flames deal 1d4 points of fire damage +1 point per caster level. A saving throw versus spells is allowed for half damage. The item protected by the trap is not harmed by this explosion. A *fire trapped* item cannot have a second closure or warding spell placed on it. A *knock* spell does not bypass a *fire trap*. *Fire trap* is hard to detect and disable. All attempts to remove the trap are at half, and failure triggers the trap.

Flame Arrow

Level: 3
Duration: 1 round
Range: Touch

The caster touches and transforms arrows or crossbow bolts into fiery projectiles (1 per caster level). Each piece of ammunition deals +1 point of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes. All missiles must be used by the end of the round after the spell is cast, for they have been consumed by flame after that point and are useless.

Flame Charm

Level: 4
Duration: 2 rounds per level
Range: 10'

The caster of *flame charm* may enchant a flame source to form a 10' radius circle of dancing, wavering magical flame that has the power to *charm*. All beings that see the flame must save versus spells or be mesmerized into a motionless daze. If the spell *suggestion* is cast on any being in this state, the save is with a -3 penalty. Should a mesmerized victim have his vision taken away from the flames, or vision is blocked, he shakes the influence of the spell. The flames are not illusion, and will inflict fire damage equal to that of the flame's source.

Floating Disc

Level: 1
Duration: 6 turns
Range: 6'

The caster creates a slightly concave, circular plane of force that follows him about and carries loads. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 500 pounds. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the caster with an equal movement rate. If not otherwise directed, it maintains a constant interval of 6 feet between itself and the caster, and will follow the caster without prompting to maintain a minimum of 6' distance. When the disk

winks out at the end of the spell's duration, whatever it was supporting falls to the surface beneath it.

Fly

Level: 3

Duration: See below

Range: 0

For a number of turns equal to the caster's level + 1d6 turns, the caster can fly with a maximum movement of 120' each round. The caster can vary the speed as desired, and is capable of hovering.

Forceful Hand

Level: 6

Duration: 1 round per level

Range: 10' per level

This spell functions like *interposing hand*, except that the *forceful hand* pushes away an opponent. The force is capable of shoving away beings that weigh 500 pounds or fewer. Creatures heavier than this but weighing 2,000 pounds or fewer may only move 10' per round, and creatures heavier than this but not weighing more than 8,000 pounds move at half their normal rate per round. A forceful hand may be damaged (AC 9), and has the same hit points as the spell caster.

Freezing Sphere

Level: 6

Duration: See below

Range: See below

Freezing sphere creates one of three effects, as chosen by the caster when the spell is uttered. A frigid globe of cold energy may be formed from the caster's fingertips and thrown, where it explodes in a 10' radius burst, dealing 4d6 points of cold damage to each creature in the area. This globe of energy may also be gently formed and held or placed on the ground for a delayed effect. It will explode after 1 round per caster level, regardless of whether it has been deposited or whether it is still in the caster's hand. Creatures caught or struck by the sphere may save versus spells for half damage. The *freezing sphere* may be used to strike a body of water or a liquid that is principally water. It freezes the liquid to a depth of 6 inches over an area equal to 100 square feet per caster level. This ice lasts for 1 round per caster level. Finally, rather than a globe, the caster may spray a ray of freezing energy to a distance of 10' per level, dealing 4 hp damage per caster level. A successful saving throw versus spells avoids all damage from this effect.

Fumble

Level: 4

Duration: 1 round per level

Range: 10'

The victim of this spell becomes horribly clumsy if a saving throw versus spells fails. Items held fall to the ground; likewise, attempts to grab, catch, or otherwise manipulate other objects is doomed to bumbling ineptitude. Running victims fall down. It takes 1 round to pick an item back up or to get up from a fall, assuming the spell duration has ended. If the victim succeeds in his saving throw, he is able to concentrate on his magical clumsiness, but his actions may only be carried on as if under the effects of *slow* for the duration of the spell.

Gate

Level: 9

Duration: see below

Range: 30'

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between the caster's plane of existence and a specified plane, allowing travel between those two planes in either direction. Second, the caster may then call a particular individual or kind of being through the *gate*. The caster must utter the name of the being, which can be any demonic or otherworldly being, or even a god, which he desires to come through the *gate*. Gods will most likely send

representatives rather than come through a *gate* personally. Some creature will always come through the planar portal, and will behave in a way that is completely dependent on the situation, including factors like the caster's alignment, the power level of any foes, and the nature of the being itself. The being will simply turn around and go back to its original plane 20% of the time if the reason for its summoning is trivial. It will leave 15% of the time if the reason is only slightly important. Otherwise there is up to a 50% chance the being may leave, with the lowest chance (01%) if the situation is not only important but one that the being can handle easily, and a higher chance if the situation is dangerous to the being or the being is angry at being summoned.

The GM must rule these situations carefully. Chaotic beings may betray the summoner if they can, or may have their own motives that will influence their actions. It must be emphasized that summoned beings are not mindlessly controlled by the summoner.

Geas (reversible)

Level: 6

Duration: See below

Range: 30'

This spell functions in an identical manner to the 5th level cleric spell *quest*.

Glass Like Steel

Level: 8

Duration: Permanent

Range: Touch

The caster may give glass the strength of steel in a quantity up to 10 pounds multiplied by caster level. The glass must consist of a finite object. For example, a complete window could be made to have the strength of steel, but not just part of a large window.

Globe of Invulnerability

Level: 6

Duration: 1 round per level

Range: 0

This spell is identical to *lesser globe of invulnerability*, except that it provides complete protection from 4th level spells and lower.

Globe of Invulnerability, Lesser

Level: 4

Duration: 1 round per level

Range: 0

An immobile, faintly shimmering magical 10' diameter sphere surrounds the caster and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the *lesser globe of invulnerability*. Such spells fail to affect any target located within the globe. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a *dispel magic* spell.

Grasping Hand

Level: 7

Duration: 1 round per level

Range: 10' per level

This spell creates a ghostly and bodiless hand that can act as a barrier between the caster and another being, or can grasp the being to hold it in place. This hand can range in size from a normal-sized hand to a hand about 10' long, and can be used to hold a creature in place if it weighs 1000 pounds or fewer. The hand can also be used to push a being of 4,000 pounds or fewer so that its movement is reduced to 10' per round. Creatures of up to 16,000 pounds in weight can be pushed so that their movement rate is reduced by half.

An opponent can attack a *grasping hand*. It has an AC of 9 and hp equal to those of the caster.

Guards and Wards

Level: 6
Duration: 6 turns per level
Range: 0

This powerful spell is primarily used to defend a stronghold. The ward protects a 20' diameter sphere, and an additional 10' radius per caster level. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including infravision, beyond 10'.

Arcane Locks: All doors in the warded area are *arcane locked*.
Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor *confusion*-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose.

Lost Doors: One door per caster level is covered by an illusion to appear as if it were a plain wall.

In addition, the caster can place one of the following five magical effects.

1. *Dancing lights* in four corridors.
2. A *magic mouth* in two places.
3. A *stinking cloud* in two places. The vapors appear in the places designated; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts.
4. A *gust of wind* in one corridor or room.
5. A *suggestion* in one place. The caster selects an area of up to 5' square, and any creature who enters or passes through the area receives the *suggestion* mentally.

The whole warded area radiates strong magic. *Dispel magic* cast on a specific effect, if successful, removes only that effect.

Gust of Wind

Level: 3
Duration: 1 round
Range: 0

This spell creates a severe blast of air that originates from the caster, affecting all creatures in a path 10' long and wide, +10' long per level. If flying, smaller creatures are blown back 1d6x10 feet. Human-sized creatures are unable to move forward against the force of the wind, and larger flying creatures have half movement. The force of the *gust* automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 5% chance per caster level to extinguish those lights.

Hallucinatory Terrain

Level: 4
Duration: See below
Range: 240'

The caster makes some terrain look, sound, and smell like some other sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. If the illusion comes into contact with an intelligent being, the spell is negated. Otherwise, *dispel magic* may be used to rid the area of the illusion. The caster may affect 1' square area per caster level.

Haste (reversible)

Level: 3
Duration: 3 turns
Range: 240'

This spell makes creatures move and act more quickly than normal. A maximum of 24 creatures within a diameter of 60' may be affected. A *hasted* creature may make double the normal number of attacks. However, a creature may not cast a second spell. All of the *hasted* creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple *haste* effects do not stack. *Haste* dispels and counters *slow* effects.

Slow, the reverse of *haste*, halves all attacks and movement, including spell casting such that only one spell may be cast every two rounds.

Hold Monster

Level: 5
Duration: See below
Range: 120'

The duration of this spell is a number of turns equal to the casters level +6 turns. In all other respects this spell is identical to the 2nd level cleric spell *hold person*, but can affect non-humanoid monsters and larger monsters.

Hold Person

Level: 3
Duration: 1 turn per level
Range: 120'

In all respects this spell is identical the cleric spell of the same name.

Hold Portal

Level: 1
Duration: 2d6 turns
Range: 10'

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

Ice Storm

Level: 4
Duration: 1 round
Range: 10' per level

This spell causes great magical hailstones in a 40' diameter area to pound down for 1 full round, dealing 3d10 points damage to every creatures in the area. Alternatively, the caster can bring into being a sleet storm with a diameter of 80'. Movement within its area is at half speed, with a 50% chance of slipping and falling.

Identify

Level: 1
Duration: 1 round per level
Range: Touch

This spell may be used to determine the magical properties of a single magic item. However, the magic-user must be holding or wearing the item according to its function and the spell must be cast no later than 1 hour after it comes into the caster's possession. Weapons must be held, boots worn, etc. If such an item happens to be cursed or otherwise requires a saving throw, the spell caster receives all normal defenses.

For each round the spell is in effect, there is a probability of 15%, +5% for each caster level that one power of the item is discovered. If the item is powerless this information will be gained as well. However, when using this spell, the caster must succeed in a saving throw versus spells each round. Only if this succeeds is the information gained correct. If the save is failed by 5% (1 lower than the target number) the information gained

is false, to be determined by the referee. If the roll is failed by more than that, no information is gained. Note that while specific abilities or powers are revealed, the specific "+" of a weapon is not, only the fact that it is enchanted is revealed and a general sense of whether it is strong or weak. The specific number of charges, if relevant, contained in a magic item is not revealed. Knowledge of an approximation is granted, which will be in the form of a range above and below approximately 25% of the actual number.

This spell is very draining on the caster. The caster suffers temporary loss of 8 points to CON when the spell duration ends. If this should bring the magic-user to fewer than 3, he falls unconscious for 24 hours but awakens with full CON restored. Points of CON may only be restored at the rate of 1 per 6 turns of rest.

Imprisonment (reversible)

Level: 9

Duration: Permanent

Range: Touch

When the caster casts *imprisonment* and touches a creature, it is entombed in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a *freedom* spell (reverse of imprisonment) is cast at the locale where the imprisonment took place. Magical search by a *crystal ball*, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned.

Incendiary Cloud

Level: 8

Duration: 4 rounds, +1d6 rounds

Range: 30'

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight, and is 20' x 20' x 10'. In addition, the white-hot embers within the cloud begin to deal damage after 3 rounds. Initially, damage is equal to half the spell caster's level. This heat reaches a peak on the 4th round, dealing damage equal to the caster's level. During the 5th round the cloud is in existence, the damage decreases to half that of the caster's level, and the cloud deals no more damage after the 5th round. All creatures caught within the cloud receive a saving throw versus spells on the third round of the cloud's existence. If successful, all damage inflicted by the cloud is reduced to half for the entire duration they are exposed to the cloud. Otherwise, a new saving throw is allowed on the 4th and 5th rounds to reduce damage.

Infravision

Level: 3

Duration: 1 day

Range: 0

The caster or another creature is able to see 60' in the dark with *infravision*.

Instant Summons

Level: 7

Duration: Instantaneous

Range: Infinite

The caster calls some nonliving item from virtually any location directly to his hand. First, the caster must place a magical mark on the item. The item must not be more than roughly 3' long nor weigh more than 8 pounds. Then the spell is cast, which magically and invisibly inscribes the name of the item on a gem worth at least 5,000 gp. Thereafter, the caster can summon the item by speaking a special word (set by the caster when the spell is cast) and crushing the gem. The item appears instantly in the caster's hand. Only the caster can use the gem in this way. If the item is in the possession of another creature, the spell does not work. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Interposing Hand

Level: 5

Duration: 1 round per level

Range: 10' per level

Interposing hand creates a large magic hand that appears between the caster and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the caster moves or how the opponent tries to get around it. The hand does not pursue an opponent, however. An *interposing hand* has as many hit points as the caster when undamaged. It has an AC of 9. Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed.

Invisibility

Level: 2

Duration: See below

Range: Touch

The creature or object touched becomes invisible, vanishing from sight, even from infravision. If the recipient is a creature carrying gear, gear vanishes too. If the spell is cast on someone else, neither the caster nor any allies can see the subject, unless they can normally see invisible things or other magic is employed to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically *silenced*, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature, but is otherwise of indefinite duration. For the purposes of this spell, an attack includes any spell targeting a foe or whose area of effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility 10' Radius

Level: 3

Duration: See below

Range: Touch

This spell has the same effects as *invisibility*, but it affects all creatures within 10' of the caster or subject and any creatures that move beyond the 10' radius of effect become visible again.

Invisible Stalker

Level: 6

Duration: See below

Range: 0

The caster uses this spell to summon an invisible stalker, which can be ordered to undergo a task or mission. The creature will attempt to accomplish the task until it is finished or until the invisible stalker is destroyed. The spell *dispel evil* will send an invisible stalker back to its home plane.

Irresistible Dance

Level: 8

Duration: 1d4+1 rounds

Range: Touch

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect

makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a penalty of 4 to Armor Class and negates the ability of the creature to attempt saving throws. It also negates any AC bonus granted by a shield the target holds.

Jarring Hand

Level: 1
Duration: Instant
Range: 10' + 2 ½' per level

The caster of this spell causes an invisible hand to jar or push an object or creature. The weight that may be pushed is 1 pound to a distance of 1 foot, per level (1 foot pound pressure). In this way a 1 pound object may be pushed 1' away by a 1st level magic-user, in a perpendicular direction to the caster. The spell may also be used to distract or unbalance an opponent. If used in this way the opponent receives a saving throw versus spells to negate the effect, and if failed the opponent loses his attack that round. The creature cannot weigh more than the caster's level x50 lbs. The spell may also be directed at the opponent's weapon, in which case a failed save results in the opponent suffering an attack penalty of 1 per caster level, or an equal penalty to any saving throws being tried that round (not counting against this spell).

Jump

Level: 1
Duration: 1 turn
Range: Touch

By use of this spell, the caster may leap straight up 10', backwards 10', or forwards 30'. For every 10' forward that is sprung, the apex of the leap is 2'. When the spell is cast, the magic-user may leap 1 time at any point during the duration, and may leap an additional time per 3 levels of the caster (2 at level 4, 3 at level 7, 4 and level 10, etc.). Note that the duration of the spell is the same no matter how many leaps are possible.

Knock

Level: 2
Duration: 1 round
Range: 60'

The *knock* spell opens stuck, barred, locked, or *held* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. Any secret doors must of course be discovered first. The door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

Legend Lore

Level: 6
Duration: See below
Range: 0

Legend lore brings to the caster's mind legends about an important person, place, or thing. If the person or thing is at hand, or if the caster is in the place in question, the casting time is 1d4x10 turns. If the caster has only detailed information on the person, place, or thing, the casting time is 1d10 days. If only rumors are known, the casting time is 2d6 weeks. During the casting, the magic-user cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends or information about the person, place, or things to mind, but always in the form of riddles, puzzles, symbols, or other obscure forms that must be reasoned or intuited to understand. If the person, place, or thing is not of legendary importance, no information is gained.

Levitate

Level: 2
Duration: See below
Range: 0

For a number of turns equal to the caster's level +6 turns, the caster can move up and down as he wishes. The caster mentally directs movement up or down as much as 20 feet each round.

The caster cannot move horizontally, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half base land speed).

Light (reversible)

Level: 1
Duration: See below
Range: 120'

This spell is in most respects identical to the 1st level cleric spell of the same name, except that the duration is a number of turns equal to the caster's level +6 turns.

Lightning Bolt

Level: 3
Duration: Instantaneous
Range: 180'

The caster releases a powerful stroke of electrical energy that is 60' long and 5' wide. It deals 1d6 points of electricity damage per caster level to each creature within its area. The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does. Any creature caught in the area of effect receives a saving throw versus spells. A successful save reduces damage by half.

Limited Wish

Level: 7
Duration: See below
Range: Unlimited

A *limited wish* allows the caster to create nearly any type of effect. For example, a *limited wish* can duplicate any spell of 7th level or lower, undo the harmful effects of many spells, such as *geas* or *quest*, and produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a penalty on its next saving throw or attack roll. This spell may also grant special knowledge to the caster, or the answer to a riddle or question. Note that the desired effects do not have to exactly match any existing spell, but can be unique effects allowed at the GM's discretion.

Locate Object

Level: 2
Duration: 2 turns
Range: 60', +10' per level

The caster can sense the direction of a well-known or clearly visualized object. A search can be made for general items, in which case the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The caster cannot specify a unique item unless he has observed that particular item firsthand.

Lower Water

Level: 6
Duration: 10 turns
Range: 240'

This spell allows the caster to reduce the depth of 10,000 square feet of water by half for the duration of this spell.

Magic Aura

Level: 1
Duration: 1 day per level
Range: Touch

The caster may alter an item's aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were magical. If the object bearing *magic aura* is physically examined (touched), the examiner recognizes that the aura is false if he succeeds in a saving throw versus spells. Otherwise, he believes

the aura and no amount of testing reveals what the true magic is.

Magic Jar

Level: 5

Duration: Special

Range: 30'

By casting *magic jar*, the caster places his soul in a gem or large crystal (known as the *magic jar*), leaving his body lifeless. An attempt can then be made to take control of a body within 120', forcing its soul into the *magic jar*. The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster sends his soul back to his own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range. While in the *magic jar*, the caster can sense and attack any life force. Attempting to possess a body is a full-round action. The caster possesses the body and forces the creature's soul into the *magic jar* unless the subject succeeds a saving throw versus spell. Failure to take over the host leaves the caster's life force in the *magic jar*, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again.

If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. The caster keeps his own Intelligence, Wisdom, Charisma, level, class, and alignment. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a *dispel evil* spell is cast.

The spell ends when the caster shifts from the jar to his body. If the host body is slain, the caster returns to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. If the caster's life force is within the *magic jar* and his own body is slain, the caster is trapped in the *magic jar* until a creature comes within range and can be possessed. If the caster's life force is in possession of a host and the *magic jar* is destroyed, the caster's life force is stranded in the host. Any life force with nowhere to go is treated as slain. Destroying the receptacle ends the spell and destroys any life force inside it.

Magic Missile

Level: 1

Duration: 1 turn

Range: 150'

A missile of magical energy darts forth from the caster's fingertip and strikes its target, dealing 1d6+1 points of damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. For every five caster levels, the caster gains two additional missiles—3 total at 5th level, five at 10th, seven at 15th, and so on. If the caster can shoot multiple missiles, they can be directed to strike a single creature or several creatures. A single missile can strike only one creature.

Magic Mouth

Level: 2

Duration: See below

Range: See below

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the caster and can be delivered over a period of 1 turn. The mouth cannot utter spells or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the

statue would move and appear to speak. Of course, *magic mouth* can be placed upon a tree, rock, or any other object, but not intelligent creatures.

The spell functions when specific conditions are fulfilled according to a command as set in the spell. Commands can be as general or as detailed as desired, although only visual, audible, or tactile triggers can be used. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A *magic mouth* cannot distinguish alignment, level, HD, or class except by external garb.

The range limit of a trigger is 5' feet per caster level, so a 6th level caster can command a *magic mouth* to respond to triggers as far as 30' away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance. The duration of this enchantment is indefinite, as it is discharged only when the conditions are met.

Magic Sword

Level: 7

Duration: 1 round per level

Range: 30'

The caster brings into existence a glowing energy blade that is wielded like a sword. The wielder may attack as a fighter of half the caster's level. A hit roll of 19 or higher always strikes. The energy sword can strike any creature normally only damaged by magical weapons, as well as creatures that are either out of phase, or in the ethereal or astral planes. The sword deals 6d4 hit points of damage. The spell *dispel magic* can cause the *magic sword* to disappear.

Manipulate Fire

Level: 1

Duration: 1 round per level

Range: 5' per level

By use of this spell the caster can manipulate the size of a non-magical fire ranging in size from a small torch fire to a 3' diameter fire. The size of the fire may be altered only in terms of light output, to be made as small as the size of a candle or bright in a manner equivalent to the spell *light*. However, actual thermal energy is not diminished, so no matter how bright or dim a fire is made, it is as hot as its true size. Nonetheless, shrinking a fire cuts use of fuel by 50%, and making a fire brighter increases fuel use by 100%.

Mass Charm

Level: 8

Duration: Special

Range: 5' per level

This spell functions like *charm monster*. However, the total number of HD affected can be up to a number of HD equal to twice the caster's level. All creatures to be affected must be within a 30' square area. All affected creatures make their saving throw with a penalty of -2.

Mass Invisibility

Level: 7

Duration: Special

Range: 10' per caster level

This spell functions just like *invisibility*, but affects all creatures within a 30' square.

Massmorph

Level: 4

Duration: See below

Range: 240'

Within a diameter of 240', up to 100 human-sized or equivalent creatures are given the illusory appearance of a forest. Any creatures that enter such an enchanted area become part of the illusion. Likewise, any creatures that leave the affected area become visible for what they are. This spell can be dismissed by

the caster at any time, but unless dispelled by *dispel magic* the enchanted area is permanent.

Maze

Level: 8

Duration: special

Range: 5' per level

The caster banishes the subject into an extradimensional labyrinth of force planes. The number of turns or rounds the subject wanders is determined by his intelligence.

Intelligence	Wandering Time
2 or below	2d4 turns
3-5	1d4 turns
6-8	5d4 rounds
9-11	4d4 rounds
12-14	3d4 rounds
15-17	2d4 rounds
18 or higher	1d4 rounds

Minotaurs are not affected by this spell.

Mending

Level: 1

Duration: Permanent

Range: 30'

Mending repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell cannot repair magic items, including magic rods, staves, or wands, nor does it affect living (or undead) creatures.

Message

Level: 1

Duration: 1 round, +1 round per 2 levels

Range: 60', +10' per level

This spell grants the caster the ability to whisper messages and receive whispered replies. The caster points his finger at a creature he wants to receive the message. The target must be in direct line of sight, with no barrier. The whispered message is audible only to the target. The creature that receives the message can whisper a reply that the caster can hear if the spell duration has not expired. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Meteor Swarm

Level: 9

Duration: Instantaneous

Range: 40', +10' per level

Meteor swarm is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When the spell is cast, either four 2' diameter spheres or eight 1' diameter spheres spring from the caster's outstretched hand and streak in straight lines to the spots selected. The meteor spheres leave a fiery trail of sparks. Any creature struck directly by one of the larger spheres takes 1d4x10 points of damage and receives no saving throw. Otherwise, these larger spheres fly through the air 20' apart and impact the ground 20' apart, having an area of effect of 30' each. The blast areas overlap one another as four 30' overlapping fire blasts which do the damage indicated above in the radius. The smaller spheres inflict 5d4 points of damage and have a blast radius of 15'. They will also have overlapping blast radii, in the shape of an eight-sided star. A saving throw versus spells is permitted for the smaller spheres, and success reduces damage by half.

Mind Blank

Level: 8

Duration: 7 rounds, +1 per level

Range: 30'

The subject is protected from all devices and spells that detect,

influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish* and *wish* spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as a *crystal ball*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Mirror Image

Level: 2

Duration: 6 turns

Range: 0

Several illusory duplicates of the caster pop into being, making it difficult for enemies to know which target to attack. The figments stay near the caster and disappear when struck. *Mirror image* creates 1d4 images. The figments mimic the caster's actions, pretending to cast spells, drink potions, and so on. Enemies attempting to attack the caster strike a figment. Any attack destroys an image even if no physical contact is made, until there are no images left.

Mnemonic Enhancer

Level: 4

Duration: 2 turns per level

Range: 0

This spell allows the caster to prepare additional spells or retain spells recently cast. Up to 3 levels of spells could be retained, or memorized above and beyond the number normally available for the caster's level. This can be in any combination of spell levels. For instance, one 3rd level spell or three 1st level spells. If spells are to be retained, then rather than memorize extra spells, mnemonic enhancer is cast first and then used to discharge the spells of the stated spell levels, while retaining them for one more casting.

Move Earth

Level: 6

Duration: 6 turns

Range: 240'

A total of 60 cubic feet of loose soil can be moved per turn within the range provided above. Neither solid stone nor large boulders may be moved. See *lesser move earth* for additional applications of this spell.

Move Earth, Lesser

Level: 4

Duration: 1 round per level

Range: 30'

This lesser form of *move earth* allows the caster to dig or excavate areas in 5' cube increments. The caster can move a volume of 5' cubed (125 cubic feet) of soil, mud, or sand. The dirt is only moved to just around the opening of the excavation. If desired, the caster can dig a trench, or dig straight down. If digging straight down, there is a cumulative probability the walls of the pit will collapse, depending on the following medium: soil, 15% per 5'; mud, 55%; sand, 35%. Any being that comes within 1' of the opening of a pit must make a DEX attribute check to avoid falling in. If a pit is excavated just in front of a fast moving being, it is entitled to a saving throw versus spells to avoid falling in. If a pit is excavated directly under a stationary creature, it will automatically fall in.

Part Water

Level: 6

Duration: 6 turns

Range: 120'

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. The caster can dismiss the spell effects before the duration ends, thus allowing water to crash upon unwanted pursuers.

Passwall

Level: 5
Duration: 3 turns
Range: 30'

The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10' deep with a 5' diameter.

Permanency

Level: 8
Duration: Permanent
Range: See below

This spell makes certain other spells permanent. The caster can make the following spells permanent in regard to himself: *comprehend languages*, *detect evil*, *detect invisibility*, *detect magic*, *infravision*, *protection from evil*, *protection from normal missiles*, *read magic*, *tongues*, and *unseen servant*.

The desired spell is cast and then followed with the *permanency* spell. These spells cannot be cast on other creatures. The magic-user loses 1 point of CON. This application of *permanency* can be dispelled only by a higher level magic-user. In addition to personal use, *permanency* can be used to make the following spells permanent on another creature, or an object (as appropriate): *enlarge*, *fear*, *gust of wind*, *invisibility*, *magic mouth*, *prismatic sphere*, *stinking cloud*, *wall of fire*, *wall of force*, and *web*. The latter application of this spell may be dispelled by *dispel magic* used normally.

Phantasmal Force

Level: 2
Duration: See below
Range: 240'

So long as the caster maintains concentration, he can create a persistent, active illusion within a 20' cube. A passive illusion will disappear if touched by a creature. However, an illusionary monster may be created to attack a foe. Observers are allowed a saving throw versus spells to see through any illusion produced with this spell. If the save fails, the illusion persists and any illusionary monster will seem to inflict harm when it attacks an opponent. Illusionary monsters have an effective AC of 9, and they vanish if a foe successfully strikes them. If a foe appears to lose all hit points, he falls unconscious rather than dying. Similarly, other special effects will not be real and no damage is ever real. Note that the caster is not allowed to take any action while concentrating on the spell.

Phase Door

Level: 7
Duration: 1 passage per 2 levels
Range: Touch

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. This passage is 10' deep with a 5' diameter. The *phase door* is invisible and inaccessible to all creatures except the caster, and only the caster can use the passage. The caster disappears when entering the *phase door* and reappears when exiting. If the caster desires, he can take one other creature (human-sized or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can it be seen through. A *phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

Plant Growth

Level: 4
Duration: See below
Range: 120'

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within a maximum of 3000 square feet to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. The area must have brush and trees in it for this

spell to take effect, and the effects last until a *dispel magic* spell is cast. This spell has no effect on plant creatures.

Polymorph Any Object

Level: 8
Duration: Variable
Range: 5' per level

This spell functions like other *polymorph* spells, except that it changes one object or creature into another. A saving throw versus *polymorph* is permitted. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines, but the GM will have to decide the specific duration of each use of this spell based on the circumstances.

Consider Changes in:

Kingdom (animal, vegetable, mineral)
Class (mammals, fungi, metals, etc.)
Size (similar size, or greater, smaller)
Related (twig is to tree, wolf fur is to wolf, etc.)
Overall shape (similar shapes, similar functions)
Same or lower Intelligence

Changes across kingdoms will at best last a few hours. Items that are related, such as a piece of wolf fur becoming a wolf, are permanent. Note that changes affecting several categories may result in a shorter duration. The spell *dispel magic* will reverse the effects of this spell. All objects or creatures affected by this spell will radiate magic should they come under scrutiny of spells or objects that detect enchanted materials.

This spell can also be used to duplicate the effects of *flesh to stone*, *stone to flesh*, and similar spells that alter matter. When this spell is used to create the effects of *flesh to stone*, the victim makes a saving throw with a penalty of -4.

Polymorph Others

Level: 4
Duration: See below
Range: 60'

By means of this spell, one living being may be transformed into another kind of being. The creature may make a saving throw versus *polymorph*, but if the creature is willing this roll can be forgone and the effects are automatic. If the new creature's HD total more than twice the HD of the original creature, the spell does not work. Although the final form will retain the same number of hit points as the original, all other abilities of the new form will be acquired, including intelligence level. The creature becomes the new creature in every way, including instincts, alignment, preferences, etc. This spell may not be used to reproduce the appearance of a specific identity.

Polymorph Self

Level: 4
Duration: See below
Range: 0

For a number of turns equal to the caster's level +6, the caster transforms himself into another being. A particular individual may not be mimicked with this spell, but only a typical individual of a creature type. The new body must be of a creature with a number of HD equal to the caster or fewer. The caster retains his intelligence, hit points, saving throws, and ability to attack, but does gain physical abilities of the new form, including strength or strength-based attack forms and damage. Magical abilities or other special abilities are not gained. For example, if the caster transforms into a mantichore, he will be able to fly. If the caster takes the form of a medusa, his gaze will not petrify. The caster is unable to cast spells when transformed. The spell *dispel magic* negates the effects of this spell, and if the caster dies while in a different form he will revert to his natural form in death.

Power Word Blind

Level: 8

Duration: See below

Range: 5' per level

The caster utters a single word of power that causes one or more creatures of his choice to become blinded, whether they can hear the word or not. A total of 100 hp of beings may be affected. The duration of the spell depends on the hit point total of creatures affected. Any creature that has more than 100 hit points is unaffected by *power word blind*.

Hit Points	Duration
50 or fewer	1d4+1 turns
51–100	1d4+1 rounds

Power Word Kill

Level: 9

Duration: Permanent

Range: 2.5' per level

The caster utters a single word of power that instantly kills one or more creatures within a diameter of 20', whether the creatures can hear the word or not. This spell will kill multiple creatures if they have under 11 hit points each, or the spell will kill a single creature that has 60 or fewer hit points. The caster must choose whether he is attempting to kill one creature or multiple creatures when he casts the spell. If multiple creatures are targeted, a maximum of 120 hit points total of creatures may be killed. Any creature that has 61 or more hit points is unaffected by *power word kill*. There is no saving throw against this spell.

Power Word Stun

Level: 7

Duration: See below

Range: 5' per level

The caster utters a single word of power that instantly causes one creature of his choice to become stunned for 2d4 rounds, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that has 91 or more hit points is unaffected by *power word stun*. There is no saving throw against this spell.

Hit Points	Duration
30 or less	4d4 rounds
31–60	2d4 rounds
61–90	1d4 rounds

Prismatic Sphere

Level: 9

Duration: 1 turn per level

Range: 0

The caster conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds him and offers protection from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere has a *blindness* effect on creatures with less than 8 HD, which lasts 2d4 turns.

The caster can pass into and out of the *prismatic sphere* and remain near it without harm. However, when inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack the caster or pass through suffer the effects of each color, one at a time. Typically, only the upper hemisphere of the globe will exist, since the caster is at the center of the sphere, so the lower half is usually excluded by the floor surface.

Color	Order	Effect of Color	Negated By
Red	1st	Stops non-magical ranged weapons. Deals 10 points of fire damage.	<i>Passwall</i>
Orange	2nd	Stops magical ranged weapons. Deals 20 points	<i>Fly</i>

damage.

Yellow	3rd	Stops poisons, gases, and petrification. Deals 40 points of damage.	<i>Disintegrate</i>
Green	4th	Stops breath weapons. Poison (Kills; saving throw versus poison).	<i>Passwall</i>
Blue	5th	Stops divination and mental attacks. Turned to stone (saving throw versus petrify negates).	<i>Magic missile</i>
Indigo	6th	Stops all spells. Save versus spell-like devices or become insane.	<i>Continual light</i>
Violet	7th	Energy field that sends creatures to another plane (saving throw versus spells negates).	<i>Dispel magic</i>

Project Image

Level: 6

Duration: 6 turns

Range: 240'

The caster creates a quasi-real, illusory version of himself. The projected image looks, sounds, and smells like the caster but is intangible. The projected image mimics the caster's actions (including speech) and any sound or spell effects will seem to come from the image. If the image is physically contacted by hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or otherwise appear to do nothing to the caster.

Protection from Evil

Level: 1

Duration: 12 turns

Range: 0

This spell wards the caster from attacks by evilly intentioned creatures (and creatures not of the caster's alignment), from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects. First, the subject gains a +1 bonus to AC and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by evil creatures. Second the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warding creature. This does not prevent these creatures from attempting ranged attacks. The protection against contact by summoned creatures ends if the warding creature makes an attack against or tries to force the barrier against the blocked creature.

Protection from Evil 10' Radius

Level: 3

Duration: 12 turns

Range: 0

This spell is identical to *protection from evil*, except that the effective protection extends 10' around the caster, and protects companions within this area.

Protection from Normal Missiles

Level: 3

Duration: 12 turns

Range: Touch

While under the effects of this spell, the caster or subject is completely unharmed by small and non-magical missiles. Only the subject receives this protection, and it does not extend to large hurled boulders such as those that giants employ, or enchanted arrows.

Pyrotechnics

Level: 2

Duration: See spell description
Range: 120'

This spell is identical to the druid spell, with the noted difference to range.

Ray of Enfeeblement

Level: 2
Duration: 1 round per level
Range: 10', +5' per level

This spell effects a coruscating ray from the caster's hand. The opponent takes a penalty to STR equal to 25%, +2% per caster level beyond level 3. This penalty applies equally to melee and missile damage inflicted by an affected creature. A successful saving throw versus spells negates the effect.

Read Languages

Level: 1
Duration: 2 turns
Range: 0

For the duration of this spell, the caster may read any language, coded message, map, or other set of written instructions. This spell does not grant any ability to speak unknown languages.

Read Magic

Level: 1
Duration: 1 turn
Range: 0

By means of *read magic*, the caster can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the caster has read the magical inscription, he thereafter is able to read that particular writing without recourse to the use of *read magic*. All spell books are written such that only the elf or magic-user who owns the book can decipher it without the use of this spell.

Reincarnate

Level: 6
Duration: Permanent
Range: 0

With this spell, the caster returns life to a character by means of creating another body. Since the character is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the body still exists, it can be reincarnated. The magic of the spell creates an entirely new young adult body. If the result on the table below indicates reincarnation into a PC race, determine which class randomly and roll 1d6 to determine the character's level. The level may not exceed the original character's class level. If the result on the table below indicates that the reincarnated character returns as a creature, roll on the column matching the original character's alignment. Additional creatures may be used to extend the table, but no creature having more than 6 HD should be included, and each creature should be minimally semi-intelligent. A character brought back as a creature must either adventure as the creature or the player must retire the character. Monsters do not gain experience or advance in levels.

	New Form	Chaotic	Neutral	Lawful
1	Dwarf	Bugbear	Ape	Blink Dog
2	Elf	Gnoll	Baboon	Gnome
3	Gnome	Goblin	Centaur	Neanderthal
4	Halfling	Hobgoblin	Lizardfolk	Pegasus
5	Half-Elf	Kobold	Pixie	Roc (small)
6	Half-Orc	Minotaur	Werebear	Unicorn
7	Human	Ogre		
8	Creature	Orc		
9-10	Same race			

Remove Curse (reversible)

Level: 4
Duration: Permanent
Range: 0

In all respects this spell is identical to the 3rd level cleric spell *remove curse*.

Repulsion

Level: 6
Duration: 1 round per 2 levels
Range: 10' per level

An invisible, mobile field is brought into being for 10' in front of the caster and prevents creatures from approaching. Any creatures who come into contact with the field are repelled like similar poles of a magnet, with a minimum movement of 30' or the creature's current speed, whichever is greater. Note that when repelled, a creature must finish its full movement that round even though it is in an unintended direction.

Reverse Gravity

Level: 7
Duration: 1 round
Range: 5' per level

This spell reverses gravity in a 30' squared area, causing all unattached objects and creatures within that area to "fall" upward 20'. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the maximum height without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Rope Trick

Level: 2
Duration: 2 turns per level
Range: Touch

When this spell is cast upon a piece of rope from 5' to 30' long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. Creatures in the extradimensional space are completely hidden. The space holds as many as five human-sized creatures. Creatures in the space can pull the rope up into the space, making the rope "disappear." Otherwise, the rope dangles in mid air unless it is removed.

Anything inside the extradimensional space drops out when the spell ends, from the appropriate height. The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Scare

Level: 2
Duration: 3d4 rounds
Range: 10'

Unless a successful saving throw versus spells is made, the target of this spell becomes a fearful wreck. Only opponents with fewer than 6 HD or levels are affected by this spell, and clerics, undead, and demonic/devilish creatures are immune. While under the effects of this spell, a creature will not initiate combat, but if attacked will reciprocate with a -1 attack roll penalty. Likewise, any saving throws are attempted with a -1 penalty.

Scribe

Level: 1
Duration: 1 hour per level
Range: 0

This spell allows a magic-user to copy a spell into his spell book,

even if it is of a level the caster cannot use, and even if the spell is unusable due to intelligence. The scribing takes 1 hour per spell level of the spell transferred. For the time the spell is written, the caster is in a deep state of concentration, and will always be *surprised*. The caster must succeed in a saving throw versus spells. A penalty of -1 is applied if the spell to be copied is 3 levels greater than the caster may use, and a bonus of +2 is granted if the spell is up to 1 level greater than the caster may use, or below. If this saving throw is unsuccessful, the magic-user suffers 1d4 damage per spell level of the spell to be scribed, and the strain forces the caster unconscious for an equal number of turns. The caster may only heal up to 4 hp per day of this damage.

Secret Chest

Level: 5

Duration: 60 days

Range: See below

By casting this spell, a magic-user can hide a chest on the ethereal plane for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the caster can retrieve it by concentrating (a standard action), and it appears next to him.

The chest must be exceptionally well crafted and expensive. The cost of such a chest is never less than 5,000 gp. Once it is constructed, the caster must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. The caster can have but one pair of these chests at any given time—even a *wish* spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, the spell is cast while touching both the chest and the replica. The chest vanishes into the ethereal plane. The caster needs the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a *wish* spell, that the large chest can be summoned back. There is a slim chance (cumulative 1% per week) that a denizen or some other being on the ethereal plane will find the chest. If this happens, roll on the table below for the outcome.

Roll d20	Result
1-3	One item is added
4-9	One item is stolen
10-16	All new contents are present
17-20	The chest is emptied

Shape Change

Level: 9

Duration: 1 turn per level

Range: 0

This spell enables the caster to assume the form of any single non-unique creature (of any type) except for particularly powerful creatures like demons, devils, or demi-gods. The caster's hit points remain the same. The caster gains all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, except for any abilities relying on knowledge or intelligence of the monster, because the caster's mind remains his own. The caster can change form once each round for the duration of the spell.

Shatter

Level: 2

Duration: Permanent

Range: 60'

Shatter creates a loud, ringing noise that destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within range are smashed into dozens of pieces by the spell.

Objects weighing more than 10 pounds per caster level are not affected, but all other objects of the appropriate composition are shattered. Items are entitled to a saving throw versus crushing damage.

Shield

Level: 1

Duration: 2 turns

Range: 0

Shield creates an invisible field of force that protects the caster. Against missile attacks, the spell grants the caster an AC of 2. The caster has an effective AC of 4 for all other attacks.

Shocking Grasp

Level: 1

Duration: Instant

Range: Touch

The caster must touch an opponent, which deals 1d8 points of electricity damage +1 per caster level. The spell only deals damage if the caster initiates the contact, not if the opponent does.

Simulacrum

Level: 7

Duration: Permanent

Range: Touch

Simulacrum creates a pseudo-duplicate of any creature. The spell is cast over a rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. The simulacrum appears to be the same as the original, but it has only one-half of the real creature's hit points. The duplicate has a faulty memory of the original's life, but will remember most details 30% of the time. At all times the simulacrum remains under the caster's absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. However, if the spell reincarnation is cast on a simulacrum, it will gain 35% +3d10% of the original's memories and will have the class abilities of the original at 10% + (1d4 x 10%) of the level of the original. If reduced to 0 hit points or otherwise destroyed, a simulacrum reverts to snow and melts instantly into nothingness. A simulacrum will radiate magic with a *detect magic* spell, and *true seeing* will reveal a simulacrum's true nature.

Sleep

Level: 1

Duration: 4d4 turns

Range: 240'

A *sleep* spell causes a magical slumber to come upon creatures with 4+1 Hit Die or fewer. The caster may only affect 1 creature if it has 4+1 HD, but the spell will otherwise affect up to 2d8 HD of creatures. Calculate monsters with less than 1 HD as having 1 HD, and monsters with a bonus to HD as having the flat amount. For example, a 3+2 HD monster would be calculated as having 3 HD. Hit Die that are not sufficient to affect a creature are wasted. Creatures with the fewest HD are affected first. Sleeping creatures are helpless and can be killed instantly with a blade weapon. Slapping or wounding awakens an affected creature, but normal noise does not. *Sleep* does not affect undead creatures.

Spell Resistance

Level: 8

Duration: 1 turn per level

Range: Touch

The caster can use this spell to grant resistance to mind-affecting spells. Spells that *charm*, *command*, *cause fear*, and similar effects are granted a saving throw bonus of +8. Extremely powerful compulsive spells such as *geas* are granted a bonus to a saving throw of +5. The caster may affect 1 creature for 4 turns, per level, or multiple creatures with the

duration divided among them.

Spider Climb

Level: 1

Duration: 1 round, +1 per level

Range: Touch

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands and feet free and bare to climb in this manner. Any objects weighing fewer than 5 pounds cling to the spell recipient's hands. No spells may be cast when under the effect of this spell. This spell may be used on another being (touch required) with no saving throw.

Spiritwrath

Level: 6

Duration: See below

Range: 10', +1' per level

By using the blood of a demon or devil, depending on the intended victim, the magic-user constructs a powerful scroll used to torture an infernal being. This method may also be employed against the most powerful vampires or a lich. The being's name must be known. The magic-user must also buy valuable gems equal to 100 gp per 1 HD of the intended victim, and powder them as part of the process to fabricate the ink. When the caster reads the scroll, so long as the target is within range, it is affected if it fails a saving throw versus spells. It is held in place and can take no actions. The first turn of the recitation the being becomes increasingly uncomfortable. After 2 turns, the victim loses 1 hp per its HD number. After 3 turns, the victim is in absolute agony and loses half its HP, and is propelled back to its home plane (the plane of negative energy for undead) and is there imprisoned for 1 year per caster level. The victim is in constant tortured pain during its imprisonment. For obvious reasons, such a victim may seek the caster at a later date for retribution. However, this spell is often used to extort something from its victim, and may be stopped at any time short of imprisonment. Should a target succeed in its saving throw, it is still uncomfortable and the scroll protects the caster from attack much like a *scroll of warding*. There is a 95% chance the intended victim will flee.

Statue

Level: 7

Duration: 6 turns per level

Range: Touch

A *statue* spell turns the caster or a subject to solid stone, along with any garments and equipment worn or carried. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a *statue* spell can return to its normal state, act, and then return instantly to the *statue* state if it so desires, as long as the spell duration is in effect.

Stinking Cloud

Level: 2

Duration: Permanent

Range: 30'

Stinking cloud creates a 20' cubed bank of fog centered anywhere within range, making living creatures within it helpless with nausea. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds in a saving throw versus poison when leaving the fog is not affected for the additional rounds.

Stone Shape

Level: 5

Duration: Permanent

Range: Touch

This spell can form an existing piece of stone into any shape

that suits the caster's purpose, to a total volume of 1' cubed per level. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible.

Stone to Flesh (reversible)

Level: 6

Duration: Permanent

Range: 120'

This spell restores a petrified creature to its normal state, restoring life and goods. Any petrified creature, regardless of size, can be restored. *Flesh to stone* (reverse of *stone to flesh*) turns one creature into a statue, including all gear and any items currently held. A saving throw versus petrify is permitted to resist the transformation.

Strength

Level: 2

Duration: 6 turns per level

Range: Touch

The caster of this enchantment may apply it to himself or another. It confers a temporary STR bonus, which varies depending on the recipient's class. Druids, clerics, thieves, and assassins receive +1d6; magic-users, illusionists, and monks receive +1d4; fighters, paladins, and rangers receive +1d8. A character's STR may not go above 18.

Suggestion

Level: 3

Duration: 6 turns, +6 turns per level

Range: 30'

The caster may influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. However, a victim may be led to believe that an action is not harmful. For instance, being told to drink something that is poisonous and that it is actually a hearty drink. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. A very reasonable *suggestion* causes the save to be made with a penalty (such as -1 or -2). A saving throw versus spells is allowed to negate the effects of this spell.

Summon Demon

Level: 7

Duration: See below

Range: 10'

This complicated spell is cast after a circle of protection for the caster, and a pentacle-bound 30' diameter area of imprisonment for a demon, is constructed with various magical markings and candles made from the fat of a humanoid. The caster may summon a demon of power up to a higher order demon, but for standard and higher order demons the demon's specific name must be known. The summoning takes 1 turn per HD of the demon. Demons are allowed a save versus spells to resist the summoning.

This spell may be used and combined with *spiritwrath* to coerce a demon into service. The *summon demon* spell creates a pact once the demon agrees, and it must perform the act desired by the caster. The service cannot take longer than 9 weeks. Alternatively, the caster can bribe the demon for this service via human sacrifice or a sacrifice of the demon's choosing. Finally, this spell may be combined with the spell *trap the soul*, which traps the demon in an object, and once released it must perform a service for the caster. After any service is performed, the demon is propelled back to its home plane. There is a base 5% chance that the bargaining is grossly mishandled, setting the demon loose to wreak vengeance on the caster. This chance is lowered by 1% per caster level above 15.

Summon Familiar

Level: 1

Duration: See below

Range: 10' per level

By casting this spell, the magic-user can obtain a familiar. The casting takes from 1-24 hours (referee's discretion) and uses up rare herbs and other materials that cost 100 gp. The materials are consumed during a ritual in which they are burned. The referee decides the probability that a creature will respond to the spell, and which type of creature is summoned within range. It is possible that no creature will respond. This spell may only be attempted one time per year. A familiar is able to grant the caster access to its own senses, and is able to communicate with the caster. In addition, a familiar is loyal, and will follow orders until its death. Familiars are more intelligent than ordinary animals; they have AC 7 and 2d4 hp. A familiar grants the caster additional hp equal to the familiar's maximum total, when the two are within 120' of one another. However, if a familiar is slain the magic-user must subtract the familiars maximum hp from his own maximum hp, permanently. A new familiar may not be summoned for one year. If a familiar is located, the referee may use the following as examples:

Familiar	Senses augmented
Bat	hearing
Cat	hearing and night vision
Hawk	much improved distance vision
Lizard	improved smell
Owl	hearing, night vision
Raven	improved vision
Toad	180 degree vision
Weasel	hearing, improved smell

Anytime a familiar is summoned there is a 5% chance it is a special familiar. The type is determined by the caster's alignment and good or evil leanings. Creatures are entitled to a saving throw versus spells, and if successful, the spell fails and the caster must wait 1 year before trying again. Where there is overlap in the chart below, determine the familiar randomly.

Alignment	Type
Lawful	Brownie or Psuedo-Dragon
Neutral	Pseudo-Dragon*, Imp*, or Quasit*
Chaotic	Imp or Quasit

*The familiar will try, over time, to sway the magic-user to chaos or law, as appropriate.

Refer to the monster listings for the powers granted by these creatures.

Summon Monster I

Level: 3

Duration: 2 rounds, +1 round per level

Range: 30'

This spell conjures 2d4 1st-level (1 HD) creatures that arrive in 1d4 rounds to an exact location within range which is specified by the caster. The monsters summoned are chosen by the referee. Summoned monsters may be commanded to fight nearby foes, and will do so until death or until the spell duration ends. Creatures may be commanded to perform other tasks, and will do so if it is within their abilities.

Summon Monster II

Level: 4

Duration: 3 rounds, +1 round per level

Range: 40'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d6) 2 HD creatures.

Summon Monster III

Level: 5

Duration: 4 rounds, +1 round per level

Range: 50'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d4) 3 HD creatures.

Summon Monster IV

Level: 6

Duration: 5 rounds, +1 round per level

Range: 60'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d3) 4 HD creatures in 1d3 rounds.

Summon Monster V

Level: 7

Duration: 6 rounds, +1 round per level

Range: 70'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d2) 5 HD creatures in 1d2 rounds.

Summon Monster VI

Level: 8

Duration: 7 rounds, +1 round per level

Range: 80'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d2) 6 HD creatures in 1d3 rounds.

Summon Monster VII

Level: 9

Duration: 8 rounds, +1 round per level

Range: 90'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d2) 7 HD creatures in 1 round, or (1) 8 HD creature in 2 rounds.

Symbol

Level: 8

Duration: See below

Range: Touch

This spell allows the caster to scribe a potent rune of power upon a surface. There are eight different kinds of symbol, each with a different effect. Symbols are triggered by being read, touched, or if a creature passes through a door with a symbol inscribed on it. The only way a symbol may be identified is by reading it, which automatically triggers the effects. The kinds of symbols the caster may inscribe are detailed below.

Symbol of Conflict

When triggered, all creatures in the area will argue for 5d4 rounds. Any beings of differing alignment may (50% chance) fight for 2d4 rounds.

Symbol of Death

When triggered, a *symbol of death* slays one or more creatures whose total hit points do not exceed 80.

Symbol of Despair

Any beings in the area must succeed in a saving throw versus spells, or leave the area in hopelessness. This feeling lasts for 3d4 turns, during which time affected creatures will cower, surrender, and otherwise lack enthusiasm. Only 75% of affected creatures will act in a given round, the remaining creatures will either leave the area or hang around doing nothing.

Symbol of Fear

All creatures must succeed in a saving throw versus spells with a penalty of -4 or suffer from the effects of a *fear* spell.

Symbol of Insanity

When triggered, a *symbol of insanity* causes all nearby creatures whose total hit points do not exceed 120 to become permanently insane (as the *confusion* spell). This effect can be

negated with the spells *heal* or *wish*.

Symbol of Pain

Each creature suffers wracking pains that impose a –4 penalty on attack rolls and –2 to DEX. These effects last for 2d10 turns.

Symbol of Sleep

All creatures of 8 HD or fewer fall into a catatonic slumber for 1d12+4 turns. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by non-magical means before this time expires.

Symbol of Stunning

When triggered, a *symbol of stunning* causes all nearby creatures whose total hit points do not exceed 160 to become stunned and unable to act for 3d4 rounds. Any held items will be dropped.

Telekinesis

Level: 5

Duration: 6 rounds

Range: 120'

By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level may be moved 20' per round. Living beings may also be moved, but they are allowed a saving throw versus spells.

Teleport

Level: 5

Duration: Instantaneous

Range: 10'

This spell instantly transports the caster or another being to a designated destination, which may be any distance. Interplanar travel is not possible. If transporting another being, it is entitled to resist with a saving throw versus spell. The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely the teleportation works. To determine how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place the caster has been very often. "Studied carefully" is a place known well, either because the caster can currently see it, he has been there often, or has used other means (such as *scrying*) to study the place for at least one hour. "Seen casually" is a place that the caster has seen more than once but with which he is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic.

On Target: The caster or creature appears in the desired location

High: The caster or creature appears 1d10x10 feet above the destination. Should this location already be occupied by solid matter, the caster or creature is instantly killed.

Low: The caster or creature appears in the ground and is killed instantly

Familiarity	On Target	High	Low
Very familiar	01–95	96–99	00
Studied carefully	01–80	81–90	91–00
Seen casually	01–50	51–75	76–00
Viewed once	01–30	31–65	66–00

Note that the caster cannot intentionally teleport himself or another creature off target or into solid matter.

Temporal Stasis

Level: 9

Duration: Permanent

Range: 10'

The caster must succeed on an attack roll. The subject is placed into a state of suspended animation, and for the creature, time ceases to flow. The creature does not grow older, and its body functions virtually cease. This state persists until the magic is removed (such as by a successful *dispel magic* spell). No saving throw is permitted.

Time Stop

Level: 9

Duration: 2 rounds

Range: 0

This spell seems to make time cease to flow for everyone but the caster within a shimmering sphere of 30' diameter. The caster may act for 2 rounds within this area of effect, while all other creatures are frozen in time. If the caster leaves the sphere, the spell ends. If monsters enter the sphere from outside, they become frozen.

Tiny Hut

Level: 3

Duration: 6 turns per level

Range: 0

The caster creates an unmoving, opaque 10' diameter sphere of force. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as 6 other human-sized creatures can fit into the field with the caster; they can freely pass into and out of the hut without harming it. However, if the caster removes himself from the hut, the spell ends. The temperature inside the hut is 70F if the exterior temperature is between 0° and 100F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind up to 50 mph, but greater force destroys it. The interior of the hut is a hemisphere. The caster can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, but the occupants cannot be seen from outside the hut.

Tongues (reversible)

Level: 3

Duration: 1 round per level

Range: 0

The function of this spell is identical to the cleric spell of the same name (4th level), except for the duration.

Transmute Rock to Mud (reversible)

Level: 5

Duration: 3d6 days

Range: 120'

This spell turns 3,000 square feet of rock 10' deep into mud for 3d6 days. Any beings passing through the mud have movement reduced by 90%. *Transmute mud to rock* (reverse of *transmute rock to mud*) changes an equal volume of mud described above into rock. This alteration is permanent.

Trap the Soul

Level: 8

Duration: Permanent

Range: 10'

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. Before the actual casting of *trap the soul*, the caster must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be

trapped. The spell can be triggered in one of two ways.
Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if one were casting a regular spell at the subject. This allows the victim a saving throw versus spell to avoid the effect. If the save is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of a saving throw.

Unseen Servant

Level: 1
 Duration: 6 turns, +1 turn per level
 Range: 0

An *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at the caster's command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. It can open only normal doors, drawers, lids, and the like. It can lift 20 pounds or drag 40 pounds. The servant cannot attack in any way, and it cannot be killed because it is a magical force, not a living thing.

Vanish

Level: 7
 Duration: See below
 Range: Touch

By casting this spell, a magic-user may *teleport* an object as per the spell *teleport*, or may banish the object to the ethereal plane, in which case the object is replaced in the material plane with stone that matches the objects shape. A total of 50 pounds per level not to exceed a volume of 3' cubed per level may be caused to *vanish* in this manner. If the spell *dispel magic* is cast upon a stone item replaced by this spell, it may bring back the original item.

Ventriloquism

Level: 1
 Duration: 2 turns
 Range: 60'

For the duration of this spell the caster may make his voice appear to come from any location or source within the spell range.

Wall of Fire

Level: 4
 Duration: See below
 Range: 60'

An immobile, opaque, blazing curtain of shimmering violet fire springs into existence and persists so long as the caster takes no other action and focuses concentration on the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of flames is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures that use cold or are accustomed to cold. The wall may not be evoked so that it appears where objects are.

Wall of Force

Level: 5
 Duration: 1 turn, +1 round per level
 Range: 30'

A *wall of force* spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is

unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*. Breath weapons, spells, missile weapons, electrical attacks and thermal attacks cannot pass through the wall in either direction. The caster can form the wall into a sphere or hemisphere whose area is up to one 20' square per level.

Wall of Iron

Level: 5
 Duration: Permanent
 Range: 5' per level

With this spell the caster may cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane. If not supported, the wall has a 50% chance of falling in either direction, smashing any creatures under it. A *wall of iron* is 1/4" thick per caster level. Total area can be 15' per caster level, and the area can be doubled if the thickness is halved. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Wall of Ice

Level: 4
 Duration: 12 turns
 Range: 120'

An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Wall of Stone

Level: 5
 Duration: See below
 Range: 60'

The caster brings a stone wall into being that can be any form the caster desires, to a maximum of 1,000 cubic feet. This wall is permanent unless otherwise destroyed or a *dispel magic* spell is cast upon it. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Water Breathing

Level: 3
 Duration: 1 day
 Range: 30'

The caster or another creature can breathe water freely by means of this spell. The spell does not make creatures unable to breathe air, and creatures under the influence of the spell are not granted any additional proficiency at swimming.

Web

Level: 2
 Duration: 48 turns
 Range: 10'

Web creates a many-layered mass of strong, sticky strands. Creatures caught within a *web* become entangled among the gluey fibers. Entangled creatures can't move, but can break loose depending on their strength. Any being with strength in a human range can break free of the webs in 2d4 turns. Creatures of higher strength or magically augmented strength above 18 can break free in 4 rounds. The strands of a *web* spell are flammable. All creatures within flaming webs take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the webs.

Wish

Level: 9

Duration: See below

Range: Unlimited

Wish is the mightiest spell that can be cast. By simply speaking aloud, the caster can alter reality. This spell can accomplish any effects described for limited wish, and may mimic other 9th level spells or create comparable effects. Ultimately, the GM will have to decide the limits of a wish spell. Events can be reversed; the dead can be brought back to life or an entire army might be healed of damage. An entire group could be teleported to any location with no chance of error. Powers or ability bonuses may be wished for at the GM's discretion, and these might be permanent or temporary. Wishes will be fulfilled according to the letter of the request, and the GM can exercise some regulation of wishes based on this strict enforcement. Although another character may be wished dead, such an act disrupts balance and the GM should think of a method to fulfill the wish but in a way that the character wished dead is unaffected. For instance, if a character is wished dead, the caster may be transported through time to a point where the victim has already died of natural causes, or the caster might be sent to an alternate dimension where the victim has died.

Spell Lists by Class and Level

Cleric Spell List

LEVEL 1

1. Command
2. Create Water (reversible)
3. Cure Light Wounds
4. Detect Evil
5. Detect Magic
6. Light
7. Protection from Evil
8. Purify Food and Drink
9. Remove Fear
10. Resist Cold
11. Sanctuary

LEVEL 2

1. Augury
2. Bless
3. Delay Poison
4. Find Traps
5. Know Alignment
6. Hold Person
7. Holy Chant
8. Resist Fire
9. Reveal Charm
10. Silence 15' Radius
11. Snake Charm
12. Speak with Animal
13. Spiritual Weapon

LEVEL 3

1. Animal Growth
2. Animate Dead
3. Continual Light
4. Cure Blindness
5. Cure Disease
6. Dispel Magic
7. Feign Death
8. Glyph of Warding
9. Locate Object
10. Prayer
11. Remove Curse (reversible)
12. Speak with Dead
13. Striking

LEVEL 4

1. Create Food and Water
2. Cure Serious Wounds
3. Detect Lie
4. Divination
5. Exorcise

6. Lower Water
7. Neutralize Poison
8. Protection from Evil 10' Radius
9. Speak with Plants
10. Sticks to Snakes
11. Tongues

LEVEL 5

1. Atonement
2. Commune
3. Cure Critical Wounds
4. Dispel Evil
5. Flame Strike
6. Insect Plague
7. Quest
8. Plane Shift
9. Raise Dead
10. True Seeing

LEVEL 6

1. Animate Objects
2. Blade barrier
3. Conjure Animals
4. Find the Path
5. Heal
6. Part Water
7. Speak with Creatures
8. Stone Tell
9. Summon Aerial Servant
10. Word of Recall

LEVEL 7

1. Astral Projection
2. Control Weather
3. Earthquake
4. Gate
5. Holy Word
6. Regenerate
7. Restoration
8. Resurrection
9. Symbol
10. Wind Walk

Druid Spell List

LEVEL 1

1. Animal Companion
2. Detect Magic
3. Detect Snares and Pits
4. Divine Weather
5. Entangle
6. Faerie Fire
7. Invisibility, Animal
8. Locate Creature
9. Pass without Trace
10. Purify Water
11. Shillelagh
12. Speak with Animals

LEVEL 2

1. Barkskin
2. Charm Person or Mammal
3. Create Water
4. Cure Light Wounds
5. Feign Death
6. Find Plant
7. Fire Trap
8. Heat Metal
9. Obscuring Mist
10. Produce Flame
11. Stumble
12. Warp Wood

LEVEL 3

1. Call Lightning
2. Cure Disease
3. Hold Animal
4. Insect Swarm
5. Neutralize Poison

6. Plant Growth
7. Protection from Fire
8. Pyrotechnics
9. Snare
10. Stone Shape
11. Tree Shape
12. Water Breathing

LEVEL 4

1. Cure Serious Wounds
2. Dispel Magic
3. Flash Fire
4. Hallucinatory Terrain
5. Hold Vegetation and Fungus
6. Passplant
7. Protection from Electricity
8. Repel Vermin
9. Speak with Plants
10. Summon Animal I
11. Summon Sylvan Beings
12. Temperature Control

LEVEL 5

1. Animal Growth
2. Anti-Plant Shell
3. Commune with Nature
4. Control Winds
5. Insect Plague
6. Sticks to Snakes
7. Summon Animal II
8. Transmute Rock to Mud (reversible)
9. Tree Stride
10. Wall of Fire

LEVEL 6

1. Anti-Animal Shell
2. Conjure Fire Elemental
3. Control Weather
4. Cure Critical Wounds
5. Feeblemind
6. Fire Seeds
7. Repel Wood
8. Summon Animal III
9. Transport via Plants
10. Wall of Thorns

LEVEL 7

1. Animate Mineral
2. Conjure Earth Elemental
3. Control Weather (Greater)
4. Confusion
5. Creeping Doom
6. Finger of Death
7. Fire Chariot
8. Fire Storm
9. Reincarnate
10. Transmute Metal to Wood

Illusionist Spell List**LEVEL 1**

1. Auditory Illusion
2. Color Spray
3. Dancing Lights
4. Darkness Globe
5. Detect Illusion
6. Detect Invisibility
7. Doppelganger
8. Hypnotism
9. Light
10. Phantasmal Force
11. Refraction
12. Wall of Vapor

LEVEL 2

1. Blindness
2. Blur
3. Deafness
4. Detect Magic

5. Fog Cloud
6. Hypnotic Pattern
7. Invisibility
8. Magic Mouth
9. Mirror Image
10. Misdirection
11. Phantasmal Force, Greater
12. Ventriloquism

LEVEL 3

1. Continual Light (reversible)
2. Dispel Phantasm
3. Fear
4. Hallucinatory Terrain
5. Illusionary Script
6. Invisibility 10' Radius
7. Nondetection
8. Paralyze
9. Rope Trick
10. Spectral Force
11. Suggestion

LEVEL 4

1. Confusion
2. Illusory Stamina
3. Implant Emotion
4. Invisibility, Greater
5. Massmorph
6. Minor Creation
7. Phantasmal Killer
8. Phantasmal Monsters

LEVEL 5

1. Confusion, Greater
2. Major Creation
3. Maze
4. Phantasmal Door
5. Phantasmal Monsters, Greater
6. Project Image
7. Shadow Evocation
8. Summon Shadow

LEVEL 6

1. Conjure Animals
2. Phantasmal Monsters, Advanced
3. Shadow Evocation, Greater
4. Spectral Force, Permanent
5. Spectral Force, Programmed
6. Suggestion, Mass
7. True Seeing
8. Veil

LEVEL 7

1. Astral Spell
2. Limited Wish
3. Prismatic Spray
4. Prismatic Wall
5. Vision

Magic-User Spell List**LEVEL 1**

1. Allure
2. Burning Hands
3. Charm Person
4. Comprehend Languages
5. Dancing Lights
6. Detect Magic
7. Enlarge
8. Erase
9. Feather Fall
10. Floating Disc
11. Hold Portal
12. Identify
13. Jarring Hand
14. Jump
15. Light
16. Magic Aura
17. Magic Missile

18. Manipulate Fire
19. Mending
20. Message
21. Protection from Evil
22. Read Languages
23. Read Magic
24. Scribe
25. Shield
26. Shocking Grasp
27. Sleep
28. Spider Climb
29. Summon Familiar
30. Unseen Servant
31. Ventriloquism

LEVEL 2

1. Amnesia
2. Arcane Lock
3. Auditory Illusion
4. Continual Light
5. Darkness Globe
6. Detect Evil
7. Detect Invisible
8. ESP
9. False Gold
10. False Trap
11. Invisibility
12. Knock
13. Levitate
14. Locate Object
15. Magic Mouth
16. Mirror Image
17. Phantasmal Force
18. Pyrotechnics
19. Ray of Enfeeblement
20. Rope Trick
21. Scare
22. Shatter
23. Stinking Cloud
24. Strength
25. Web

LEVEL 3

1. Blink
2. Clairaudience
3. Clairvoyance
4. Dispel Magic
5. Explosive Runes
6. Feign Death
7. Fire Ball
8. Flame Arrow
9. Fly
10. Gust of Wind
11. Haste (reversible)
12. Hold Person
13. Infravision
14. Invisibility 10' radius
15. Lightning Bolt
16. Protection from Evil 10' radius
17. Protection from Normal Missiles
18. Tiny Hut
19. Tongues
20. Suggestion
21. Summon Monster I
22. Water Breathing

LEVEL 4

1. Arcane Eye
2. Charm Monster
3. Confusion
4. Dimension Door
5. Enchant Arms
6. Extend Duration I
7. Fear
8. Fire Shield
9. Fire Trap
10. Flame Charm
11. Fumble

12. Globe of Invulnerability, Lesser
13. Hallucinatory Terrain
14. Ice Storm
15. Massmorph
16. Mnemonic Enhancer
17. Move Earth, lesser
18. Plant Growth
19. Polymorph Others
20. Polymorph Self
21. Remove Curse (reversible)
22. Summon Monster II
23. Wall of Fire
24. Wall of Ice

LEVEL 5

1. Animate Dead
2. Atmosphere Bubble
3. Cloudkill
4. Cone of Cold
5. Conjure Elemental
6. Contact Other Plane
7. Distort Distance
8. Extend Duration II
9. Faithful Hound
10. Feeblemind
11. Hold Monster
12. Interposing Hand
13. Magic Jar
14. Passwall
15. Secret Chest
16. Stone Shape
17. Telekinesis
18. Teleport
19. Transmute Rock to Mud
20. True Seeing
21. Wall of Force
22. Wall of Iron
23. Wall of Stone

LEVEL 6

1. Anti-Magic Shell
2. Arcane Window
3. Control Weather
4. Death Spell
5. Disintegrate
6. Dweomer of Rage
7. Extend Duration III
8. Forceful Hand
9. Freezing Sphere
10. Geas
11. Globe of Invulnerability
12. Guards and Wards
13. Invisible Stalker
14. Legend Lore
15. Lower Water
16. Monster Summoning IV
17. Move Earth
18. Part Water
19. Project Image
20. Reincarnate
21. Repulsion
22. Spiritwrath
23. Stone to Flesh

LEVEL 7

1. Charm Plants
2. Delayed Blast Fireball
3. Duo-Dimension
4. Grasping Hand
5. Instant Summons
6. Limited Wish
7. Mass Invisibility
8. Magic Sword
9. Phase Door
10. Power Word Stun
11. Reverse Gravity
12. Simulacrum
13. Statue

14. Summon Demon
15. Summon Monster V
16. Vanish

LEVEL 8

1. Antipathy/Sympathy
2. Clenched Fist
3. Clone
4. Glass Like Steel
5. Incendiary Cloud
6. Irresistible Dance
7. Mass Charm
8. Maze
9. Mind Blank
10. Permanency
11. Polymorph Any Object
12. Power Word Blind
13. Spell Resistance
14. Summon Monster VI
15. Symbol
16. Trap the Soul

LEVEL 9

1. Astral Projection
2. Crushing Hand
3. Gate
4. Imprisonment
5. Meteor Swarm
6. Power Word Kill
7. Prismatic Sphere
8. Shape Change
9. Summon Monster VII
10. Temporal Stasis
11. Time Stop
12. Wish

**Monsters: Introduction**

In *Microlite78*, the term "monster" can generally refer to any being other than the player characters. Monsters are listed in this section in an encyclopedic format. Each monster has certain characteristics, which are defined below. Though each monster listing can be considered to represent the "average" specimen of a particular creature, the GM can alter the abilities and power level of any creature to fit the situation. It is assumed that all monsters, except NPC humans, have infravision of 60'. The following terms are used to define the characteristics of monsters.

Number Encountered: This variable number represents the typical number of this type of monster that will appear together at one time if encountered on a dungeon level equal to the hit dice of the monster. For example, if a 4 HD creature has a Number Encountered listing of 1d8, then when this creature is encountered on the 4th level of a dungeon, 1d8 of the creatures will be encountered. The GM should alter the Number Encountered if the monster is encountered on a different labyrinth level. In general, the number should be reduced if the creature is encountered on a higher level, and increased if encountered on a lower level. These adjustments account for characters of higher level exploring deeper labyrinth levels, and lower level characters exploring higher (less depth) labyrinth levels.

A number range in parenthesis represents the number of monsters of a type that typically inhabits their "nest" or lair, or the number that will be encountered in a wilderness setting.

Alignment: All monsters will be lawful, neutral, or chaotic. Many monsters are either unintelligent or are simply unconcerned about law and chaos, and are considered neutral. Note that a monster must be intelligent to speak or understand its alignment language.

Movement: There are two listings under this category. The first represents a number in feet per turn that a creature may move. The second value provided in parentheses represents the monster's encounter movement, which are in feet per round. If two different rates are given, the additional movement will relate to movement of a different kind, which will be appropriate to the creature. A couple of possibilities include flying or swimming.

Armor Class: In game terms, the AC of a monster means the same thing as a character's AC. For monsters, this value reflects not only the creature's general agility but also its natural armor, from tough hide or a magical adjustment.

Hit Dice: This value is roughly equivalent to character level, but for monsters it always represents a number of hit points determined by this number of d8s. For example, a 2 HD monster will have 2d8 hit points. Sometimes a value is given as a "+" or "-", in which case this number is added or subtracted from the hit points rolled. A monster will have a minimum of 1 hp. Hit dice further reflect the attack ability of monsters. The hit dice number will be located on the Monster Attack table, and the number needed to hit different armor classes will be used for an encounter. Further, the number of hit dice a monster has is related to how many experience points the characters receive when the monster is killed. Refer to the Monster Experience Points table in Section 4.

Hit dice also are used to determine which labyrinth level the monster will be found on. A 2 HD monster will most typically be found on the second labyrinth level. As noted above, when monsters are found on a different labyrinth level their Number Encountered should be adjusted accordingly.

Attacks: This listing describes how many attacks are available to a monster, per round, and the nature of the attacks. These will be listed in the same order as the appropriate damage in the damage listing.

Damage: Damage is listed in the same order as attacks, and is represented by a number and kind of die that should be rolled,

just like weapon damage is rolled. Some monsters may in fact employ weapons. There are a number of special or unusual attacks that monsters can employ, and the effects of these are explained in greater detail below.

Acid: Some monsters employ acid. When acid successfully hits, it does damage because it has made contact with flesh. Once contact is made, acid does not need to make a new successful roll to hit in another round (unless otherwise noted). Most acid can be removed by rinsing it off with water or other non-flammable liquids (beer, wine). The acid breath attack employed by black dragons performs differently in that the acid does not remain active round to round, and damage is only suffered per attack. If armor is destroyed by acid, the character's AC should be adjusted to reflect having no armor.

Charge: In order to make a charge, a monster must have clear terrain and be able to run toward an opponent for 20 yards. The extra momentum of such an attack inflicts double the normal damage. Likewise, if a braced attack is prepared against a charging monster, such as a spear braced in the ground, a successful hit will deal double damage to a charging monster.

Charm: Some monsters are able to charm characters in a similar way as the spell *charm person*. The character receives a saving throw versus spells. However, when a monster charms a character, he is also confused and unable to use spells or magic items that require either commands or concentration. Like the effects of the spell, characters charmed by monsters will obey instructions so long as they are not directly harmful to the character. If the monster and charmed character cannot communicate due to a language barrier or some other situation, the charmed character will act in the interest of the monster, to protect it. Some charm effects have a duration, but if the monster is killed the effects will disappear.

Continuing Damage: Some monsters have attacks that, once successful, continue to deal damage on subsequent rounds without requiring further rolls to hit. Examples include the constrictive attack of a giant snake, or if a character is swallowed by a giant monster.

Dive: Some monsters capable of flight can attack by swooping in to do a dive attack. Opponents must be in open terrain for this attack to be effective. Like a charge, this attack deals double damage. If the roll to hit is 18 or greater and the flying monster is of sufficient size, it grasps on to the opponent and attempts to carry him away.

Energy Drain: Some monsters, especially undead, have an energy drain attack. No saving throw is permitted. This attack leaches experience levels from characters (or hit dice if used against other monsters). This effect can be reversed by the 7th level cleric spell *restoration*. Note that if a character is drained of a level, all abilities, including hit points, saving throws, etc., are affected as appropriate for the character of the new class level.

Paralysis: The paralysis attack of most monsters lasts 2d4 turns, and a saving throw versus paralysis is allowed. When a character is paralyzed, he collapses and is incapable of any movement whatsoever, including speaking or casting spells. Characters remain conscious and aware of their surroundings. The cleric spell *cure light wounds* can negate the paralysis, but no hit points are healed when the spell is used in this way. Paralyzed characters are very vulnerable to attack, and no roll to hit them is required.

Poison: One of the most dreaded attacks of some monsters is poison. A character exposed to the poison of a monster, unless otherwise noted, must succeed in a saving throw versus poison or be instantly killed. The 4th level cleric spell *neutralize poison* can be used to counter this effect.

Swallow Attack: Some monsters are capable of swallowing a character whole, and will ordinarily do so in an attack if a "20" is rolled to hit. Characters who are swallowed will suffer damage every round until they die, or until the monster is killed. If a character who has been swallowed has a sharp weapon, he may

attack the monster from inside its belly with a to hit penalty of -4. Should a swallowed character die and remain in a monster's belly for 6 turns, he has been irrecoverably digested.

Trample: When a monster tramples, it stomps or throws its weight against an opponent to deal damage due to its immense bulk. This attack adds +4 to hit if the opponent is human-sized or smaller. Any monster capable of this attack will do so 3/4 of the time (1-3 on a d4), and the remaining times will employ any other forms of attack available to it. Large numbers (20 or greater) of normal sized animals may also attempt a trample attack, such as a herd of cattle. These kinds of trample attacks deal 1d20 hit points of damage.

Save: Like characters, monsters have saving throws. Monsters have saving throws that are the equivalent of a particular class and class level. Usually, this is the Fighter class, but it can be any class. Monsters that are unintelligent often save as a Fighter of a level equal to one-half of the monster's hit dice number, rounded up. The following abbreviations are used in the monster listings, and are followed by a number indicating which level of the class a monster saves as: Cleric, C; Fighter, F; Magic-User, MU; Thief, T; Dwarf, D; Elf, E; Halfling, H.

Morale: This is the number that the GM refers to when testing for morale. The GM will roll 2d6 according to the Morale Check optional rule in Section 5. Any monster that fails this check will attempt to flee or surrender.

Hoard Type: This listing refers to the Treasure Hoard Type of the monster, and will consist of a roman numeral. This roman numeral is cross-referenced on the Treasure Hoard Type table to determine the treasure that is found in the lair of a monster. If the treasure quantity is fairly small, a monster may have this on its person, but usually treasure is kept in a secure location.

XP: This abbreviation stands for experience points. It is the precalculated total for the monster, taking into account its HD and any special abilities. Note that if a monster has variable HD, this total reflects a monster with the lowest HD possible, and XP will need to be recalculated for more powerful monsters.

Abbreviations

In written adventures, when monsters are indicated, their characteristics are typically abbreviated in the following order and format: AL, alignment; MV, Movement; AC, armor class; HD; hit dice; #AT, number of attacks; DG, damage; SV, save; MR, morale.

For example:

AL N, MV 90', AC 6, HD 1, #AT 1, DG 1d4, SV F1, MR 7
Alignment is abbreviated as follows: L, light; N, neutral; D, dark.

Habitat Density (Optional)

In any habitat appropriate to a creature, a **habitat density** rank can be used to give an indication of the relative commonality of that creature, in the context of all available creatures that might be encountered. This value is most relevant when designing random encounter tables, as the probability corresponding to the ranks is considered when designing which proportion of encounters will result in any given specific creature encounter. Habitat density rank is idiosyncratic to the campaign world and specific region; therefore, no standard habitat density ranks are assigned to monsters. This should be done by the referee.

Habitat Density Ranks		
Rank	Probability	d00
Profuse	65%	01-65
Common	20%	66-85
Sparse	10%	86-95
Rare	5%	96-00

The referee creates a list of creatures that can be encountered in an environment. He then assigns each creature a habitat density rank appropriate for the game world, campaign, and specific area. A habitat might be as broad as "forest" or as

specific as “forest within 5 miles of the castle,” depending on the scope and needs of the referee. The environment could be an entire dungeon level, or a portion of a dungeon level or sublevel. Refer to the *Microlite78 Plus* rules for examples of habitats and how to determine which HD of creatures are appropriate for a labyrinth level. On any given encounter table there will be a 65% chance of encountering *profuse* creatures. The chance of encountering any specific *profuse* creature is relative to how many *profuse* creatures are in that environment, and odds are divided evenly between them within that 65%.

There are various ways these encounter tables might be constructed. A more complicated method is to assign percentile points to each creature, accounting for the likelihood of encountering each creature within a habitat rank. For example, if there are 5 common creatures on a table, and since there is a 20% chance of encountering common creatures, each common creature would be assigned 4%. If there were 10 common creatures, they would each be assigned 2%.

Another method is to simply have a list of creatures for each environment divided into sections by density rank. Roll percentile dice on the habitat density ranks table when an encounter occurs. Then roll for a creature from your list, with an equal chance per creature.

Lair Encounter (Optional)

Since treasure hoards (except personal treasure Hoard Types I-IV) will only be present in a creature's lair, and since the number of creatures encountered sometimes varies depending on whether they are found in their lair, guidelines can be helpful for determining whether a creature in a random encounter is in its lair. The guidelines presented here are broad and meant to be used as an easy way of determining lair encounters. This system could be made more complicated, with additional factors, and this is left to the preference of the Labyrinth Lord. Note that in the monster listings the number provided for *No. Enc.* is the number found in a labyrinth. The number in parentheses is the number of creatures encountered when in the wilderness *or* in a lair. It is important to note that not all creatures actually have lairs. Some always wander. If a creature has 0 (2d4) listed under number encountered, for example, the creature is never found in a labyrinth and when encountered in the wilderness it may or may not lair.

It is important for the referee to distinguish between creatures that do and do not have lairs. This is determined solely by the judgment of the referee. If a creature has a Hoard Type, then unless there are special circumstances it almost certainly has a lair somewhere to store that treasure. Of course, if a creature has no treasure and the number encountered is the same whether found in a labyrinth or wilderness/lair, then whether they have a lair might be irrelevant.

As a general rule, creatures encountered in the wilderness will be found in their lair a base 50% of the time. Creatures encountered in a labyrinth that lair there will be encountered in their lair a base 30% of the time. Modifiers can be applied to this base depending on the nature of the creature, at the discretion of the referee. Modifiers need not always be applied. See the following table for suggested modifiers based on characteristics of the monsters. These modifiers should generally *not* be cumulative; the larger modifier should be used.

Monster Traits	Modifier
Solitary	+10 to 30%
Extraplanar	+20 to 40%
Winged, avian	-20%
Pack animal	-25%
War-like, humanoid bands	-25%
Secretive, hides lair	-30%

Monster Listings

A

Aerial Servant

No. Enc.: 1 (1)
 Alignment: Neutral
 Movement: 240' (80')
 Armor Class: 16
 Hit Dice: 16
 Attacks: 1
 Damage: 8d4
 Save: 8
 Morale: 10
 Hoard Type: None
 XP: 3,300

Aerial servants are semi-intelligent creatures from the elemental plane of air that often roam the astral and ethereal planes. On those planes they have a vaguely visible form, but when on the material plane they are invisible. They normally are only found on the material plane as a result of being summoned by a cleric and commanded to perform some task, often being required to use their immense strength to carry objects or aid the summoner. They may carry 1,000+ pounds, and have an immense strength which they can use to hold a human-sized or smaller target immobile. To break free, the victim must have a STR of 18, and even then there is only a 50% chance to break away. Victims with STR of 19 or higher may escape with no roll. Aerial servants have keen senses, and are only surprised on 1-4 on a d6. An aerial servant that fails or is thwarted in its mission becomes insane and immediately returns to the caster who summoned it and tries to kill him.

Ankheg

No. Enc.: 1d6 (1d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 16
 Hit Dice: 1d6+2
 Attacks: 1
 Damage: 3d6, +1d4
 Save: 14
 Morale: 9
 Hoard Type: XIX
 XP: 80-2,800

The ankheg is a burrowing monster with a taste for fresh meat. It has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds, and has an insect-like exoskeleton. An ankheg burrows with legs and mandibles, and moves at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long. An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. In addition to bite damage, the ankheg has acidic, digestive saliva that inflicts an additional 1-4 hp damage each round. If desperate, the creature can produce an acid spray once per day that inflicts 8d4 hp damage, but this uses up the acidic saliva for a 24 hour period.

Ant, Giant

No. Enc.: 2d4 (4d6)
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 16
 Hit Dice: 4
 Attacks: 1
 Damage: 2d6
 Save: 16
 Morale: 7
 Hoard Type: VI
 XP: 80

Giant ants are hardy and adaptable. Workers are about 6' long, but the queen may be immense. Giant ants eat almost anything, since they are omnivores, and will never retreat if defending the nest. They will tend to only have a small amount of treasure around, from past opponents, but in some rare instances giant ants will inexplicably mine precious metals. This occurs in about 30% of nests, and there will be as much as 1d10x1000 gold pieces worth of raw gold nuggets.

Ape

	<i>Chimpanzee</i>	<i>Gorilla</i>
No. Enc.:	1-4 (3d4)	1-4 (3d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	13	13
Hit Dice:	3	4+1
Attacks:	3	3
(2 claws, 1 bite)	(2 claws, 1 bite)	
Damage:	1d3/1d3/1d6	1d3/1d3/1d6
Save:	16	15
Morale:	9	8
Hoard Type:	None	None
XP:	50	80

	<i>Albino</i>	<i>Man-Eating</i>
No. Enc.:	1d6 (2d4)	2d4 (3d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	13	13
Hit Dice:	4	5
Attacks:	2 (2 claws)	3
(2 claws, 1 bite)		
Damage:	1d4/1d4	1d4/1d4/1d8
Save:	16	13
Morale:	7	10
Hoard Type:	None	XIX
XP:	80	350

Apes are distantly related to humans, and usually live in tropical wooded environments. They have different behaviors depending on the species, but deal powerful claw and bite attacks when threatened.

Chimpanzee: These apes are most closely related to humans, and are much more aggressive than gorillas. They may attack with very little provocation, and have a taste for meat.

Gorilla: Gorillas are larger than chimpanzees but less aggressive. They often fight only when threatened or to defend their territory. They are exclusively vegetarian.

Albino: Albino apes are adapted to living in a subterranean environment, only venturing to the surface to forage for food at night. As such, they have lost all pigment. Albino apes will vocalize and act aggressive if other creatures come near their lair, and may attack. In addition to two claw attacks, albino apes can throw rocks for 1d6 hit points of damage per round. Albino apes may occasionally be found as pets to Neanderthals or Morlocks.

Man-Eating: Man-eating apes are related to chimpanzees, but are much fiercer, larger than gorillas, and have an insatiable desire to consume humanoid flesh. They attack with powerful claws and a bite, and if both claws hit the same target in the same round, the victim suffers an extra 1d8 hp damage. Man-eating apes are more intelligent than other apes (average INT 8), and have sharp senses that allow them to be surprised only on 1 in 1d6.

Astral Raiders

No. Enc.:	1-8 (3d12 in Astral lair)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	16
Hit Dice:	4
Attacks:	1
Damage:	1d6 or by weapon

Save:	14
Morale:	8
Hoard Type:	VII

From the depths of the Astral plane come the dreaded Astral Raiders, thin, emaciated beings that wield strange swords and even stranger powers. These sinister humanoids wear ornate and efficient armor and most will carry Crystal Swords (q.v.) with them. What they do on this plane is largely unknown and these creatures keep to themselves, although the Astral Raiders sometimes appear to be stranded or lost and will, at these times of apparent duress, work with wizards or others that might be able to get them back to the Astral Plane.

Astral Raiders have powers that can be considered spell-like abilities, although these powers seem to come from the mind alone. These powers are:

Astral Bolt: Twice per day an Astral Raider can project a mental blast at a target, if the victim of this power fails a save versus spells and spell like devices they suffer 1-6 hit points of damage. This power can be adjusted to 1d6 per level of the creature, assume a typically encountered Astral Raider is around the 4th level of experience.

Despair: Once per day an Astral Raider may attack by attempting to cause a sense of malaise or despair in any foe within 100 feet. Those who fail a save versus magic and magical devices are -1 to strike an Astral Raider.

Planar Travel: Two or more Astral Raiders can travel to another plane with concentration, yet four or more can do so with more precision. If a band of Astral Raiders is whittled down to a solitary creature, then the remaining individual is considered planebound and may not leave without the assistance of someone or something that can return him or her to the Astral plane.

Sustenance: If an Astral Raider concentrates for thirty minutes undisturbed he or she may somehow be able to function normally without food or drink for 1d6 days. This ability may only be used twice within a 30 day period of time.

Magic-User Astral Raiders are also sometimes encountered on the Prime Material plane and these are usually 4th-8th level in experience, with appropriate spells. The typical Astral Raiders will usually be the more martial type as described above.

Bands of Astral Raiders who routinely visit the Prime Material plane may have made pacts with different types of monsters (dragons, manticores, trolls, etc) and will often return to the lairs of these creatures as soon as they arrive for protection and information gathering purposes.

Axe Beak

No. Enc.:	1d6 (2d4)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	13
Hit Dice:	3
Attacks:	3 (2 claws, 1 bite)
Damage:	1d3/1d3/2d4
Save:	15
Morale:	8
Hoard Type:	None
XP:	50

The axe beak is a prehistoric flightless, carnivorous bird that resembles a 7' tall ostrich. It is an aggressive hunter and has a strong, thick neck and a sharp beak.

B

Baboon

	<i>Normal</i>	<i>Higher</i>
No. Enc.:	2d4 (1d4x10)	2d6 (5d6)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	12	13
Hit Dice:	1+1	2
Attacks:	1 (bite)	2 (bite, club)
Damage:	1d4	1d3/1d6
Save:	18	16
Morale:	7	8
Hoard Type:	None	VI
XP:	15	20

Baboons are powerful and aggressive primates adapted to life on the ground. They prefer open spaces but climb trees to find safe places to rest overnight. A typical baboon is the size of a big dog. Males can be 2 to 4 feet long and weigh as much as 90 pounds. When encountered as a large group, there will be 2d4 males that have +1 to damage. In these large groups, 50% of their total number are young that do not engage in combat.

Higher Baboon: Higher baboons are larger, more intelligent omnivores that have a higher tendency to hunt for meat. They bite, but also may use sticks as clubs. The higher baboon lives in packs like its smaller, less intelligent cousin, and are led by the biggest, strongest male. Higher baboons are aggressive, and are easily stimulated to fight.

Badger

	<i>Normal</i>	<i>Giant</i>
No. Enc.:	1d2 (1d4+1)	1d2 (1d4+1)
Alignment:	Neutral	Neutral
Movement:	60' (20')	60' (20')
Armor Class:	15	15
Hit Dice:	1+2	3
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d2/1d2/1d3	1d3/1d3/1d6
Save:	18	16
Morale:	8	8
Hoard Type:	None	None
XP:	15	50

The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. They move at half their normal movement when burrowing. An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds. Badgers attack with their sharp claws and teeth. If found in a group, it will consist of a mated pair and offspring.

Giant Badger: Giant badgers have the same habits as their smaller cousins, but are double their size.

Basilisk

No. Enc.:	1d6 (1d6)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	15
Hit Dice:	6 + 1
Attacks:	2 (bite, gaze)
Damage:	1d10/petrify
Save:	13
Morale:	9
Hoard Type:	XVII
XP:	570

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 10 feet long. Basilisks often live in dense woods or labyrinths. Any victim that either gazes directly at the basilisk or touches the

basilisk is required to make a saving throw versus petrify or he turns to stone. The only way a character may avoid meeting the basilisk's gaze when in combat is to look away or view the creature through a mirror. Looking away reduces attack rolls by -4, and attacking while viewing through a mirror has a penalty of -1. A basilisk is not immune to its own gaze, and if it sees itself in a mirror (roll 35% or less on d00) it must succeed in a saving throw versus petrify or it turns itself to stone.

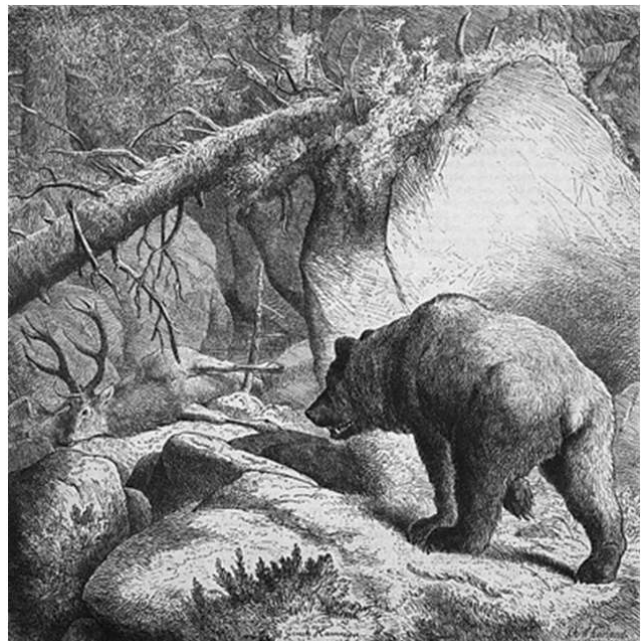
Bat

	<i>Normal</i>	<i>Giant</i>
No. Enc.:	1d00 (1d00)	1d10 (1d10)
Alignment:	Neutral	Neutral
Movement:	9' (3')	30' (10')
Fly:	120' (40')	180' (60')
Armor Class:	13	13
Hit Dice:	1 hp	2
Attacks:	confuse	1 (bite)
Damage:	None	1d4
Save:	18	15
Morale:	6	8
Hoard Type:	None	None
XP:	6	20

Bats live in sheltered caverns or abandoned buildings, and are nocturnal mammals with leathery wings. Their nocturnal lifestyle has made typical eyesight useless to them, but they are able to navigate with a refined use of sound, or echo location. For this reason, no spells or other influence that would normally blind an opponent will affect bats, but the spell silence 15' radius negates their ability to echolocate.

Bats, Normal: These bats are small and do not attack for significant damage. However, when in a group of 10 or more they are able to confuse by swarming around an opponent. When confused by a swarm of bats, an opponent makes all rolls to hit and all saving throws with a penalty of -2. No spell casting is possible. Normal bats are not particularly prone to fight, and as such they are susceptible to a morale check once each round. This does not apply to bats that are under another's control.

Bats, Giant: These bats are larger than normal bats and are fierce carnivores. About 95% of giant bats are of this normal variety, but the remaining portion are also vampiric and have a paralyzing bite that will cause paralysis if a saving throw versus paralyze is not rolled successfully. This paralysis lasts for 1d10 rounds. Unless otherwise distracted, a giant vampiric bat will feed on a paralyzed victim, dealing 1d4 hit points of damage per round. If the opponent is killed by this attack, he must succeed in a saving throw versus spells or he will rise again as a vampire one day after his death.



Bear

	Black	Grizzly
No. Enc.:	1d4 (1d4)	1 (1d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	13	13
Hit Dice:	4	5
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d3/1d3/1d6	1d3/1d3/1d6
Save:	16	16
Morale:	7	8
Hoard Type:	VI	VI
XP:	80	200

	Polar	Cave
No. Enc.:	1 (1d2)	1d2 (1d2)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	13	14
Hit Dice:	6	7
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d3/1d3/1d6	1d3/1d3/1d6
Save:	15	14
Morale:	8	9
Hoard Type:	VI	VII
XP:	320	440

Bears can live in many different climates, and are dangerous predators. They attack with both claws and a bite, and if both claws successfully strike in one round, the bear also squeezes the character in a powerful hug that does an additional 2d8 hit points of damage. All bears are omnivorous, but some kinds of bears prefer flesh more than other kinds.

Black Bear: A black bear averages 6' tall, has black fur, and eats a variety of fruits and other foliage more frequently than meat. Though they will give their lives in defense of their cubs, black bears do not usually engage in combat unless they are forced to.

Cave Bear: These immense prehistoric bears are 15' tall and are vicious hunters. They live in caves and caverns, and particularly savor humanoid flesh. They are able to follow wounded creatures by the smell of their blood.

Grizzly Bear: A grizzly bear may have red or brown fur, and in older individuals it may be silver-tipped. These large bears average 9' tall, and are more aggressive and interested in meat than black bears.

Polar Bear: These bears live in very cold climates, usually by the sea. They average about 11' tall and almost exclusively eat meat. They are adept at swimming and moving on ice and snow.

Bee, Giant Killer

No. Enc.:	1d6 (5d6)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	12
Hit Dice:	1d4 hit points
Attacks:	1 (sting)
Damage:	1d3, see below
Save:	19
Morale:	9
Hoard Type:	None
XP:	7

Although many times larger, growing to a length of about 1', giant killer bees behave generally the same as their smaller aggressive cousins. Generally, the giant killer bees will attack any creature they encounter, especially if it is near their hive, which is an underground labyrinth of tunnels. They attack with a poisonous sting that requires a successful saving throw versus poison. Failure indicates death. A stinger always breaks off inside the victim, and if the victim survives the poison he suffers an additional 1 hp of damage per round until the stinger is removed. A bee that successfully strikes dies the following round

from the trauma of losing its stinger. A character must spend 1 round to remove a stinger. A queen is guarded by 10 giant killer bees. Some of this number (3 + 1d6) will be larger than other giant killer bees, with 1 HD apiece. A queen is a much larger killer bee, with 2 HD. She may sting multiple times, because her stinger does not break off with a successful attack.

Beetle, Giant

	Fire	Spitting
No. Enc.:	1d8 (2d6)	1d8 (2d6)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	15	15
Hit Dice:	1 + 2	2
Attacks:	1 (bite)	1 (bite)
Damage:	2d4	1d6, see below
Save:	18	18
Morale:	7	8
Hoard Type:	None	None
XP:	15	38

	Carnivorous	Boring
No. Enc.:	1d6 (2d4)	3d6 (3d6)
Alignment:	Neutral	Neutral
Movement:	150' (50')	60' (20')
Armor Class:	16	16
Hit Dice:	3 + 1	5
Attacks:	1 (bite)	1 (bite)
Damage:	2d6	5d4
Save:	18	11
Morale:	9	7
Hoard Type:	VI	VIII
XP:	65	200

	Rhinoceros	Stag
No. Enc.:	1d6 (1d6)	2d6 (2d6)
Alignment:	Neutral	Neutral
Movement:	60' (20')	60' (20')
Armor Class:	17	16
Hit Dice:	12	7
Attacks:	2 (bite, horn)	3 (Bite, 2 horns)
Damage:	3d6/2d8	4d4/1d10/1d10
Save:	9	12
Morale:	8	8
Hoard Type:	IX	XXI
XP:	1,200	440

Fire Beetle: These subterranean, nocturnal beetles are about 2 ½' long. The fire beetle is so named for the light-producing organs it exhibits on its head and abdomen. They produce light within a 10' radius. Two of these organs are on the head, and one is on the abdomen. If removed from the corpse of the beetle they will continue to illuminate an area for 1d6 days.

Spitting Beetle: These 3' long beetles have immense horn-like jaws that inflict damage, in addition to a toxic spray that can squirt an opponent within 5' of the beetle. When the toxic fluid successfully strikes an opponent, it is extremely painful and causes chemical burns and blisters. This effect makes the opponent suffer a -2 penalty to hit rolls for 1 day, or until the spell cure light wounds is used. These beetles can be found above and below ground.

Carnivorous Beetle: These fierce carnivorous beetles have a carapace with markings resembling the hide of a tiger. Though they often hunt giant insects, they also attack and eat large mammals, including humanoids.

Boring Beetle: These 9' long beetles live beneath the earth, where they cultivate and harvest various molds and fungi on rotting wood or vegetable matter they hoard underground. They have social behavior not unlike ants, where each beetle seems to intuitively understand its job.

Rhinoceros Beetle: These 12' long beetles have a 6' long horn, which they use as an effective weapon. Rhinoceros beetles feed primarily on leaves, plants, fruits, and other vegetation, but are territorial and will attack creatures when threatened.

Stag Beetle: These creatures are serious pests that greedily devour cultivated crops. A single beetle can strip an entire farm in short order. An adult giant stag beetle is about 10' long, with 8' long horns.

Black Pudding

No. Enc.: 1 (0)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 13
 Hit Dice: 10
 Attacks: 1
 Damage: 3d8
 Save: 9
 Morale: 12
 Hoard Type: None
 XP: 3,100

This black gooeey mass slithers about in labyrinth corridors, eating anything in its path. It is typically 10' to 30' in diameter. It is capable of moving not just on the floor, but also on the wall and ceiling, and may compress itself through small fissures and under the cracks of doors. It digests through even metal and wood. A black pudding is only damaged by fire, but does take full damage from a flame tongue sword. If a black pudding is attacked with other weapons, it splits into more individuals of reduced mass. Every successful attack creates a smaller pudding that has 2 HD and deals 1d8 hit points of damage to opponents.

Blink Dog

No. Enc.: 1d6 (1d6)
 Alignment: Lawful
 Movement: 120' (40')
 Armor Class: 14
 Hit Dice: 4
 Attacks: 1 (bite)
 Damage: 1d6
 Save: 15
 Morale: 6
 Hoard Type: XX
 XP: 135

The blink dog is an intelligent canine that has a limited teleportation ability. Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information. Blink dogs hunt in packs, teleporting, or "blinking" out of one location and "blinking" in close to prey for their attack. They blink again immediately after their attack, and will appear 1d4x10 feet from the opponent. In this way, should a blink dog win initiative it will not be possible for an opponent to attack the blink dog with a hand weapon before it blinks away. Blink dogs never blink into the same space occupied by another object. When blink dogs flee, they simply blink away and fail to appear again.

Boar

	<i>Ordinary</i>	<i>Giant</i>
No. Enc.:	1d6 (1d6)	1d4 (1d4+1)
Alignment:	Neutral	Neutral
Movement:	150' (50')	120' (40')
Armor Class:	12	13
Hit Dice:	3	5
Attacks:	1 (tusk)	1 (tusk)
Damage:	2d4	3d4
Save:	16	13
Morale:	9	9
Hoard Type:	None	None
XP:	50	200

	<i>Warthog</i>	<i>Demon</i>
No. Enc.:	1d6 (1d6)	1d4 (1d4)
Alignment:	Neutral	Chaotic
Movement:	120' (40')	120' (40')
Boar:		180' (60')
Armor Class:	12	16 (10)
Hit Dice:	3+3	9

Attacks:	2	1 (gore or weapon)
Damage:	2d4/2d4	2d6, weapon
Save:	15	9
Morale:	9	10
Hoard Type:	None	XX
XP:	65	3,800

Ordinary: These cantankerous omnivores are generally encountered in wooded locations, but exist in many different geographic locations and climates. They do not generally initiate combat, but may do so to defend young, or if threatened.

Giant: These 30' long giant cousins to ordinary boars are much more aggressive. They attack with little to no provocation, and crave the meat of humanoids. They are sometimes found with demon boars. There are rumors of a shaggy giant boar that is native to cold climates.

Warthog: These territorial, tropical relatives of boars are just as vicious and attack with two tusks. Males and females fight as equals, and when more than two are found the remainder are 1 or 2 HD young that deal 1d3 or 1d4+1 damage, respectively.

Demon: The demon boar is a more powerful and much more malicious variation of the wereboar. The demon boar delights in the taste of human meat, and will take residence and hunt near areas occupied by humans. In human form they are fat and grotesque; while in boar form they are immense. Like other lycanthropes, they can pass on their form of lycanthropy (refer to the lycanthrope monster listing), and are only damaged by magical or silver weapons. Demon boars have the innate ability to charm person in a manner similar to the spell, 3 times per day. Victims are allowed a saving throw versus spells with a -2 penalty. Demon boars have a 75% probability of having 1d3 charmed human thralls, who are unable to cast spells or use spell-like devices, due to being under mental domination. Demon boars, though powerful, will usually attempt to catch opponents by surprise.

Brain Eater

No. Enc.: 1 (1d3)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 14
 Hit Dice: 9
 Attacks: 1
 Damage: mouth tentacles (special), or weapon, or Psi Blast (special)
 Save: 11
 Morale: 9
 Hoard Type: III, IV, IX, XXI

The brain eater is a sinister, much feared denizen of the underworld. Its head resembles an octopus, with a round mouth lined with four large suckered tentacles, and four small, slime dripping tentacles. Its body is humanoid, but it has four fingers on each hand, all of the same approximate size with no distinguishable thumb. The tips of its fingers have retractable, hollow claw-like talons. It wears clothing, but its visible hide reveals metallic green and copper colored, swirling patterned slimy skin.

The brain eater is very intelligent. It will often attack by stealth rather than full out assault. Brain eaters may attack with their mental mutations, or may engage in close combat. In close combat, a brain eater will attempt to grasp an opponent's head. Once grasped, the hollow claws will puncture the skull in 1d4 rounds and instantly suction the victim's brain into accessory stomachs within the brain eater's forearms. Each round the talons burrow, the victim suffers 1d6 damage. Once the slimy probes reach the brain, the victim is instantly killed. Brain eaters have psionic abilities, among them the feared Psi Blast which does 8d6 damage (also causes confusion for 1d4 rounds) to all targets within a 30 foot cone. Save for half damage and no confusion.

Brain eaters live deep in the depths of the earth, often occupying dangerous underground ruins or deep, expansive

caves. They will usually have 3d20 Neanderthal slaves, which they breed as slaves for excavating their dwellings and using for other unspeakable tastes.

It is rumored that brain eaters come from some other, distant world, which may not be impossible due to their ability to *plane shift*. Others have said that brain lashers have control of alien technologies, which they wield to further their goals of domination, power, and enslavement.

Brownie

No. Enc.: 4d4 (4d4)
 Alignment: Lawful
 Movement: 120' (40')
 Armor Class: 16
 Hit Dice: 1d4 hp
 Attacks: 1 (weapon)
 Damage: 1d3
 Save: 17
 Morale: 7
 Hoard Type: X, XI, XIII
 XP: 12

A brownie is a timid, quiet fey creature that prefers to live only among its own kind. Most brownies dwell in pastoral areas untouched by civilization, such as deep forests and wild lands far from other creatures. Brownies are rarely over 18 inches tall. Their hair is always some earth tone such as brown, gray, or tawny. Though timid, brownies are generally friendly and are handy at fixing objects, repairing or mending clothing, and other such tasks. They may decide to help (50%) Lawful characters if approached gently. Most brownies prefer green or otherwise brightly colored clothing. Brownies are magically inclined beings, and can cast the following spells one time per day: confusion, continual light, dancing lights, dimension door, mirror image, protection from evil, and ventriloquism. Brownies speak common, elven, pixie, halfling, and sprite. Brownies may be distant relatives of pixies and halflings, but this has never been proven.

Brownies as familiars: The magic-user is granted an effective DEX of 18. In addition, the magic-user receives +2 to all saving throws, and is never surprised.

Bugbear

No. Enc.: 2d4 (5d4)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 14
 Hit Dice: 3 + 1
 Attacks: 1 (weapon)
 Damage: 2d4 or weapon + 1
 Save: 16
 Morale: 9
 Hoard Type: XXI
 XP: 100

These large, hairy cousins of goblins are quite strong, and receive a +1 to damage when they employ weapons. Despite their bulk, they are deceptively stealthy, and will surprise opponents 50% of the time.

Bulette

No. Enc.: 1d2 (1d2)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 21 (13)
 Hit Dice: 9
 Attacks: 3 (2 claws, bite) or 4 (4 claws)
 Damage: 4d12/2d6/3d6 or 3d6/3d6/3d6/3d6
 Save: 12
 Morale: 9
 Hoard Type: None
 XP: 1,000

Also known as the landshark, the bulette is a terrifying predator that lives only to eat. It is a 10' tall and 12' long monstrosity. A bulette attacks anything it regards as edible, choosing the

easiest or closest prey first. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). When burrowing underground, a landshark can detect prey from vibrations and moves at 30' (10'). When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack with 2 claws and a bite. If particularly threatened, it can leap out of the earth and additionally attack with its hind limbs, for 3d6 hp damage each. In this manner they will attack with all four limbs at once. This creature has a vulnerable under side (AC 13) which is exposed if the bulette comes to the surface to attack with all limbs.

C

Camel

No. Enc.: 0 (2d4)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 12
 Hit Dice: 2
 Attacks: 2 (bite, hoof)
 Damage: 1/1d4
 Save: 18
 Morale: 7
 Hoard Type: None
 XP: 20

Camels are known for their ability to travel long distances without food or water, and they may travel for a period of 2 weeks without water if they are well hydrated to begin with. They are efficient at traveling in the desert, and will not suffer movement penalties in this terrain. Camels are temperamental, and are known to often kick or bite those who handle them. Camels can carry 300 lbs and move at their regular movement rate, and can carry up to 600 lbs. A mounted camel rider may not use a lance for a charge attack.

Carcass Scavenger

No. Enc.: 1d3 (1d3)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 12
 Hit Dice: 3 + 1
 Attacks: 8 (stingers)
 Damage: Paralysis
 Save: 16
 Morale: 9
 Hoard Type: XXI
 XP: 135

The dreaded carcass scavenger is 4' tall and 9' long, and resembles a giant fat grub with multifaceted eyes, small legs, and with a head bearing 2' long insect-like feelers tipped with a poisonous stinger. It is also known as a Carcass Creeper. This creature is rumored to be a magical abomination created from a giant maggot. When the stingers strike an opponent, he must succeed in a saving throw versus paralysis or become paralyzed for 2d4 turns. If not faced with more opponents, the carcass scavenger will swallow the paralyzed character on the subsequent round. Paralysis may be cured with cure light wounds, but when used in this way it does not heal damage.

Cat, Large

	<i>Mountain Lion</i>	<i>Panther</i>
No. Enc.:	1d4 (1d4)	1d2 (1d6)
Alignment:	Neutral	Neutral
Movement:	150' (50')	210' (70')
Armor Class:	13	15
Hit Dice:	3 + 2	4
Attacks:	3 (2 claws, 1 bite)	
Damage:	1d3/1d3/1d6	1d4/1d4/1d8
Save:	16	16
Morale:	8	8
Hoard Type:	VI	VI
XP:	65	80

	Tiger	Sabre-tooth Tiger
No. Enc.:	1 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	150' (50')	150' (50')
Armor Class:	13	13
Hit Dice:	6	8
Attacks:	3	3
(2 claws, 1 bite)	(2 claws, 1 bite)	
Damage:	1d6/1d6/2d6	1d8/1d8/2d8
Save:	14	15
Morale:	9	10
Hoard Type:	VI	VII
XP:	570	560

	Lion
No. Enc.:	1d4 (1d8)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	13
Hit Dice:	5
Attacks:	3 (2 claws, 1 bite)
Damage:	1d4+1/1d4+1/1d10
Save:	14
Morale:	9
Hoard Type:	VI
XP:	200

Large cats are some of the most efficient hunters. They kill only for food or in defense, and generally remain above ground in wilderness settings. Sometimes a large cat will taste the blood of humans and become a man-killer, preferring to hunt humans over any other prey. Large cats will always give chase if an opponent runs away.

Mountain Lion: These large cats are light brown and blend in well in their preferred habitat, which includes mountains and high grassy meadows. However, they may be found in nearly any habitat. These cats will occasionally be found in labyrinths.

Panther: These fast-running predators are at home in grassy plains and wooded areas.

Tiger: These large hunters are extremely stealthy, and in a wooded environment surprise opponents with a roll result of 1-4 on 1d6. These cats typically live in subtropical or cooler environments. Their striped hides provide cover when hunting prey.

Sabre-tooth Tiger: These prehistoric hunters are fearsome and immense. They have extremely large canine teeth, which make them particularly dangerous killers.

Lion: Lions are very social cats, and live in groups. They prefer hot climates, typically living on savannah.

Centaur

No. Enc.:	0 (2d10)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	14
Hit Dice:	4
Attacks:	3 (2 hooves, weapon)
Damage:	1d6/1d6, weapon
Save:	15
Morale:	8
Hoard Type:	XXII
XP:	80

Centaur's have the body and legs of horses, but the upper body of humans. They are reclusive beings, and live far from other humanoids in densely wooded sylvan settings. They are able to attack by kicking with two legs at a time, as well as attacking with a weapon. Centaurs avoid conflict, and males guard their communities. Usually, females and young do not fight, and will seek escape if combat occurs. Young are considered to be monsters of 2 HD for combat purposes, and they inflict 1d2/1d2, or weapon damage. If forced into combat, centaurs are unlikely

to surrender.

Centipede, Giant

No. Enc.:	2d4 (1d8)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	10
Hit Dice:	1d4 hp
Attacks:	1 (bite)
Damage:	Poison
Save:	15
Morale:	7
Hoard Type:	None
XP:	6

These 1' long centipedes prefer dark, wet locations. Giant centipedes attack with a poisonous bite. No damage is inflicted by the bite, but anyone bitten is entitled to a saving throw versus poison. Failure indicates that the victim is horribly sick for a period of 10 days, and can only move at 50% of normal movement. No other physical activity is possible.

Chimera

No. Enc.:	1d2 (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Fly:	180' (60')
Armor Class:	15
Hit Dice:	9
Attacks:	5 (2 claws, 3 heads, see below)
Damage:	1d3/1d3/2d4/2d4/3d4, see below
Save:	10
Morale:	9
Hoard Type:	XVII
XP:	1,700

The chimera is a magical hybrid of lion, goat, and red dragon. It has a head of each of these creature types, including the wings of a dragon, the front portion of the body from a lion, and the rear portion from a goat. The lion head may attack with a bite, the goat head may gore with horns, and the dragon head can both bite and emit a fire breath attack that is a cone 50' long and 10' wide at its terminal end. This fire breath attack deals 3d6 hit points of damage, and a saving throw is allowed to reduce damage by half. Like ordinary dragons, the red dragon head can only use the breath attack 3 times per day, and it will use either a bite or the breath attack 50% of the time, until the breath attack runs out and it may only bite. The chimera may live in the wilderness, particularly hilly terrain, but also takes up residence in labyrinths.

Cockatrice

No. Enc.:	1d4 (1d8)
Alignment:	Neutral
Movement:	90' (30')
Fly:	180' (60')
Armor Class:	13
Hit Dice:	5
Attacks:	2 (beak, petrify)
Damage:	1d6, petrify
Save:	14
Morale:	7
Hoard Type:	XIX
XP:	350

The cockatrice is a magical creature that has the body of a rooster, but the tail of a reptile. It is a small creature, about the size of a natural rooster, but has a powerful beak that inflicts 1d6 hit points of damage. If an opponent touches a cockatrice, or if the cockatrice successfully attacks/touches an opponent, the opponent must succeed in a saving throw versus petrify or turn to stone. Cockatrices are ill-tempered creatures, and though they primarily eat small insects or rodents, they will engage larger animals, and characters, in combat with little provocation. They live in any climate, including labyrinths.

Couatl

No. Enc.: 1d4 (1d4)
 Alignment: Lawful
 Movement: 60' (20')
 Fly: 180' (60')
 Armor Class: 14
 Hit Dice: 9
 Attacks: 2 (bite, constrict)
 Damage: 1d3/2d4
 Save: 7
 Morale: 8
 Hoard Type: XXI
 XP: 3,100

A couatl is about 12 feet long, with a wingspan of about 15 feet. It resembles a giant feathered snake and weighs about 1,800 pounds. They are extremely intelligent, magical creatures. They attack with a poisonous bite (save versus poison or die), and constrict for 2d4 hp damage each round until either the couatl or victim is dead. Couatls may polymorph themselves at will. They have either the abilities of a 7th level cleric (40%), or a 5th level magic-user (40%), or both (20%). Couatls speak common, and with reptiles and avians.

Crab, Giant

No. Enc.: 1d2 (1d6)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 17
 Hit Dice: 3
 Attacks: 2 (pinchers)
 Damage: 2d6/2d6
 Save: 17
 Morale: 7
 Hoard Type: None
 XP: 50

These giant cousins to ordinary crabs are unintelligent, and merely exist to eat. They are found in any watery environment, and do not have to remain fully submerged. They can be found prowling along fresh or saltwater shores, marshes, and watery subterranean caves.

Crayfish, Giant

No. Enc.: 1d4 (1d4)
 Alignment: Neutral
 Movement: 60' (20')
 Swim: 120' (40')
 Armor Class: 15
 Hit Dice: 4 + 4
 Attacks: 2 (claws)
 Damage: 2d6/2d6
 Save: 15
 Morale: 9
 Hoard Type: None
 XP: 140

Giant crayfish are 8' long, but otherwise look and behave much like their smaller relatives. They are laborious walkers but swim very fast. They may dart out at prey, surprising an opponent on 1-3 on 1d6. They attack with their immense pinchers.

Crocodile

	<i>Ordinary Crocodile</i>	<i>Large Crocodile</i>	<i>Giant Crocodile</i>
No. Enc.:	0 (1d8)	0 (1d4)	0 (1d3)
Alignment:	Neutral	Neutral	Neutral
Movement:	90' (30')	90' (30')	90' (30')
Swim:	90' (30')	90' (30')	90' (30')
Armor Class:	14	16	18
Hit Dice:	2	6	15
Attacks:	1	1	1
Damage:	1d8	2d8	3d8
Save:	16	14	12
Morale:	7	7	9
Hoard Type:	None	None	None
XP:	20	320	1,500

Crocodiles are aggressive reptiles, with fearsome bites. They breathe air, but are aquatic and usually remain submerged or within shallow water. They primarily hunt in water, and are attracted by movement or blood. Large crocodiles, on average, grow to a length of 20'. Giant crocodiles are big, prehistoric beasts that can reach a length of 50'.

Cyclops

No. Enc.: 1 (1d4)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 14
 Hit Dice: 13
 Attacks: 1
 Damage: 3d10
 Save: 10
 Morale: 9
 Hoard Type: XVIII + 5,000 gp
 XP: 2,400

Cyclops average 20' tall, and are related to giants. They have one large eye centered on their face. They have reduced depth perception and suffer a -2 penalty to attack rolls. They employ large clubs as weapons, but also throw rocks up to 200' for 3d6 hit points of damage. A few cyclops have the ability to issue a curse one time per week (reverse of remove curse). Cyclops are loners, and generally live together in small numbers only on occasion. They typically keep flocks of sheep, and often cultivate grapes. They live in caves.

D

Demons

Demons are evil creatures of chaos. They are diverse in form and abilities, and although the ones presented here are mainly demon races, many unique demons exist as well. Demon lords are always unique. Demons primarily dwell in demon worlds within the planes of chaos, where wars frequently rage between demon lords or dark gods, with lower demons often used as fodder. Demons may also travel to the astral plane, the ethereal plane, and the plane of shadow. They are generally barred from entering the material plane unless summoned via a gate. All demons may only be destroyed permanently when on the planes of chaos; otherwise when their material form is destroyed their essence returns to chaos where it takes 100 years to form a new body, unless aided by a demon lord or summoned via a gate. The exception is lower order demons, which are permanently destroyed when killed on any plane.

Demons are true to their dark natures and do not respect or adhere to a formal chain of authority. As a consequence, the rule of demon worlds is by fear and violence, and is always in flux, with constant back stabbing and intrigue amongst the demon lords and higher servants.

However, despite the lack of a formal demon hierarchy, it is useful to divide them by general power level into lower order (1-4 HD), standard order (5-8 HD), higher order (9+ HD), and demon lord (21+ HD) ranks. Demon lords have the innate ability to "promote" demons of lower orders to higher orders, which generally means an increase in HD and other innate abilities. Through these means the less powerful demons serve their betters in hopes of becoming powerful in time.

Demons vary in their abilities and weakness, but have some abilities or immunities in common. All demons have the following common abilities:

Infravision (90')
 Half damage from cold-based attacks
 Half damage from electrical-based attacks
 Half damage from fire-based attacks (all)
 Half damage from gas-type attacks
 Gate (varies in expression, not available to lower order demons)

Telepathy (allows all languages to be understood)
Teleport without error (not available to lower order demons)

Note that all demon spell-like abilities (unless otherwise noted) function at the minimum class level required to use the similar spell, or as the demon's HD in levels, whichever is higher. They are usable once each round.

Astarot (Demon Lord)

No. Enc.: Unique
Alignment: Chaotic
Movement: 150' (50')
Armor Class: 26
Hit Dice: 184 hp (23 HD)
Attacks: 3 (2 tentacles, tail)
Damage: 1d6/1d6/2d6
Save: 3
Morale: 12
Hoard Type: VIII, IX, XXII
XP: 17,000

Astarot is the demon prince of reptiles and ophidians; he is 20' tall and covered in dark green scales and a 20' long whip-like tail. He has the legs of a lizard, two tentacles for arms, and three heads. His first central head is that of a snake, his right head a lizard, and the left head a baboon. Astarot may only be harmed by weapons of +2 or better. The snake head has a charm gaze (as charm person and charm monster, no saving throw) that affects creatures within 300'. The number of creatures affected is determined by their HD as follows: 3 HD or fewer, 1d10x10; 4-6 HD, 5d8; 7-9 HD, 3d8; 10-12 HD, 2d6; and 13+ HD, 1d4. Creatures with 15+ HD are entitled to a saving throw versus spells. The lizard head has a breath attack usable at will identical to the cone of cold from a wand of ice. The baboon has a fear gaze as the spell. Astarot's tail may lash out to attack for 2d6 hp damage. In addition, victims must save versus spell-like devices or have a body part wither as the staff of withering. Astarot's tentacles strike for 1d6 hp damage each. Each successful strike drains 1 level from the victim.

Astarot has the following spell-like abilities at will: clairvoyance, clairaudience, continual darkness, fear, detect invisible, detect magic, dispel magic, ESP, greater phantasmal force, levitate, polymorph self, read languages, read magic, suggestion, telekinesis (500 lbs. per head), wall of ice, and water breathing.

The following abilities are usable once per day: feeblemind, power word stun, project image, sticks to snakes, symbol, and gate (85% probability of success). One of the following demons will appear: vroock, hezrou, glabrezu, nalfeshnee, marilith, or balor.

Babau (Standard Order Demon)

No. Enc.: 1d3 (1d6)
Alignment: Chaotic
Movement: 150' (50')
Armor Class: 22
Hit Dice: 7 + 10
Attacks: 3 (2 claws, horn) or 1 (weapon)
Damage: 1d4+1/1d4+1/2d4 or As weapon +4
Save: 11
Morale: 10
Hoard Type: XXI
XP: 1,700

These 7' tall demons have ebony flesh that clings closely to their skeleton, appearing almost like a leathery corpse. They have a single curving horn that emerges from the back of their heads. Babau demons prefer to attack with weapons from a distance when possible, and have STR 19 which grants bonuses to attacks and damage with some weapons. A slimy red jelly coats the babau's skin when in combat, reducing damage by 50% from cutting and stabbing weapons. Babau suffer damage from ordinary weapons, and +2 damage from weapons of iron. These demons have the abilities of a thief of 9th level. Additionally, any creature within 20' that looks into a babau's glowing red eyes must succeed in a saving throw versus spells or be affected

as if from a ray of enfeeblement. They have the following spell-like abilities, usable at will: darkness 10' radius, dispel magic, fear (as the wand of fear, by touch), fly, levitate, polymorph self, and heat metal. In addition, a babau may gate (25% probability of success) another babau demon.

Balor (Standard Order Demon)

No. Enc.: 1d3 (1d6)
Alignment: Chaotic
Movement: 60' (20')
Fly: 150' (50')
Armor Class: 21
Hit Dice: 8 + 7
Attacks: 1 (sword or whip)
Damage: 1d8+1 or 1d6 and 3d6 fire damage
Save: 8
Morale: 10
Hoard Type: XXII
XP: 1,820

A balor stands about 12' tall. It has bat-like wings, horns, and its skin is usually dark red. Balors love to join battle armed with their +1 swords and whips. A balor's whip is a long, flexible weapon with many tails tipped with hooks, spikes, and balls. Victims are sometimes dragged toward the demon's body using the whip, to expose them to the flames emanating from a balor's hide. This deals an additional 3d6 hp damage. Balors are only affected by +1 weapons or better. They have the following spell-like abilities usable at will: detect invisibility, detect magic, dispel magic, fear (as the wand), pyrotechnics, read languages, read magic, suggestion, telekinesis (600 lbs.), and symbol (despair, fear, sleep, and stunning). In addition, a balor may gate (70% probability of success) a glabrezu (75%) or nalfeshnee demon (25%).

Glabrezu (Higher Order Demon)

No. Enc.: 1d3 (1d6)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 23
Hit Dice: 10
Attacks: 5 (2 pinchers, 2 claws, bite)
Damage: 2d6/2d6/1d3/1d3/1d4+1
Save: 10
Morale: 9
Hoard Type: XXII
XP: 3,100

Glabrezu have penetrating violet eyes, and their skin color ranges from deep russet to pitch black. They have four arms. Their two primary arms have crab-like pinchers instead of hands, and they have two smaller human-like arms on their chests; the hands have wicked claws. Glabrezu have wolf-like heads with two goat-like horns. A glabrezu stands about 10' tall. They are susceptible to attacks from ordinary weapons. Glabrezu have the following spell-like abilities usable at will: darkness 10' radius, fear (as wand of fear), levitate, polymorph self, pyrotechnics, and telekinesis (400 lbs.). In addition, a glabrezu may gate (35% probability of success) a vroock, hezrou, or another glabrezu (determine randomly).

Hezrou (Higher Order Demon)

No. Enc.: 1d3 (1d6)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 21
Hit Dice: 9
Attacks: 3 (2 claws, bite)
Damage: 1d3/1d3/4d4
Save: 10
Morale: 10
Hoard Type: XIV
XP: 3,100

A hezrou can walk both upright and on all fours, but it always fights standing up. It resembles an 8' tall toad, but for its human-like arms and large teeth. They covet human flesh. Hezrou are susceptible to ordinary weapons. Hezrou have the

following spell-like abilities, usable at will: darkness 10' radius, detect invisibility, fear (as wand of fear), levitate, and telekinesis (300 lbs.). In addition, a hezrou may gate (25% probability of success) another hezrou.

Juiblex (Demon Lord)

No. Enc.: 1 (Unique)
 Alignment: Chaotic
 Movement: 30' (10')
 Armor Class: 26
 Hit Dice: 100 hp (21 HD)
 Attacks: 1
 Damage: 4d10
 Save: 4
 Morale: 10
 Hoard Type: X x 2, XII x 2
 XP: 7,000

Juiblex is the ruler over all slimes, oozes, jellies, and other disgusting and foul ooze-like creatures. Known by some as the Faceless Lord, his home is a demon world in the planes of chaos. It is a steaming, bubbling lair of putrid ooze and slime pits that are constantly shifting and changing at his whim. Even the other demonic rulers loathe to journey here. He is constantly attended by and surrounded with all sorts of slimes and oozes (1d4 of at least 4 types). When confronted, he usually takes the form of a 10' tall column of bubbling and squirting ooze. This being resembles a red-eyed large bubbling mass of greenish black and foul-smelling liquid. Ooze, slime, and pus constantly squirt and seep from its form. In combat he lashes out with a slimy pseudopod, dealing 4d10 acid damage. Once per 10 rounds he may employ a slime spittle up to 150' away with a 30' diameter area of effect that has both the effects of contact with green slime and ochre jelly. Juiblex regenerates 2 hp each round. He may only be affected by +2 weapons or better. Juiblex has the following spell-like abilities, usable at will: cause disease, charm monster, circle of cold (10' radius, 5d6 cold damage), darkness 15' radius, detect invisibility, dispel magic, ESP, fear (as the wand of fear), fly, hold monster, invisibility 10' radius, locate object, phase door, project image, putrefy food and water, and telekinesis (1,500 lbs.). He may gate (75% probability of success) 1d4 hezrou demons. In addition, Juiblex can utter unholy word one time per day.

Marilith (Standard Order Demon)

No. Enc.: 1d3 (1d6)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 25
 Hit Dice: 7 + 6
 Attacks: 7 (6 weapon, constrict)
 Damage: As weapon/2d4
 Save: 11
 Morale: 9
 Hoard Type: XVII
 XP: 1,700

These female demons have a six-armed human-like body and the lower body of a snake. They stand 7' tall and measure 20' from head to tip of tail. A marilith usually holds a longsword in each of its six hands and wears many bangles and jewels. They may attack with their six arms and with their tails to constrict all in the same round. Mariliths are only affected by +1 weapons or better. They have the following spell-like abilities, usable at will: charm person, darkness 10' radius, detect invisibility, levitate, polymorph self, project image, pyrotechnics, and read languages. In addition, a marilith may gate (75% probability of success) a vroock, hezrou, glabrezu, nalfeshnee or balor demon (determine randomly).

Nalfeshnee (Higher Order Demon)

No. Enc.: 1d3 (1d6)
 Alignment: Chaotic
 Movement: 90' (30')
 Fly: 120' (40')
 Armor Class: 20
 Hit Dice: 11
 Attacks: 3 (2 claws, bite)
 Damage: 1d4/1d4/2d4
 Save: 8
 Morale: 10
 Hoard Type: XVIII
 XP: 4,400

These 10' tall demons have the torso and arms of an ape, with the head and legs of a boar. They have small but functional feathered wings. Nalfeshnee are unaffected by ordinary weapons. In combat, they attack with their claws and bite, or employ one of the following spell-like abilities at will: darkness 10' radius, detect magic, dispel magic, fear (as wand of fear), illusion (as the wand of illusion), levitate, polymorph self, project image, read languages, symbol (despair and fear), and telekinesis (500 lbs.). In addition, a nalfeshnee may gate (65% probability of success) a vroock, hezrou, glabrezu, or nalfeshnee demon (determine randomly).

Orcus (Demon Lord)

No. Enc.: 1 (Unique)
 Alignment: Chaotic
 Movement: 90' (30')
 Fly: 180' (60')
 Armor Class: 25
 Hit Dice: 125 hp (22 HD)
 Attacks: 2 (fists and tail)
 Damage: 2d6+1/2d4 + poison
 Save: 5
 Morale: 10
 Hoard Type: VIII, IX, XII
 XP: 13,000

Orcus is the Prince of the Undead, and it is said that he alone created the first undead that walked the worlds. This demonic humanoid is squat, bloated, and stands 15' tall. His goat-like head sports large, spiraling ram-like horns. His legs are covered in thick brown fur and end in hooves. Large powerful arms wield a wicked skull-tipped wand. Two large, black, bat-like wings protrude from his back and a long, snake-like tail, tipped with a sharpened barb, trails behind it. Orcus is one of the most powerful of all demon lords. From his great bone palace he fights a never-ending war against rival demon lords that spans several smoldering and stinking demon worlds.

In combat Orcus may deal powerful blows with his fists that deal 2d6+1 hp damage per hit. He may use a poisonous tail attack that deals 2d4 hp damage and victims must save versus poison or die. If Orcus uses a weapon, his immense strength grants him +4 to hit and +5 to damage. Orcus is affected only by +3 weapons or better. He has the following spell-like abilities, usable at will: animate dead, charm person, clairsentience, clairvoyance, continual darkness, detect invisibility, detect magic, dispel magic, ESP, illusion (as the wand of illusion), lightning bolt (12d6 damage), polymorph any object, polymorph self, project image, pyrotechnics, read languages, read magic, shape change, speak with dead, suggestion, telekinesis (1,200 lbs.), and wall of fire. Once per day Orcus may use the following spell-like abilities: feeblemind, symbol (any), and time stop. In addition, Orcus may gate (85% probability of success) a marilith, glabrezu, vroock, hezrou, or nalfeshnee demon. As the Demon Lord of Undead, Orcus may summon undead as a monster summoning spell. He may bring forth either 4d12 skeletons, 4d8 zombies, 5d6 ghouls, or 2d4 vampires. Wand of Orcus: This powerful, wicked device instantly kills all mortals dealt a blow. It has many other powers or spell-like abilities, to be determined by the GM.

Quasit (Lower Order Demon)

No. Enc.: 1 (0)
 Alignment: Chaotic
 Movement: 150' (50')
 Armor Class: 17
 Hit Dice: 3
 Attacks: 3 (2 claws, bite)
 Damage: 1d2/1d2/1d4
 Save: 16
 Morale: 10
 Hoard Type: XI x 2
 XP: 95

In its natural form, a quasit is a small demonic creature that stands about 1 ½' tall. They often serve more powerful demons, but are most commonly encountered as familiars to dark magic-users. Quasits take no damage from non-magical weapons, except those of iron. In addition, they do not suffer damage from fire, cold, or electrical-based attacks. They regenerate 1 hp per round. Quasits save versus magical effects as a F7. They attack with claws and a bite. Victims of the claw attacks must save versus poison or lose 1 point of DEX for 2d6 rounds, for each successful attack. Quasits have the following spell-like abilities: detect good, detect magic, invisibility, and polymorph self (limited to the form of a bat, giant centipede, toad, or wolf). In addition, 1 time per day a quasit may induce fear (as the spell, except that its area is a 30' radius).

Quasits as familiars: When a quasit familiar is within 10' of its master, the magic-user functions as if 1 level higher and regenerates 1 hp per round. Conversely, if the quasit is more than a mile away from the magic-user, the master functions as if 1 level lower than normal. However, if not more than one mile apart, a quasit is able to communicate via telepathy with the magic-user, and he may perceive the surroundings of the quasit through all of its senses, including 60' infravision. A quasit may commune for its master 1 time per week, and is allowed 1d4+2 questions. If a quasit familiar is killed, the master loses 4 levels permanently.

Succubus/Incubus (Standard Order Demon)

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 120' (40')
 Fly: 180' (60')
 Armor Class: 19
 Hit Dice: 6
 Attacks: 2 (claws)
 Damage: 1d3/1d3
 Save: 11
 Morale: 7
 Hoard Type: XI, XIV, XV
 XP: 1,320

Succubae and incubi resemble very attractive human women and men, respectively, save for their bat-like wings. They avoid each other and do not normally lair with others of their kind. Rather, when not in the realms of chaos they haunt the material plane in search of humans to tempt. They are able to drain a mortal of a level if lured into some act of passion, or by simply planting a kiss on the victim. Otherwise, succubae and incubi may attack with deceptively formidable claws. They are not susceptible to damage by ordinary weapons. Succubae and incubi have the following spell-like abilities usable at will: charm person, clairaudience, ESP, ethereal form (as the oil of etherealness), shape change, and suggestion. In addition, a succubus or incubus may gate (65% probability of success) a balor demon or attempt to gate (5% probability of success) a demon lord.

Vrock (Standard Order Demon)

No. Enc.: 1d3 (1d6)
 Alignment: Chaotic
 Movement: 120' (40')
 Fly: 180' (60')
 Armor Class: 19
 Hit Dice: 8
 Attacks: 5 (2 claws, 2 rear claws, beak)
 Damage: 1d4/1d4/1d8/1d8/1d6
 Save: 12
 Morale: 11
 Hoard Type: XXI
 XP: 2,060

These demons resemble 8' tall humanoid vultures. They are susceptible to damage from ordinary weapons. In combat they may attack with all five attacks if airborne, or 2 claws and a bite if on the ground. Vrocks have the following spell-like abilities usable at will: darkness 10' radius, detect invisibility, and telekinesis (200lbs.). In addition, a vrock may gate (10% probability of success) a vrock demon.

**Devils**

Devils are evil creatures from the plane of order. Though they are light, they support the ideals of law through domination and foul acts. They respect lightness, but a twisted form that is heavily infused with treachery and deceit. They adhere to an order of command with arch-devils at the top of the hierarchy. Particularly powerful arch-devils rule their own domain on the plane of order (a kind of demi-plane), and sometimes encroach upon the plane of balance. Devils are divided into three main types, lesser, greater, and arch-devils. Arch-devils, like demon lords, are unique beings. The lesser and greater devils belong to devilish races, and arch-devils may promote individuals that transform into a new race until they work their way toward becoming an arch-devil (a rare event). There is overlap in the power of lesser and greater devils, with some of the most powerful lesser devils being more powerful than the less powerful of the greater devils. However, this is the price of promotion and ambition in the devil hierarchy, and some lesser devils choose to remain of lower rank to bask in this power. There are many more arch-devils and devilish races than are detailed here, and the GM should create new beings as the need arises.

Devils may travel through the plane of order freely. They may also venture to the astral plane, the plane of balance, and the plane of beasts. They may not enter other planes unless summoned via a gate or some similar means. If arch-devils or higher devils are killed on another plane, their essence is transported to the plane of order where it reforms in 20 years. Lesser devils killed on any plane are destroyed forever, and

arch-devils and greater devils killed on the plane of order are permanently destroyed.

Different arch-devils or devil races have varying powers. All lesser devils are susceptible to damage from ordinary weapons. Greater devils and arch-devils may only be harmed by magical weapons or weapons made of silver. All devils have the following abilities, spell-like abilities, or damage resistance in common. Note that spell-like abilities, unless otherwise noted, are usable at the rate of one ability per round:

Charm person
Half damage from cold-based attacks
Half damage from gas-based effects
Immunity to fire-based attacks (both magical and non-magical)
Infravision (90')
Know alignment
Phantasmal force
Suggestion
Teleport without error
Gate (varies in expression)
Telepathy (allows all languages to be understood)

Amon (Arch-devil)

No. Enc.: 1 (Unique)
Alignment: Chaotic
Movement: 180' (60')
Armor Class: 21
Hit Dice: 132 hp (22 HD)
Attacks: 1 (weapon or bite)
Damage: As weapon +4 or 3d4
Save: 3
Morale: 10
Hoard Type: XII, XVI
XP: 13,000

This wolf-headed humanoid stands 9' tall. His fur is brownish-black and his eyes and teeth are yellow. His great clawed hands are brownish in color and covered in shaggy fur. Amon is a vassal in service to Geryon, commanding no less than 3 legions of bone devils. Amon wields a +4 mace. He can also bite in the same round for 3d4 hp damage. Amon is only harmed by +3 or better weapons. Amon is very strong (STR 19), receiving +3 to hit and +4 to damage in melee combat. He regenerates 1 hp per round. Amon has the following spell-like abilities, usable at will: animate dead, charm monster, detect invisibility, detect magic, dispel magic, fear (as the spell), fly, geas, know alignment, polymorph self, produce flame, read languages, read magic, suggestion, teleportation, wall of ice, and limited wish (for another being only). In addition, one time per day he may employ symbol of hopelessness and gate (60% probability of success) 1d4 bone devils. He is able to summon all wolves in a 1 mile radius, and control them to do his will.

Bael (Arch-devil)

No. Enc.: 1 (Unique)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 22
Hit Dice: 110 hp (21 HD)
Attacks: 2
Damage: As weapon + 6
Save: 4
Morale: 10
Hoard Type: XII, XVI
XP: 11,000

Bael is an 8' tall diabolical-looking golden-skinned humanoid with bovine head features, large round eyes of black, a large nose, wolf-like upright ears, and a large mouth lined with razor-sharp teeth. Tiny forward-curving horns protrude from his forehead. He wears bronze chainmail and wields a +2 morningstar, which telescopes up to 8' long. He regenerates at the rate of 1 hp per round. Bael has the following spell-like abilities, usable at will: alter self, animate dead, cause serious wounds, detect invisibility, detect magic, dispel magic, fear aura 20' radius (as the spell), invisibility, know alignment, pyrotechnics, produce fire, read languages, suggestion,

teleportation, wind walk, and limited wish (other being only). Bael may use symbol of stunning one time per day, and shape change two times per day. He may also gate (65% probability of success) 1d4 barbed devils.

Barbed (Lesser devil)

No. Enc.: 1d2 (3d4)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 19
Hit Dice: 8
Attacks: 3 (2 claws, tail)
Damage: 2d4/2d4/3d4
Save: 12
Morale: 10
Hoard Type: None
XP: 2,560

Barbed devils are 7' tall humanoids, and are covered in spikes and horns. These creatures are often employed by arch-devils as guards and soldiers. They make particularly good sentries, and they have keen senses and cannot be surprised. They can attack each round with their clawed and barbed hands, or their spiked tail. A victim of any of these attacks must save versus spells or be affected by fear (as the wand of fear). In addition, barbed devils have the following spell-like abilities, usable at will: hold person, produce flame, pyrotechnics, and gate (35% probability of success) a barbed devil.

Bone (Lesser devil)

No. Enc.: 1d2 (2d4)
Alignment: Chaotic
Movement: 150' (50')
Armor Class: 20
Hit Dice: 9
Attacks: 1 (hook or tail)
Damage: 3d4 or 2d4 + STR drain
Save: 11
Morale: 10
Hoard Type: None
XP: 3,100

These 9' tall devils have tight-clinging skin, giving them a skeletal appearance, and they have a scorpion-like tail. Bone devils hate all other creatures and attack ruthlessly. They are able to see with ultraviolet vision. They strike with a special curved, barbed spear for 3d4 hp damage. On a successful attack there is a 50% probability the victim is caught in the hooked weapon. A bone devil attacks caught victims with its scorpion-like tail for 2d4 hp damage, and victims must save versus poison or lose 1d4 STR for 2d6 rounds. In addition, bone devils have the following spell-like abilities, usable at will: detect invisibility, fear aura 5' radius (as the fear spell), fly, invisibility, phantasmal force, and gate (40% probability of success) a bone devil. In addition, bone devils may create a wall of ice once per day.

Erinyes (Lesser devil)

No. Enc.: 1d3 (4d4)
Alignment: Chaotic
Movement: 60' (20')
Fly: 210' (70')
Armor Class: 17
Hit Dice: 6 + 5
Attacks: 1
Damage: 2d4
Save: 13
Morale: 10
Hoard Type: X
XP: 1,280

Unlike most other devils, erinyes appear attractive to humans, resembling very comely women or men, but they have large black feathered wings. They are a very common form of devil, and are often used as scouts within the plane of order and in other planes. Erinyes are also tasked with capturing evil people

from the material plane, to take them back to the plane of order to be transformed into lemures. They attack with a dagger that deals 2d4 damage, and victims must save versus poison or be paralyzed for 1d6 rounds. In addition, erinyes have a rope of entanglement. Erinyes have the following spell-like abilities, usable at will: detect invisibility, fear (was the wand of fear), invisibility, know alignment, locate object, polymorph self, produce flame, and gate (30% probability of success) an erinyes.

Geryon (Arch-devil)

No. Enc.: 1 (Unique)
 Alignment: Chaotic
 Movement: 60' (20')
 Fly: 180' (60')
 Armor Class: 22
 Hit Dice: 135 hp (23 HD)
 Attacks: 3 (2 claws, sting)
 Damage: 3d6/3d6/2d4
 Save: 3
 Morale: 10
 Hoard Type: X, XV
 XP: 13,000

Geryon is a towering 10' tall and 30' long arch-devil. He has the upper torso of a humanoid with paw-like hands, blue-furred arms, dark hair, piercing black eyes, and the lower torso of a massive black and gold banded snake. Geryon, the Great Serpent, rules a large demi-plane on the plane of order. His fortress, a large iron citadel located in the heart of a great city, is situated at the center of his domain. Geryon attacks with massive, powerful claws and his poisonous sting. Victims of the sting must save versus poison with a -4 penalty or die. Geryon is only affected by +2 or better weapons. He has the following spell-like abilities, usable at will: charm person, detect invisibility, dispel magic, geas, fear (as the spell), ice storm, invisibility, light, locate object, raise dead, read languages, read magic, shape change, wall of ice, and wish (for another being). One time per day he may utter an unholy word and employ a symbol of pain. Geryon may also gate an ice devil (45% probability of success) or (60% probability of success) 1d2 bone devils. Finally, Geryon has a bull's horn that is usable one time per week. It summons 5d4 minotaurs that will do his bidding unto death.

Horned (Greater devil)

No. Enc.: 1d2 (1d4+1)
 Alignment: Chaotic
 Movement: 90' (30')
 Fly: 180' (60')
 Armor Class: 24
 Hit Dice: 5 + 5
 Attacks: 4 (2 claws, bite, tail) or 1 (weapon)
 Damage: 1d4/1d4/1d4+1/1d3 or 2d6
 Save: 10
 Morale: 9
 Hoard Type: XIV
 XP: 1,260

Horned devils are 9' tall, scaly, and have reptilian wings. If unarmed they attack using their claws, bite, and tail all in the same round. Horned devils are only affected by +1 or better weapons. Their tail inflicts 1d3 hp damage, but it causes an infernal wound that must be bound or it continues to openly bleed, dealing an extra 1 hp of damage each turn and can only be healed by magical means. They may also wield a large spiked chain that deals 2d6 hp damage. Victims must save versus spells or be stunned for a number of rounds equal to the damage dealt. Horned devils have the following spell-like abilities, usable at will: detect magic, ESP, fear aura 5' radius (as the fear spell), phantasmal force, produce flame, pyrotechnics, and gate (55% probability of success) a horned devil. In addition, horned devils may create a wall of fire once per day. This effect deals three times the normal damage.

Imp (Lesser Devil)

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 60' (20')
 Fly: 180' (60')
 Armor Class: 17
 Hit Dice: 2 + 2
 Attacks: 1 (tail)
 Damage: 1d4
 Save: 15
 Morale: 8
 Hoard Type: XIII
 XP: 83

These 2' tall devils are blue-skinned and have bat-like wings, small horns, and a barbed tail. These creatures are created from lemures. They attack with a poisonous tail that deals 1d4 hp damage and victims must save versus poison or die. Imps may polymorph self into any of the following forms: large spider, raven, giant rat, and boar. Only magical weapons, or weapons made of silver, harm imp. Imps regenerate 1 hp per round. Imps save against all magical effects as if they have 7 HD. Imps have the following spell-like powers, usable at will: detect good, detect magic, and invisibility. One time per day they may make a suggestion.

Imps as familiars: So long as the imp and the magic-user are within 1 mile, the magic-user may access all of the imp's senses, including 90' infravision, and operates as if 1 level higher. If they are further than 1 mile apart, the magic-user operates as if 1 level lower. When they are within 10' if one another the magic-user receives +2 to save against all magical effects. In addition, he regenerates 1 hp per round. If an imp familiar dies, the magic-user loses 4 levels. Imps may use commune once per week, allowing 6 questions.

Ice (Greater devil)

No. Enc.: 1 (1d4)
 Alignment: Chaotic
 Movement: 60' (20')
 Armor Class: 23
 Hit Dice: 11
 Attacks: 4 (2 claws, mandibles, tail) or 1 (weapon)
 Damage: 1d4/1d4/1d4/3d4 or 2d6 + paralyzation
 Save: 9
 Morale: 11
 Hoard Type: X, XI
 XP: 4,800

These 12' tall devils have a humanoid/insectoid body with multifaceted eyes and powerful mandibles on a mantis-like head. They live in an icy demi-plane within the plane of order. Ice devils have ultraviolet vision, and regenerate 1 hp per round, and are only affected by +2 or better weapons. They attack with their claws, mandibles, and a barbed tail. They also have spears that inflict 2d6 hp damage and victims must save versus paralyzation or be afflicted with such numbing cold they are slowed for 3d6 rounds. Ice devils have the following spell-like abilities, usable at will: detect invisibility, detect magic, fear aura 10' radius (as the fear spell), fly, polymorph self, wall of ice, and gate (60% probability of success) an ice devil.

Lemure

No. Enc.: 0 (5d6)
 Alignment: Chaotic
 Movement: 30' (10')
 Armor Class: 12
 Hit Dice: 3
 Attacks: 1 (claws)
 Damage: 1d4
 Save: 16
 Morale: 6
 Hoard Type: None
 XP: 95

These sagging, 5' tall humanoid creatures are pathetic slaves of the devilish hordes. They were evil humans, but have been transformed into the lowest of the devils. Lemures are mindless

and cannot communicate, but they are sensitive to telepathic messages from other devils, typically obeying a devil's mental commands. They are often used as fodder in battles, and as slaves for labor. They regenerate 1 hp per round. They have the same immunities as undead, and cannot be permanently killed except by holy materials such as holy water. Certain rare lemures develop a sinister intellect, and these beings may be promoted to higher devilish ranks.

Pit Fiend (Greater devil)

No. Enc.: 1 (1d3)
 Alignment: Chaotic
 Movement: 60' (20')
 Fly: 150' (50')
 Armor Class: 22
 Hit Dice: 13
 Attacks: 2 (weapons) or 1 (tail)
 Damage: 1d6+6/1d6+6 or 2d4
 Save: 7
 Morale: 10
 Hoard Type: II, X
 XP: 5,100

Pit fiends are 12' tall, bat-winged and red-skinned devils. They are very high ranked in devilish society, and particularly cunning pit fiends have been known to ascend to arch-devil status. They wield two swords with scythe-like tips that deal 1d6+6 hp damage each. They may also attack with their constricting tail that deals 2d4 hp damage each round. Pit fiends regenerate 2 hp per round, and are only affected by +2 or better weapons. They have the following spell-like abilities, usable at will: detect invisibility, detect magic, hold person, polymorph self, produce flame, pyrotechnics, and wall of fire. Once per day pit fiends can either gate another pit fiend (65% probability of success) or 1d3 barbed devils (70% probability of success). Also, once per day pit fiends may use symbol of pain.

Djinni

No. Enc.: 1 (1)
 Alignment: Neutral
 Movement: 90' (30')
 Fly: 240' (80')
 Armor Class: 14
 Hit Dice: 7 + 1
 Attacks: 1 (fist), see below
 Damage: 2d8/2d6
 Save: 12
 Morale: 12
 Hoard Type: None
 XP: 1,700

Although they look like taller, majestic humans, djinn are actually an intelligent kind of air elemental. Djinn may only be affected by magic and magical weapons. Djinn have several spell-like abilities, and they can use each of them 3 times a day. They have four creation abilities, including create food and water (cast as a cleric of 7th level), create temporary objects of metal (the softer the metal the longer it lasts, gold lasts 24 hours while iron lasts 1 round, and 100 lbs maximum), create permanent goods (items made of wood, rope, and other kinds of softer goods of 100 lbs maximum), and create illusion (as phantasmal force, but the effect is permanent until touched or dispelled). Djinn can also take on a gaseous form or make themselves invisible.

Finally, djinn can assume the form of a whirlwind after 5 rounds of preparation. It has a 10' diameter at its base, is 70' high, and is 20' in diameter at its top end. When in whirlwind form, the djinn may move 120' (40'). The whirlwind deals 2d6 hit points of damage to all beings that it contacts. Beings with 2 or fewer HD must make a saving throw versus death or are thrown 10' away.

A djinn may also attack with powerful punches that inflict 2d8 hit points of damage. Djinn are very strong, and are able to transport 600 lbs easily. They may transport a maximum of 1,200 lbs for a period of 3 turns. However, after this period a djinni will have to spend 1 full turn resting.

Dog

	<i>War</i>	<i>Wild</i>
No. Enc.:	0 (0)	4d4 (4d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	150' (50')
Armor Class:	13	12
Hit Dice:	2 + 2	1 + 1
Attacks:	1	1
Damage:	2d4	1d4
Save:	17	18
Morale:	11	7
Hoard Type:	None	None
XP:	35	15

War: These dogs are bred and trained for combat. They will follow the commands of their owner, and likely will fight to the death. War dogs are sometimes equipped with leather armor.

Wild: Wild dogs are feral dogs that have taken up a pack lifestyle and tend to live on the outskirts of human society, either in the country or in the slums of towns.

Doppelganger

No. Enc.: 1d6 (1d6)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 14
 Hit Dice: 4
 Attacks: 1
 Damage: 1d12
 Save: 15
 Morale: 10
 Hoard Type: XVIII
 XP: 190

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. They can imitate the shape of a humanoid up to 7' tall. In its natural form, the creature is 5 ½' tall and looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance. Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. They will often try to kill the person they imitate, so to then attack a group by surprise. Doppelgangers revert to their natural forms when slain. They are immune to the effects of charm and sleep spells.

Dragon

Ancient, highly intelligent, treasure loving, and dangerous are all characteristics of dragons. They are a very old race of intelligent reptiles, which reproduce by laying eggs. They are completely carnivorous, and each race of dragon employs a particular kind of breath weapon attack. The races of dragons are identified by their predominant hide color, preferred climate, and alignment. Dragons are a long-lived race, and individuals can live for over a hundred thousand years.

Because of their long history, dragons seldom take notice of the lesser insignificant intelligent races, and view them as primitive upstarts. Nonetheless, dragons are extremely intelligent and value their own lives. To this end, dragons will bargain and even surrender to characters to save their lives or otherwise richly benefit. Dragons have immense egos, and even the most evil dragon may stop to listen to the pleas or praise of a soon to be lunch. Dragons of differing alignment will interact with other intelligent creatures in different ways. Neutral dragons may or may not converse with characters, depending on the circumstances. Lawful dragons are more likely to aid a good party or a party on a noble mission. Chaotic dragons will likely attempt to destroy a party on sight, unless there is something to be gained by exercising restraint.

Dragon Breath Weapons: Dragons are able to produce a powerful attack with a breath weapon. Dragons' breath attacks deal a number of hp damage equal to their total number of hp

when the attack occurs (not necessarily their maximum hp). The classic breath attack is the fire from a "fire-breathing dragon," but different dragons breathe different kinds of effects. All breath weapons are usable 3 times per day. Unless the situation prevents it, dragons will tend to use their breath weapon as their initial attack when confronted with combat. Dragons will use their breath weapons about 50% of the time on all subsequent rounds of combat, and if the breath weapon is not employed they will attack with two claws and a bite attack.

A dragon's breath attack can have one of three potential shapes, cloud shaped, cone shaped, and linear. All cloud-shaped breath effects occupy an area that is 20' high, 50' long, and 40' wide. Cone-shaped effects begin with a width of 2', and spread out in a cone shape to a variable maximum length, but the terminal end of a cone is always 30' wide. Linear breath attacks have the same 5' width for their entire lengths (100'). All creatures that find themselves the victims of a breath attack may attempt a saving throw versus breath attack. Success indicates that only half of the normal hit point damage is done. Dragons are immune to the effects of their own breath attack, as well as the same kind of breath attack from other dragons. They are further immune to ordinary instances of a similar nature to their attack. For instance, a gold dragon is immune to all ordinary fire and the fire breath of all other dragons. However, dragons will sustain half damage from magical based attacks that are similar to the nature of their breath attacks. A blue dragon, for instance, will not suffer damage from a natural lightning strike, but will suffer half damage from spell lightning bolt.

Let Sleeping Dragons Lie: When a dragon is encountered in its lair, or otherwise in a location on the ground, there is a chance that the dragon will be asleep when stumbled across. Dragons are an ancient, long-lived race, and as such they operate on a different schedule than humanoids. Dragons may sleep in a safe location for days and weeks if left undisturbed. The percentage chance that a dragon will be asleep when found is provided on the Additional Dragon Information table. For one round, opponents may attack a sleeping dragon and receive a bonus of +2 to all attack rolls. The dragon will be roused this round regardless of whether attacks actually make contact, and combat will progress on the second round as normal. Or, more accurately, with the dragon's full fury.

Dragon Speech Capability: The more powerful the dragon type, the greater probability that any given member of that type has the capability to speak. All dragons that can speak know common, dragon, and their alignment language. They may also cast magic-user/elf spells. Refer to the Addition Dragon Information table for the probability of speech and the spells available to dragons.

Dragon Surrender: Sometimes opponents seek to subdue dragons, so that they may be enslaved or bargained with. Any characters that wish to subdue a dragon must announce that they are attacking without intent to kill. All hand weapons with a blade may be employed to deal blunt blows with the flat of the blade. Combat and damage are calculated normally, noting how much damage is "subdue" damage. When a dragon reaches "0" hit points due to subdue damage, it is knocked unconscious and will surrender to the characters for the time being. Note that a dragon will always wish for its freedom, and unless restrained or otherwise under dire threat a dragon will make every effort to escape when the chance presents itself. Characters must choose to attempt to gain a service from a dragon, or sell it to a buyer if one can be found. As a general rule, a dragon may be sold, at most, for a number of gold pieces equal to 1,000 x the dragon's maximum hit points.

Dragon Age, Hit Dice, and Treasure: The qualities presented for dragons assume that the dragon is a mature adult. However, the hit dice should be adjusted + or - 3 hit dice if the dragon is old or young, respectively. Older dragons are not only more powerful, but since they are older they have likely accumulated a larger treasure hoard. Old dragons may have up to twice the amount of listed treasure, while young dragons may only have about half of the listed treasure.

	Black	Blue
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Chaotic	Neutral
Movement:	90' (30')	90' (30')
Fly:	240' (80')	240' (80')
Armor Class:	17	19
Hit Dice:	7	9
Attacks:	--- 3 or 1 (2 claws, 1 bite, or breath) ---	
Damage:	1d4+1/	1d6+1/
1d4+1/	1d6+1/	
2d10	3d10	
Save:	10	8
Morale:	8	9
Hoard Type:	XV	XV
XP:	1,490	3,100

	Gold	Green
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Lawful	Chaotic
Movement:	90' (30')	90' (30')
Fly:	240' (80')	240' (80')
Armor Class:	21	18
Hit Dice:	11	8
Attacks:	--- 3 or 1 (2 claws, 1 bite, or breath) ---	
Damage:	2d4/2d4/	
6d6		
Save:	6	9
Morale:	10	9
Hoard Type:	XV	XV
XP:	3,600	2,060

	Red	White
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Chaotic	Neutral
Movement:	90' (30')	90' (30')
Fly:	240' (80')	240' (80')
Armor Class:	20	16
Hit Dice:	10	6
Attacks:	--- 3 or 1 (2 claws, 1 bite, or breath) ---	
Damage:		
Save:	7	11
Morale:	10	8
Hoard Type:	XV	XV
XP:	3,100	1,070

	Sea
No. Enc.:	0 (1d4)
Alignment:	Neutral
Movement:	180' (60')
Fly:	(swim and fly)
Armor Class:	18
Hit Dice:	8
Attacks:	
Damage:	
Save:	10
Morale:	9
Hoard Type:	XV
XP:	2,060

	Brass	Bronze
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Lawful	Lawful
Movement:	120' (40')	90' (30')
Fly:	240' (80')	240' (80')
Armor Class:	2	0
Hit Dice:	7	9
Attacks:	---3 or 1 (2 claws, 1 bite, or breathe)---	
Damage:	1d4/1d4/4d4	1d6/1d6/4d6
Save:	10	8
Morale:	9	9
Hoard Type:	XV	XV
XP:	1,490	3,100

	Copper	Silver
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Lawful	Lawful
Movement:	90' (30')	90' (30')
Fly:	240' (80')	240' (80')
Armor Class:	1	-1
Hit Dice:	8	10
Attacks:	---3 or 1 (2 claws, 1 bite, or breathe)---	
Damage:	1d4/1d4/5d4	1d6/1d6/5d6
Save:	9	7
Morale:	9	10
Hoard Type:	XV	XV
XP:	2,060	3,100

Dragon Color	Habitat	Probability Asleep	Probability of Speech
Black	Marshes and Swamps	40%	30%
Blue	Plains and Deserts	20%	40%
Brass	Deserts	50%	30%
Bronze	Lakes and Seas	25%	60%
Copper	Rocky, Arid	40%	45%
Gold	All	5%	100%
Green	Wooded	30%	30%
Red	Mountainous	10%	50%
Silver	Mountainous	15%	75%
White	Cold	50%	10%
Sea	Ocean	40%	20%

Dragon Color	Breathe Range, Shape, and Type	Spells Available Level			
		1	2	3	4
Black	60' long, 5' wide, linear, acid	5	-	-	-
Blue	100' long, 5' wide, linear, lightning	5	4	-	-
Brass	70' long, 20' wide, cone, <i>sleep</i>	3	2	-	-
Bronze	50' wide, 40' long, cloud, <i>fear</i>	2	2	1	-
	100' long, 5' wide, linear, lightning				
Copper	20' long, 30' wide, cloud, <i>repulsion</i>	3	2	-	-
	60' long, 5' wide, linear, acid				
Gold	30' long, 20' wide, cloud, <i>slow</i>	5	5	4	-
	90' long, 30' wide, cone, fire				
Green	50' long, 40' wide, cloud, chlorine gas	4	3	-	-
	50' long, 40' wide, cloud, chlorine gas				
Red	90' long, 30' wide, cone, fire	4	4	3	
Silver	80' long, 30' wide, cone, cold	2	2	2	1
	50' wide, 40' long, cloud, <i>paralyze</i>				
White	80' long, 30' wide, cone, cold	4	-	-	-
Sea	20' diameter gob, poison spittle	4	3	-	-

Metallic Dragons: Many metallic dragons have two breathe weapons. For example, a gold dragon is able to breathe chlorine gas as a green dragon and fire as a red dragon, but nonetheless can utilize a breath attack only 3 times per day. In addition, all gold and silver dragons are able to polymorph themselves into any animal or humanoid form at will.

Sea Dragons: The breath attack of a sea dragon is a giant 20' diameter gob of poisonous spittle. A victim struck must save versus breath attack or die. Note that this poison is no longer potent 1 round after the breath attack is made. These dragons stay almost exclusively in the water, but may glide over the surface of water for a duration of 6 rounds. These dragons live in underwater caverns, where they hoard treasure from sunken vessels. They will never be found asleep above water.



Dragon, Chromatic

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	60' (20')
Fly:	180' (60')
Armor Class:	19
Hit Dice:	16 hp per head, 8 HD for the body (18 HD)
Attacks:	6 (5 bites, tail)
Damage:	As head/1d6+poison
Save:	3
Morale:	10
Hoard Type:	XV x4
XP:	5,250

Rumors abound of a type of a powerful all-female race of dark (and possibly demonic) dragons that spawn all other dragons of chaos or evil bent. A chromatic dragon is 60' long and has one head type of each of the following dragons: black, blue, green, red, and white. Each head may bite in a round, dealing damage equivalent to that dragon's bite damage. In addition, each head may deliver the appropriate breath weapon type, one per round, once per day. Each head may cast 2 spells a day of the spell level indicated below:

Head Type	Spell Level
Black	1st level
Blue	2nd level
Green	3rd level
Red	4th level spells
White	5th level spells

These creatures also attack with a stinger-tipped tail for 1d6 damage. Victims must additionally save versus poison or die. Each of the chromatic dragon's heads can suffer 16 hp damage before becoming lifeless, but they regenerate in 24 hours. If all heads are destroyed or the body is injured to 0 hp the dragon dies. Chromatic dragons are 90% likely per head color to have

one adult dragon of that type present as a companion. Only three known chromatic dragons are thought to be still living, Lahamu, Kishar, and Damgul.

Dragon Turtle

No. Enc.: 0 (1)
 Alignment: Chaotic
 Movement: 30' (10')
 Swim: 90' (30')
 Armor Class: 21
 Hit Dice: 30
 Attacks: 3 (2 claws, bite)
 Damage: 1d8/1d8/1d6x10
 Save: 3
 Morale: 10
 Hoard Type: XV
 XP: 9,500

This fearsome, massive beast is a magical hybrid of dragon and giant turtle. It has the large shell of a turtle, but the arms, legs, head, and tail of a dragon. Its rough, deep green shell is much the same color as the deep water the monster favors, and the silver highlights that line the shell resemble light dancing on open water. The turtle's legs, tail, and head are a lighter green, flecked with golden highlights. The lair of these creatures will always be below water in submerged caverns. They hoard wealth from ships that have sunk to the bottom of the sea. Dragon turtles have powerful claw and bite attacks, but also have a breath weapon that is usable 3 times per day. The breath weapon is a hot blistering steam cloud that is 90' long and 30' wide. Hit points of damage inflicted is equal to the dragon turtle's current hit points, and a victim may save versus breath attack for half damage.

Dragonne

No. Enc.: 1 (1)
 Alignment: Neutral
 Movement: 150' (50')
 Fly: 90' (30')
 Armor Class: 17
 Hit Dice: 9
 Attacks: 3 or 1 (2 claws, bite or roar)
 Damage: 1d8/1d8/3d6
 Save: 12
 Morale: 9
 Hoard Type: IX, XX, VIII
 XP: 2,800

A dragonne has the head of a lion and the body of a brass dragon. It possesses huge claws and fangs, and large eyes, usually the color of its brass scales. A dragonne is about 12' long and weighs about 700 pounds. A dragonne's wings are useful only for short flights, carrying the creature for 1 to 3 turns at a time. Nevertheless, it uses its wings effectively in battle. If opponents attempt to charge or encircle it, the dragonne simply takes to the air and finds a more defensible position. A dragonne can loose a devastating roar. All creatures except dragonnes within 120' must succeed in a save versus paralyze or suffer weakness. Those within 30' are deafened. These effects last 2d6 rounds.

Dryad

No. Enc.: 0 (1d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 14
 Hit Dice: 2
 Attacks: Charm
 Damage: 0
 Save: 17
 Morale: 6
 Hoard Type: XIX
 XP: 29

Shy, intelligent, and resolute, dryads are as elusive as they are alluring. A dryad's delicate features are much like a female elf's, though her flesh is the color of bark, and her hair is the color of a canopy of leaves that changes color with the seasons.

Although they are generally solitary, up to six dryads have been encountered in one place on rare occasions. A dryad is united by spirit to a particular tree, and if this tree is ever killed the dryad will be killed as well. Dryads may physically join with their trees, effectively disappearing. A dryad may not venture more than 240' from her tree, or she will die after 1 turn. Dryads have the innate ability to charm person. They will sometimes use this ability if threatened, or if they take a particular liking to an individual. A victim must succeed in a saving throw versus spells, or he goes to the dryad's tree and disappears within it. Any individual who does this is lost forever. Dryads acquire treasure from past victims or infatuations, and store it at the base of their trees, underground below the roots.

Dwarf

No. Enc.: 1d6 (5d8)
 Alignment: Lawful, Neutral
 Movement: 60' (20')
 Armor Class: 15
 Hit Dice: 1
 Attacks: 1 (weapon)
 Damage: 1d8 or weapon
 Save: 16
 Morale: 8
 Hoard Type: XVI
 XP: 10

This monster listing is for the typical NPC dwarf. Dwarves favor earth tones in their clothing and prefer simple and functional garb. Their skin can be very dark, but it is always some shade of tan or brown. Hair color can be black, gray, or brown. Dwarves average 4 feet tall and weigh as much as adult humans. When encountered in a group of 20 or more, one leader will be present, whose level will be determined by rolling 1d6+2. This leader may possess items of magic, with a probability equal to 5% per level of the leader per type of magic item, except for rods, wands, and staves, or scrolls. In the presence of a leader, dwarves have morale of 10 rather than 8. Goblins are the most reviled creatures to dwarves; dwarves will attack goblins first and ask questions later.

Dwarf, Duergar

No. Enc.: 2d4 (1d00+100)
 Alignment: Chaotic
 Movement: 60' (20')
 Armor Class: 15
 Hit Dice: 1 + 2
 Attacks: 1 (weapon)
 Damage: As weapon
 Save: 16
 Morale: 8
 Hoard Type: VI, XX
 XP: 21

Sometimes called gray dwarves, these evil beings dwell in the underworld. Most duergar are bald (even the females), and they dress in drab clothing that is designed to blend into stone. Duergar have 120' infravision, and suffer a -2 penalty to hit in bright light or sunlight. They war with other dwarves, even allying with other underworld creatures from time to time. In a group of duergar, 25% of their number will be 2nd level fighters. In a group of 10 or more, there will be a 4th or 5th level fighter. Duergars are most usually armed with crossbows, short swords, and/or light picks. There is a 25% chance each will be wearing plate armor. Duergar are very silent, and surprise opponents on 1-3 on 1d6. They have the same saving throw bonuses as other dwarves, but are completely immune to poison and paralysis. In their lair, there will be an additional number of young equal to 10% of the adults. In addition, there is a 75% chance the lair will have 1d4x100 slaves, consisting of morlocks, dwarves, deep elves, orcs, goblins, kobolds, or sometimes other humanoids. Duergar speak their own language, dwarven, and the gesture language of drow.

E

Eagle, Giant

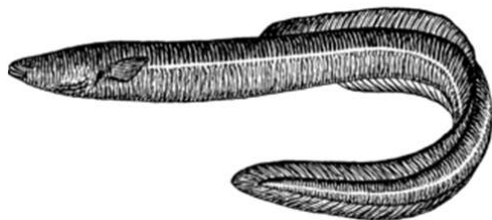
No. Enc.: 1d6 (1d20)
 Alignment: Neutral
 Movement: 30' (10')
 Fly: 480' (120')
 Armor Class: 12
 Hit Dice: 4
 Attacks: 3 (2 claws, bite)
 Damage: 1d6/1d6/2d6
 Save: 16
 Morale: 8
 Hoard Type: XI, XXII (no coins)
 XP: 80

The grand, giant eagles have a 20' wingspan. They nest on large cliffs or other out of the way rocky areas. Their eyesight is so finely honed that during the day they are impossible to surprise. In addition to their normal claw and beak attacks, giant eagles may use a dive attack that deals 2d6 damage per claw, with no beak attack possible. They may instead opt to carry away prey, and can carry up to 200 lbs. at half their normal movement. When a nest is encountered there is a 60% chance that there are 1d4 young, otherwise there are a like number of eggs. Giant eagles are intelligent, and have a kind fondness for elves and dwarves.

Ear Seeker

No. Enc.: 1d4 (1d4)
 Alignment: Neutral
 Movement: 10' (3')
 Armor Class: 10
 Hit Dice: 1 hp
 Attacks: See below
 Damage: See below
 Save: 18
 Morale: N/A
 Hoard Type: None
 XP: 5

These small insect-like creatures spend most of their lives eating decaying wood and living in the bark of fallen trees or similar environments. However, at the end of their lives they seek a warm-blooded host to lay eggs. They will try to crawl into an orifice or cavity, such as the opening to the ears, where they deposit 1d8+8 eggs. The parent exits the body and dies. Meanwhile the eggs hatch in 4d6 hours and proceed to consume flesh. There is only a 10% chance of the host's survival. The spell cure disease may be used to rid a host of the parasites.

**Eel**

	<i>Electric</i>	<i>Giant</i>
No. Enc.:	1d3 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	90' (30')
Armor Class:	10	13
Hit Dice:	2	5
Attacks:	1 (bite)	1 (bite)
Damage:	1d4	3d6
Save:	17	14
Morale:	7	8
Hoard Type:	None	None
XP:	29	200

Sea

No. Enc.: 1d6x10
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 11
 Hit Dice: 1 – 1
 Attacks: 1 (bite)
 Damage: 1
 Save: 18
 Morale: 7
 Hoard Type: X, XII, XIII
 XP: 6

Eels are aquatic creatures that usually only attack when provoked.

Electric: Once per turn an electric eel may emit an electrical discharge in a 15' radius. The attack deals 3d8 damage to all beings within 5', and 2d8 to those between 5' and 10', and 1d8 beyond that to the maximum range. These eels are 9' long.

Giant: This giant 20' long cousin to normal eels lack an electrical attack.

Sea: These 6' long eels have bodies shaped like sea weed. They live in large colonies, inhabiting small networks of tunnels (6" or 8" in diameter) with open access to water. They have larger chambers deeper in rock, which they decorate with shiny riches. These eels attack with a poisonous bite that deals only 1 hp damage, but victims must save versus poison or die.

Efreeti

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 90' (30')
 Fly: 240' (80')
 Armor Class: 16
 Hit Dice: 10
 Attacks: 1
 Damage: 2d8
 Save: 9
 Morale: 12
 Hoard Type: None
 XP: 4,500

Although they look like giant, demonic beings, efreet are actually an intelligent kind of fire elemental. They may only be affected by magic and magical weapons. Efreet have several spell-like abilities, and they can use each of them 3 times a day. They have four creation abilities, including create food and water (cast as a cleric of 7th level), create temporary objects of metal (the softer the metal the longer it lasts, gold lasts 24 hours while iron lasts 1 round, and 100 lbs maximum), create permanent goods (items made of wood, rope, and other kinds of softer goods of 100 lbs maximum), and create illusion (as phantasmal force, but the effect is permanent until touched or dispelled). Efreet can also make themselves invisible and make a wall of fire. They can become a flame pillar that inflicts 1d8 hit points of damage, and ignites combustible materials that are within 5'. This form may only be maintained by an efreeti for 3 rounds.

Efreet resent being summoned, and though they must serve for 101 days when properly compelled, they will attempt to twist the meaning of their orders and obey them to the letter. Efreet are enemies of Djinn, and will try to destroy them when encountered.

Elemental

	Air	Earth
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	-	60' (20)'
Fly:	360' (120')	
Armor Class:	17/19/21	17/19/21
Hit Dice:	8/12/16	8/12/16
Attacks:	See below	See below
Damage:	---- 1d8 or 2d8 or 3d8 ----	
Save:	----- 13 or 11 or 8 -----	
Morale:	10	10
Hoard Type:	None	None
XP:	--- 1,570/2,800/3,300 ---	

	Fire	Water
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	120' (40)'	60' (20)'
Swim:		180' (60)'
Armor Class:	17/19/21	17/19/21
Hit Dice:	8/12/16	8/12/16
Attacks:	See below	See below
Damage:	---- 1d8 or 2d8 or 3d8 ----	
Save:	----- 13 or 11 or 8 -----	
Morale:	10	10
Hoard Type:	None	None
XP:	--- 1,570/2,800/3,300 ---	

Elementals are living beings made up of one of the four primary elements. They may be summoned in three different ways, and any time an elemental is summoned the summoner must spend complete concentration directing the elemental. Elementals will leave when dispelled, destroyed, or ordered to by the summoner. If the summoner stops concentrating or loses concentration due to being struck or taking other actions, the elemental will attack him and anyone in-between it and the summoner. Only magic and magical weapons can harm elementals.

There are three different power levels of elementals, and the type present will be determined by the means used to summon them. Any elemental summoned with a staff is the weakest of the three, having AC 2, HD 8, and DG 1d8. Any elemental summoned with other miscellaneous magic items has AC 0, HD 12, and DG 2d8. Elementals summoned with a spell have AC -2, HD 16, and DG 3d8.

Air Elementals: For every hit die possessed by an air elemental, it will have a diameter of ½' and be 2' high. For instance, an air elemental summoned by a spell would be 32' high and have a diameter of 8'. Their appearance is that of a twirling air mass. If a being of fewer than 2 HD is caught in the twirling mass, it is carried away, barring a successful saving throw versus death. Any aerial victim will suffer an extra 1d8 hit points of damage from an air elemental.

Earth Elementals: For every hit die possessed by an earth elemental, it will be 1' high. For instance, an earth elemental summoned by a spell would be 16' high. Their appearance is that of a giant humanoid made of earth. Any victim standing on the ground will suffer an extra 1d8 hit points of damage from earth elementals. Earth elementals are unable to move through water that has a width greater than an elemental's height.

Fire Elementals: For every hit die possessed by a fire elemental, it will have a diameter of 1' and be 1' high. For instance, a fire elemental summoned by a spell would be 16' high and have a 16' diameter. Their appearance is that of a giant pillar of flame. Any victim that uses cold-based attacks will suffer an extra 1d8 hit points of damage from fire elementals. Fire elementals are unable to move through water that has a width greater than an elemental's diameter.

Water Elementals: For every hit die possessed by a water elemental, it will have a diameter of 2' and be ½' high. For instance, a water elemental summoned by a spell would be 8' high and have a 32' diameter. Their appearance is that of a

large mass of watery waves. Any victim that is standing in, or submerged in, water suffers an extra 1d8 hit points of damage from water elementals. Water elementals may not be further than 60' from a source of water.

Elephant

No. Enc.:	0 (1d20)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	14
Hit Dice:	9
Attacks:	2 or 1 (2 tusks or trample)
Damage:	2d4/2d4 or 4d8
Save:	10
Morale:	8
Hoard Type:	None
XP:	2,400

Massive herbivores of tropical lands, elephants are unpredictable creatures, but nevertheless are sometimes used as mounts or beasts of burden. If elephants have enough distance between them and a foe, they will commit to a charge to score double damage with their tusks. When in close combat, they may attempt to attack with tusks or attempt to trample, preferring to trample with a roll of 1-3 on 1d4. Elephants have a +4 to their attack roll when attempting to trample an opponent that is smaller or approximately equal to the size of a human. Although elephants do not keep treasure, the ivory from tusks is valuable and each tusk is worth 1d6x100 gp.

Elf

No. Enc.:	1d4 (2d12)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	15
Hit Dice:	1 + 1
Attacks:	1 (weapon)
Damage:	1d8 or weapon
Save:	17
Morale:	8
Hoard Type:	XVIII
XP:	15

This monster listing is for the typical NPC elf. Elves average 5 feet tall and are slight of build. They prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest. When encountered in a group of 20 or more, one leader will be present, whose level will be determined by rolling 1d6+1. This leader may possess items of magic, with a probability equal to 5% per level of the leader per type of magic item. In the presence of a leader, elves have morale of 10 rather than 8.

Elf, Deep

No. Enc.:	1d10 (4d12)
Alignment:	Neutral (evil)
Movement:	120' (40')
Armor Class:	14
Hit Dice:	1
Attacks:	1 (weapon)
Damage:	As weapon
Save:	17
Morale:	7
Hoard Type:	XX
XP:	10

Deep elves are a degenerate race of subterranean elves, and are all albinos. It is said they followed an evolutionary path of savagery, as opposed to drow which retained sophisticated culture. They have 90' infravision, and suffer -2 to hit when in sunlight or other bright light. In a village there will be a leader that is a 3rd level fighter with 12 hp. In addition, there will be a 1st level magic-user. Deep elves are hated enemies of morlocks, and constantly war with them for territory. Deep elves are sometimes enslaved by drow, and horribly abused by them because they are viewed as weak and inferior.

Elf, Drow

No. Enc.: 2d4 (5d10)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 15
 Hit Dice: 2
 Attacks: 1 or 2 (weapon)
 Damage: As weapon
 Save: 16
 Morale: 10
 Hoard Type: V x 5, XI x 2
 XP: 38

Also known as dark elves, drow are a depraved and evil demon-worshipping subterranean offshoot. White is the most common hair color among drow, with ebony skin and eyes a vivid red.

Like other elves, they tend to be 5' tall and slight of build. They have 120' infravision, and if abruptly exposed to light are blinded for 1 round. In addition, when in bright light including sunlight they suffer -2 to hit and -2 to DEX. Drow have keen hearing and are surprised only on 1 on 1d8; they always move silently with 90% efficiency. Drow typically attack with short swords or afar with darts which are coated with poison. Victims must save versus poison at -4 or fall unconscious for 1d4 turns. Drow can use the following spell-like abilities once per day: dancing lights, darkness, and faerie fire. All drow save versus magical effects with a +2. In addition, drow of 4th level or higher have the following spell-like abilities once per day: detect magic, know alignment, and levitate. Finally, female drow are more powerful than males, and once per day have the abilities of clairvoyance, detect lie, dispel magic, and suggestion. In a group of 10 or more, a male 3rd level fighter will be present.

In a group of 20 or more, a female cleric/fighter of 6th level will be present. If more than 30 are encountered, a female cleric/fighter of 7th or 8th level will be present, and a male fighter/magic-user of 4th or 5th level will be present. There is a 5% chance per level that a drow has a magic item.

Ettin

No. Enc.: 1d2 (1d4)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 16
 Hit Dice: 10
 Attacks: 2 (club, club)
 Damage: 2d8/3d6
 Save: 12
 Morale: 9
 Hoard Type: XIX
 XP: 1,700

Ettins are dirty creatures that wear tattered skins and often use wicked weapons, such as barbed clubs. They share some affinity to orcs, witnessed in their pig-like faces. Ettins are large, nocturnal creatures that live below ground. They have two heads, each of which controls one arm. The right side is slightly dominant, and can cause 3d6 damage whereas the left can inflict 2d8. Ettins are seldom surprised (1 on 1d6) because one head or the other is usually keeping watch.

Eye, Floating

No. Enc.: 1d12 (1d12)
 Alignment: Neutral
 Movement: 300' (100')
 Armor Class: 10
 Hit Dice: 1d4 hp
 Attacks: 0
 Damage: 0
 Save: 18
 Morale: 6
 Hoard Type: None
 XP: 6

These bizarre fish are 1' long and transparent except for their single large eye. Creatures looking at the eye must succeed in a saving throw versus paralyzation or be hypnotized (stunned) and unable to move. There are always large aquatic predators

near floating eyes, ready to attack the prey. The floating eyes then feed on fallen morsels.

Eye of the Deep

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 60' (20')
 Armor Class: 14
 Hit Dice: 10-12
 Attacks: 3 (2 claws, bite)
 Damage: 2d4/2d4/1d6
 Save: 10
 Morale: 8
 Hoard Type: X
 XP: 3,800

These aggressive, evil intentioned creatures have the bodies of 5' wide orbs dominated by a central eye and large serrated mouth. The eye of the deep is thought to be a distant relative of the eye of terror, for its appearance is that of said creature. Hundreds of small seaweed-like bristles hang from the bottom of its body. Two large crab-like pincers protrude from its body, and two long, thin eyestalks sprout from the top of its orb. Eyes of the deep are typically found only in the deepest parts of the ocean, where they float slowly, searching for prey. They attack using eye rays, and then they grasp an opponent with pincer-like claws and subject victims to a bite attack. Each of the creature's eye stalks can produce a magical ray once per round. The creature can aim both of its eye rays in any direction. The eyes have the following powers:

Hold Person: Left eye—the target must succeed on a saving throw versus spells or be affected as though by the spell. An eye of the deep will use this ray early in a fight so as to disable its opponents.

Hold Monster: Right eye—the target must succeed on saving throw versus spells or be affected. This is used in the same manner as the hold person ray.

Phantasmal Force: By combining the rays of both eyes, the eye of the deep can replicate the spell phantasmal force.

Stun: An eye of the deep's central eye can, once per round, produce a cone of stunning energy extending straight ahead from its front to a range of 30', with a 20' diameter at the terminal end. Creatures in the area must succeed on a saving throw roll versus paralyze or be stunned for 2d4 rounds.

Eye, Tentacled

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 15 (tentacles 14)
 Hit Dice: 14-16
 Attacks: 8 or 1 (tentacles or bite)
 Damage: 1d8 per tentacle or 2d6
 Save: 10
 Morale: 10
 Hoard Type: VII, IX, XIV
 XP: 4,200

Sages believe the tentacled eye is a very distant relative of the horrible eye of terror. These creatures have 15' wide orb-like bodies, a large tooth-filled mouth, and three elephantine legs. Their bodies are covered with eyes, and they may not be surprised. They have a disturbingly incongruent canine-like nose, and eight octopus-like tentacles. Tentacled eyes may attack any single opponent with 4 tentacles at a time, and may divide attacks so that they can attack up to 8 opponents, one for each tentacle, each round. Each tentacle is massive and deals 1d8 crushing damage. A successful hit means the victim is entangled and will suffer an additional 1d8 damage per round until either the tentacle is severed or the creature is killed.

Tentacles may be attacked individually, and have an AC of 5 and 2d6+4 hp. A tentacle regenerates in 2d4 days. Creatures being constricted attack with a -2 penalty to hit. The tentacled eye may also pull constricted creatures toward its mouth, where it

bites for 2d6 hp damage. Victims must succeed in a saving throw versus poison or become living husks with dead brains, waiting to be completely devoured. Curative spells cannot cure this condition, but if a victim is fully dead a raise dead or resurrection spell will revive him normally.

Eye of Terror

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 60' (20')
 Armor Class: 19 (body), 17 (central eye), 16 (eye stalks)
 Hit Dice: 10-12
 Attacks: 3 (2 tentacles, bite)
 Damage: 1d6/1d6/2d4
 Save: 8
 Morale: 9
 Hoard Type: VII, IX, XIV
 XP: 7,300

These highly intelligent cave or labyrinth dwelling evil cousins to eyes of the deep likewise have the bodies of 5' wide orbs dominated by a central eye and large serrated mouth. However, rather than bristles, hundreds of small tentacles hang from the bottom of its body. Instead of pinchers, eyes of terror have two 3' long tentacles ending in a spiked squid-like sucker appendage that can grasp like a hand. These appendages can slap opponents for 1d6 hp damage, and victims must save versus poison or die. The eye of terror moves around with a permanently active form of levitation. The central eye possesses 30% of the creature's total hp and has an independent AC of 2. Each eyestalk has AC 3 and 1d6+8 hp. Destroyed eyestalks regenerate in seven days. In addition to the central eye, each of the eye of terror's eight eyestalks have a special power. Note that these creatures may use four eyestalks and the central eye at the same time against opponents directly in front of the eye of terror. If there are additional attackers from other directions, other eyes may be employed against them as well. The eyes have the following powers:

Central Eye: Flesh to stone cone ray, 30' long and 20' diameter at the terminal end.
 Eye 1: Slow as the spell
 Eye 2: Polymorph other as the spell
 Eye 3: Hold monster as the spell
 Eye 4: Sleep as the spell
 Eye 5: Hold person as the spell
 Eye 6: Stun ray, 40' long, as the power word, stun spell
 Eye 7: Telekinesis as the spell
 Eye 8: Feeblemind as the spell

F

Ferret, Giant

No. Enc.: 1d8 (1d12)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 14
 Hit Dice: 1 + 1
 Attacks: 1 (bite)
 Damage: 1d8
 Save: 18
 Morale: 8
 Hoard Type: None
 XP: 15

Giant ferrets are much like their smaller kin, but average 3' long. They are often trained to hunt giant vermin, but their temperamental personalities make them dangerous, as they occasionally turn on their masters.

Fish, Giant

	Catfish	Piranha
No. Enc.:	0 (1d2)	0 (2d4)
Alignment:	Neutral	Neutral
Movement:	-	-
Swim:	90' (30')	150' (50')
Armor Class:	15	13
Hit Dice:	8 + 3	3 + 3
Attacks:	5 (bite, 4 feelers)	1 (bite)
Damage:	2d8/1d4 (each 1d8 Feeler)	
Save:	15	16
Morale:	8	7
Hoard Type:	None	None
XP:	620	65

	Rockfish	Sturgeon
No. Enc.:	0 (2d4)	0 (1)
Alignment:	Neutral	Neutral
Movement:	-	-
Swim:	180' (60')	180' (60')
Armor Class:	12	19
Hit Dice:	5 + 5	10 + 2
Attacks:	4 (spines)	1 (bite)
Damage:	1d4x4 (each 2d10 spine), poison	
Save:	15	14
Morale:	8	9
Hoard Type:	None	None
XP:	460	1,700

Giant Catfish: These scaleless, ash-colored fish are both predators and scavengers. They can attack with their whisker-like feelers and a bite. The giant catfish reaches a length of about 15'.

Giant Piranha: These giant fish live in warm, moving water, and can reach a length of 5'. They will attack nearly anything that moves, and if blood is scented they will feed at a feverish pace, never having to check for morale. Note that as many as 8 giant piranhas may attack a single victim at a time.

Giant Rockfish: These giant fish are passive but deadly. They closely resemble the rocky sea surface that they call home, and blend in well since there is only a 30% chance that an observer will recognize the fish is present. The giant rockfish will attack if threatened, and its deadly spines are also poisonous, requiring a saving throw versus poison, or the victim dies. Should a being touch a rockfish due to mistaking it for its surroundings, it is struck by all four spines with no attack roll required.

Giant Sturgeon: These immense gray scaly fish can reach a length of 30'. If their attack roll is equal to or greater than 18, a victim is swallowed. A being that is swallowed takes 2d6 hit points of damage per round inside the giant sturgeon's belly. In addition, if a victim does not succeed in a saving throw versus paralyze, he is paralyzed. Otherwise, he may attack the sturgeon from the inside with a -4 to the attack roll versus an effective AC 7.

Flightless Bird

No. Enc.: 2d10 (2d10)
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 12
 Hit Dice: 1-3
 Attacks: 1 (bite or claws)
 Damage: 1d4 or 2d4
 Save: 17
 Morale: 8
 Hoard Type: None
 XP: 10, 20, 50

This category of animal includes large flightless birds ranging in size from the smallest, the rhea, to the emu, and to the largest, the ostrich (with correspondingly higher HD).

Fly, Giant Carnivorous

No. Enc.: 1d6 (2d6)
 Alignment: Neutral
 Movement: 90' (30')
 Fly: 180' (60')
 Armor Class: 13
 Hit Dice: 2
 Attacks: 1 (bite)
 Damage: 1d8
 Save: 18
 Morale: 8
 Hoard Type: VI
 XP: 29

The dreaded giant carnivorous fly is 3' long. They have markings that make them appear similar to giant killer bees. The giant carnivorous fly preys upon these bees, and is immune to their poisonous sting. However, they also prey upon animals and humanoids. These giant flies skulk in shadows, waiting for victims, and surprise on 1-4 on 1d6. These carnivorous flies sometimes jump to a distance of 30' to attack. They attack by biting victims with their formidable mandibles.

Frog, Giant

	<i>Giant</i>	<i>Killer</i>
No. Enc.:	5d8 (5d8)	3d6
Alignment:	Neutral	Neutral
Movement:	30' (10')	60' (20')
Swim:	90' (30')	120' (40')
Armor Class:	12	11
Hit Dice:	1-3	1 + 4
Attacks:	1 (bite)	3 (2 claws, bite)
Damage:	1d3, 1d6, 2d4	1d2/1d2/1d4+1
Save:	16	18
Morale:	7	7
Hoard Type:	None	None
XP:	13, 29, 65	21

Poisonous

No. Enc.: 2d6
 Alignment: Neutral
 Movement: 30' (10')
 Swim: 90' (30')
 Armor Class: 11
 Hit Dice: 1
 Attacks: 1
 Damage: 1
 Save: 18
 Morale: 7
 Hoard Type: None
 XP: 13

Giant: Giant frogs inhabit swamps, rivers, lakes, ponds or other bodies of water. Three different sizes are categorized here, 2' long and 50 lbs. (1 HD), 4' long and 150 lbs (2 HD), and 6' long and 250 lbs (3 HD). Much like their giant toad cousins, giant frogs blend into their environment, surprising opponents on 1-4 on 1d6. Giant frogs can leap 180' (60') and attack the same round. They often attack by extending their immensely long tongues that are three times as long as their bodies, to strike with +4 on the attack roll. If the victim fails to attack the tongue before the next round, he is drawn to the mouth of the frog and bitten for an amount of damage dependent on the frog's size. If the victim weighs more than the frog but not twice as much, he may attack the tongue an additional time before being dragged. Victims weighing more than twice the weight of the frog are not dragged. In addition to these attacks, giant frogs have a swallow attack, and are able to swallow human-sized opponents or smaller. Swallowed creatures suffer 1d6 damage from digestion per round.

Killer: Killer frogs are 2' long and attack with vicious claws and a bite. They crave human flesh, and attack with no provocation.

Poisonous: These 1' long frogs are not aggressive, but attack if provoked. Its bite is poisonous, as is its skin from merely a touch. Victims exposed to the poison must save versus poison with a +4 bonus or die.

Fungi, Violet

No. Enc.: 1d4 (1d4)
 Alignment: Neutral
 Movement: 10' (3')
 Armor Class: 12
 Hit Dice: 3
 Attacks: 1-4
 Damage: See below
 Save: 15
 Morale: 8
 Hoard Type: None
 XP: 80

Violet fungi are 4' to 7' tall, resemble shriekers, and are often found growing among them. A violet fungi's coloration ranges from purple overall to dull gray or violet covered with purple spots. A violet fungus flails about with its 1d4 tentacles at living creatures that come within its reach of 1' to 4' per tentacle. The tentacles ooze a rot-inducing slime, causing a victim to save versus poison or after one round rot into a corpse. If the spell cure disease is cast on the round immediately after the attack, the effect is avoided.

G

Gargoyle

No. Enc.: 1d6 (2d4)
 Alignment: Chaotic
 Movement: 90' (30')
 Fly: 150' (50')
 Armor Class: 14
 Hit Dice: 4
 Attacks: 4 (2 claws, bite, horn)
 Damage: 1d3/1d3/1d6/1d4
 Save: 15
 Morale: 11
 Hoard Type: XX
 XP: 500

Gargoyles are demonic-appearing beasts that are magical in nature, and may only be harmed by enchanted weapons or magic. They have large bat-like wings, horns, fangs, fearsome claws, and skin the color of gray stone. Although they are not greatly intelligent, they make up for this with the sly nature of efficient predators.

Gas Spore

No. Enc.: 1d3 (1d3)
 Alignment: Neutral
 Movement: 30' (10')
 Armor Class: 10
 Hit Dice: 1 hp
 Attacks: 1
 Damage: See below
 Save: 19
 Morale: 12
 Hoard Type: None
 XP: 6

From a distance greater than 10', the gas spore is 90% likely to be mistaken for an eye of terror. There is a 30% chance of mistaking the spore for an eye of terror even when up close. The gas spore is actually a fungus, and is not related to the eye of terror, but it resembles one most uncannily. When a gas spore contacts a living creature, it injects poisonous rhizomes into the foe and the gas spore drops dead. After just one round, the rhizomes grow in the whole victim's body. An infected creature dies in 24 hours and 2d4 gas spores emerge from its body. A cure disease spell cast on an affected creature before it dies destroys the rhizomes. If a gas spore is struck for a single point of damage, it explodes in a violent blast of gas that deals 6d6 points of damage to all creatures within a 30' radius. A successful save versus wands reduces the damage by half.

Gelatinous Cube

No. Enc.: 1 (0)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 11
 Hit Dice: 4
 Attacks: 1
 Damage: 2d4 + see below
 Save: 15
 Morale: 12
 Hoard Type: VII
 XP: 245

The nearly transparent gelatinous cube travels slowly along labyrinth corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is 10 feet on a side, though much larger specimens are not unknown. The translucent appearance of the gelatinous cube makes characters surprised on a surprise check roll of 1-4 on 1d6. A gelatinous cube attacks by slamming its body into its prey to engulf foes. This attack deals 2d4 hit points of damage, and an opponent must succeed in a saving throw versus paralyze or become paralyzed for 2d4 turns. The spell cure light wounds causes a character to regain movement, but this use does not heal hit points with the same casting. Subsequent attacks against a paralyzed foe always hit. Gelatinous cubes are immune to the effects of lightning and cold-based attacks. They take normal damage from weapons and fire-based attacks.

Ghast

No. Enc.: 1d6 (1d6)
 Alignment: Chaotic
 Movement: 150' (50')
 Armor Class: 15
 Hit Dice: 4
 Attacks: 3 (2 claws, bite)
 Damage: 1d4/1d4/1d8
 Save: 16
 Morale: 9
 Hoard Type: VIII, IX, XI, XXI
 XP: 190

These despicable undead creatures resemble ghouls, and are often found with them. However, ghouls are much more powerful. Their bite induces paralysis for 2d4 turns unless a successful saving throw versus paralyze is made; this paralysis is potent even to elves. In addition, ghouls have a horrible rotting stench, and any beings within 10' must save versus poison or become horribly sick and vomiting, suffering -2 to hit in combat. Ghouls represent such a powerful evil that protection from evil is ineffective against them unless combined with powdered iron. Cold iron weapons deal twice normal damage against ghouls.

Ghoul

No. Enc.: 1d6 (2d8)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 13
 Hit Dice: 2 (turn as 3 HD)
 Attacks: 3 (2 claws, bite)
 Damage: 1d3/1d3/1d3 + see below
 Save: 17
 Morale: 9
 Hoard Type: XXI
 XP: 47

Formerly human, but now flesh-eating undead mockeries of their former existence, ghouls are fearsome enemies of all things living. Ghouls attack with claws and a vile bite. Any successful attack requires the opponent to attempt a saving throw versus paralyze, or become paralyzed for 2d4 turns. This paralysis may be cured with cure light wounds. Elves are immune to the paralysis of ghouls, and the paralysis cannot take effect on humanoids larger than ogres. Ghouls will attempt to paralyze all members of a group, so that they can feast on their

helpless bodies at leisure. All humans slain by ghouls rise again in 24 hours as ghouls, unless the spell bless is cast upon their bodies. Ghouls are turned on the Turning Undead Table as undead of 3 HD, but the amount turned is calculated normally for 2 HD undead.

Ghost

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 19 (11)
 Hit Dice: 10
 Attacks: 1
 Damage: See below
 Save: 11
 Morale: 10
 Hoard Type: IX, XIX
 XP: 3,100

These incorporeal, ethereal beings are the animated spirits of horribly evil humans. In life their evil was so great as to attract otherworldly attention, and the powers preserved their being as ghosts after death. Ghosts are so terrifying that any being seeing one ages 10 years and flees as with a fear spell for 2d6 turns. A save versus spells negates the effect. The divine confidence belonging to clerics of 6th level or higher makes them immune. Beings of 8 HD or levels receive a +2 bonus to save. Ghosts usually attack via magic jar within a range of 60'. Ghosts may be attacked directly, whether physically or by spell, only by beings that are also ethereal or on the ethereal plane. If attacked on the ethereal plane ghosts have an AC of 8. A ghost may also partially materialize and attack a victim physically. A successful attack ages a victim by 1d4x10 years. Beings killed in this manner may not be reincarnated, raised or resurrected.

Giant

	<i>Hill</i>	<i>Stone</i>	<i>Frost</i>
No. Enc.:	1d4 (2d4)	1d2 (1d6)	1d2 (1d4)
Alignment:	Chaotic	Neutral	Chaotic
Movement:	120' (40')	120' (40')	120' (40')
Armor Class:	15	15	15
Hit Dice:	8	9	10 + 1
Attacks:	1	1	1
Damage:	2d8	3d6	4d6
Save:	12	10	8
Morale:	8	9	9
Hoard Type:	----- XVIII + 5,000 gp -----		
XP:	560	1,700	1,700

	<i>Fire</i>	<i>Cloud</i>	<i>Storm</i>
No. Enc.:	1d2 (1d3)	1d2 (1d3)	1 (1d3)
Alignment:	Chaotic	Neutral	Lawful
Movement:	120' (40')	120' (40')	150' (50')
Armor Class:	15	15	17
Hit Dice:	11 + 2	12 + 3	15
Attacks:	1	1	1 + see below
Damage:	5d6	6d6	8d6
Save:	7	6	3
Morale:	9	10	10
Hoard Type:	----- XVIII + 5,000 gp -----		
XP:	2,000	2,000	3,300

Hill Giant: In many ways hill giants resemble larger ogres, including having eyes rimmed with red and often wielding some bludgeoning weapon or a spear. They have skin of rust brown or tan, with similarly colored rust or black hair. They dress in animal skins and are 12' tall. Hill giants enjoy pillaging human villages.

Stone Giant: Stone giants are partially named for their stone-like complexions and iron colored eyes. Their hair is also dark-stone colored, sometimes with hints of blue. They are 14' tall. Whereas hill giants often use wooden clubs, stone giants prefer stone clubs and wear skins the color of stone. Stone giants can throw rocks to inflict 3d6 damage to a range of 300'. They keep guards (50% chance), which are typically bears (1d4 in number).

Frost Giant: Frost giants have the overall appearance of giant, 18' tall muscled barbarians. They have pale yellow or blue eyes, with white hair that can likewise be tinged with yellow or blue. Frost giants get their name for their love of the cold. They often live within frosty caverns, but have the propensity to take up residence in castles, as do some of their other giant kin. This love of the cold is reflected in the fact that frost giants are completely immune to ill effects from cold, including the bone-chilling breath of white dragons! Frost giants can throw rocks to inflict 3d6 damage to a range of 200'. They keep guards, which are usually (1-8 on 1d10) 6d6 wolves, or sometimes (9-10 on 1d10) 3d6 polar bears.

Fire Giant: Fire giants' hair is the red and orange color of flames, and their skin is soot black. Their teeth are flame orange, and their eyes red. They are 16' tall. They commonly wear armor on their broad shoulders. This armor is usually brass, bronze, copper, or sometimes made from the skin of red dragons. Fire giants live in castles or large structures made of stone or dense fire-hardened earth. Like most giants, fire giants delight in throwing rocks at enemies. They can hit a target from a distance of 200' to inflict 3d6 hit points of damage. When not throwing rocks, fire giants wield large swords. Fire giants are immune to fire-based attacks, including the fire breath of a red dragon. They keep guards, which are usually (1-8 on 1d10) 3d6 hellhounds, or sometimes (9-10 on 1d10) 1d3 hydras.

Cloud Giant: Cloud giants often dress in flowing clothing and fancy jewelry. They have bronze to white hair, with skin in tones of blue ranging from nearly white to cold, light blue. They are 20' tall. Cloud giants usually live in giant castles at high elevations. When not high up in the mountains, their castles exist on clouds given substance by magic. Their strong olfactory sense and sharp eyesight make them surprised on a roll of 1 on 1d6. Cloud giants keep various guards, and if the giants are living on clouds the guards will be giant hawks (3d6 in number). If living in castles on mountains, the guards will be dire wolves (6d6 in number). Although they often wield clubs, all cloud giants can throw rocks to inflict 3d6 damage to a range of 200'.

Storm Giant: There are two typical appearances of storm giants, which are related to their preference for environment. Those who choose to live under water are often of green hair, eyes and skin, while those above water have purple skin, eyes either purple or cloud gray, and blue-tinted black hair. Both kinds are 22' tall. Storm giants are the most formidable of all giants. They live in remote locations; about 60% of the time they live on clouds like their cloud giant cousins, and 30% of the time in the mountains like their stone giant relatives. Somewhat more rarely, 10% of the time storm giants choose to live underwater. In all cases, they live in immense, luxurious castles. Like most other giants, storm giants keep guards, and if living above water will have 2d4 griffons. However, storm giants who have their castle abodes under water will instead have giant crabs (3d6 in number). Storm giants have the ability to summon thunderstorms that will arrive after 1 turn. In the presence of a thunderstorm, a storm giant is able to cast a lightning bolt 1 time per 5 rounds. The hit point damage inflicted is equal to the storm giant's current hit point total, and a saving throw versus spells can reduce this damage by 50%. Storm giants are immune to all forms of lightning, even the lightning breath attack of blue dragons.

Gnoll

No. Enc.: 1d6 (3d6)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 14
Hit Dice: 2
Attacks: 1 (weapon)
Damage: 2d4 or weapon +1
Save: 17
Morale: 8
Hoard Type: XIX
XP: 47

Gnolls are hyena-headed, dark humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish-brown fur. A

gnoll is a nocturnal carnivore, preferring intelligent creatures for food because they scream more, though gnolls themselves are not particularly intelligent. Gnolls use a variety of weapons, and receive a +1 to damage due to their high strength. In any group of 20 gnolls, there is a leader who has 16 hit points and is considered to have 3 HD for attack purposes.

Gnome

No. Enc.: 1d8 (5d8)
Alignment: Lawful, Neutral
Movement: 60' (20')
Armor Class: 14
Hit Dice: 1
Attacks: 1 (weapon)
Damage: 1d6 or weapon
Save: 17
Morale: 8
Hoard Type: XX
XP: 10

Gnomes stand 3' to 3 ½' tall and are slighter of build than dwarves. Their skin color ranges from dark tan to woody brown, their hair is fair, noses large, and their eyes can be any shade of blue. Gnome males prefer long beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry. These cousins to dwarves share many of their likes, and often live in vast mines looking for precious metals and gems. Their tendency to underground life has granted them extended infravision to 90'. They have a fondness for contraptions, and often employ crossbows and fight hand-to-hand with war hammers. Gnomes have a particular hatred for kobolds, but are none too fond of goblins. Dwarves, however, are treated as welcome relatives.

In any group of 20 gnomes there is a leader who has 11 hit points. This leader attacks with an attack value of a monster with 2 HD. Gnomes are ruled by a grand chief, who is considered as a monster of 4 HD, and has 18 hit points. A grand chief is a particularly strong gnome, and receives a +1 bonus to all damage dealt. These chiefs have a small contingent of 1d6 bodyguards, who are considered to attack as monsters of 3 HD and each has 1d4 +9 hit points. When in the presence of the grand chief, all gnomes have an effective morale of 10.

Goblin

No. Enc.: 2d4 (6d10)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 13
Hit Dice: 1 - 1
Attacks: 1 (weapon)
Damage: 1d6 or weapon
Save: 18
Morale: 7
Hoard Type: III (XX)
XP: 5

A goblin stands 3' to 3 ½' tall. Its eyes are usually dull and glazed, varying in color from red to yellow. Their eyes sometimes flicker red in the dark. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. They spend most of their days underground, and as such suffer a -1 penalty to all attack rolls when in full sunlight. They have a longer range of infravision, to 90'. Goblins are archenemies of dwarves, who they hate above all other humanoids, followed closely by their distaste for gnomes.

Goblins often use dire wolves as mounts, and 25% of their number will be mounted 20% of the time. A goblin king is an exceptional goblin, who attacks like a monster of 3 HD, and all damage dealt receives a bonus of +1. A goblin king is always accompanied by a loyal bodyguard, totaling 2d6 individuals. The bodyguards each have 2d6 hit points, and attack as monsters with 2 HD. All goblins in the presence of the goblin king have a

morale score of 9. The goblin lair always has more treasure (Hoard Type XX), and there is equally more treasure when encountering goblins in the wilderness.

Golem

	Amber	Bone
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	180' (60')	120' (40')
Armor Class:	13	17
Hit Dice:	10	8
Attacks:	3 (2 claws, bite)	4 (weapons)
Damage:	2d6/2d6/2d10	weapon type
Save:	13	14
Morale:	12	12
Hoard Type:	None	None
XP:	3,100	2,065

	Bronze	Wood
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	240' (80')	120' (40')
Armor Class:	19	12
Hit Dice:	20	2 + 2
Attacks:	1 (fist)	1 (fist)
Damage:	3d10, see below	1d8
Save:	10	18
Morale:	12	12
Hoard Type:	None	None
XP:	4,250	59

	Clay	Flesh
No. Enc.:	1 (0)	1 (0)
Alignment:	Neutral	Neutral
Movement:	60' (20')	90' (30')
Armor Class:	12	10
Hit Dice:	11	9
Attacks:	1 (fist)	2 (fists)
Damage:	3d10	2d8/2d8
Save:	9	7
Morale:	12	12
Hoard Type:	None	None
XP:	3,000	2,400

	Iron	Stone
No. Enc.:	1 (0)	1 (0)
Alignment:	Neutral	Neutral
Movement:	60' (20')	60' (20')
Armor Class:	16	14
Hit Dice:	18	14
Attacks:	1 (fist)	1 (fist)
Damage:	4d10	3d8
Save:	6	8
Morale:	12	12
Hoard Type:	None	None
XP:	5,250	4,200

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic. As such, they are created by exceptionally powerful clerics and magic-users. The examples provided here are just a few of the possible kinds. The GM may design new forms using the examples as guidelines. All golems are unaffected by ordinary weapons. In addition, golems have no true intelligence, and are thus unaffected by hold, charm, or sleep spells. Since they are not truly alive, they are unaffected by poison or gases.

Amber Golem: These golems are made of petrified tree sap, and this golden stone is commonly formed into the shape of dire wolves or large cats. They have the ability to detect invisibility to a range of 60', and are able to track any being.

Bone Golem: Though they may be mistaken for undead, these human-sized constructs of bones are animated golems. These golems are usually given four arms, and each may wield a weapon to attack every round. They may direct attacks at up to two opponents each round. In addition to ordinary immunities enjoyed by golems, bone golems are unaffected by electrical,

fire, or cold-based attacks.

Bronze Golem: These giant humanoids are made of bronze, and have molten metal inside them. Powerful fists deal 3d10 hp damage. The touch of a bronze golem inflicts 1d10 hp damage, from intense heat. When a bladed weapon strikes this golem, the attacker suffers 2d6 hp of damage as some of the molten metal inside it gushes forth. A saving throw versus death can be made to avoid this damage entirely.

Wood Golem: Wood golems are about the size of halflings, and are shaped from wood. They are clumsy and suffer -1 to initiative. These golems are particularly susceptible to fire-based attacks, and make saving throws with a penalty of -2. In addition, for fire-based attacks they take 1 more point of damage per damage die rolled.

Clay Golem: These golems are constructed from clay, and are usually humanoids approximately 8' tall. Their powerful fists deal 3d10 damage, which can only be magically healed by a cleric of at least 17th level. Sharp weapons are ineffective against clay golems. Only blunt magical weapons cause damage. Further, only the following spells affect clay golems: disintegrate acts as a slow spell, and deals only 1d12 hp damage; earthquake cast on the golem halts it in its tracks for one turn and deals 5d10 hp damage; move earth pushes a clay golem backwards by 120' and deals 3d12 hp damage.

Flesh Golem: A flesh golem is not an undead creature, though it is sometimes mistaken for one since it is typically cobbled together from various deceased humanoid body parts. Flesh golems are immensely powerful, and can automatically break down most doors. They are able to deal 1 shp of damage to a reinforced door or structure for every 3 rounds of attacking it. Ordinary weapons of any kind are ineffective against flesh golems. Likewise, all spells are ineffective except heat and cold-based spells, which act to slow flesh golems for 2d6 rounds. However, all electrical-based attacks actually repair damage to flesh golems at a rate of 1 hp per 1 HD of damage that would otherwise have been afflicted.

Iron Golem: These 12' tall iron beings are immensely powerful, and can deal 1 shp of damage per round. In addition to smashing with powerful fists, these golems have a poisonous gas breathe attack that affects a 10' cubed area in front of the golem. Creatures within the area must save versus poison or die. Only weapons at least +3 or better can damage iron golems. Spells are ineffective, except for lightning bolt, which acts to slow the golem for 3 rounds. Fire-based magical attacks actually repair damage to an iron golem at the rate of 1 hp per 1 hp damage that would otherwise have been inflicted.

Stone Golem: Stone golems have powerful fists that can deal 1 shp every other round. In addition, stone golems can cast slow at an opponent within 10' every other round. Only weapons at least +2 or better can damage stone golems. Spells are ineffective, except for rock to mud, which acts to slow the golem for 2d6 rounds. Mud to rock repairs all damage a stone golem has suffered. If stone to flesh is cast on the golem, it becomes susceptible to all normal attacks for 1 full round.

Gorgon

No. Enc.:	1d2 (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	17
Hit Dice:	8
Attacks:	1 (gore or breath)
Damage:	2d6 or petrify
Save:	11
Morale:	8
Hoard Type:	XVIII
XP:	1,060

The gorgon resembles a large bull with red scales. A typical gorgon stands over 6 feet tall at the shoulder and measures 8 feet from snout to tail. It weighs about 4,000 pounds. Gorgons are nothing if not aggressive. They attack opponents on sight, attempting to gore or petrify them. If a gorgon gets a running

start to charge it may gore with its horns for double damage. Gorgons have a breath attack that is a gas cloud 10' wide and 60' long. Any creature caught in this cloud must succeed in a saving throw versus petrify or turn to stone. A gorgon is unaffected by its own breath attack. Gorgons live on hills and prairies.

Gray Ooze

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 10' (3')
Armor Class: 11
Hit Dice: 3
Attacks: 1
Damage: 2d8
Save: 16
Morale: 12
Hoard Type: None
XP: 80

Gray ooze can grow to a diameter of up to 10 feet, and a thickness of about 6 inches. It resembles damp stone so closely that it can be mistaken for that easily. A gray ooze strikes like a snake, slamming opponents with its body. A successful strike to an unarmored being deals 2d8 hit points of damage from the acidic slime that covers it. If an opponent is armored, whether the armor is magical or non-magical, it is destroyed 1 turn after a successful hit from the ooze, as the acid eats through it viciously. In either case, the ooze clings to an opponent and once armor is no longer a barrier the resilient acid continues to deal 2d8 hit points of damage every round until it can be neutralized. Gray ooze is immune to the effects of fire-based and cold-based attacks. They take normal damage from lightning and weapons.

Gray Worm

No. Enc.: 1d3 (1d3)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 13
Hit Dice: 6
Attacks: 1 (bite)
Damage: 1d8
Save: 14
Morale: 9
Hoard Type: XXI
XP: 570

These large, 30' long gray worms attack with wide tooth-rimmed mouths. Gray worms are able to swallow prey whole (swallow attack) on an attack roll of 19 or 20. Any opponent who is swallowed whole suffers 1d8 hit points of damage every round, and this continues until either the gray worm is killed or until the opponent dies. The cramped quarters inside the belly of the worm prevent attack from the inside by any weapon except a dagger. Attacking a gray worm from inside its belly is difficult, and the attacker suffers a -4 penalty.

Green Slime

No. Enc.: 1 (0)
Alignment: Neutral
Movement: 3' (1')
Armor Class: NA, no roll needed
Hit Dice: 2
Attacks: 1
Damage: See below
Save: 18
Morale: 12
Hoard Type: None
XP: 38

This animate, viscous green slime feeds on plants, animals, and metals, including weapons and armor, but does not digest stone. Green slime senses movements through subtle vibrations, and will drop from high places onto victims to feed, or will cling to an opponent who steps on it. Once covering a victim, green slime will digest all clothing and armor in 6 rounds. The slime feeds so quickly that after this period, in only 1d4

rounds after contacting an animal's (or character's!) bare skin, the slime will completely digest it, creating more slime in its place. No magical revival is possible for a victim as nothing material of the victim remains. Green slime is impervious to most attacks, but is susceptible to fire. The slime clings in such a way to make scraping it off ineffective. Note that if green slime is burned while it is on a character, the damage from the fire is divided evenly between the slime and the character. Green slime is killed instantly by a cure disease spell.

Griffon

No. Enc.: 0 (2d8)
Alignment: Neutral
Movement: 120' (40')
Fly: 360' (120')
Armor Class: 14
Hit Dice: 7
Attacks: 3 (2 claws, bite)
Damage: 1d4/1d4/2d8
Save: 12
Morale: 8
Hoard Type: XVIII
XP: 440

Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. While their rear body is that of a lion, their front legs, head, and wings are from a giant eagle. The broad, golden wings emerge from the creature's back and span 25' or more. A griffon weighs about 500 pounds. Griffons are fierce hunters with a taste for horse flesh. If a horse is within 120' of a griffon, the griffon will automatically attack if it fails a morale check. Griffons are intensely protective of their young, and will attack any being that comes near. Griffon eggs or young may be captured to be raised and trained as mounts.

Groaning Spirit (Banshee)

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 150' (50')
Armor Class: 19
Hit Dice: 7
Attacks: 1
Damage: 1d8
Save: 12
Morale: 10
Hoard Type: XXII
XP: 1,490

This translucent figure resembles a beautiful elven female with delicate features. The groaning spirit is the malevolent spirit of a female elf that is found haunting swamps, fens, moors, and other desolate places. Groaning spirits hate the living and seek to destroy whomever they meet. A groaning spirit appears as a translucent image of her former self. A groaning spirit's primary attack is her keening, which may be employed 1 time per 24 hours, but only at night. Any being within 30' when the spirit keens must save versus spells or die. If a creature survives the keening attack, the groaning spirit attacks with her incorporeal chill touch. The chill touch deals 1d8 cold damage. Further, just the sight of a groaning spirit requires a successful save versus spells or the observer is affected with fear. Since these creatures are undead, they are immune to sleep and charm related magic. Groaning spirits are susceptible to exorcism, which destroys them.



H

Halfling

No. Enc.: 3d6 (5d8)
 Alignment: Lawful
 Movement: 90' (30')
 Armor Class: 12
 Hit Dice: 1 - 1
 Attacks: 1 (weapon)
 Damage: 1d6 or weapon
 Save: 16
 Morale: 7
 Hoard Type: VII (XXI)
 XP: 5

This monster listing is for the typical NPC halfling. Halflings stand about 3 feet tall. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen. Halflings prefer simple, comfortable, and practical clothes. Unlike members of most races, they prefer actual comfort to shows of wealth. Typical halfling villages may have a population as small as 30 and up to 300 (3 x 1d10 x 10).

Every village has one leader, whose level will be determined by rolling 1d6+1. A village will also have a militia consisting of 5d4 individuals of 2 HD each. The Hoard Type XXI represents the amount of treasure present if encountering halflings in the wilderness.

Harpy

No. Enc.: 1d6 (2d4)
 Alignment: Chaotic
 Movement: 60' (20')
 Fly: 150' (50')
 Armor Class: 12
 Hit Dice: 3
 Attacks: 3 (2 claws, weapon, see below)
 Damage: 1d4/1d4/1d6, see below
 Save: 16
 Morale: 7
 Hoard Type: XX
 XP: 80

From the waist up these monsters resemble unsightly women, and they have the legs and wings of giant eagles. Harpies like to entrance hapless travelers with their magical songs and lead them to unspeakable torments. If a character hears this magical song, a saving throw versus spells may be attempted, and failure indicates the victim has been charmed. A successful saving throw grants the character immunity to the effects of the song for the rest of the encounter. Any being under the charm of a harpy will attempt to move close to them, and will not make any attacks. Only when a harpy has finished playing with its new "toys" will it release them from suffering by killing and consuming them. Harpies have an innate magic resistance, and a +2 saving throw bonus on all save rolls.

Hawk

	<i>Ordinary</i>	<i>Giant</i>
No. Enc.:	0 (1d6)	0 (1d3)
Alignment:	Neutral	Neutral
Movement:		
Fly:	480' (160')	450' (150')
Armor Class:	11	13
Hit Dice:	1d4 hit points	3 + 3
Attacks:	1	1
Damage:	1d2	1d6
Save:	18	16
Morale:	7	8
Hoard Type:	None	None
XP:	5	65

These predatory birds often glide through the air watching for prey on the ground. They attack, initially, with a swoop that

inflicts double damage if the opponent is surprised.

Ordinary Hawks: These creatures are similar to eagles but slightly smaller: 1 to 2 feet long, with wingspans of 6 feet or less.

Giant Hawks: Giant hawks may be 3 to 5 feet long, and are capable of attacking larger prey of roughly human-sized or smaller. Any being as small as a halfling may be grabbed and taken away.

Hell Hound

No. Enc.: 2d4 (2d4)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 15
 Hit Dice: 3 to 7
 Attacks: 1 (bite or breath)
 Damage: 1d6 or see below
 Save: 16 to 12
 Morale: 9
 Hoard Type: XX
 XP: 80/190/500/820/1,140

Hell hounds are sly and intelligent. They are roughly the size of dire wolves, with red to red-brown fur. They are immune to the effects of all non-magical fire. These demonic hounds favor hot environments, and may be found around volcanic activity, or with other creatures that prefer hot environments. They commonly take up residence in labyrinths. Hellhounds will bite 70% of the time for 1d6 hit points damage, or breath fire 30% of the time. The fire breath attack deals 1d6 hit points of damage per hit die the attacking hell hound possesses. A successful saving throw versus breath attack reduces the damage by half. Hell hounds will save as Fighters equal in level to their hit die. They have an imperfect ability to detect invisibility to a range of 60', with a 75% probability of detection.

Herd Animals

No. Enc.: 0 (3d10)
 Alignment: Neutral
 Movement: 240' (80')
 Armor Class: 12
 Hit Dice: 1 to 4
 Attacks: 1 (butt)
 Damage: 1d4, 1d6, or 1d8
 Save: 18 to 17
 Morale: 5
 Hoard Type: None
 XP: 10/20/50/80

Herd animals may be any of several kinds of animals that live in herds and are primarily grazing animals. Region and climate will determine which specific kind of grazing herd animal is encountered. The following are some typical kinds and their relative toughness: antelope, deer, and goats (1 or 2 HD, 1d4 butt); caribou, cattle, and oxen (3 HD, 1d6 butt); buffalo, elk and moose (4 HD, 1d8 butt). Usually only the males have horns or antlers, and may attack by butting an opponent. In any large group of herd animals there are 4 females or young for every 1 male. Note that adult males typically have 1d4 hit points more than the normal amount, and all young have half the standard adult hit points. In most cases herd animals will flee from predators. Males will occasionally fight to protect the females and young.

Hippocampus

No. Enc.: 2d4 (2d4)
 Alignment: Lawful
 Movement: 240' (80')
 Armor Class: 14
 Hit Dice: 4
 Attacks: 1
 Damage: 1d4
 Save: 16
 Morale: 8
 Hoard Type: None
 XP: 200

This strange creature appears to be half horse and half fish. The front half resembles a sleek stallion with a flowing mane and long, sleek legs ending in wide fins rather than hooves. The hindquarters are that of a great fish. Its body is covered in fine scales in the fore parts and large scales elsewhere. Hippocampi scales vary in color from ivory to deep green, with shades of blue and silver. Aquatic races often tame these animals, and they make fine steeds, for they are strong, swift, and very intelligent. A hippocampus is about 8 feet long and weighs about 600 pounds. Hippocampi speak their own language.

Hippogriff

No. Enc.: 0 (2d8)
 Alignment: Neutral
 Movement: 180' (60')
 Fly: 360' (120')
 Armor Class: 14
 Hit Dice: 3 + 1
 Attacks: 3 (2 claws, bite)
 Damage: 1d6/1d6/1d10
 Save: 16
 Morale: 8
 Hoard Type: None
 XP: 65

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. They have the fore body and heads of giant eagles and the hindquarters of horses. Voracious omnivores, hippogriffs will hunt humanoids as readily as any other meal. They have a particular taste for pegasi meat. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds. Hippogriffs typically nest high in the mountains. If captured when young, they can be trained as mounts.

Hobgoblin

No. Enc.: 1d6 (4d6)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 13
 Hit Dice: 1 + 1
 Attacks: 1 (weapon)
 Damage: 1d8 or weapon
 Save: 18
 Morale: 8
 Hoard Type: XIX
 XP: 15

Hobgoblins are larger cousins of goblins. Hobgoblins' hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-dyed leather. Their weaponry is kept polished and in good repair. Hobgoblins tend to reside below ground, but often live or venture to the surface, and suffer no penalties to daylight like their smaller cousins. A hobgoblin king is an exceptional hobgoblin, with 22 hp and he attacks like a monster of 5 HD. All damage dealt receives a bonus of +2. A hobgoblin king is always accompanied by a loyal bodyguard, totaling 1d4 individuals. The bodyguards each have 3d6 hit points, and attack as monsters with 4 HD. All hobgoblins in the presence of the hobgoblin king have a morale score of 10.

Homunculus

No. Enc.: 1 (0)
 Alignment: See below
 Movement: 60' (20')
 Fly: 180' (60')
 Armor Class: 13
 Hit Dice: 2
 Attacks: 1 (bite)
 Damage: 1d3
 Save: As creator
 Morale: 11
 Hoard Type: None
 XP: 38

A homunculus is a miniature 1 ½' tall servant created by a magic-user. These creatures are weak combatants but make effective spies, messengers, and scouts. A homunculus's creator determines its precise features, but they are always humanoid and have bat-like wings. Homunculi are little more than tools designed to carry out assigned tasks. They are extensions of their creators, sharing the same alignment and basic nature. A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus may attack by bite, and a victim must save versus spells or sleep for 5d6 turns. It knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 500'. A homunculus never travels beyond this range willingly, though it can be removed forcibly. If this occurs, the creature does everything in its power to regain contact with its master. An attack that destroys a homunculus deals 2d10 points of damage to its master. If the creature's master is slain, the homunculus also dies, and its body swiftly melts away into a pool of ichor. A homunculus is shaped from a mixture of clay, minerals, magical herbs, and one pint of the creator's own blood. The materials cost 2d4x100 gp. After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared laboratory or workshop, similar to an alchemist's laboratory and costing 500 gp to establish. The following spells must be cast on the body during the ritual: arcane eye, ESP, and mending.

Horse

	<i>Riding</i>	<i>War</i>	<i>Draft</i>
No. Enc.:	0 (1d10x10)	0	0
Alignment:	Neutral	Neutral	Neutral
Movement:	240' (80')	120' (40')	90' (30')
Armor Class:	12	12	12
Hit Dice:	2	3	3
Attacks:	2 (2 hooves)	2 (2 hooves)	None
Damage:	1d4/1d4	1d6/1d6	None
Save:	17	16	16
Morale:	7	9	6
Hoard Type:	None	None	None
XP:	20	50	50

Riding Horse: Riding horses are smaller than other horses, and built for speed and long-distance travel. Wild horses are the equivalent of riding horses. Horses can carry up to 300 lbs and move at full movement, and they can carry a maximum of 600 lbs and have movement halved.

War Horse: These horses have been bred to be strong and sturdy in combat, and will not bolt from fright as easily. These horses are meant for shorter distance travel. The rider of a war horse may attack with a charge, getting double damage with a lance. A war horse can only run in this kind of attack, but in subsequent close attacks the horse and rider may attack simultaneously. War horses can carry up to 400 lbs and move at full movement, and they can carry a maximum of 800 lbs and have movement halved.

Draft Horse: This horse breed is the largest of all, and is bred to be a big, strong laborer. Draft horses can carry up to 450 lbs and move at full movement, and they can carry a maximum of 900 lbs and have movement halved. They do not engage in combat, but run away if attacked or threatened.

Hydra

No. Enc.: 1 (1)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 14
 Hit Dice: 5 to 12
 Attacks: As head number
 Damage: 1d10 per head
 Save: 15 to 11
 Morale: 9
 Hoard Type: XXI
 XP: As HD

Hydras are reptile-like monsters with 1d8+4 heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds. Hydras have a number of hit die equal to their number of heads. They have maximum hit points for their hit die. Each head attempts to bite an opponent in a round, so the number of attacks a hydra has each round is equal to the number of heads it has. When a hydra has suffered 8 hit points of damage, 1 head becomes useless. For each additional 8 hp damage, another head becomes useless, until all heads have been destroyed and the hydra dies. Hydras save as a Fighter equal in level to the hydra's HD number.

Aquatic Hydra: The aquatic hydra is a variation of the standard hydra. It has all of the same characteristics and abilities, but has fins rather than legs and lives under water.

The GM may create other variations of hydra. Some possibilities include hydra that can breathe fire for 8 hit points of damage per head, or bites that have poisonous venom.

Hyena

	<i>Normal</i>	<i>Giant</i>
No. Enc.:	2d6 (2d6)	2d4 (2d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	12	12
Hit Dice:	3	5
Attacks:	1 (bite)	1 (bite)
Damage:	2d4	3d4
Save:	17	15
Morale:	9	9
Hoard Type:	None	None
XP:	50	200

Hyenas are very aggressive pack animals that do not give up on hunting prey easily. They have fierce bites, and devour almost all of a carcass since they are capable of digesting most bone.

I

Insect Swarm

No. Enc.:	1 swarm (3 swarms)
Alignment:	Neutral
Movement:	30' (10')
Fly:	60' (20')
Armor Class:	12
Hit Dice:	2 to 4
Attacks:	1
Damage:	2 hit points
Save:	18
Morale:	11
Hoard Type:	None
XP:	29/65/135

An insect swarm is a large swarm of small insects, such as bees, ants, wasps, spiders, and other small biting and stinging bugs that may crawl or fly. A swarm may attack to protect a nest, or because they are stimulated by a smell, a light, or some other thing. Characters may become engulfed in an insect swarm; a swarm is generally treated as a 10'x30' cloud of insects. A swarm does not need to roll to hit, and inflicts 2 hp of damage to any character engulfed. Double damage is dealt to characters wearing no armor. Although swarms do not sustain damage from weapons, a character may wave a weapon around to encourage the swarm to back off. If a character removes himself from a swarm, insects will be clinging to him and deal damage for 3 rounds. A character may flee into a body of water, in which case any clinging insects will die after inflicting damage one round. Any swarm that has been aggravated by suffering damage will chase a fleeing character. If a character flees from a swarm and is able to leave its line of sight, the swarm will not be able to pursue.

Fire, such as that from a torch, does 1d4 hit points damage to an insect swarm. Other fire-based and cold-based attacks will also damage a swarm, and a sleep spell will cause the entire swarm to go dormant. Smoke may be used to ward off a swarm.

Invisible Stalker

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	16
Hit Dice:	8
Attacks:	1
Damage:	4d4
Save:	8
Morale:	12
Hoard Type:	None
XP:	215

Invisible stalkers are creatures of magic from another plane of existence. They sometimes serve magic-users, who summon them with the spell invisible stalker to perform specific tasks. A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly. Invisible stalkers may be dispelled, and return to their home plane. Creatures that cannot detect invisible are surprised by an invisible stalker on a surprise check result of 1-5 on 1d6.

J

Jackal

No. Enc.:	1d6 (2d4)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	12
Hit Dice:	1d4 hp
Attacks:	1 (bite)
Damage:	1d2
Save:	18
Morale:	7
Hoard Type:	None
XP:	5

These canines are small, cowardly scavengers. They avoid direct conflict, and are fast runners.

Jackalwere

No. Enc.:	1d4 (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	15
Hit Dice:	4
Attacks:	1 (bite or weapon)
Damage:	2d4 or weapon
Save:	15
Morale:	9
Hoard Type:	XXII
XP:	190

These creatures are jackals that may take the form of a human and an intermediate, jackal-man form which they often use for combat. They have a powerful bite that inflicts 2d4 hp damage, and a gaze attack that requires a save versus spells or the victim is affected by sleep. Jackalweres are only harmed by weapons of +1 or better, and iron.

K

Kobold

No. Enc.: 4d4 (6d10)
 Alignment: Chaotic
 Movement: 60' (20')
 Armor Class: 12
 Hit Dice: 1d4 hit points
 Attacks: 1 (weapon)
 Damage: 1d4 or weapon -1
 Save: 18
 Morale: 6
 Hoard Type: I (XIII)
 XP: 5

Kobolds are short, dog-like humanoids with cowardly and sadistic tendencies. A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2 ½' tall. Kobolds live exclusively underground, and have an extended infravision to 90'. A kobold chief is an exceptional kobold, who attacks like a monster of 2 HD with 9 hit points. A kobold chief is always accompanied by a loyal bodyguard, totaling 1d6 individuals. Each bodyguard has 6 hit points, and attack as monsters with 1 + 1 HD. All kobolds in the presence of the kobold chief have a morale score of 8. The kobold lair always has more treasure (Hoard Type XIII), and there is equally more treasure when encountering kobolds in the wilderness.

L

Lamia

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 240' (80')
 Armor Class: 16
 Hit Dice: 9
 Attacks: 1 (weapon)
 Damage: 1d6
 Save: 11
 Morale: 9
 Hoard Type: XXII
 XP: 4,500

These highly dangerous creatures resemble women from the torso up, but have a centaur-like lower body that may resemble any beast or even a combination of beasts. They are often found in ruins and labyrinths, waiting for unsuspecting adventurers. Though a lamia is powerful and dangerous in close combat, it has no stomach for a fair fight. It uses its illusion ability (as the wand once per day) to lure adventurers into perilous situations. In addition, lamias have the following spell-like abilities usable once per day: charm person, mirror image, and suggestion. Finally, lamias may drain 1 point of WIS merely by touching an opponent, and when a victim reaches WIS 3 he becomes completely obedient to the lamia. Lamias feast on the blood and flesh of humanoids. They speak common and their alignment tongue.

Lammasu

No. Enc.: 2d4 (2d4)
 Alignment: Lawful
 Movement: 120' (40')
 Fly: 240' (80')
 Armor Class: 13
 Hit Dice: 7 + 7
 Attacks: 2 (2 claws)
 Damage: 1d6/1d6
 Save: 11
 Morale: 9
 Hoard Type: VIII, IX, X,
 XP: 1,300

These good, benevolent creatures have the bodies of lions, large feathered wings, and human-like faces. A typical lammasu is about 8' long. They are not by nature aggressive or violent, and may aid good beings in times of need. If forced to attack, a lammasu attacks with spells or its razor-sharp claws. It almost always enters combat if it observes a good creature being threatened by evil. A lammasu casts cleric spells, and can choose spells from the cleric spell list as follows: 1st level, 4; 2nd level, 3; 3rd level, 2; 4th level, 1. When casting any cure spell, lammasu may heal twice the normal amount. Further, 1 out of 10 of these creatures may use holy word. Finally, all lammasu constantly radiate protection from evil 10' radius, which is twice as effective as the normal spell.

Leech, Giant

No. Enc.: 0 (1d4)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 12
 Hit Dice: 6
 Attacks: 1 (drain blood)
 Damage: 1d6
 Save: 17
 Morale: 10
 Hoard Type: None
 XP: 570

Giant leeches are 4' long, brown, and slimy. They live in marshy terrain and other bodies of stagnant water. When a giant leech hits in combat, it latches on to a victim with its round barbed mouth, and drinks 1d6 hit points of blood from the victim each round. Once attached, a giant leech will only release a victim if the victim dies or the leech itself is killed.

Leprechaun

No. Enc.: 1 (1d20)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 11
 Hit Dice: 1d4+1 hp
 Attacks: 0
 Damage: None
 Save: 16
 Morale: 6
 Hoard Type: XVII
 XP: 7

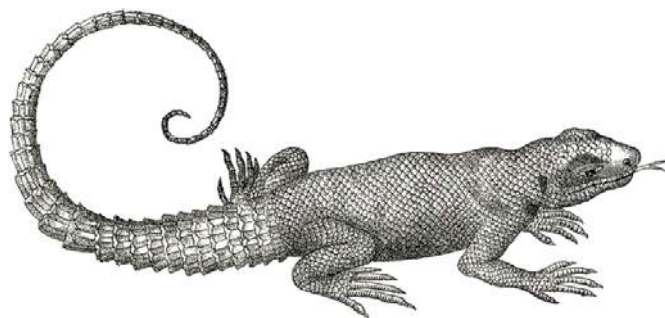
These small, 2' tall sylvan beings are as mischievous as they are elusive, and have a strong taste for wine. It is rumored that leprechauns are descended from halflings and pixies. They tend to live in vibrant, lush woods or other out of the way beautiful settings. They have such developed hearing that they are never surprised. Leprechauns do not physically attack, but have the following spell-like abilities usable at will: invisibility, phantasmal force, polymorph any object (non-living), and ventriloquism. These creatures delight in stealing valuable objects, and can do so with 75% proficiency. They are 25% likely to discard stolen items per turn if chased.

Should a leprechaun be captured, he will use his powers of illusion and polymorphing, and any other means at his disposal, to trick a captor so as not to give away treasure.

Lich

No. Enc.: 1 (1)
 Alignment: Neutral (evil)
 Movement: 60' (20')
 Armor Class: 19
 Hit Dice: 12+
 Attacks: 1 (cold touch)
 Damage: 1d10 cold damage
 Save: 7-
 Morale: 9
 Hoard Type: XXII
 XP: 4,400

A lich is an undead magic-user of at least 18th level (and possibly multiclassed) who has used its magical powers and a phylactery to unnaturally extend its life. It is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets. A lich usually lives in a secluded keep or deep in a labyrinth, where it conducts magical research. Its powerful undead nature grants it a better natural AC and HD than a typical magic-user. Liches are only vulnerable to attack by creatures of 6 HD or more (or creatures of a magical nature), magical attack forms, and they are unaffected by non-magical weapons. In addition to having undead immunity to charm and sleep, liches are immune to the following spells or forms of damage: cold-based and electrical-based attacks, death spells, enfeeblement, polymorph, and any effects that cause insanity. A lich may attack by spell, or with a cold touch attack that deals 1d10 hp damage. Victims must also save versus paralyze or become paralyzed permanently, unless magically cured. Finally, all beings with 4 or fewer HD that see a lich will be affected with fear, and no saving throw is permitted.

**Lizard, Giant**

	Draco	Gecko
No. Enc.:	1d4 (1d8)	1d6 (1d10)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Fly:	210' (70')	-
Armor Class:	14	14
Hit Dice:	4 + 2	3 + 1
Attacks:	1 (bite)	1 (bite)
Damage:	1d10	1d8
Save:	16	17
Morale:	7	7
Hoard Type:	VI	VI
XP:	215	100

Horned Chameleon

	Tuatara
No. Enc.:	1d3 (1d6)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	17
Hit Dice:	5
Attacks:	2 (bite, horn)
Damage:	2d4/1d6
Save:	16
Morale:	7
Hoard Type:	VI
XP:	800

Giant Draco Lizard: The giant draco has a length of 6', and is capable of gliding in the air due to large skin flaps below its limbs. Although they live primarily above ground, they do occasionally venture underground to seek shelter or look for a meal.

Giant Gecko: The nocturnal giant gecko has a length of 5'. Giant geckos, like their smaller cousins, are adept at walking sheer cliffs, and even upside down. This ability allows them to spring upon unwary prey from above.

Giant Horned Chameleon: The immense 7' giant horned chameleon can surprise its prey, despite its bulk, due to its uncanny ability to take on the color, appearance, and texture of its local surroundings. A victim will be surprised on a surprise check roll of 1-5 on 1d6. The giant horned chameleon has three special attacks. The first is its sticky tongue, which can lash out to a distance of 5'. If this attack succeeds, the victim is immediately yanked back to the chameleon's mouth and bitten without the need for another attack roll, for 2d4 hit points of damage. The second special attack available to the chameleon is its large horns, which inflict 1d6 hit points of damage. Lastly, the chameleon may, on a successful attack, knock down an opponent by lashing out with its tail. The opponent may not attack the same round this occurs.

Giant Tuatara Lizard: This giant leathery skinned 8' carnivorous lizard has formidable spikes that run the length of its dorsal side. The iguana-like giant tuatara has infravision to 90' when it lowers a special membrane-like eyelid over each of its eyes.

Lizardfolk

No. Enc.: 2d4 (6d6)
 Alignment: Neutral
 Movement: 60' (20')
 Swim: 120' (40')
 Armor Class: 14
 Hit Dice: 2 + 1
 Attacks: 1 (weapon)
 Damage: 1d6 + 1 or weapon + 1
 Save: 17
 Morale: 12
 Hoard Type: XIX
 XP: 47

These scaly humanoids resemble humans but have the heads and tails of lizards. They delight in feasting upon the flesh of other humanoids. They employ any kind of weapon, but prefer spears, tridents, and clubs. Their immense strength grants them a +1 bonus to damage. They often venture into labyrinths, especially if there is an aquatic entrance. They are also found to dwell in marshes and along the banks of bodies of water.

Locathah

No. Enc.: 3d4 (2d10x10)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 13
 Hit Dice: 2
 Attacks: 1 (weapon)
 Damage: As weapon
 Save: 16
 Morale: 9
 Hoard Type: XXII
 XP: 20

Although humanoid in shape, locathahs are clearly more fish than human. They live in large complexes carved from undersea cliffs. The average locathah stands 5 feet tall. Females and males look very much alike, although the former can be recognized by the two ochre stripes marking their egg sacs. If 30 or more are encountered, one will be a 4 HD leader accompanied by 1d4 3 HD captains. In a group of over 100, the chief (5 HD) will be present along with 4d4 guards of 3 HD. Locathahs use giant eels as mounts, and will always be mounted when encountered. In any group, 20% of locathahs have lances, and the remaining fish-men are armed with tridents and crossbows, or nets and short swords.

Locust, Subterranean

No. Enc.: 2d10 (1d10)
 Alignment: Neutral
 Movement: 60' (20')
 Fly: 180' (60')
 Armor Class: 15
 Hit Dice: 2
 Attacks: 1 (bite, slam, spit)
 Damage: 1d2/1d4/see below
 Save: 16
 Morale: 5
 Hoard Type: None
 XP: 38

Subterranean locusts resemble giant 2' or 3' long grasshoppers, and are the color of stone. They primarily eat plants and all kinds of fungus that grows underground, and are immune to the effects of yellow mold and other poisons. Subterranean locusts are prone to panic, and will typically jump up to 60' away if they sense a disturbance. This haphazard sudden flight, however, can be in any direction. They will accidentally flee in the direction of the group half the time, and on a successful attack roll inflict 1d4 hit points of damage by slamming into a creature. A locust does not stay to fight, but flees in such an instance.

Sometimes, if the locust is attacked, it will create a high-pitched whine that can gain the attention of other monsters in a labyrinth (20%). If forced into combat, the locusts may produce a brown, sticky spit that they propel to 10' away. This attack must succeed against an AC of 9, because its effects take place even if the spittle does not bypass armor. If struck, the opponent must succeed in a saving throw versus poison, or becomes incapacitated due to the horrible smell of the spittle. This lasts for 1 turn, before the opponent becomes immune to the odor. The spittle must be rinsed off or any creature that comes to within 5' of a spit-soaked creature is subject to a saving throw versus poison, and failure indicates the creature is wracked with vomiting.

Lurker Above

No. Enc.: 1 (1d4)
 Alignment: Neutral
 Movement: 10' (3')
 Fly: 90' (30')
 Armor Class: 13
 Hit Dice: 10
 Attacks: 1
 Damage: 1d6
 Save: 9
 Morale: 12
 Hoard Type: XXI
 XP: 1,700

This black manta ray-like creature has a 20' wingspan. Its body is black, with gray on its underbelly. The lurker above is a subterranean carnivore that preys on any living creatures that enter its territory. It is able to hover or fly due to its light body, which is filled with many cavities of a buoyant gas. Lurkers surprise on 1-4 on 1d6. They descend from a ceiling and inflict 1d6 hp crushing damage. In 1d4+1 rounds, any being under the lurker dies of suffocation. Creatures in this predicament may attack the lurker from beneath, but only using short swords or daggers, and then only if they were wielded when the creature became enveloped.

**Lycanthrope**

	Werebear	Wereboar	Wererat
No. Enc.:	1d4 (1d4)	1d4 (2d4)	1d8 (2d6)
Alignment:	Neutral	Neutral	Chaotic
Movement:	120' (40')	150' (50')	120' (40')
Armor Class:	17 (11)	15 (10)	15 (10)
Hit Dice:	6	4 + 1	3
Attacks:	3 (2 claws, bite)	1 (tusk bite)	1 (bite or weapon)
Damage:	2d4/2d4/2d8	2d6	1d4 or weapon
Save:	12	15	16
Morale:	10	9	8
Hoard Type:	XX	XX	XX
XP:	1,070	365	95

	Weretiger	Werewolf
No. Enc.:	1d4 (1d4)	1d6 (2d6)
Alignment:	Neutral	Chaotic
Movement:	150' (50')	180' (60')
Armor Class:	16 (10)	16 (10)
Hit Dice:	5	4
Attacks:	3 (2 claws, bite)	1 (bite)
Damage:	1d6/1d6/2d6	2d4
Save:	14	15
Morale:	9	8
Hoard Type:	XX	XX
XP:	650	190

All lycanthropes are humans cursed with the disease lycanthropy. They are able to take the form of one kind of animal, and are able to summon the aid of 1 to 2 of this same kind of animal, which will appear in 1d4 rounds. Lycanthropes never wear armor, since this would hinder the shape-changing process. Wolfsbane is an effective ward against all lycanthropes, and if one is touched with it (whether thrown at it or otherwise hit with it) the lycanthrope must succeed in a saving throw versus poison or flee out of fear. When killed, a lycanthrope takes his human form. Horses and sometimes other animals can sense lycanthropes when they are near, and will act restless or bolt.

Lycanthrope Forms

When a lycanthrope is in the human form, it may have subtle secondary characteristics in common with the animal type it is capable of transforming into. Examples could include extra body hair, striped "birth marks" on weretigers, or larger ears on a Wererat. When a lycanthrope is in its animal form, it may only communicate with other animals of its type, but may not speak any humanoid language. In addition, when in the animal form lycanthropes are immune to all attacks from normal weapons, but are harmed by spells, silver, and enchanted weapons.

The Disease

The horrid disease of lycanthropy is transmitted when the victim of a lycanthrope suffers a loss of hit points equal to or more than 50% of his maximum number. The victim will become a lycanthrope of the type that wounded him in 2d6 days, but several days before the disease has fully taken hold the victim will show signs and begin to take on some of the secondary characteristics mentioned above. Only humans may become a lycanthrope. Demi-humans and other non-humans do contract the disease, but they die after 2d6 days rather than become a lycanthrope. Lycanthropy may also be inherited. If one parent is a lycanthrope, there is a 50% chance that the child will become a lycanthrope at puberty. If both parents are lycanthropes, the child has a 100% chance of becoming a lycanthrope (in the rare event that the parents are not the same kind of lycanthrope, the type is determined randomly between the parental types). Contracted lycanthropy may be cured with the cleric spell cure disease, but the cleric must be of 11th level or greater.

Werebear: Highly intelligent and thoughtful lycanthropes, werebears are not inherently evil and may be friendly if approached carefully. They tend to be quite solitary, though they occasionally live with normal bears. As other bears, if a Werebear achieves a successful attack with both claws in the same round, it may grab its opponent in a crushing hug for 2d8

hit points of damage.

Wereboar: These aggressive, dim-witted, lycanthropes are easily enraged. If enraged, they will fight with a bonus of +2 to attack rolls, and continue fighting until there are no more enemies or until they are killed.

Wererat: These highly intelligent, sly lycanthropes are capable of humanoid speech when in animal form. They are very stealthy, and will surprise opponents on a surprise check roll of 1-4 on 1d6. Wererats often use weapons, even in animal form, and any damage from a weapon must be noted and not considered when estimating damage that may cause lycanthropy.

Weretiger: Weretigers have the natural cat-like grace of the animals they may transform into. They have great curiosity and are not particularly malicious. Their stealth allows them to surprise opponents on a surprise check roll of 1-4 on 1d6.

Werewolf: Werewolves are not extremely intelligent in animal form, but they make up for this in cunning. They roam in packs, and a pack consisting of at least 5 individuals will have a pack leader that fights as a monster of 5 HD and has 30 hit points. This individual is of greater strength, and receives a damage roll bonus of +2.

M

Manticore

No. Enc.: 1d2 (1d4)
Alignment: Chaotic
Movement: 120' (40')
Fly: 180' (60')
Armor Class: 15
Hit Dice: 6 + 1
Attacks: 3 (2 claws, bite) or 1 (spikes)
Damage: 1d4/1d4/2d4 or see below
Save: 13
Morale: 9
Hoard Type: XIX
XP: 980

This foul monster delights in feasting on human flesh. It has the face of a human, but there the similarities end. The manticore has giant bat wings, a lion's body, and a long reptilian tail that has 24 barbed spikes growing from its end. The manticore can throw 6 spikes per round, and can do so when airborne. They can hit a target up to 180' away and deal damage of 1d6 hit points. The spikes grow back at a rate of 2 every day. These creatures usually live in the mountains, and have been known to venture into labyrinths.

Mastodon

No. Enc.: 0 (2d8)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 16
Hit Dice: 15
Attacks: 2 (tusks) or 1 (trample)
Damage: 2d6/2d6/ or 4d8
Save: 14
Morale: 8
Hoard Type: None
XP: 3,300

Mastodons are prehistoric cousins to elephants, but are adapted to colder climates and have a thick coat of shaggy hair. If mastodons have enough distance between them and a foe, they will commit to a charge to score double damage with their tusks. When in close combat, they may attempt to attack with tusks or attempt to trample, preferring to trample with a roll of 1-3 on 1d4. Mastodons have a +4 to their attack roll when attempting to trample an opponent that is smaller or approximately equal in

the size of a human. Although mastodons do not keep treasure, the ivory from their tusks is valuable and each tusk is worth 2d4x100 gp.

Medusa

No. Enc.: 1d3 (1d4)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 11
Hit Dice: 4
Attacks: 1 (snakebite or special)
Damage: 1d6, poison
Save: 13
Morale: 8
Hoard Type: XVII
XP: 245

Medusa are indistinguishable from human women, except that they have vicious snakes on their heads rather than hair. They may attempt to disguise themselves with a hooded robe, only to suddenly reveal their true nature. Any character that looks at a medusa must succeed in a saving throw versus petrify, or he turns to stone. A character may gaze at a medusa through a mirror to avoid this effect. However, a medusa that sees her own reflection will need to succeed in a saving throw versus petrify or become stone herself. Medusa may also attack with their snake hair, which inflicts 1d6 hit points of damage on a successful attack roll. In addition, a victim must succeed in a saving throw versus poison or die after 1 turn. Any character that engages in combat with a medusa while shielding his eyes attacks with a penalty of -4, and the medusa receives a bonus of +2 to hit. All medusa have a bonus of +2 to saving throws versus spells.

Men

	<i>Berserker</i>	<i>Brigand</i>
No. Enc.:	1d6 (3d10)	0 (1d4x10)
Alignment:	Neutral	Chaotic
Movement:	120' (40')	120' (40')
Armor Class:	12	Armor type
Hit Dice:	1+1	1
Attacks:	1	1
Damage:	--- 1d6 or weapon type ---	
Save:	16	17
Morale:	NA	8
Hoard Type:	I (XXI)	XXII
XP:	21	10

	<i>Merchant</i>	<i>Nomad</i>
No. Enc.:	0 (1d20)	0 (1d4x10)
Alignment:	Neutral	Neutral
Movement:	90' (30')	120' (40')
Armor Class:	14	Armor type
Hit Dice:	1	1
Attacks:	1	1
Damage:	---- 1d6 or weapon type ---	
Save:	18	17
Morale:	Varies	8
Hoard Type:	XXII	XXII
XP:	10	10

	<i>Pirate</i>
No. Enc.:	0 (see below)
Alignment:	Neutral or Chaotic
Movement:	120' (40')
Armor Class:	Armor type
Hit Dice:	1
Attacks:	1
Damage:	1d6 or weapon type
Save:	17
Morale:	6
Hoard Type:	XXII

The men here are all considered 1st level fighters. Individuals of greater level will typically lead them. The Hoard Types provided indicate treasure found in camps or lairs, except for the case of merchants.

Berserker: These fighters are engulfed in a battle rage whenever they fight any humanoid. This determination gives them a +2 to their attack value, and they will battle until killed, without a morale check.

Brigand: These men are criminals who have banded together under the shared interest of stealing and pillaging. Half of all brigands encountered are armed with a short sword and short bow, and wear leather armor and a shield. The other half is better equipped with long swords, chain mail, a shield, and will have riding horses.

There is one fighter of 2nd level per 20 brigands. There is one fighter of 4th level per 40 brigands. These leaders are equipped with long swords, lances, plate armor, and mounted on war horses equipped with barding.

Bandit camps will have 5d6x10 inhabitants. They will have a fighter of 9th level as a leader, and there will be a fighter of 5th level per 50 men. An 8th level cleric may be present in a camp (1-3 on 1d10). There is also a probability that a magic-user of 8+1d2 level will be present (roll 1-5 on 1d10).

Merchant: These men trade goods, sometimes over great distances. They will all be mounted and will have additional pack animals (1d12). Animal types will be appropriate to the terrain. Every merchant caravan has a fighter of 5th level as a guard. For every five merchants encountered, the following additional guards will be present: fighters, 1st level (20); fighters, 2nd or 3rd level (2). All guards are armed with various swords, crossbows, daggers, and wear chain mail armor.

Nomad: Nomads are tribal people that live off the land and by animal husbandry. They follow game and seasonal foods by living in temporary camps of tents or simple structures. Per 25 nomads, a fighter of 2nd level will be present as a leader. Per 40 nomads, a fighter of 4th level will be present as a leader. Nomads can have any kind of armor or hand weapon. All are mounted, and half of their number will have bows, while the other half have lances.

The typical tribal camp will have 5d6x10 inhabitants. They will have a fighter of 8th level as a leader, and there will be a fighter of 5th level per 100 men. A 9th level cleric may be present in a camp (1-5 on 1d10). There is also a probability that a magic-user of 8th level will be present (roll 1 on 1d4). Nomads often trade with people they encounter. Their lifestyle brings them into contact and clashes with other humanoids.

Pirate: A pirate fleet may be found on any body of water, whether lake, sea, or river. The fleet size depends on the water vessel. Riverboat fleets number 1d8 ships, longship fleets number 1d4 ships, fleets of small galleys number 1d4, and any fleet of galleys larger than "small" size, and any fleet of sailing ships, number 1d3. The crew number is determined by the ship crew requirements described in Section 5.

There is one fighter of 4th level per 30 pirates, and one fighter of 5th level per 50 pirates. Per 300 pirates, one fighter of 8th level will be present. Any horde of 300 or greater is led by a Pirate King (fighter of 11th level). In a group this large the Pirate King may employ a magic-user of 8+1d2 level (roll 1-15 on 1d20).

Pirates are armed with any sword and leather armor. Some (40%) are also armed with crossbows.

Pirates raid ships and coastal towns. They may dock in lawless cities that trade with pirates. Pirates often hide their treasure in remote locations, and a leader may have a map to such a location. Any group of pirates may have 1d4 hostages who they have ransomed.

Merfolk

No. Enc.: 0 (1d20)
Alignment: Neutral
Movement: Swim: 120' (40')
Armor Class: 13
Hit Dice: 1 to 4
Attacks: 1
Damage: 1d6 or weapon type
Save: 16
Morale: 8
Hoard Type: XXII
XP: 20

These legendary beings have fish-like bodies from the waist down, and have human torsos, arms, and heads. They use weapons that are convenient in water, including daggers, spears, and tridents. These creatures live exclusively in large bodies of water. They may occasionally trade fish and other sea bounty to human villages, but generally they keep to themselves. Merfolk villages generally have a population of 1d3x100 individuals. A leader will be present in any group of 10 merfolk, and the leader has 2 HD. An exceptional leader will be present in any group of 50 merfolk, and the exceptional leader has 4 HD. These leaders save as a fighter level equal to their HD number. The GM may choose some sea creatures that act as guards for merfolk communities.

Mimic

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 12
Hit Dice: 7-10
Attacks: 1
Damage: 3d4
Save: 12
Morale: 8
Hoard Type: None
XP: 790

A mimic can have almost any dimensions, but usually is not more than 10' long. These creatures are able to take the form of inanimate objects made of wood and/or stone, such as doors, statues, etc. Younger mimics (7-8 HD) are more intelligent, can speak, and may negotiate with adventurers if it is made worthwhile. Older mimics (9-10 HD) have grown ancient and senile, attacking with only the interest of consuming flesh. Mimics attack when a being touches them. The being is held attached to the mimic with a glue-like substance, and the mimic bludgeons with an emergent pseudopod for 3d4 hp damage. The more intelligent mimics speak their own language, common, and their alignment tongue.

Minotaur

No. Enc.: 1d6 (1d8)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 13
Hit Dice: 6
Attacks: 2 or 1 (gore, bite, or weapon)
Damage: 1d6/1d6 or weapon
Save: 13
Morale: 12
Hoard Type: XX
XP: 820

These large, somewhat dimwitted, humanoids have the bodies of male humans but the heads of a horned bull. They usually live in labyrinths, where they prey upon anyone who ventures. They delight in the taste of human flesh. In combat, minotaurs may use any weapon, and due to their great strength receive a +2 bonus to weapon damage rolls. In a round, minotaurs will either attack with a weapon or attack with a bite and gore with their horns. Minotaurs are relentless, and will attempt to chase fleeing prey.

Morlock

No. Enc.: 1d12 (5d10)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 11
 Hit Dice: 1
 Attacks: 1 (weapon)
 Damage: As weapon
 Save: 17
 Morale: 9
 Hoard Type: XX
 XP: 5

Morlocks are a degenerate race of subterranean humans. They are all albinos, and have developed a carnivorous diet that favors the meat of other humanoids. They only venture to the surface at night, and if caught in the daylight they suffer an attack penalty of -2. Their subterranean existence has given them 90' infravision. These foul degenerate people wield any sort of weapon, but favor spears and swords. Morlocks lair deep within caverns or labyrinths, where a typical "village" will have a population of 5d10 individuals. In this community, there is usually a stronger individual in charge, who is treated as a 3 HD monster, saves as a fighter of 3rd level, and has 12 hit points. Morlocks are enemies of Neanderthals, dwarves, and gnomes, but they sometimes join groups of orcs and goblins. Like Neanderthals, morlocks sometimes tame albino apes.

Mule

No. Enc.: 1d8 (2d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 12
 Hit Dice: 2
 Attacks: 1 (kick or bite)
 Damage: 1d4 or 1d3
 Save: 17
 Morale: 8
 Hoard Type: None
 XP: 20

Mules are a hybrid of a donkey and a horse. Mules are notoriously ornery, and may attack if particularly provoked. They can carry 200 lbs comfortably, and may carry a maximum of 400 lbs. In the latter case, movement rate is reduced to 60' per turn. At the GM's discretion, a mule may be taken into the depths of a labyrinth to aid in transporting equipment or treasure, so long as conditions allow.

Mummy

No. Enc.: 1d4 (1d12)
 Alignment: Chaotic
 Movement: 60' (20')
 Armor Class: 16
 Hit Dice: 5 + 1
 Attacks: 1
 Damage: 1d12, disease
 Save: 13
 Morale: 12
 Hoard Type: XIX
 XP: 860

Mummies are preserved undead corpses animated through the auspices of dark desert gods best forgotten. They haunt old tombs and lost ruins. These undead are so fearsome that any being seeing one must succeed in a saving throw versus paralyze or become paralyzed with dread. This affect passes if the mummy leaves the victims range of vision, or if the mummy engages in combat. When a mummy successfully strikes a victim, the victim suffers 1d12 hit points of damage and contracts mummy rot. Mummy rot is a powerful curse, not a natural disease. When under the effects of the curse, characters are unable to receive the benefits of any form of magical healing. Characters heal naturally at 1/10th the normal rate. This magical disease may be removed with the spell remove curse. Like other undead, mummies are unaffected by charm, sleep, or hold spells. Further, mummies may only be harmed by magical weapons, spells, and fire-based attacks.

N**Naga**

	Guardian	Spirit
No. Enc.:	1d2 (0)	1d3 (0)
Alignment:	Lawful	Chaotic
Movement:	150' (50')	120' (40')
Armor Class:	16	15
Hit Dice:	11 or 12	9 or 10
Attacks:	2 (bite, constrict)	1 (bite)
Damage:	1d6/2d4	1d3
Save:	7	9
Morale:	11	8
Hoard Type:	XXII	VIII, XXI
XP:	2,800	2,400

	Water
No. Enc.:	1d4 (0)
Alignment:	Neutral
Movement:	90' (30)
Swim:	180' (60')
Armor Class:	14
Hit Dice:	7 or 8
Attacks:	1 (bite)
Damage:	1d4
Save:	11
Morale:	8
Hoard Type:	XIX
XP:	1,140

These creatures have large snake bodies, with human heads. They vary in temperament by type, but all are highly intelligent and magical.

Guardian: These 20' long creatures are honorable, brass scaled, and are often charged with the task of guarding a location to protect a treasure or to make sure an evil remains locked away. They may bite and constrict a victim in the same round. They also have poisonous spittle with a 30' range, and struck victims must save versus poison or die. Guardian nagas may cast spells as a 6th level cleric.

Spirit: Spirit nagas are 15' long, black scaled, and unredeemable in their refined evil. They lurk in labyrinths and ruins, awaiting adventurers to make prey. They attack with a poisonous bite that deals 1d3 hp damage, and victims must save versus poison or die. In addition, these creatures have a charm gaze, and victims must save versus paralyze or be indefinitely under the effect of the charm. These creatures have the spell-casting abilities of a 3rd level magic-user and a 2nd level cleric.

Water: Water nagas have blue-green scales, and live in lakes, ponds, or even deep pools above or below ground. They are generally solitary and unconcerned with the affairs of others. Like other nagas, their bite is poisonous and victims must save versus poison or die. Water nagas have the spell-casting ability of 5th level magic-users.

Neanderthal

No. Enc.: 1d10 (4d10)
 Alignment: Lawful
 Movement: 120' (40')
 Armor Class: 11
 Hit Dice: 2
 Attacks: 1 (weapon)
 Damage: 2d4 or weapon
 Save: 17
 Morale: 7
 Hoard Type: XX
 XP: 20

These demi-humans are cousins to humans. They often are assumed to be brutish, due to their large brow ridges, receding chins, and slightly shorter, denser bodies. However, though they

live a primitive lifestyle, they are as intelligent as humans. Neanderthals typically attack with spears and weapons with stone blades. A Neanderthal band usually consists of 1d4x10 individuals. Neanderthals are led by only the strongest of their kind, and the typical leader has 6 HD. The lair will often have albino apes as trained pets and guardians. Neanderthals revere cave bears, and will hunt them for rites of passage and religious purposes. They despise kobolds, goblins, and morlocks, but enjoy the company of gnomes and dwarves.

Night Hag

No. Enc.: 1 (1)
 Alignment: Neutral (evil)
 Movement: 90' (30')
 Armor Class: 10
 Hit Dice: 8
 Attacks: 1
 Damage: 2d6
 Save: 11
 Morale: 8
 Hoard Type: None
 XP: 1,560

Night hags come from other dark planes of existence, and are viewed by some to be demons. They appear to be human females, but have long talons that deal 2d6 hp damage and have hideously ugly faces. They attack light creatures on sight if the odds of success seem favorable. A night hag has the following spell-like abilities usable at will: detect good, know alignment, polymorph self, sleep (affects up to 12th level beings). They may use the following spell-like abilities 3 times per day: magic missile (2d8 hp damage) and ray of enfeeblement. A night hag can become ethereal at will.

Night hags may visit the dreams of individuals by using a special periapt known as a heartstone. The hag takes ethereal form and hovers over the victim. Once a hag invades the victim's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and permanently loses 1 point of CON upon awakening. This process may be repeated nightly until a victim reaches 0 CON and dies. If this happens, the hag returns to her home plane with the victim's soul, and the victim may not be raised, resurrected, or reincarnated.

Nightmare

No. Enc.: 1 (0)
 Alignment: Chaotic
 Movement: 150' (50')
 Fly: 360' (120')
 Armor Class: 23
 Hit Dice: 6 + 6
 Attacks: 3 (bite, 2 hooves)
 Damage: 2d4/1d6+4/1d6+4
 Save: 13
 Morale: 10
 Hoard Type: None
 XP: 980

These infernal horses are used as mounts by demons and night hags, or by intelligent and powerful undead. They have jet black hide and glowing hooves. These creatures can fly at will, and assume ethereal form whenever they choose, and often travel the astral plane. In addition to a powerful bite and flaming hooves, nightmares may attack by breathing a cloud of hot, smoky gas at an opponent. The victim must save versus breath attacks or become choked and blinded by the vapor, suffering a -2 penalty to attack and damage rolls for 1d4+2 rounds.

Nixie

No. Enc.: 0 (2d20)
 Alignment: Neutral
 Movement: 120' (40')
 Swim:
 Armor Class: 12
 Hit Dice: 1
 Attacks: 1
 Damage: 1d4
 Save: 16
 Morale: 6
 Hoard Type: XXI
 XP: 16

Nixies are related to dryads, but are water beings that are 3' tall and appear as beautiful elf-like women with greenish, bluish, or green-gray skin color. They typically live in any permanent body of water, such as a lake, large pond, or river. When 10 nixies are together in one place, they may pool their magical energy to cast a charm spell on a character. The victim is allowed a saving throw versus spells, and if this is failed the character is taken into the watery domain of the nixies where he will serve them for 12 months. Nixies are able to cast water breathing on a character, and the effects last for 24 hours per casting. Nixies attack with very small weapons. Nixies have the ability to summon a giant fish (bass) for protection. The giant bass has the following characteristics: AL N, MV 120' (40'), AC 7, HD 2, #AT 1, DG 1d6, SV F1, ML 8.

Nymph

No. Enc.: 0 (1d4)
 Alignment: Neutral (good)
 Movement: 120' (40')
 Armor Class: 10
 Hit Dice: 3
 Attacks: 0
 Damage: None
 Save: 15
 Morale: 6
 Hoard Type: IX, XI x 10
 XP: 80

Nymphs are stunningly beautiful female fey creatures that closely resemble elven women. They live in a variety of temperate sylvan settings, far from civilization. They have the ability to dimension door 1 time per day. Their appearance is so striking that anyone who lays eyes on a nymph must save versus spells or become permanently blind. If the nymph is nude, a failed save means death. Nymphs have the spell-casting abilities of a 7th level druid. They have their own language and speak common.

O

Ochre Jelly

No. Enc.: 1 (0)
 Alignment: Neutral
 Movement: 30' (10')
 Armor Class: 11
 Hit Dice: 14
 Attacks: 1
 Damage: 2d6
 Save: 13
 Morale: 12
 Hoard Type: None
 XP: 500

The ochre jelly is named for its color and the fact that it is a slimy, giant amoeba. The acidic slime that oozes from the ochre jelly can eat through cloth, wood, and leather after 1 round, but cannot affect stone or metal. It inflicts 2d6 hit points of damage to bare flesh, and is able to squeeze under doors and into other small spaces. When attacked with lightning or weapons, an

ochre jelly will divide into 1d4+1 littler amoebas with 2 HD each. These smaller jellies deal 1d6 hit points of damage.

Octopus, Giant

No. Enc.: 0 (1d2)
 Alignment: Neutral
 Movement: -
 Swim: 90' (30')
 Armor Class: 12
 Hit Dice: 8
 Attacks: 8 (tentacles) or 1 (bite)
 Damage: 1d3 (per tentacle)/1d6
 Save: 11
 Morale: 7
 Hoard Type: None
 XP: 2,060

These creatures are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers. They live in temperate or tropical ocean waters. Tentacles constrict victims when they successfully attack, and deal 1d3 hit points of damage each per successive rounds. For each tentacle that is constricting a victim, the victim suffers a cumulative attack penalty of -1. For instance, if four tentacles are constricting a character, he suffers -4 to hit. A tentacle can be cut off if a total of 6 hit points or more of damage is dealt with one blow. A giant octopus may swim away if it is losing an encounter, and it will spray a 40' radius cloud of black ink to obscure its escape. The giant octopus is able to move at its normal movement x3 when fleeing.

Ogre

No. Enc.: 1d6 (2d6)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 14
 Hit Dice: 4 + 1
 Attacks: 1 (club)
 Damage: 1d10
 Save: 15
 Morale: 10
 Hoard Type: XX + 1,000 gp
 XP: 215

Adult ogres stand 9 to 10 feet tall, and resemble big brutish humans. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor. Ogres despise Neanderthals and will attempt to destroy them when encountered. Ogres usually live under rock shelters, or in caves, and will venture into labyrinths. When ogres are found away from their lair they will have sacks containing 1d6x100 gp.

Ogre Mage

No. Enc.: 1d6 (1d6)
 Alignment: Chaotic
 Movement: 90' (30')
 Fly: 150' (50')
 Armor Class: 15
 Hit Dice: 5 + 2
 Attacks: 1
 Damage: 1d12
 Save: 13
 Morale: 9
 Hoard Type: IX, XVII
 XP: 660

The ogre mage is a more intelligent and dangerous variety of its mundane cousin. An ogre mage stands about 10' tall. Its skin varies in color from light green to light blue, and its hair is black or very dark brown. Ogre mages favor loose, comfortable clothing and lightweight armor. Ogre mages rely on their spell-like abilities, resorting to physical combat only when necessary. They can fly for 12 turns, and have the following spell-like abilities at will: darkness 10' radius, invisibility, and polymorph self (from 4' to 12' tall). Once per day ogre magi may use the following abilities: charm person, gaseous form, sleep, and a

cone of cold (as the wand of ice for 8d6 damage). An ogre mage regenerates 1 hp per round. When found in their lair, there is a 60% chance that 2d6 slaves are present. Ogre mages speak their own language, ogre, troll, common and their alignment tongue.

Orc

No. Enc.: 2d4 (1d6x10)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 13
 Hit Dice: 1
 Attacks: 1 (weapon)
 Damage: 1d6 or weapon
 Save: 16
 Morale: 8
 Hoard Type: XIX
 XP: 10

Orcs' hair is usually black. They have pig-like faces and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and females are slightly smaller. Orcs are primarily subterranean, but they are also nocturnal and may be found on the surface at night. They suffer a penalty of -1 to hit rolls when in sunlight. Orcs are exceedingly cruel and delight in the torment of others.

A party of orcs will have a leader who has 8 hit points, and is exceptionally strong. He receives a +1 bonus to weapon damage rolls. Should the leader of a party of orcs be slain, the remaining orcs have a morale of 6. Orcs are exceptionally greedy and love to kill, which makes them particularly attractive to dark rulers who hire orcs as mercenary soldiers. Orcs will employ any kind of hand or missile weapon.

Orcs are socially organized around warring tribes, which have repulsive names like the "Vile Eye" tribe or the "Bloody Skull" tribe. Tribes seldom work together unless united under strong (and fear inducing) leadership. Any tribe has a roughly equal number of males and females, with as many children as there are adults. The orc tribal chief fights as a monster with 4 HD and has 15 hit points. He will be very strong, having a weapon damage roll bonus of +2. There is a 60% chance that any tribe consisting of 20 or more orcs will have an ogre present. There is a 10% chance that a tribe of 20 or more orcs has a troll present.

Otyugh

	<i>Standard</i>	<i>Advanced</i>
No. Enc.:	1 (2)	1 (1)
Alignment:	Neutral	Neutral
Movement:	60' (20')	60' (20')
Armor Class:	16	19
Hit Dice:	6-8	9-12
Attacks:	3 (2 tentacles, bite)	3 (2 tentacles, bite)
Damage:	1d8/1d8/1d4+1	2d6/2d6/2d4
Save:	15	12
Morale:	10	9
Hoard Type:	See below	See below
XP:	820; 1,140; 1,560	2,400; 2,800

A typical standard or advanced otyugh has a body 8' in diameter. Both kinds have a short pseudopod extending from their thick hides, which is covered in eyes. This prevents them from being surprised.

Standard: An otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden, eating carrion or left over kills from predators. Otyughs slash opponents with their barbed tentacles for 1d8 hp damage each, and their mouths deal a hideous bite from which the victim must save versus poison or contract a rotting disease that inflicts 1d3 hp damage per day. These creatures have a low intelligence, but have a unique language and can communicate telepathically. They keep no treasure of their own, but may partner with other monsters and help guard treasure in exchange for leftovers.

Advanced: Advanced otyughs are more aggressive, more powerful relatives of standard otyughs. They are much more intelligent.

Owl, Giant

No. Enc.: 1d4+1 (1d4+1)
 Alignment: Neutral
 Movement: 30' (10')
 Fly: 180' (60')
 Armor Class: 13
 Hit Dice: 4
 Attacks: 3 (2 talons, beak)
 Damage: 2d4/2d4/1d4+1
 Save: 15
 Morale: 8
 Hoard Type: XI x 5, XXII (magic only)
 XP: 80

Giant owls are nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with good creatures. A typical giant owl stands about 9' tall, has a wingspan of up to 20', and resembles its smaller cousins in nearly every way except size. Giant owls have a language of their own, and often speak common. In a lair there is a 25% chance of finding 1d4 eggs, and a 25% chance of finding 1d4 chicks. Eggs and young are very valuable, as they can be raised and trained as companions.

Owl Bear

No. Enc.: 1d4 (1d4)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 14
 Hit Dice: 5
 Attacks: 3 (2claws, bite)
 Damage: 1d8/1d8/1d8
 Save: 14
 Morale: 9
 Hoard Type: XX
 XP: 350

Having the head of a giant owl and the body of a bear, owl bears are rumored to be a magical hybrid created for an unfathomably dark purpose. Their coats range in color from brown-black to yellowish brown; their beaks are a dull ivory color. A full-grown male can stand as tall as 8 feet and weigh up to 1,500 pounds. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes. They are mean spirited carnivores. Just like bears, an owl bear may hug an opponent for 2d8 hit points of damage if it successfully hits with both paws in the same round. Owl bears are known to live in wooded areas, and are equally likely to take residence in caves or labyrinths.

P

Pegasus

No. Enc.: 0 (1d12)
 Alignment: Lawful
 Movement: 240' (80')
 Fly: 480' (160')
 Armor Class: 13
 Hit Dice: 2 + 2
 Attacks: 2 (hooves)
 Damage: 1d6/1d6
 Save: 16
 Morale: 8
 Hoard Type: None
 XP: 47

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. If young pegasi are tamed they can be used as mounts, but pegasi will only cooperate with light characters. Pegasi avoid hippogriffs, which are their predators.

Phase Tiger

No. Enc.: 1d4 (1d4)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 15
 Hit Dice: 6
 Attacks: 2 (tentacles)
 Damage: 2d4/2d4
 Save: 14
 Morale: 8
 Hoard Type: XIX
 XP: 570

The phase tiger is not truly a cat, but is fairly intelligent and resembles a six-legged tiger with a long, scaly reptilian spiked whip on each shoulder. The whips have sharp barbs, which inflict 2d4 hit points of damage each. All opponents of a phase tiger receive a penalty of -2 to hit, due to the magical ability of the phase tiger to seem to be in a position that is 3' from where it actually stands. In addition, phase tigers have a saving throw bonus of +2 (all saving throws). Blink dogs are hated enemies of phase tigers, and a phase tiger will seek to kill any blink dogs encountered.

Piercer

No. Enc.: 3d6 (3d6)
 Alignment: Neutral
 Movement: 10' (3')
 Armor Class: 16
 Hit Dice: 1-4
 Attacks: 1
 Damage: 1d6 per HD
 Save: 16
 Morale: 10
 Hoard Type: None
 XP: 10, 20, 50, 80

These creatures are specially adapted to cavernous environments, as they perfectly resemble stalactites. When they sense body heat or movement, they drop from a cavern ceiling to impale and eat a victim. The largest ones are 6' long, and the smallest are 1' long.

Pixie

No. Enc.: 2d4 (1d4x10)
 Alignment: Neutral
 Movement: 90' (30')
 Fly: 180' (60')
 Armor Class: 16
 Hit Dice: 1
 Attacks: 1 (dagger)
 Damage: 1d4
 Save: 14
 Morale: 7
 Hoard Type: III + IV
 XP: 16

These 1' or 2' tall cousins to elves have wings like an insect's. These wings are relatively weak, and a pixie must spend 1 turn on its feet for each 3 turns spent flying. Pixies are naturally invisible, but may choose to become visible at will. The spell detect invisibility will reveal their presence. Pixie invisibility is unlike the spell of the same name in that a pixie may act freely, including attacking, without becoming visible. Because of this advantage, a pixie will have surprise on its opponent. An opponent cannot attack a pixie during the first round they are engaged in combat, but in the second round an opponent may strike due to hearing the pixie and otherwise having some idea where it might be as it moves. Attacks made against an invisible pixie are rolled with a penalty of -2.

Pseudo-dragon

No. Enc.: 1 (1)
 Alignment: Neutral (good)
 Movement: 60' (20')
 Fly: 240' (80')
 Armor Class: 17
 Hit Dice: 2
 Attacks: 1 (bite or tail)
 Damage: 1d3 or poison
 Save: 15
 Morale: 7
 Hoard Type: XI x 10
 XP: 38

These intelligent dragon-like creatures are at most 2' long, and live in temperate climates. They frequently take residence in labyrinths, or in secluded wilderness locales. Although by nature they are rust brown in color, they have the ability to blend into their surroundings, rendering them undetectable 80% of the time. They may attack with a bite, but prefer to use their whip-like tails that attack with +4 to hit. Victims take no damage, but must save versus poison or fall into a state like feign death for 1d6 days. However, unlike the spell, victims are unaware of their surroundings. There is a 25% chance that when the duration is up the victim dies. Pseudo-dragons are able to see invisible creatures or objects. They receive +4 to all saving throws versus magic, and can confer this bonus to another creature if they are touching. Pseudo-dragons are telepathic, and are able to grant clairaudience and clairvoyance centered on themselves, to another being within 240'.

Pterodactyl

	<i>Pterodactyl</i>	<i>Pteranodon</i>
No. Enc.:	0 (2d4)	0 (1d4)
Alignment:	Neutral	Neutral
Movement:	-	-
Fly:	180' (60')	240' (120')
Armor Class:	12	13
Hit Dice:	1	5
Attacks:	1 (bite)	1 (bite)
Damage:	1d3	1d12
Save:	18	15
Morale:	7	8
Hoard Type:	None	VII
XP:	13	350

These prehistoric winged reptiles are usually found in warm or tropical environments.

Pterodactyl: These large winged reptiles have wings that span 7 to 10 feet. They glide through the air, watching for prey on the ground. They typically attack small animals, or beings up to the size of a halfling. They have been known to attack larger beings if they are particularly famished.

Pteranodon: This winged reptile is a giant version of the pterodactyl, and has wings that can span up to 50'. They attack larger animals, including human-sized individuals.

Purple Worm

No. Enc.: 1d2 (1d4)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 13
 Hit Dice: 15
 Attacks: 2 (bite, sting)
 Damage: 2d8/1d8, poison
 Save: 4
 Morale: 10
 Hoard Type: XIX
 XP: 3,300

The body of a mature purple worm is 10' in diameter and 100' long or more. The creature has a poisonous stinger in its tail. These dreaded purple monstrosities burrow underground, only surfacing to consume unsuspecting prey. They may attack with both a bite and their stinging tail in 1 round. Anyone stung by the tail must also succeed in a saving throw versus poison or die. If a purple worm's bite attack roll is at least 4 higher than

the roll needed to hit (or a 20 is rolled), a victim is swallowed. A being that is swallowed takes 3d6 hit points of damage per round inside the purple worm's belly. The damage stops when either the character dies or the worm is killed. When a purple worm is found below the earth, it is usually from inside one of its tunnels. In this case the tunnel may only be as wide as the worm, preventing it from attacking with both attacks in the same round.

R**Rakshasa**

No. Enc.: 1d4 (1d4)
 Alignment: Chaotic
 Movement: 150' (50')
 Armor Class: 23
 Hit Dice: 7
 Attacks: 3 (2 claws, bite)
 Damage: 1d3/1d3/1d4+1
 Save: 12
 Morale: 9
 Hoard Type: XVIII
 XP: 1,840

These creatures are said to be a kind of demon. They have bodies resembling humans, but for their deadly claws and the head of a large cat, either a tiger, lion, or panther. Rakshasas are man-eaters, preferring the flesh of humans and dwarves. They have the spell-like abilities ESP and change self, which they often use in combination to assume an agreeable form to a potential victim. These creatures have the spell casting abilities of 1st level clerics and 3rd level magic-users. Rakshasas are unaffected by normal weapons, and suffer 50% damage from weapons that are +1, +2, or +3. In addition, they are immune to the effects of all spells save those of 9th level. When multiple Rakshasas are encountered there is 1 male with up to 3 females.

Rat

	<i>Ordinary</i>	<i>Giant</i>
No. Enc.:	5d10 (2d10)	3d6 (3d10)
Alignment:	Neutral	Neutral
Movement:	60' (20')	120' (40')
Swim:	30' (10')	60' (20')
Armor Class:	10	12
Hit Dice:	1 hit point	1d4 hit points
Attacks:	1 (bite, per group)	1 (bite)
Damage:	1d6, disease	1d3, disease
Save:	18	16
Morale:	5	8
Hoard Type:	XI	XX
XP:	6	6

Rats are omnivorous rodents that thrive in human trash on the fringes of dwellings. They are disease carriers, and any time a character is bitten by a rat of any variety there is a 5% chance the character contracts a disease. A saving throw versus poison is permitted, and should it fail the character dies of the disease 1d6 days later. A successful saving throw indicates that the character gets ill and is bedridden for 30 days, at the end of which there is a 25% chance the disease proves fatal. The spell cure disease will cure this infection. Rats may be warded away with fire. They are adept swimmers, who are at home in sewers, water-filled caverns, and marshes.

Ordinary Rats: Ordinary rats range in size from 6" long to 2' long. They can be black, brown, or gray in color. They live in packs that can consist of great numbers. Rat packs get 1 attack per 10 individuals, inflicting 1d6 hit points of damage per hit. If a character is swarmed by a whole pack, he must succeed in a saving throw versus death or fall to the ground under the writhing rodent horde. He may stand up the following round, but makes a new saving throw if still under the swarm. The opponent can make no attacks until he gets back on his feet.

Giant Rats: These rats are minimally 3' long, but may be larger. They attack individually. Giant rats live in refuse like their smaller cousins, and can be found in the litter that often accumulates in a labyrinth.

Remorhaz

No. Enc.: 1 (1)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 19, belly 16, head 17
 Hit Dice: 7-14
 Attacks: 1 (bite)
 Damage: 6d6
 Save: 14 - 10
 Morale: 10
 Hoard Type: XVIII
 XP: 1,140

A remorhaz is a whitish-blue in color multilegged lizard-like creature that pulses with a reddish glow from the heat its body produces. The creature is 20' long with 7 HD, 24' long with 8 HD, 28' long with 9 HD, and so on. Remorhazes hide under snow and ice until they hear movement above them, then attack from below and surprise prey. Once at the surface, they rear to attack, exposing their more vulnerable bellies. When these creatures are 8 HD or more, they are large enough to have a swallow attack in addition to their normally powerful bites. Swallowed victims are killed immediately because of the extreme heat within these creatures' innards. When in combat, the remorhaz's backside heats to an infernally hot temperature. Any non-magical weapons touching their bodies melt immediately, and magical items must make saving throws. If a being touches the hot hide it suffers 1d10x100 hp damage.

Rhagodessa, Giant

No. Enc.: 1d4 (1d6)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 14
 Hit Dice: 4 + 2
 Attacks: 1 (leg or bite)
 Damage: 0 or 2d8
 Save: 16
 Morale: 9
 Hoard Type: VI
 XP: 215

The giant rhagodessa is a nocturnal carnivorous arachnid that closely resembles a spider, but has immense crushing mandibles. They have a chestnut colored thorax and are tan or mustard colored on their remaining bodies. These 6' long monsters have shorter legs than spiders, but are able to climb walls. The rhagodessa's front legs have suction pits that do not deal damage, but on a successful hit they can pull an opponent to the mandibles that deal 2d8 hit points of damage on the second round, with no extra attack roll needed.

Rhinoceros

	Ordinary	Woolly
No. Enc.:	0 (1d12)	0 (1d8)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	14	15
Hit Dice:	6	8
Attacks:	1 (butt or trample)	1 (butt or trample)
Damage:	2d4 or 2d8	2d6 or 2d12
Save:	17	15
Morale:	6	6
Hoard Type:	None	None
XP:	570	1,060

The rhinoceros is infamous for its bad temper and willingness to charge intruders. They deal double damage after charging. A herd of these beasts will stampede if threatened, in any direction to be determined randomly.

Woolly Rhinoceros: The woolly rhino is a prehistoric rhino that is larger and covered in a dense, coarse hair.

Roc

	Small	Large	Giant
No. Enc.:	0 (1d12)	0 (1d8)	0 (1)
Alignment:	Lawful	Lawful	Lawful
Movement:	60' (20')	60' (20')	60' (20')
Fly:	480' (160')	480' (160')	480' (160')
Armor Class:	15	17	19
Hit Dice:	6	12	36
Attacks:	----- 3 (2 claws, bite) -----		
Damage:	1d4+1/1d4+1 2d6	1d8/1d8/ 2d10	3d6/3d6/ 8d6
Save:	15	11	7
Morale:	8	9	10
Hoard Type:	XIV	XIV	XIV
XP:	320	1,200	6,750

Rocs are powerful creatures living in high elevations and warm environments. They look somewhat like huge eagles. Their immense appetites accompany the great size of rocs, as rocs will frequently consume large mammals including horses and cattle. Rocs hunt much like eagles, swooping down on their meal and striking it with immense claws. When a roc nest is encountered, there is a 50% probability that 1d6 eggs or 1d4 young are present. Rocs fight to the death to defend their young. If eggs or chicks are captured, they can be trained as mounts. If a dark being encounters a roc, the roc will have a penalty of -2 to reaction checks, and a neutral being imposes a -1 penalty. This is due to the light nature of rocs, and their preference for dealing with other light creatures.

Roper

No. Enc.: 1d3 (1d3)
 Alignment: Chaotic
 Movement: 30' (10')
 Armor Class: 19
 Hit Dice: 10-12
 Attacks: 1
 Damage: 5d4
 Save: 11
 Morale: 8
 Hoard Type: V x 2
 XP: 2,400

A roper stands some 9' tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. A roper's coloration and temperature change to match the features of the surrounding cave. A roper hunts by standing very still and imitating a stalagmite. This tactic often allows it to attack with surprise. When prey comes within reach, it lashes out with one of its six rope-like strands to a distance of up to 50'. If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the opponent to the roper's immense mouth, in 10' increments per round. In addition, the victim suffers from weakness for 1d4 rounds. A character must succeed in a force doors check in order to break away from a roper's strand. Ropers suffer only 50% damage from cold-based attacks, and are immune to electrical-based attacks. However, fire is disagreeable to them and they suffer -4 to save versus fire-based attacks.

Rot Grub

No. Enc.: 0 (5d4)
 Alignment: Neutral
 Movement: 10' (2')
 Armor Class: 10
 Hit Dice: 1 hit point
 Attacks: See below
 Damage: See below
 Save: 19
 Morale: Not applicable
 Hoard Type: None
 XP: 5

Although rot grubs can be found in animal waste and other foul refuse, they prefer to consume tissue that is still alive. Upon contact with a living being, rot grubs will begin to vigorously burrow deep into the body. Fire must be applied to the site of contact at once in order to prevent the rot grubs from burrowing further. This application of flame inflicts 1d6 hit points of damage per instance. If not stopped immediately, within 1d3x10 minutes the rot grubs will find the heart and kill their victim. The spell cure disease will destroy the rot grubs in a victim's body.

Rust Monster

No. Enc.: 1d4 (1d4)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 17
 Hit Dice: 5
 Attacks: 1
 Damage: See below
 Save: 14
 Morale: 7
 Hoard Type: None
 XP: 500

The body of this monster resembles a giant armadillo, and it has a long scaly tail. The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact, as can their hide when struck with metal weapons. All ordinary metal armor and weapons either struck by antennae or contacting a rust monster's hide (when it is attacked with a sword, for instance) instantly becomes utterly and permanently useless from severe rusting. Due to this effect, ordinary metal weapons do not harm rust monsters. Magic items will first lose their magical bonuses, 1 at a time, until they are ordinary items of their type. Any subsequent contact will then rust the item. Each "plus" grants the item a 10% probability of surviving contact unscathed. For instance, if a character strikes a rust monster with a dagger +2, it has an 80% chance of becoming a dagger +1. If it does, any subsequent hit has a 90% chance of making the dagger an ordinary dagger. If it becomes an ordinary dagger, a hit after that renders the dagger useless. A rust monster feeds upon the rust it creates in this manner.

S

Sahuagin

No. Enc.: 4d4 (3d4x10)
 Alignment: Chaotic
 Movement: 120' (40')
 Swim: 240' (80')
 Armor Class: 14
 Hit Dice: 2 + 2
 Attacks: 3, 5 (2 or for claws, bite) or 1 (by weapon)
 Damage: 1d2/1d2/1d2/1d4 or As weapon
 Save: 16
 Morale: 8
 Hoard Type: V, XI + XV
 XP: 47

Sahuagin are irredeemably evil fish-like humanoids that worship infernal forces. Most feature green coloration, darker along the back and lighter on the belly. Many have dark stripes, bands, or spots, but these tend to fade with age. An adult male sahuagin stands roughly 6' tall. They only live in saltwater, and may dwell in shallow waters near shore or in very deep locations far at sea. They have kingdoms under the waves that ape human societal structures. Sahuagin typically fight with tridents and nets (50%) or daggers, spears, and crossbows (25%). If unarmed, they attack with 2 claws and a bite when on shore, or 2 claws, 2 foot rakes, and a bite when under water. These creatures travel in bands led by a 4 HD chief. When 10 or more are encountered, there will be a 3 HD guard per 10 sahuagin in the group. When found in their lair, half of the sahuagin will be 2 HD females, and 25% are 1 HD hatchlings. There will be 2d4x10 eggs. In their

lair there will be a 9 HD baron. There is a 10% per 10 sahuagin encountered that there is a 5th to 8th level cleric and 1d4 4th level cleric assistants. In addition, in the lair there is a 5% chance a prince will be present, along with 2d4 chieftains of 3 HD and 3d10 2 HD concubines. When a prince is present there will always be clerics present as mentioned above. Lairs are typically guarded by 2d4 sharks, or 4d4 if a prince is present. Sahuagin often take human prisoners under the sea, where they are subject to unspeakable tortures.

Salamander

	<i>Flame</i>	<i>Frost</i>
No. Enc.:	1d4+1 (2d4)	1d3 (1d3)
Alignment:	Neutral	Chaotic
Movement:	120' (40')	120' (40')
Armor Class:	17	16
Hit Dice:	8	12
Attacks:	3 (2 claws, bite)	5 (4 claws, bite)
Damage:	1d4/1d4/1d8	1d6 (each claw)/2d6
Save:	12	9
Morale:	8	9
Hoard Type:	XVII	XVIII
XP:	2,060	3,600

Flame Salamander: The flame salamander is a kind of intelligent fire elemental. It has a lizard-like appearance, with red scales and four limbs. It reaches a length of 12' to 16'. Scorching heat emanates from the flame salamander, and all creatures within 20' who are susceptible to fire damage receive 1d8 hit points of damage per round. Flame salamanders are unharmed by all fire-based damage and non-magical weapons. They are unaffected by sleep or charm spells. These creatures often live in the molten lava of volcanoes, or otherwise in very hot and arid regions.

Frost Salamander: The frost salamander resembles a flame salamander, except that it has six limbs and is white or bluish white. It attacks with its front four claws and a bite. Bone-chilling cold emanates from the frost salamander, and all creatures within 20' that are susceptible to cold damage receive 1d8 hit points of damage per round. Frost salamanders are unharmed by all cold-based damage and non-magical weapons. They are unaffected by sleep or charm spells. These creatures prefer to live in icy and cold regions.

These two forms of salamander are natural enemies. They despise one another and will always fight if in the same vicinity.

Satyr

No. Enc.: 2d4 (2d4)
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 14
 Hit Dice: 5
 Attacks: 1 (horns)
 Damage: 2d4
 Save: 14
 Morale: 7
 Hoard Type: IX, XVIII
 XP: 350

A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. They live carefree lifestyles in isolated sylvan settings, where they enjoy good wine and seducing dryads, nymphs, and elven women. Satyrs avoid combat, but when forced they attack with their horns. There is a 25% chance that a satyr has a magical weapon. In any group of satyrs, one member has a set of magical pipes only usable by their kind. It has the effects of charm, sleep, and fear for beings within 60' who fail a save versus spells. If the save succeeds, that being cannot be affected by the same pipes again. Satyrs can be 90% invisible in wilderness settings, and their keen senses make them surprised only on a 1 on 1d6. Satyrs speak their own language, elven, and common.

Scorpion, Giant

No. Enc.: 1d6 (1d6)
 Alignment: Chaotic
 Movement: 150' (50')
 Armor Class: 17
 Hit Dice: 4
 Attacks: 3 (2 claws, sting)
 Damage: 1d10/1d10/1d4, poison
 Save: 15
 Morale: 11
 Hoard Type: VII
 XP: 190

These aggressive giant cousins to scorpions are about 6' long. Any time that a claw successfully strikes, the sting attack receives a bonus of +2 to hit. If stung, a victim needs to succeed at a saving throw versus poison or die. Giant scorpions can be found in labyrinths, rock shelters, ruins, and hot environments.

Sea Hag

No. Enc.: 1d4 (1d4)
 Alignment: Chaotic
 Movement: 150' (50')
 Armor Class: 12
 Hit Dice: 3
 Attacks: 1 (weapon)
 Damage: 1d4 (dagger)
 Save: 14
 Morale: 7
 Hoard Type: XIV
 XP: 95

This race of vile females lives in shallow fresh or saltwater areas. They consume humanoid flesh, and to that end they have a gaze that will instantly kill a victim within 30' that fails a save versus poison (usable 3 times per day).

These creatures are so hideous that any being looking at one must save versus magic or lose 50% of his STR for 1d6 turns.



Sea Serpent

	Normal	Giant
No. Enc.:	0 (2d6)	1 (1)
Alignment:	Neutral	Neutral
Movement:		
Swim:	150' (50')	250' (100')
Armor Class:	14	17
Hit Dice:	6	30
Attacks:	1 (bite or constrict)	1 (bite or constrict)
Damage:	2d6 or see below	4d6 or see below
Save:	14	3
Morale:	8	7
Hoard Type:	None	None
XP:	570	

Sailors dread sea serpents. Small serpents are immense, 30' long snake-like sea beasts that will attack ships that are 30' long or smaller. It wraps its serpentine body around ships to constrict for 1d10 structural hit points of damage each round. When attacking creatures or characters it attacks with a bite that deals 2d6 hit points of damage. Giant serpents are also known as Sea

Terrors and gigantic, 120' long snake-like sea beasts that will attack ships that are 100' long or smaller. It wraps its serpentine body around ships to constrict for 4d6 structural hit points of damage each round. When attacking creatures or characters it attacks with a bite that deals 4d6 hit points of damage and can swallow up to human-sized creatures whole.

Shadow

No. Enc.: 1d8 (1d12)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 12
 Hit Dice: 2 + 2
 Attacks: 1
 Damage: 1d4, special
 Save: 16
 Morale: 12
 Hoard Type: XVII
 XP: 83

Although shadows seem to resemble ghosts, since they have no corporeal body and resemble shadows, but they are not truly undead creatures. As a consequence, shadows are not susceptible to the cleric ability to turn undead. Shadows may only be struck with magical weapons. However, like undead, shadows are unaffected by charm or sleep spells. Shadows are very silent and difficult to observe. They will surprise on a surprise check roll of 1-5 on 1d6. When a shadow successfully attacks an opponent, the victim suffers 1d4 hit points of damage, and 1 point of STR is drained for 8 turns. Should a being be drained to STR 0, it permanently transforms into a shadow.

Shambling Mound

No. Enc.: 1d3 (1d3)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 19
 Hit Dice: 8-11
 Attacks: 2
 Damage: 2d8/2d8
 Save: 12
 Morale: 12
 Hoard Type: VIII, IX, XIV
 XP: 1,820

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants. A shambler's brain and sensory organs are located in its upper body, buried deep within its slimy dense trunk. A shambler's body has an 8' girth and is about 6' tall when the creature stands erect. These creatures batter opponents with two huge, arm-like appendages. If both hit in the same round, a victim has been grabbed and it will be smothered to death by the shambler's abundant mucus in 2d4 rounds. The victim can only get free if the shambler is killed. Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler grants it 1 HD (the creature actually grows). In addition, fire-based attacks do not harm it. Cold-based attacks do half damage, or no damage if the shambler succeeds in a saving throw. Weapons deal half damage. However, since shamblers are intelligent plant creatures they are susceptible to spells that affect plants.

Shark

	Bull	Mako
No. Enc.:	0 (3d6)	0 (2d6)
Alignment:	Neutral	Neutral
Movement:	-	-
Swim:	180' (60')	180' (60')
Armor Class:	15	15
Hit Dice:	2	4
Attacks:	1 (bite)	1 (bite)
Damage:	2d4	2d6
Save:	18	17
Morale:	7	7
Hoard Type:	None	None
XP:	29	135

	Great White	Giant
No. Enc.:	0 (1d4)	0 (1d3)
Alignment:	Neutral	Neutral
Movement:	-	-
Swim:	180' (60')	180' (60')
Armor Class:	15	14
Hit Dice:	8	10-15
Attacks:	1 (bite)	1 (bite)
Damage:	2d10	4d4 (10-11 HD) 5d4 (12-13 HD), 6d4 (14-15 HD)
Save:	16	12
Morale:	7	10
Hoard Type:	None	None
XP:	1,060	1,070

Sharks are some of the most efficient hunters of the sea. Although they are not very intelligent, they are cunning. As soon as sharks sense blood in the water (to a range of 300') they become furious feeders and will fight to the death with no check for morale.

Bull Shark: Bull sharks are brown and reach a length of 8'.

Mako Shark: These giant 15' sharks will attack large prey. They are tan or gray.

Great White Shark: This immense shark can reach lengths exceeding 30'. They are silvery-gray with white bellies. These sharks are vicious, and may attack boats that are half their length.

Giant Shark: These giant sharks are 25' to 50' long, but are otherwise much like their smaller cousins. Giant sharks have a swallow attack. A swallowed victim will die in 6 rounds unless the shark is killed before that time.

Shrew, Giant

No. Enc.:	1d4 (1d8)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	15
Hit Dice:	1
Attacks:	2 (bite)
Damage:	1d6/1d6
Save:	18
Morale:	10
Hoard Type:	None
XP:	19

Giant shrews are rodents, and in some ways resemble giant rats. However, shrews have slightly longer snouts and are burrowing animals with reduced eyesight. They can jump up to 5'. Giant shrews are able to echolocate in a fashion not unlike bats, by emitting small squeaks. With this kind of "vision" they are able to see 60', and this may be blocked with the spell silence 15' radius. A deafened (and thus blinded) giant shrew has an effective AC of 8 and suffers a -4 penalty to attack rolls. Giant shrews are insectivores, and are highly territorial. They will attack trespassers, and are extremely fast. They automatically have initiative on the first round of combat, and have a bonus of +1 on the second round. Giant shrews are fearsome, vicious fighters and they are extremely intimidating. Any opponent with 3 HD or fewer must succeed in a saving throw versus death or flee.

Shrieker

No. Enc.:	1d8 (0)
Alignment:	Neutral
Movement:	9' (3')
Armor Class:	12
Hit Dice:	3
Attacks:	See below
Damage:	See below
Save:	16
Morale:	12
Hoard Type:	None
XP:	65

A shrieker is a stationary fungus, resembling a large mushroom, that emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places, and come in of shades of purple. The shrieker will emit its scream if it senses movement within 30', or light comes within 60'. The scream persists for 1d3 rounds. For every round a shrieker is screaming, there is a 50% probability that it has caught the attention of a wandering monster. Wandering monsters will arrive on the scene within 2d6 rounds.

Skeleton

No. Enc.:	3d4 (3d10)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	12
Hit Dice:	1
Attacks:	1
Damage:	1d6 or weapon
Save:	18
Morale:	12
Hoard Type:	None
XP:	13

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters. A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed. Skeletons are undead, and a cleric may turn them. Like other undead, skeletons are unaffected by charm or sleep spells.

Slithering Tracker

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	14
Hit Dice:	5
Attacks:	0
Damage:	None
Save:	13
Morale:	10
Hoard Type:	XX
XP:	500

This creature looks like a long, thin transparent protoplasm, almost snake-like in form. It is an amorphous and transparent creature that inhabits dark underground areas of the world. It blends so well with the environment that it can only be seen 5% of the time. Unlike other oozes, the slithering tracker does not feed on organic matter. It survives by devouring living creatures. A typical slithering tracker is 3' long. It generally does not attack victims immediately, but instead follows them until they go to sleep. Then it contacts a victim's skin, and if the victim fails a save versus paralyze then the creatures poisonous slime paralyzes the victim permanently. The slithering tracker then engulfs the victim and digests it in 6 turns.

Slug, Giant

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	11
Hit Dice:	12
Attacks:	1 (bite)
Damage:	1d12
Save:	11
Morale:	10
Hoard Type:	None
XP:	2,000

Giant slugs are larger, much stronger versions of normal slugs. They are pale gray in color with a dull white underbelly. They have a single pair of long, thin tentacles or antennae. The giant slug uses them to sense brightness, heat, and to smell. A typical giant slug is 20' long but can grow to twice that length. Its

squishy flexible body allows it to squeeze into relatively narrow corridors, though it may be in such a way as to prevent turning. A large slime trail marks the ground as it moves. Giant slugs are found in moist or wet environments such as swamps, marshes, rain forests, and dungeons. They are both scavengers and predators feeding on both plants and animals. Giant slugs are nocturnal creatures and spend the daylight hours away from the heat of the sun. Giant slugs may attack with a bite, but they often employ their highly dangerous acid spittle to a range of 60'. If struck, a victim suffers 5d8 hp acid damage. Giant slugs are only harmed by sharp weapons or magical blunt weapons (magical value deals damage only).

Snake

	<i>Spitting Cobra</i>	<i>Pit Viper</i>	<i>Sea Snake</i>
No. Enc.:	1d6 (1d6)	1d8 (1d8)	1d8 (1d8)
Alignment:	Neutral	Neutral	Neutral
Movement:	90' (30')	90' (30')	90' (30')
Armor Class:	12	13	13
Hit Dice:	1	2	3
Attacks:	1 (bite or spit)	1 (bite)	1 (bite)
Damage:	1d3, poison	1d4, poison	1, poison
Save:	18	18	17
Morale:	7	7	7
Hoard Type:	None	None	None
XP:	13	38	65

	<i>Giant Python</i>	<i>Giant Rattler</i>
No. Enc.:	1d3 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	90' (30')	120' (40')
Armor Class:	13	14
Hit Dice:	5	4
Attacks:	2 (bite, constrict)	2 (bite)
Damage:	1d4/2d8	1d4, poison
Save:	15	16
Morale:	8	8
Hoard Type:	VI	VI
XP:	350	135

Snakes are legless reptiles, and often have venomous bites. Snakes usually are not aggressive and flee when confronted. They live in many different climates, but especially avoid severely cold environments.

Spitting Cobra: Like most snakes, the 3' long spitting cobra avoids conflict. However, if it is threatened it will rear up and emit poisonous spittle. A victim is entitled to a saving throw versus poison, and failure indicates the opponent is blinded. The spell cure blindness will reverse the effects. The bite of the cobra deals 1d3 hit points of damage, and is venomous. A victim must succeed in a saving throw versus poison or be killed after 1d10 turns.

Pit Viper: This gray-green snake is 5' long, and the pits on its head are able to sense heat to a distance of 60'. Pit vipers are extremely fast, and will automatically have initiative every round. They have a venomous bite that requires a successful saving throw versus poison, or the victim dies.

Sea Snake: These 6' long aquatic snakes are extremely poisonous and aggressive. Their bites do very little damage, but like other venomous snakes, a victim must succeed in a saving throw versus poison or die after 1d4 + 2 turns. There is a 50% probability that a victim, if unaware of the snake's presence, will not realize he has been bitten. The poison from a sea snake is particularly potent, and the spell neutralize poison is ineffective 25% of the time.

Giant Python: The giant python is 20' long. It attacks first with a bite, and on a successful hit it is also able to constrict a victim for an additional 2d4 hit points of damage. The constriction continues on subsequent rounds.

Giant Rattlesnake: These snakes are extremely quick, and bite twice per round. One bite occurs at the beginning of the round, and another at the end of the round. The bite is venomous, and

a victim must succeed in a saving throw versus poison, or die 1d6 turns later. The giant rattlesnake is 10' long, carnivorous, and will hunt large mammals.

Spectre

No. Enc.:	1d4 (1d8)
Alignment:	Chaotic
Movement:	150' (50')
Fly:	300' (100')
Armor Class:	17
Hit Dice:	6
Attacks:	1 (touch)
Damage:	1d8, drain level
Save:	10
Morale:	11
Hoard Type:	XVIII
XP:	1,070

A spectre is an undead creature that looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. A spectre is roughly human-sized and is weightless. These powerful undead are unharmed by ordinary weapons, including weapons made of silver. Being similar to all undead, they share an immunity to charm, hold, and sleep spells. The most dreaded attack of the spectre is its life draining ability. When a victim is struck, it suffers 1d8 hit points of damage and loses 2 experience levels or 2 HD. Note that characters drained of levels must also reduce other characteristics associated with their class and level. After being drained of levels, a character will have the minimum number of experience points for the level he is reduced to. Should a character reach level 0, he dies and will become a spectre in 24 hours. The new spectre is under the command of the spectre that killed him.



Sphinx

	<i>Androsphinx</i>	<i>Criosphinx</i>
No. Enc.:	1 (1)	1d4 (1d4)
Alignment:	Lawful Neutral	
Movement:	180' (60')	120' (40')
Fly:	300' (100')	240' (80')
Armor Class:	21	19
Hit Dice:	12	10
Attacks:	2 (claws)	3 (2 claws, head butt)
Damage:	2d6/2d6	2d4/2d4/3d6
Save:	7	9
Morale:	9	9
Hoard Type:	XVI	XVIII
XP:	3,600	1,700

	<i>Gynasphinx</i>	<i>Hieracosphinx</i>
No. Enc.:	1 (1)	1d6 (1d6)
Alignment:	Neutral	Chaotic
Movement:	150' (50')	90' (30')
Fly:	240' (80')	360' (120')
Armor Class:	20	18
Hit Dice:	8	9
Attacks:	2 (claws)	3 (2 claws, beak)
Damage:	2d4/2d4	2d4/2d4/1d10
Save:	13	11
Morale:	9	10
Hoard Type:	X, XIV	XVIII
XP:	1,560	1,700

Sphinxes are enigmatic creatures with great, feathery wings and leonine bodies. All sphinxes are territorial, but the more intelligent ones can differentiate between deliberate intrusion and temporary or inadvertent trespass.

Androsphinx: These male sphinxes are 8' tall and have heads that combine the characteristics of a human and a lion. They generally attack with their large claws, but also have the spell casting ability of a 6th level cleric. Three times per day an androsphinx can let loose a mighty roar that can be heard for miles. It will usually only emit these roars if it becomes exceedingly angry. The effects of each roar are different. For the 1st roar, creatures within 360' must save versus spells or be affected as a wand of fear for 3 turns. For the second roar, all creatures smaller than ogres within 30' are rendered deaf for 2d6 rounds. Within 20' creatures must save versus petrification or be paralyzed for 1d4 rounds. If it roars a third time, all those within 240' must succeed in a save versus spells or reduce 2d4 points of STR for 2d4 rounds. In addition, any creature smaller than an ogre within 30' will be thrown to the ground. If thrown to the ground, a creature must save versus breath attacks or be stunned for 2d6 rounds. If the creature is not knocked down it suffers 2d8 hp damage instead. The force of this roar is so great that it breaks any stone or crystalline object within 30'. Androsphinxes despise gynosphinxes, and only deal with them for the purposes of reproduction.

Criosphinx: These crafty creatures have the head of a ram, and covet wealth. They are always male, and average 7' tall. They often attempt to trick wealth from other creatures. They attack with two claws and a head butt.

Gynosphinx: These sphinxes are the female counterparts of androsphinxes, and are 7' tall. They value wealth, and have been known to aid adventurers for a price. They have the following spell-like abilities usable 1 time per day: clairaudience, clairvoyance, detect invisibility, detect magic, dispel magic, read languages, read magic, remove curse, legend lore, and locate object. Every week they may use all forms of symbol once each. In addition to taking payment from adventurers in the form of treasure, they value knowledge, literature, and above all knowledge of the whereabouts of an androsphinx.

Hieracosphinx: These evil sphinxes have the head of an eagle, and attack with claws and a beak each round. They are 7' tall. Much like other sphinxes, hieracosphinxes covet treasure. They sometimes enter the service of powerful and evil creatures, often as steeds or guards.

Spider, Giant

	<i>Black Widow</i>	<i>Crab Spider</i>	<i>Tarantula</i>
No. Enc.:	1d3 (1d3)	1d4 (1d4)	1d3 (1d3)
Alignment:	Neutral	Neutral	Neutral
Movement:	60' (20')	120' (40')	120' (40')
Web:	120' (40')	None	None
Armor Class:	13	12	14
Hit Dice:	3	2	4
Attacks:	1 (bite)	1 (bite)	1 (bite)
Damage:	2d6, poison	1d8, poison	1d8, poison
Save:	17	18	17
Morale:	8	7	8
Hoard Type:	VI	VI	VI
XP:	80	38	135

Giant Black Widow: The giant black widow is a shiny black color, and has a red design resembling an hourglass on its ventral abdomen. This spider is 6' long. These spiders are very aggressive, and prefer to trap prey in their sticky web. The web has the same properties as that of the web produced by the spell of the same name. Any opponent bitten by the giant black widow is entitled to a saving throw versus poison, and failure indicates death after 1 turn.

Giant Crab Spider: These 5' long carnivorous spiders do not weave webs, but crawl upon vertical surfaces and ceilings to pounce upon prey. They are able to surprise opponents on a surprise check roll of 1-4 on 1d6, due to their ability to change colors to match the environment. The bite of the giant crab spider is venomous, and a victim will die in 1d4 turns unless a saving throw versus poison is made. A bonus of +2 is given on this roll, due to the less potent nature of the venom.

Giant Tarantula: This giant spider is highly magical, and is not truly a tarantula despite its appearance. Its painful bite has a magical poison. Any victim must succeed in a saving throw versus poison or begin to spasm horribly, while standing, in what appears to be some macabre dance. This excruciating dance imparts a penalty of -4 to hit if the victim engages in combat, and others receive a bonus of +4 to hit such a "dancer." The effects have a duration of 2d6 turns. However, victims of the dance become paralyzed in 5 turns, fall to the ground, and are completely helpless. The effects of the dance are magically infectious, such that any creatures witnessing the dance must also save versus poison or begin to dance themselves for the same duration as the first dancer. These effects can be countered with the spell dispel magic.

Spider, Phase

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	60' (20')
On web:	150' (50')
Armor Class:	12
Hit Dice:	5 + 5
Attacks:	1 (bite)
Damage:	1d6
Save:	14
Morale:	8
Hoard Type:	XVIII
XP:	660

These 8' long giant spiders attack with a poisonous bite. Victims must succeed in a saving throw versus poison or die. Phase spiders are difficult opponents, since they spend most of the time out of phase, and invulnerable to attack except by creatures capable of affecting beings on the ethereal plane. If the spell phase door is cast on a phase spider it cannot phase out again for 7 rounds. The webs of this spider are very sticky, and it takes a creature with 18 STR or higher 1 round to break out. If STR is 17, it takes 2 rounds. The webs burn easily, as with a web spell.

Sprite

No. Enc.: 3d6
 Alignment: Neutral
 Movement: 60' (20')
 Fly: 180' (60')
 Armor Class: 14
 Hit Dice: 1d4 hit points
 Attacks: 1 (spell)
 Damage: See below
 Save: 16
 Morale: 7
 Hoard Type: IV
 XP: 6

Sprites are reclusive fey creatures that are cousins to elves and pixies. They are 1' tall, and have wings. Sprites are not malicious, but are mischievous, and enjoy playing tricks on other creatures. When five sprites pool their energies, they may inflict a curse upon a target. A curse will not be directed to cause physical harm or illness, but will instead be embarrassing or of some other "humorous" nature. Examples might include making a character's skin change to be dotted or striped, or some other effect left to the GM's discretion. The spell remove curse can counter this effect.

Squid, Giant

No. Enc.: 0 (1d4)
 Alignment: Neutral
 Movement: -
 Swim: 120' (40')
 Armor Class: 12
 Hit Dice: 6
 Attacks: 9 (8 tentacles, bite)
 Damage: 1d4 (all tentacles)/1d10
 Save: 14
 Morale: 7 (9)
 Hoard Type: VII
 XP: 1,070

These voracious free-swimming mollusks are fairly aggressive creatures, and can have bodies more than 20 feet long. They attack almost anything they meet. They have 2 large tentacles and 8 small tentacles. The larger ones are used to wrap around entire ships, dealing 1d10 structural hit points of constriction damage. When constricting a ship the squid will also attack with its great beak for an extra 2 points of structural hit point damage for each round. Smaller tentacles are used to grasp smaller creatures on ships or near water. These tentacles constrict victims when they successfully attack, and deal 1d4 hit points of damage each per successive rounds. They also may attack with their beak for 1d10 points of damage. A smaller tentacle can be cut off if a total of 6 hit points or more of damage is dealt with one blow, while a larger one requires a minimum of 10 hp damage. A giant squid may swim away if it is losing an encounter, and it will spray a 30' radius cloud of black ink to obscure its escape.

Statue, Animated

	<i>Crystal</i>	<i>Stone</i>	<i>Iron</i>
No. Enc.:	1d6 (1d6)	1d3 (1d3)	1d4 (1d4)
Alignment:	Lawful	Chaotic	Neutral
Movement:	90' (30')	60' (20')	30' (10')
Armor Class:	15	15	15
Hit Dice:	3	5	4
Attacks:	2 (fists)	2 (fists)	2 (fists)
Damage:	1d6/1d6	2d6/2d6	1d8/1d8
Save:	14	12	13
Morale:	11	11	11
Hoard Type:	None	None	None
XP:	65	500	190

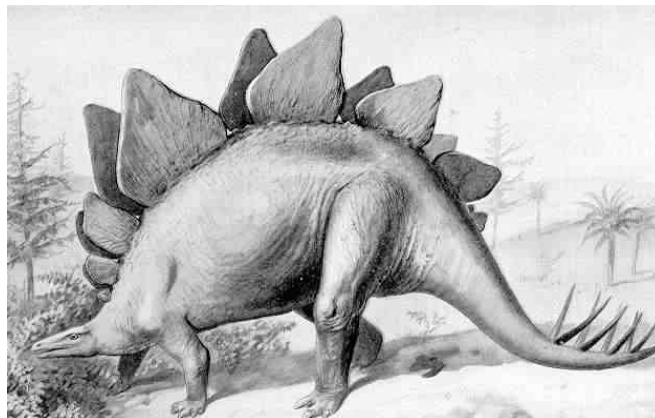
Animated statues are statues of ordinarily inorganic, inanimate material given life by powerful magic-users. These statues may be used to guard locations, and unless they engage in some form of movement they will appear to be normal statues. The GM may create animate statues composed of additional materials, using the above three examples as guidelines. These statues often appear humanoid, but may be statues of any type

and size. Animate statues are immune to the effects of sleep spells.

Crystal: These animate statues are composed of crystals, often quartz.

Stone: These statues appear to be made simply of some kind of stone, but inside the statue there is a large pocket of molten lava. This statue does not usually attack with fists, but projects lava through the tips of its fingers to inflict 2d6 hit points of burning damage.

Iron: When ordinary, metal, non-magical weapons strike an animate iron statue the attacker must succeed in a saving throw versus spells. Otherwise, the weapon becomes lodged in the statue, and can only be retrieved by killing the statue.



Stegosaurus

No. Enc.: 0 (1d4)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 16
 Hit Dice: 11
 Attacks: 1 (tail or trample)
 Damage: 2d8 or 2d6
 Save: 15
 Morale: 7
 Hoard Type: None
 XP: 1,200

These prehistoric herbivore reptiles are very large, and have a strip of hard plates that runs along their spine. Their tails are powerful weapons, which have four large spikes on their ends. This creature will most often be encountered in warm, tropical or sub-tropical environments.

Stirge

No. Enc.: 1d10 (3d12)
 Alignment: Neutral
 Movement: 30' (10')
 Fly: 180' (60')
 Armor Class: 12
 Hit Dice: 1
 Attacks: 1
 Damage: 1d3
 Save: 18
 Morale: 9
 Hoard Type: XI
 XP: 16

This monster looks something like an anteater with feathers. A stirge's coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. The long proboscis is pink at the tip, fading to gray at its base. A stirge's body is about 1 foot long, with a wingspan of about 2 feet. It weighs about 1 pound. A stirge uses its long proboscis to penetrate a victim, latch on, and drain its blood. When a stirge attacks an opponent for the first time, its quick speed grants it a bonus of +2 to hit. A successful attack deals 1d3 points of damage from blood sucking, and thereafter each round the stirge has latched to an opponent and

sucks 1d3 hit points of damage worth of blood every round. A stirge will remain attached to a victim until the victim dies, or until the stirge is killed.

Strangle Weed

No. Enc.: 3d4 (3d4)
 Alignment: Neutral
 Movement: None
 Armor Class: 13
 Hit Dice: 2-4
 Attacks: 1
 Damage: See below
 Save: 15
 Morale: NA
 Hoard Type: I, II, III, IV, V, XI, XIV
 XP: 29

This mass of writhing vines and leaves looks like a large patch of seaweed. Several long fronds protrude from the center of it, and it is 12' wide. It attacks by grappling its foe and then squeezing it. Slain creatures are digested by the strangle weed. The strangle weed is dark green and slightly slimy, with 3d4 fronds, each about 10' long, protruding from its main body. Strangle weed lies still until prey comes near. It then lashes out with its fronds, attempting to grapple its foes. Grappled foes are squeezed until they die. Each frond has an effective STR of 4d4. A victim has a 10% chance of breaking free for each point of STR he has above that of the frond's STR. More than one frond may entangle a victim, 1 frond per round with a successful attack. Multiple fronds combine STR. If the fronds have more STR than the victim, the victim suffers 1 hp crushing damage per point of STR the fronds have above the victim's. Creatures caught in the fronds may attack with -2 to hit. A subterranean version of the strangle weed is believed to exist, though encounters with it are very rare. It is whitish-green and is found in underground pools, stagnant water, and the like.

T

Throghrin

No. Enc.: 1d6 (1d10)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 13
 Hit Dice: 3
 Attacks: 2 or 1 (2 claws or weapon)
 Damage: 1d3/1d3 or weapon
 Save: 14
 Morale: 10
 Hoard Type: XX
 XP: 80

A throghrin may appear to be a hobgoblin at first glance, but these monsters are a wicked, unholy magical hybrid of troll, hobgoblin, and ghoul. They have an affinity for the company of hobgoblins, and are occasionally employed as bodyguards to a hobgoblin king. Throghrin have the same paralyzing touch as a ghoul, and can regenerate as a troll 1 hp per round. Hit points are gained at the start of each combat round.

Tick, Giant

No. Enc.: 3d4 (3d4)
 Alignment: Neutral
 Movement: 30' (10')
 Armor Class: 16
 Hit Dice: 2-4
 Attacks: 1
 Damage: 1d4
 Save: 16
 Morale: 8
 Hoard Type: None
 XP: 29

These creatures are 1' to 3' long, and attack with a bite. If

successful, they have attached themselves and drain 1d6 hp damage worth of blood each round thereafter, until they have drained an equivalent of blood equal to their maximum hp total. Giant ticks do not let go of a victim unless burned, killed, or suffocated by submersion in water. In addition, all victims have a 50% probability of contracting a wasting disease that kills the victim in 2d4 days. The spell cure disease is effective in eliminating this illness.

Titan

No. Enc.: 1d2 (1d2)
 Alignment: Lawful
 Movement: 210' (70') or 150' (50')
 Armor Class: 17 to 22
 Hit Dice: 17-22
 Attacks: 1 (fist)
 Damage: 7d6 or 8d6
 Save: 3
 Morale: 10
 Hoard Type: X, XI x 8, XVIII
 XP: 4,250; 7,000

A titan resembles an 18' to 23' tall very attractive human. They are disposed toward good but are nonetheless creatures of chaos. Titans vary in strength, with the most powerful ones being larger. Roll to determine the power level of a titan when it is encountered:

Roll d6	AC	HD	Damage	Movement	Height
1	17	17	7d6	210' (70')	18'
2	18	18	7d6	210' (70')	19'
3	19	19	7d6	210' (70')	20'
4	20	20	7d6	210' (70')	21'
5	21	21	8d6	150' (50')	22'
6	22	22	8d6	150' (50')	23'

Titans attack with their powerful fists. In addition, they have the following spell-like abilities: invisibility, levitate (twice per day), and they can become ethereal (twice per day). Further, titans may use cleric and magic-user spells. Their highest spell level ability for each class is determined by rolling 1d4+3, and titans have access to 2 spells per spell level. Titans speak all giant languages, titan, common, and their alignment tongue.

Titanotheres

No. Enc.: 0 (1d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 14
 Hit Dice: 12
 Attacks: 1 (butt or trample)
 Damage: 2d6 or 2d8
 Save: 15
 Morale: 7
 Hoard Type: None
 XP: 2,000

These creatures are prehistoric relatives of the rhinoceros. They have large, blunt-tipped horns rather than the sharp horns of rhinos, and can reach a height of 10' to 12'. Few creatures threaten these large beasts, and they are relatively peaceful herbivores. When they do attack, they are capable of a charge for double damage, and they may trample.

Toad, Giant

No. Enc.: 1d4 (1d4)
 Alignment: Neutral
 Movement: 90' (30')
 Armor Class: 12
 Hit Dice: 2 + 2
 Attacks: 1 (bite)
 Damage: 1d4 + 1
 Save: 18
 Morale: 6
 Hoard Type: None
 XP: 71

	<i>Ice</i>	<i>Poisonous</i>
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	90' (30')	90' (30')
Armor Class:	15	12
Hit Dice:	5	2 + 2
Attacks:	1 (bite)	1 (bite)
Damage:	3d4	1d4 + 1
Save:	15	18
Morale:	7	6
Hoard Type:	XIV	None
XP:	500	59

These immense toads can grow to be as large as a wolf and weigh up to 250 lbs. They have the ability to alter the color of their warty hides to match that of the dim labyrinth corridors or dark forests they frequent. For this reason they will surprise a victim on a surprise check roll of 1-3 on 1d6. Giant toads have 15' long tongues, and on a successful hit they are able to yank any being the size of a dwarf or smaller toward their mouths for a bite attack. Victims no larger than a halfling may be swallowed on an attack roll of 20. Any creature swallowed will suffer 1d6 hit points of damage per round as the toad digests it.

Ice: These giant toads are 8' long and live in cold regions or deep within labyrinths. Giant ice toads have a swallow attack, and are capable of swallowing human sized opponents. They lash out with 20' long tongues, and on a successful attack may yank a victim to its mouth for a bite attack. Swallowed opponents suffer 1d6 hp damage per round they are in the toad's stomach, unless it is killed. In addition, once every 2 rounds a giant ice toad may emit an icy blast at all creatures within a 10' radius. All creatures susceptible to cold-based attacks suffer 3d6 hp damage.

Poisonous: Giant poisonous toads are in all ways identical to "ordinary" giant toads. They are the size of a wolf and can blend into their environments, surprising opponents on a 1-3 on 1d6. They have a 15' long tongue they attack with to yank opponents to their gaping mouths. A successful bite attack deals 1d4+1 hp damage and victims must save versus poison or die. Giant poisonous toads have a swallow attack that is effective against opponents the size of a dwarf or smaller. Swallowed opponents suffer 1d6 hp damage per round they are in the toad's stomach, unless it is killed.

Trapper

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	16
Hit Dice:	12
Attacks:	4+
Damage:	See below
Save:	13
Morale:	10
Hoard Type:	XVII
XP:	2,000

Trappers are thought to be distant relatives of the lurker above (see that entry). Unlike their relatives, however, trappers mimic the floor of a building, dungeon, or other structure and are 95% undetectable by visual inspection. By manipulating their body structure while covering the floor, trappers can form a box that resembles a small trunk or chest. This is usually enough to lure would-be-adventurers to their doom. A trapper waits until its prey is almost centered on its body near the "trunk" or "chest" before it strikes. It then quickly folds and wraps its body around its unsuspecting prey attempting to smother and squeeze it until it is dead. This deals 1d6 hp of crushing damage each round, and after the 6th round the prey is automatically smothered to death. Victims are incapable of attacking. Trappers suffer only half damage from cold or fire-based attacks, and no damage on a successful saving throw. They keep their treasure underneath them.

Treant

No. Enc.:	0 (1d8)
Alignment:	Lawful
Movement:	60' (20')
Armor Class:	17
Hit Dice:	8
Attacks:	2
Damage:	2d6/2d6
Save:	9
Morale:	6
Hoard Type:	XX
XP:	1,560

A treant is a mobile, intelligent tree-like creature. A treant is about 18' tall. Its leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree. For this reason, at a distance of more than 30 yards, a motionless treant cannot be distinguished from a normal tree. Because of their inconspicuous nature, beings are surprised on a surprise check roll of 1-3 on 1d6. Treants are very long lived, and as such they take few actions, including speaking, with any haste. They fear fire, and will be cautious if it is nearby. Treants have the ability to control 2 normal trees with a range of 60'. These animated trees will engage in combat with the same characteristics of a treant, and have movement of 30' (5'). Treants may stop or start animating new trees on any given round.

Triceratops

No. Enc.:	0 (1d4)
Alignment:	Neutral
Movement:	90' (30')
Armor Class:	17
Hit Dice:	11
Attacks:	1 (gore or trample)
Damage:	3d6
Save:	14
Morale:	8
Hoard Type:	None
XP:	1,200

These large, 12' high and 40' long prehistoric dinosaurs are herbivores, but very aggressive to those who come near. They live in grassy environments in sub-tropical and temperate regions. These creatures have three very large horns and a big bony plate on their skulls. Like other large animals, a triceratops may charge during the first round of combat to inflict double damage.

Triton

No. Enc.:	3d4 (2d6x10)
Alignment:	Neutral (good)
Movement:	150' (50') swim
Armor Class:	14
Hit Dice:	3
Attacks:	1 (weapon)
Damage:	As weapon
Save:	15
Morale:	7
Hoard Type:	VIII, IX, X, XIX
XP:	50

A triton has silvery skin that fades into silver-blue scales on the lower half of its body. It has two scaled "legs" ending in fins. Tritons' hair is deep blue or blue-green and they are about the same size and weight as a human. The reclusive tritons prefer to avoid combat, but they fiercely defend their homes. They attack with either melee or ranged weapons as the circumstances warrant. When encountered outside their lair, they are 90% likely to be mounted on friendly sea creatures such as hippocampi. In a group of 10 or more there will be a 5 HD leader, and in a group of 20 or more there will be an additional 7 HD leader. If more than 60 are encountered, a 9 HD chieftain will be present. In addition, for every 10 tritons encountered there is a 10% chance that 1d4x10% of their number are magic-users of a level determined for each one by rolling 1d6.

Troglodyte

No. Enc.: 1d8 (5d8)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 14
 Hit Dice: 2
 Attacks: 3 (2 claws, bite)
 Damage: 1d4/1d4/1d4
 Save: 17
 Morale: 9
 Hoard Type: XXII
 XP: 38

These humanoid reptiles are green, scaly, and have a bony spine along the center of the top of their heads, backs, and backs of their arms. Troglodytes are malicious and warlike, and will attempt to slay any creatures that cross their paths. They have the ability to blend into their environment like a chameleon, and will surprise with a surprise check roll of 1-4 on 1d6. Their bodies are covered in small glands that produce a stinky, slimy coating on their scaly hide. All demi-humans and humans that come near a troglodyte are required to make a saving throw versus poison, or suffer -2 to attack rolls due to the disgusting, horrid stench.

Troll

No. Enc.: 1d8 (1d8)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 15
 Hit Dice: 6 + 3
 Attacks: 3 (2 claws, bite)
 Damage: 1d6/1d6/1d10
 Save: 11
 Morale: 10
 Hoard Type: XIX
 XP: 600

A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray. A typical adult troll stands 8' tall. These monsters enjoy eating other intelligent humanoids. Trolls tend to lurk in labyrinths, caverns, ruins, and swamps. They are very wiry and lanky, but excessively strong and have menacing, dirty claws and sharp teeth. Trolls have the ability to regenerate damage they receive. After 3 rounds have passed since they received damage, they will regenerate 3 hit points each round. Fire and acid damage cannot be regenerated by a troll. If a troll loses a limb or body part, these parts will attempt to crawl or squirm back toward the main portion of the body to reattach. A troll can reattach a severed member instantly by holding it to the stump. Due to this powerful ability to regenerate, trolls cannot be permanently destroyed except by fire or acid. If a troll is damaged enough to be killed (reaches 0 hit points) the troll will continue to regenerate and stand again to fight after 2d6 rounds.

Turtle, Giant

	Sea	Snapping
No. Enc.:	1d3 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	10' (3')	30' (10')
Swim:	150' (50')	120' (40')
Armor Class:	17	19
----	(head, flippers 14) ----	
Hit Dice:	15	10
Attacks:	1 (bite)	1 (bite)
Damage:	4d4	6d4
Save:	8	13
Morale:	6	9
Hoard Type:	None	None
XP:	1,500	1,700

Giant turtles are 40' in diameter. Their temperaments vary depending on type.

Sea: Giant sea turtles only fight if directly threatened or very hungry. They may capsize smaller vessels 90% of the time or larger vessels 10% of the time if they come to the surface directly under them.

Snapping: These giant turtles are extremely temperamental and aggressive. They live in bodies of fresh water or large rivers. They lie in wait for prey, extending their 10' long necks very suddenly to surprise on 1-4 on 1d6, and then snap at prey for 6d4 hp damage.

Tyrannosaurus Rex

No. Enc.: 0 (1)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 16
 Hit Dice: 20
 Attacks: 1 (bite)
 Damage: 6d6
 Save: 11
 Morale: 11
 Hoard Type: VII x3
 XP: 2,250

This large prehistoric carnivorous dinosaur is a fearsome predator. It is bipedal and can reach heights of 20'. It will hunt any creature that moves, but generally does not bother with prey smaller than a halfling.

U**Undead**

The undead are a class of monsters that include spectres, zombies, skeletons, wights, wraiths, vampires, and others. These beings were alive at one time, but through foul magic or by dying at the hands of another undead type, these beings rise again as undead horrors. Most undead do not make a sound when moving. All such creatures are immune to the effects of poison. Further, they are unaffected by the spells charm person, sleep, or hold person.

**Unicorn**

No. Enc.: 1d6 (1d8)
 Alignment: Lawful
 Movement: 240' (80')
 Armor Class: 17
 Hit Dice: 4
 Attacks: 3 (2 hooves, horn)
 Damage: 1d8/1d8/1d8
 Save: 14
 Morale: 7
 Hoard Type: None
 XP: 135

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. All unicorns have a long, straight horn growing from the center of their foreheads. Males sport a white beard, and all unicorns'

coats are snow white. A typical adult unicorn is the size of a wild horse. These majestic creatures have the ability to teleport 1 time per day, along with a rider, up to 360'. A light, virtuous maiden may only approach these shy creatures.

V

Vampire

No. Enc.: 1d4 (1d6)
 Alignment: Chaotic
 Movement: 120' (40')
 Fly: 180' (60')
 Armor Class: 17
 Hit Dice: 7 to 9
 Attacks: 1 (touch, see below)
 Damage: 1d10, drain life energy
 Save: 12 to 8
 Morale: 11
 Hoard Type: XVII
 XP: 3,150/5,060/7,300

The vampire is one of the most dreaded undead monsters. Being similar to other undead, they are immune to charm, hold, and sleep spells. Electricity and cold does only half damage, they are unaffected by normal weapons, and they regenerate 3 hit points per round. Vampires must take refuge in a coffin or other hide-away during the daylight hours, and must slumber on soil from their own grave once in a while to maintain their powers' vitality.

Vampires are immensely strong, and deal great blows that inflict 1d10 hit points of damage. These blows (or any other touch) further reduce the victim's life energy by two levels, which consequently reduces all other traits linked to a loss in levels (attack ability, hit dice, etc.).

Vampires have the innate ability to take gaseous form at will, but will be forced into this form if their hit points reach zero. They then attempt to reach their coffin to reform their bodies. If they do not reach the coffin within 2 turns and rest for 8 hours, they are unable to reform.

Further, vampires have the innate ability to shape change into a large bat at will, which grants them flying movement. They can summon 1d10x10 bats or rats when underground. They can summon 3d6 wolves or 2d4 dire wolves when above. These creatures will arrive in 2d6 rounds. In addition, a vampire has a charm gaze (as the charm person spell) that takes effect if a victim peers into a vampire's eyes. The victim may attempt a saving throw versus spells with a penalty of -2.

Although these items do not actually cause harm or completely repel these creatures, vampires will draw back from a light holy symbol, a mirror, or garlic if they are presented with confidence. Garlic causes a vampire to cringe for 1d4 rounds, and a holy symbol or mirror will cause a vampire to take a position in which the item does not impede his or her progress or attack. A light holy symbol will affect a vampire no matter what its ethos was in life. Once a person becomes a vampire, he or she is a dark undead creature, and holy water will inflict 1d6+1 hit points of damage.

There are a few means by which a vampire may be destroyed. They take great damage from immersion in running water, and will be killed in 1 turn. In addition, if caught in sunlight a vampire must succeed in a saving throw versus death for each round exposed, or it will be completely turned to dust. Finally, a stake through the heart, coupled with decapitation, will destroy a vampire. Holy sacraments (such as wafers) must be placed in the mouth. Note that if a vampire is staked he or she will appear to die, but unless also decapitated the vampire will revive when the stake is removed.

Vampires create others of their kind by draining humans or

other humanoids of all life energy (they reach 0 level). The victim must be buried, and after 1 day he will arise as a vampire. The victim will retain abilities, including class abilities, which he had in life but will become a dark undead being. He will be a slave to the vampire that created him, but becomes free willed if the master is killed.

W

Wasp, Giant

No. Enc.: 1d20 (1d20+20)
 Alignment: Neutral
 Movement: 60' (20')
 Fly: 210' (70')
 Armor Class: 15
 Hit Dice: 4
 Attacks: 2 (bite, sting)
 Damage: 2d4/1d4
 Save: 19
 Morale: 10
 Hoard Type: XI x 15
 XP: 135

These 3' long giant insects are incredibly aggressive and carnivorous. They create nests underground, usually in caverns or dug into the earth. Their nests are constructed of mud or paper. Giant wasps attack with a bite and a poisonous sting. Victims of the sting must succeed in a saving throw versus poison or be permanently paralyzed. Paralyzed victims are taken back to the nest where they are deposited to be devoured by hatching larvae. Victims are killed in this manner in 1d4+1 days. The spell neutralize poison can remove the paralysis.

Weasel, Giant

No. Enc.: 1d4 (1d6)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 12
 Hit Dice: 4 + 4
 Attacks: 1 (bite)
 Damage: 2d4
 Save: 15
 Morale: 8
 Hoard Type: VII
 XP: 290

These 9' long creatures are brown, tan, or white. They are fierce hunters, and when they successfully attack with their bite they cling to the victim, sucking blood for 2d4 hit points of damage each round. They cannot be removed, and will cling until either the victim has died or the weasel has been killed. These creatures can see in the dark with a limited 30' infravision, and have a very keen sense of smell that they use to track prey. These burrowing creatures live in the tunnels they create in the earth, and will sometimes venture or burrow into labyrinths.

Whale

	<i>Killer</i>	<i>Narwhal</i>
No. Enc.:	0 (1d6)	0 (1d4)
Alignment:	Neutral	Lawful
Movement:	240' (80')	180' (60')
Armor Class:	13	12
Hit Dice:	6	12
Attacks:	1 (bite)	2 (bite, horn)
Damage:	1d20	2d6/1d8
Save:	13	10
Morale:	10	8
Hoard Type:	VII	None
XP:	570	1,200

Sperm

No. Enc.: 0 (1d3)
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 13
 Hit Dice: 36
 Attacks: 1 (bite)
 Damage: 3d20
 Save: 4
 Morale: 7
 Hoard Type: VII
 XP: 12,500

Killer Whale: These immense whales typically reach a length of 25'. They prefer colder waters of the north or extreme south. They prey on many different animals of the sea. They will swallow any creature of a size equal to or less than a halfling if their attack roll result is a 20. A creature that is swallowed suffers 1d6 hit points of damage each round, and drowns after 10 rounds.

Narwhal: These large whales typically reach a length of 15'. They prefer colder waters of the north or extreme south. They are highly intelligent and have a magic horn on their heads that resembles the horn of a unicorn. Some say that this horn, even when severed, will vibrate in the vicinity of dark or evilly intentioned creatures. Even if this rumor is false, the horns are valuable for their ivory, fetching 1d6x1,000 gp.

Sperm Whale: These gigantic whales typically reach a length of 60'. They will swallow any creature of a size equal to or less than a human if their attack roll result is at least 4 higher than the attack roll required to strike. A creature that is swallowed suffers 3d6 hit points of damage each round. When a sperm whale encounters a sea vessel, it usually (90%) leaves it undisturbed, but may decide to attack. A sperm whale can slam into a ship with its immense head, dealing 6d6 structural hit points of damage.

Wight

No. Enc.: 1d6 (1d8)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 14
 Hit Dice: 3
 Attacks: 1
 Damage: Drain life energy
 Save: 16
 Morale: 12
 Hoard Type: XXI
 XP: 110

Wights are undead creatures who were formerly humans or demi-humans in life. A wight's appearance is a weird and twisted reflection of the form it had in life. Wights attack by touching a victim and draining 1 level, or hit die, from a victim. For example, if a 3 HD monster is attacked and struck, it becomes a 2 HD monster. Likewise, if a 4th level character is struck, he becomes 3rd level. Any human or demi-human reduced to 0 level dies, and becomes a wight in 1d4 days. Wights may only be harmed by magical weapons, spells, and weapons made of silver. Like other undead, they are immune to the effects of sleep and charm spells.

Will-O-Wisp

No. Enc.: 1 (1d3)
 Alignment: Chaotic
 Movement: 180' (60')
 Armor Class: 27
 Hit Dice: 9
 Attacks: 1
 Damage: 2d8
 Save: 10
 Morale: 7
 Hoard Type: XVIII
 XP: 3,100

Will-o'-wisps can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1' across, and its glowing body sheds a variable amount of light in order to confuse victims. They may become invisible for 2d4 round intervals. Will-o'-wisps usually avoid combat. They prefer to confuse and bewilder adventurers, luring them into morasses or other hazardous places where they feed on life energy as a victim dies in a trap or other hazard. When they are forced to fight, they let loose small electrical shocks that deal 2d8 hp damage. A will-o'-wisp is immune to most spells except magic missile, maze and protection from evil. However, these creatures are vulnerable to normal attacks. They are highly intelligent, and if reduced to only a few hit points they may negotiate with opponents for survival.

Wind Walker

No. Enc.: 1d3 (1d3)
 Alignment: Neutral
 Movement: 150' (50')
 Fly: 300' (100')
 Armor Class: 12
 Hit Dice: 6 + 3
 Attacks: 1
 Damage: 3d6
 Save: 14
 Morale: 9
 Hoard Type: XXII
 XP: 680

Wind walkers are creatures from the elemental plane of air. When found on the material plane they live on high mountain peaks or deep within labyrinths. On occasion, a wind walker is encountered in the service of a cloud giant, storm giant, efreet, djinn, or other such creature. A wind walker's natural form is that of a roaring and whistling column of wind about 12' tall. No discernable features can be seen in the wind walker. A wind walker attacks by using the surrounding air to pummel its foes for 3d6 hp damage each round. Wind walkers can only be attacked by ethereal creatures or creatures capable of affecting the ethereal plane. A control weather spell instantly slays a wind walker if it fails a saving throw versus spells. A haste spell deals 1d6 points of damage per two caster levels (maximum 5d6) to a wind walker. In addition, a haste spell doubles the damage the wind walker deals with its wind blast attack. An ice storm spell deals no damage to a wind walker, but affects it as if by a fear spell for 1d4 rounds. A wind walker is affected normally by magical barriers.

Wolf

	Ordinary Wolf	Dire Wolf
No. Enc.:	2d6 (3d6)	1d4 (2d4)
Alignment:	Neutral	Neutral
Movement:	180' (60')	150' (50')
Armor Class:	12	13
Hit Dice:	2 + 2	4 + 1
Attacks:	1 (bite)	1 (bite)
Damage:	1d6	2d4
Save:	18	15
Morale:	8	8
Hoard Type:	None	None
XP:	35	140

Winter

No. Enc.: 2d4 (2d4)
 Alignment: Neutral (evil)
 Movement: 180' (60')
 Armor Class: 5
 Hit Dice: 6
 Attacks: 1 (bite)
 Damage: 2d4
 Save: 13
 Morale: 10
 Hoard Type: XIV
 XP: 820

Ordinary Wolves: Wolves are carnivorous pack hunters known for their persistence and cunning. Wolves primarily hunt and live in wilderness settings, but occasionally venture into caverns and labyrinths. Wolves are social, and when their numbers are greater they are more confident. In a group of 3 or fewer, or if 50% of their number has been lost, their moral drops to 6. Wolf cubs may be kept and trained in the same manner as dogs.

Dire Wolves: These larger cousins of ordinary wolves are much more vicious, and are more intelligent. They more commonly live in wooded and mountainous areas, and are even more likely than ordinary wolves to venture into caverns or labyrinths in search of prey. Dire wolf cubs may be kept and trained in the same manner as dogs, but are more difficult to control. Goblins capture cubs to train them as mounts.

Winter Wolves: These intelligent and terrible 6' long wolves live in cold environments. In addition to a bite attack, winter wolves have a frosty breath weapon that inflicts 6d4 hp damage to victims within 10'. A successful save versus breath attacks reduces damage by 50%. They suffer an extra +1 point of damage per die of fire damage, but they are immune to all cold-based attacks.

Wolverine

	<i>Ordinary</i>	<i>Giant</i>
No. Enc.:	1 (1d3)	1 (1d3)
Alignment:	Neutral	Neutral
Movement:	120' (40')	150' (50')
Armor Class:	14	15
Hit Dice:	3	4 + 4
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d4/1d4/1d4+1	1d4+1/1d4+1/2d4
Save:	17	15
Morale:	10	11
Hoard Type:	None	None
XP:	80	290

These creatures are efficient and vicious hunters. They attack with +4 to hit. In addition to their claws and bite, wolverines may attack with a musk spray that affects victims within a 60' long by 20' wide area (half this area for ordinary wolverines). Victims must save versus poison or be blinded for 1d8 hours.

Wraith

No. Enc.:	1d4 (1d6)
Alignment:	Chaotic
Movement:	120' (40')
Fly:	240' (80')
Armor Class:	16
Hit Dice:	4
Attacks:	1 (touch)
Damage:	1d6, drain life energy
Save:	13
Morale:	12
Hoard Type:	XVIII
XP:	300

Wraiths are incorporeal undead creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance does not affect the creature's AC or combat abilities, but only reflects the shape it had in life. Like other undead, wraiths are unaffected by sleep, hold, or charm spells. They are unharmed by non-magical weapons. Although silver weapons do damage to them, these only deal half damage. When a wraith touches a victim it inflicts 1d6 hit points of damage and drains one level or hit die. Note that characters drained of levels must also reduce other characteristics associated with their class and level. After being drained of levels, a character will have the minimum number of experience points for the level he is reduced to. Should a character reach level 0, he dies and will become a wraith in 24 hours. The new wraith is under the command of the wraith that killed him.

Wyvern

No. Enc.:	1d2 (1d6)
Alignment:	Chaotic
Movement:	90' (30')
Fly:	240' (80')
Armor Class:	16
Hit Dice:	7
Attacks:	2 (bite, sting)
Damage:	2d8/2d8, poison
Save:	11
Morale:	9
Hoard Type:	XVIII
XP:	1,140

A distant cousin to the dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail. A wyvern's body is 15 feet long, and its scaly body is dark brown to gray. A wyvern attacks with a bite, and it is able to sting with its flexible, long tail at the same time. Any creature struck with the stinger will instantly die unless a successful saving throw versus poison is made.



Xorn

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	90' (30')
Armor Class:	21
Hit Dice :	7 + 7
Attacks:	4 (3 claws, bite)
Damage:	1d3/1d3/1d3/6d4
Save:	12
Morale:	10
Hoard Type:	XI x 3, XII, XIII, XXI
XP:	1,700

Xorns are about 5' tall and are native to the elemental plane of earth. When on the material plane they live deep within labyrinths, where they feed on minerals. Xorns are able to blend in their environment, and can surprise opponents on 1-3 on 1d6. Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot digest meat. Xorns are indifferent to creatures of the material plane—with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. They can smell food up to 20' away, and may ask adventurers to give them their precious metals. If refused, they will almost always (90%) attack to take it forcefully. Xorns are completely immune to fire or cold-based attacks. They suffer only half damage from electrical-based attacks, or no damage with a successful saving throw. The spells rock to mud and stone to flesh reduce a xorn to AC 8 for 1 round, and the xorn cannot attack as it transforms back to its original form. The spell move earth pushes a xorn backwards 30' and stuns it for 1 round. A xorn can glide through stone, dirt, or almost any other sort of earth except metal after 1 round of preparation. A phase door spell cast on an area containing a burrowing xorn kills it instantly.

Y

Yellow Mold

No. Enc.: 1d4 (1d8)
 Alignment: Neutral
 Movement: 0
 Armor Class: Always hit
 Hit Dice: 2
 Attacks: Spores
 Damage: 1d6, special
 Save: 16
 Morale: Not applicable
 Hoard Type: None
 XP: 38

Yellow mold typically covers an area of 10 square feet. It does not move or attack, but if it is touched it is acidic and destroys leather and wood; it deals 1d6 points of damage to bare flesh. There is a 50% probability that any time yellow mold is contacted, it ejects spores into a 10' cube area. Any creature inside the area is required to roll a saving throw versus poison, and failure indicates suffocation and death in 6 rounds. Yellow mold is impervious to all attacks except from fire, and a torch can burn mold for 1d4 hit points of damage per strike.

Yeti

No. Enc.: 1d6 (2d4)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 13
 Hit Dice: 4 + 4
 Attacks: 2 (claws)
 Damage: 1d6/1d6
 Save: 14
 Morale: 8
 Hoard Type: XX
 XP: 38

These large, 9' tall hulking humanoids are covered in white, shaggy fur. Their hands end in filthy, razor-sharp claws. These

creatures' heads are large and sport a wide round mouth filled with fangs. Yetis make their lairs in remote mountains and hills. They are fierce predators with ravenous appetites, dining on mountain goats, sheep, polar bears, and humanoids. They are particularly fond of human and elf flesh. A yeti attacks with its claws, and grabs an opponent to squeeze it against its frigid body with an attack roll of 20. This deals an extra 2d8 hp damage. Creatures within 30' that meet the eyes of a yeti must succeed on a saving throw versus paralyzation or stand paralyzed in fear for 3 rounds. Yeti are 30% invisible in a snowy environment if more than 30' away. Yetis suffer 50% extra damage from heat-based attacks. When found in their lair 50% of their number are females, with a 20% chance of 1d4+1 young.

Z

Zombie

No. Enc.: 2d4 (4d6)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 11
 Hit Dice: 2
 Attacks: 1 (weapon)
 Damage: 1d8 or weapon
 Save: 15
 Morale: 12
 Hoard Type: None
 XP: 29

Zombies are undead corpses reanimated through dark and sinister magic. Because of their utter lack of intelligence, the instructions given to a zombie by its creator must be very simple. The dark magic-users and clerics that create zombies use them to guard locations or valuable treasure. Zombies are susceptible to ordinary weapons, but like other undead they are immune to charm and sleep spells. Zombies' somewhat clumsy, decomposing limbs force them to attack last each round.



Hoard Type Treasure Chart

Small Hoards (Individuals)

Hoard Type	CP	SP	EP	GP	PP	Gems	Jewelry	Magic
I	4d6	-	-	-	-	-	-	-
II	-	2d8+1	-	-	-	-	-	-
III	-	-	1d10+1	-	-	-	-	-
IV	-	-	-	1d8	-	-	-	-
V	-	-	-	-	1d6	-	-	-
VI	1d00 (70%)	1d00 (5%)	-	1d00 (5%)	-	1d6 (7%)	1d4 (3%)	1 (3%) any
VII	-	1d00 (15%)	1d00 (7%)	1d00 (8%)	1d00 (5%)	1d6 (15%)	1d4 (5%)	1 (7%) any

Larger Hoards (Lairs)

Hoard Type	CP x1000	SP x1000	EP x1000	GP x1000	PPx100	Gems	Jewelry	Magic
VIII	-	-	-	-	-	-	-	1d4 scrolls (45%)
IX	-	-	-	-	-	-	-	2d4 potions (45%)
X	-	-	-	1d8 (50%)	3d12 (40%)	2d8+4 (60%)	1d12 (40%)	-
XI	-	-	-	-	-	1d6 (40%)	-	-
XII	-	1d8 (25%)	1d4 (20%)	-	-	-	-	-
XIII	1d6 (25%)	1d4 (15%)	-	-	-	-	-	-
XIV	-	-	-	-	2d4 (30%)	1d12 (55%)	1d12 (45%)	1 (20%) any
XV	2d12 (25%)	1d00 (60%)	1d8x10 (40%)	1d4x10 (60%)	4d6 (30%)	1d8x10 (55%)	1d8x10 (45%)	6 (18%) any 4, 1 potion, 1 scroll
XVI	-	-	-	1d6x10 (55%)	1d4 (45%)	2d8 (30%)	1d10 (20%)	6 (30%) any 5, 1 scroll
XVII	-	3d6 (15%)	1d6 (25%)	2d6 (45%)	1d4 (25%)	4d6 (25%)	1d8 (10%)	5 (30%) any 3 (no weapons), 1 potions, 1 scroll
XVIII	2d6 (7%)	1d10 (35%)	1d6 (20%)	1d6 (30%)	-	1d8 (15%)	1d8 (10%)	4 (30%) any 3, 1 scroll
XIX	1d10 (10%)	1d10 (15%)	-	1d8 (55%)	-	1d6 (40%)	1d6 (40%)	4 (15%) any 2, 2 potions
XX	1d12 (25%)	1d6 (30%)	1d6 (15%)	-	-	1d6 (20%)	1d6 (20%)	2 (12%) any
XXI	1d10 (45%)	1d4 (25%)	1d4 (30%)	1d4 (20%)	-	1d8 (30%)	1d4 (20%)	1 (12%) armor, sword, or miscellaneous weapon
XXII	1d8 (30%)	1d4 (20%)	1d6 (25%)	1d12 (40%)	1d4 (20%)	5d8 (55%)	5d8 (45%)	3 (25%) any

Treasure will be found in monster lairs that exist in underground locations or in the wilderness. Sometimes treasure will be found unguarded, in which case it may be hidden in a secret location. Each monster has a listed Hoard Type, which indicates what kinds and quantities of treasure a monster might have. These values should be considered guidelines. Although monsters will tend to have a Horde Class that corresponds to their general strength, the GM should use discretion in distributing wealth and magic. If a result on the Horde Class Treasure Tables seems over powered, reduce the amount of treasure rolled. On any of these tables the GM may decide to choose specific quantities of treasure or specific magic items, depending on the situation. Not all treasure must be coins, gems, jewelry, or magic. A creative way to disperse treasure is to place valuable art, tapestries, sculptures, and the like that have a treasure value but must be appraised and sold to cash them in, or can be kept as decorations in the strongholds of the adventurers.

How to Roll for Treasure

The GM chooses the appropriate row in the Hoard Type Treasure Table, and for each column rolls the appropriate dice to determine whether certain treasure occurs, and if so in what quantity. When magic items are indicated, the GM can either choose appropriate items or roll on the Specific Items tables in the "Random Determination of Treasure" section of *Microlite74 Companion II: Treasure*.



Microlite78 Treasure

Here is a list of sample treasure items appropriate to a *Microlite78* campaign. Maps to possible hoards of such treasures are also a common treasure item. Of course, any magic item you like from the SRD can be used, but higher powered items may be too powerful for most *Microlite78* games. This list is for GMs who want to select treasure themselves or generate their own lists of random treasure. See the *Microlite78* Random Treasure section at the end of this Companion volume for a sample random system of treasure generation using the magic treasures listed in this section.

Money: 1 gold piece (gp) = 10 silver pieces (sp); 1 silver piece = 5 copper pieces (cp).

Gems: Most range in value from 10gp to 1000gp, with 50% of gems being worth about 100gp.

Magic Items: Most magic items in a swords & sorcery setting will be potions and scrolls. Spell Wands and magic weapons and armor will also be somewhat common. The other items in the lists below will normally be very rare: perhaps even created by ancient or lost civilizations whose method of creation has been lost.

Magic Item Descriptions:

Potions:

There is a 70% chance that a potion bottle holds 1 dose, otherwise 1d6 doses. A quick taste of a potion can be used to identify it without consuming a dose. There is a 5% that a potion has decayed with age and has become a potion of delusion (60% chance) or poison (40% chance). Unless otherwise noted, the effects of a dose will last 1d6+6 10 minute turns.

Most potions on the list below can be made by any arcane spellcaster who has the recipe for the potion and the materials

and time, see the Potion Recipe scroll for more information. In addition to the potions listed here, those with the potion brewing talent can brew a large number of everyday potions (e.g. cures for specific diseases, antidotes for a specific natural poison, household cleaning potions, etc.). The brewer will know the specific formula for a specific everyday potion on a MIND-based skill roll. If he has the needed materials and brewing equipment, he may brew the everyday potion (succeeding on a MIND-based skill roll). The GM will set the time (generally ranging from a few hours to a week) and materials costs for everyday potions. Many everyday potions can be purchased at an apothecary.

Animal Control: The drinker may control one or more animals with a total hit dice of 3d6 or less. When the effect of the potion wears off, the animals will flee.

Antidote: The drinker becomes immune to all poisons of up to a specific strength for the duration of the potion. Poison from non-creature sources (e.g. a Potion of Poison) should be considered to be as if from a 7HD creature. The strength of the potion should be determined by rolling 1d10: 1-4 = Poison from 3HD creatures, 5-7 = Poison from 7HD creatures, 8-9 = Poison from 15HD creatures, 10 = All poison.

Blending: The drinker may change color to blend in with their surroundings. When hiding, the drinker will have a 90% chance to go unnoticed unless the viewer can see invisible creatures.

Bug Repellent: Any normal or giant bug (an insect, spider, scorpion, centipede, or other arthropod) will completely ignore the drinker unless magically controlled. If the bugs are magically controlled to attack the drinker, the drinker gets a +4 bonus to any saving throws against the controlling effect that allow the damage done by the insects to be reduced.

Clairaudience: While concentrating, the drinker may listen as if at any point within 60' of their current location.

Clairvoyance: While concentrating, the drinker may see as if at any point within 60' of their current location.

Climbing: The drinker may walk on walls and ceilings as if a spider.

Defense: This potion only lasts 10 minutes. The drinker gets a bonus to their armor class based on the power of the potion. To determine the power of the potion, roll 1d10: 1-3 = +1, 4-5 = +2, 6-7 = +3, 8-9 = +4, 10 = +5.

Delusion: This potion will have no effect when drunk. However, if tasted, it will falsely give the taster the impression that it is another type of potion from this list. Multiple tasters will all get the same impression. A magical analysis of some type (spell or alchemical operation) will correctly identify this potion as one of Delusion rather than as the type it tastes like.

Diminution: The drinker shrinks down to 6" in height. While in this state they cannot hurt creatures larger than 1' tall with physical attacks, and have a 90% chance of being able to hide. If this potion is drunk while a Potion of Growth is in effect, they will simply cancel each other rather than making the drinker sick.

Dragon Control: The drinker of this potion can control up to three dragons of sub-adult or younger. The dragons do not get saving throws, but older dragons are not affected. Each potion of dragon control will only control one type of dragon. The controlled dragons will do anything that is commanded (other than suicidal commands) although they are not capable of casting spells. When the control ends, the dragons will become hostile to the drinker and will either flee or attack depending on their impression of the drinker's power. Roll 1d10 to see which type of dragon is affected: 1-2 = Black, 3-4 = Blue, 5-6 = Green, 7-8 = Red, 9-10 = White.

Dreamspeech: This potion only lasts for 10 minutes. The drinker can speak to one paralyzed, petrified or sleeping creature within 30' (only one creature can be spoken with per potion) and can hear the responses of the creature via ESP. The drinker will automatically understand the language of the target, but the target is under no compulsion to speak the truth (or even respond at all) if they do not wish to.

Elasticity: This potion only lasts for 10 minutes. The drinker may stretch and deform themselves and their equipment to fit through gaps as small as 1" and reach as far as 30'. The drinker cannot cast spells or attack while stretched, and items carried cannot be used or dropped unless they are in normal form. However, while stretched the drinker only takes half damage from blunt and bashing attacks.

ESP: This potion has the same effect as the spell of the same name.

Ethereality: This potion gives the drinker the ability to shift from the Prime Plane to the Ethereal Plane. The drinker may shift at any time before the potion's duration runs out, and may then spend up to 24 hours on the ethereal plane before shifting back. Once the drinker has shifted to the ethereal plane and back, the potion's duration immediately expires.

Fire Resistance: The drinker becomes immune to normal fire, gains a +2 bonus on all saving throws against fire or heat based attacks, and takes -1 point of damage per die (to a minimum of 1 point per die) from magical fire attacks.

Flying: This potion has the same effect as the Fly spell.

Freedom: The drinker is immune to paralysis and to all forms of Hold spell or effect.

Gaseous Form: The drinker's body transforms to a cloud of gas for up to 1 hour, causing all their equipment and carried items to fall to the floor. The drinker keeps control of their body, and can move through any non-airtight barrier. While in gaseous

form, the drinker cannot attack, but has an armor class of -2 and can only be hit by magical weapons.

Giant Control: The user may control up to four giants of a certain type, but each one gets a saving throw. The giants will normally be hostile once control ends. To determine the type of giant affected, roll 1d6: 1 = Cloud, 2 = Fire, 3 = Frost, 4 = Hill, 5 = Stone, 6 = Storm.

Giant Strength: The drinker gains the strength of a giant, and can do double damage with melee weapons or throw large rocks (range: 60/130/200) for 3d6 damage. This potion does not stack with other strength enhancing items such as Gauntlets of Ogre Power.

Growth: The drinker grows to twice normal size, and be able to do double damage with melee attacks. If this potion is drunk while a Potion of Diminution is in effect, they will simply cancel each other rather than making the drinker sick.

Healing: This potion will either cure 1d3+1 body points of damage to the drinker or cure their paralysis. This potion has an instant effect, rather than a duration.

Heroism: The drinker will temporarily gain one or more levels as follows (roll 1d20):

Common Man (no class): +3 Fighter levels.

Fighting Classes: 1-8: +1 level, 9-14: +2 levels, 15-19: +3 levels, 20: +4 levels

Specialist Classes: 1-12: +1 level, 13-19: +2 levels, 20: +3 levels

Arcane Classes: 1-19: +1 level, 20: +2 levels

All damage (including energy drains) is taken from the extra levels and hit points first. Spellcasters do not gain additional spellcasting ability.

Human Control: The drinker may control up to 6 levels of humans, similar to a Charm Person spell. The targets can only be controlled while within 60' of the drinker, and the effect lasts only for the duration of the potion.

Invisibility: This potion has the same effect as the spell of the same name.

Invulnerability: The drinker gains a +2 bonus to armor class and all saving throws for the duration of the potion. If a second Potion of Invulnerability is drunk within a week, the only effect is sickness.

Levitation: This potion has the same effect as the spell of the same name.

Longevity: The drinker immediately becomes 10 years younger. The effect is an instant one rather than an ongoing one, and therefore cannot be dispelled. This potion will not reduce the age of the drinker below 15 years old.

Luck: This potion lasts only for 1 hour. The potion makes the drinker extremely lucky. The player of the drinking character may choose any one roll that they make on behalf of the drinking character within the duration and simply place the dice on the result of their choice rather than having to actually roll them.

Merging: This potion allows the drinker to merge other creatures into their own body. The drinker can merge up to seven other creatures, and both the drinker and the other creatures must be willing. Creatures simply step "into" the drinker and disappear along with their items and equipment. While merged with the drinker, the creatures do not take damage if the drinker is hit, and they cannot take any actions other than speaking. The merged creatures can step "out of" the drinker at any time.

Plant Control: The drinker may control all mundane plants and all plantlike creatures in a 30'x30' area up to 60' away. Mundane plants may entangle creatures in their area, but cannot otherwise attack.

Poison: This potion looks like any other, but it is poisonous. Anyone taking even a taste of the potion must save vs STR or die within 1d6 minutes. (Option: save vs Str or in a coma until poison is neutralized, lose 1d2 BP per day per day of coma.)

Polymorph Self: This potion has the same effect as the spell of the same name.

Sight: This potion lasts for 10 minutes. While this potion is in effect, the drinker can temporarily see despite any blindness conditions. Additionally, the drinker may see invisible things.

Speech: The drinker can understand all languages that they hear, and can respond in those same languages. This potion does not give the drinker the power to speak a language unless they first hear it spoken.

Speed: The drinker may move at double normal speed and attack twice per round.

Super Healing: This potion will either cure 2d3+3 body points of damage to the drinker. This potion has an instant effect, rather than a duration.

Treasure Finding: When the drinker concentrates, they can detect the distance and direction to the largest amount of treasure within 360'. The drinker gains no insight about the nature of the treasure or how to get to it.

Undead Control: The drinker can control up to 18HD in total of undead creatures of 9HD or less. The undead will be hostile when the duration ends.

Water Breathing: This potion lasts for four hours, and has the same effect as the spell of the same name.

Scrolls

Most scrolls contain spells and can only be used by arcane or divine casters although a few spell scrolls can be used by any intelligent being. Special scrolls (protection, etc.) can generally be used by anyone able to read them. Roll 1d20 to determine the type of scroll:

1-12: Spell Scroll (50% for Arcane Casters/50% chance for Divine casters); 13-15: Spell Scroll (Anyone); 16-20: Special.

Spell Scroll (Arcane Casters): These scrolls can only be used by arcane spellcasters. They contain 1d6 spells. Roll 1d20 to determine the level of each spell: 1-5: level 1; 6-10: level 2; 11-13: level 3; 14-16: level 4; 17-18: level 5; 19: level 6; 20: level 7 or higher. Each spell may be cast once (or copied into a spellcaster's spell book) then it fades from the scroll.

Spell Scroll (Divine Casters): These scrolls can only be used by divine casters. They contain 1d6 spells. Roll 1d20 to determine the level of each spell: 1-5: level 1; 6-9: level 2; 10-12: level 3; 13-15: level 4; 16-17: level 5; 18-19: level 6; 20: level 7 or higher. Each spell may be cast once (or copied into a spellcaster's spell book) then it fades from the scroll.

Protection from Demons: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Demons cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 20 minutes, or until someone inside the zone attacks a demon in hand-to-hand combat.

Protection from Drowning: All within a 10 foot radius of the reader gain the ability to breathe underwater (or similar non-harmful liquid) for 1 full day.

Protection from Elementals: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Elementals cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 30 minutes, or until someone inside the zone attacks an elemental in hand-to-hand combat.

Protection from Lycanthropes: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Lycanthropes cannot enter the zone, but can use missile and spell attacks against those inside the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks a lycanthrope in hand-to-hand combat.

Protection from Magic: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Mortal level magic (whether from spells or items) cannot enter or leave the zone. The zone lasts for 60 minutes, and can only be broken extremely powerful magic, like a wish.

Protection from Metal: Metal weapons or other items cannot harm or damage the reader for a period of 60 minutes.

Protection from Poison: Poison cannot harm the reader for a period of 6 hours, and any poison in already in his system is completely removed.

Protection from Undead: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Undead cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks an undead in hand-to-hand combat.

Curse: Anyone who reads this scroll and who fails a save is cursed (GM's choice of effects) until a Remove Curse is successfully cast.

Special Ritual: This scroll contains a special ritual (see Ritual Magic) of the GM's design. The more powerful the ritual the more expensive and complex the ritual should be. Many such rituals should be black magic and require especially gruesome sacrifices.

Potion Recipe: This scroll contains a recipe for one of the potions listed in the above list specifying the materials and brewing procedure/time. Any spellcaster (or any non-caster with the Alchemy advantage) can follow the directions and brew the potion with a successful INT roll.

Wands and Staves

Most wands and all staves are magical devices that contain spell-like enchantments.

Wands are normally thin sticks around 18" long. They can only be used by spellcasters (normally only arcane casters, but there are exceptions). A wand will hold 5d10 charges, and each time it is used one charge will be used up. Once all the charges are used up, a wand is simply a non-magical stick. Treat the effects produced a wand as if created by a 4th level caster.

Staves are the bigger cousins of wands. They are normally 5'-6' long, and made of wood. They can only be used by spellcasters (normally only arcane casters, but there are exceptions). Staves tend to be more versatile and powerful than wands, although they still use charges. A staff will have 10d10 charges when found, and each use of the staff may use one of more of these charges. Once all the charges are used up, a staff is simply a non-magical stick, even powers that do not use a charge fail. Treat the effects produced a staff as if created by a 5th level caster. A staff can be used in melee as if a quarterstaff.

Some wands, called spell wands, simply have a spell impressed on them. A spell caster able to cast the type of spell (arcane or divine) contained in the wand can use the wand to directly cast the spell it is impressed with regardless of the spell's level for the normal cost in HP

Most wands and staves can only be made if instructions for the specific special ritual needed are discovered. The more powerful the wand or staff the more costly in time and material the ritual. Certain wands and staves may only be available as relics of ancient or lost civilizations (GM option) as the method of creating them has been lost.

Spell Wand: A spell wand contains one spell that a spell caster using the wand can directly cast for the normal HP cost (and corruption point cost if the spell is black magic). Determine the level of spell and the spell impressed in the wand randomly. Spell level: 1-6: level 1, 7-12: level 2, 13-17: level 3, 16-17: level 4, 18: level 5, 19: level 6, 20: higher level (GM choice).

Wand of Cold: Each time a charge is expended, this wand creates a cone of cold, 60' long and 30' wide at the end. All creatures within the cone must take 6d6 damage.

Wand of Enemy Detection: This wand is usable by any spellcaster. Each time a charge is expended, all creatures with hostile intent towards the user within 60' will glow as if on fire. This includes Invisible or hidden enemies; in which case the glow may give away their positions. The glow lasts for 10 minutes before fading.

Wand of Fear: Each time a charge is expended, this wand creates a cone of fear, 60' long and 30' wide at the end. All creatures within the cone must make a saving throw vs MIND or flee in terror for 5 minutes.

Wand of Fireballs: Each time a charge is expended, this wand creates a Fireball up to 240' away. Anyone in the area of effect takes 6d6 damage. Save for half damage.

Wand of Illusion: Each time a charge is expended, this wand creates a Phantasmal Force as the spell of the same name. The caster must concentrate to maintain the illusion.

Wand of Lightning Bolts: Each time a charge is expended, this wand creates a Lightning Bolt up to 240' away and then extending 60' from that point. Anyone in the path of the lightning takes 6d6 damage. Save for half damage.

Wand of Magic Detection: This wand is usable by any spellcaster. Each time a charge is expended, all magical items and active spells within a 20' radius will glow for 6 rounds (1 minute).

Wand of Metal Detection: Each time a charge is expended, the wand will point towards a type of metal named by the user if there is at least 1,000cn of it within 20'.

Wand of Negation: Each time a charge is expended, this wand will cancel the effects of another wand or staff. If the effect that is being negated is an effect with a duration, it will be negated for a single round.

Wand of Paralyzation: Each time a charge is expended, this wand creates a cone 60' long and 30' wide at the end. All creatures within the cone must make a saving throw or be paralyzed for 1 hour.

Wand of Polymorphing: Each time a charge is expended, this wand produces the effect of either a Polymorph Self on the user of the wand or a Polymorph Other on a target that the wand is pointed at. Unwilling targets may make a saving throw to avoid the effect.

Wand of Secret Door Detection: When this wand is activated, it will point the user towards all secret doors within 20'. This expends one charge per secret door revealed.

Wand of Wizardry: This wand holds a reservoir of hit points which the wielder can use to cast spells instead of (or in addition to) his own. This reservoir will hold 10d4 hit points. When the reservoir drops below 50% capacity, the wand will automatically use a charge and refill the next day (at dawn).

Wand of Trap Detection: When this wand is activated, it will point the user towards all traps within 20'. This expends one charge per trap revealed.

Staff of Cancellation: This staff may be used by any character, but may only be used once. When activated, it will

permanently drain any magical item (except an artifact) that is touched by it of all power. The GM may require an attack roll to touch a magic item carried or worn by another creature, normally against armor class 10.

Staff of Dispelling: This staff is usable by any spellcaster. When the staff is used and a charge is expended, it will cast Dispel Magic as if by a 5th level caster, except with a range of only touch. The staff can be used to dispel magic items. When it is used against an item and a charge is expended it will automatically destroy any potion or scroll; and will cause any other magic item to temporarily cease working for 1d4 rounds. Note that magic weapons and armor still work as mundane weapons and armor even when their magical properties are temporarily suppressed.

Staff of Harming: This staff is usable by divine casters only. Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 1d6+1 damage to the creature in addition to the normal damage that the staff does. The wielder of the staff can also activate it as normal to use any of the following effects as if casting the reverse of the curing spells (using up a variable number of charges):
2 charges = Cause Blindness
2 charges = Cause Disease
3 charges = Cause Serious Wounds
4 charges = Create Poison

Staff of Healing: This staff is usable by divine casters only. The wielder may activate the staff to cure 1d2 body damage to a target. This does not use a charge, but each target can only be cured once per day by the staff. The staff can also be activated to cure other things, although this uses charges as follows:
1 charge = Cure Blindness
1 charge = Cure Disease
2 charges = Neutralize Poison
3 charges = Restoration

Staff of Power: This staff holds a reservoir of hit points which the wielder can use to cast spells instead of (or in addition to) his own. This reservoir will hold 10d10 hit points. When the reservoir drops below 50% capacity, the staff will automatically use a charge and refill the next day (at dawn).

Staff of Striking: Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 2d6 damage to the creature in addition to the normal damage that the staff does.

Staff of Withering: The wielder of the staff may activate the staff and expend a charge to touch a target and cause the target to make a saving throw or age 10 years. This staff does not work on undead.

Rings

Magical rings like those listed below are generally beyond the ability of current civilizations to create. They are the creations of ancient and/or lost civilizations.

A magical ring must be worn on a finger or thumb to operate, and a character can only wear one magical ring per hand. If a second ring is put on the same hand as an existing ring, neither ring will function (with the exception of a Ring of Weakness). Rings are usually either constant in effect or are activated by a "use item" action.

Animal Control: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Animal Control with the exception that the wearer only gets a single attempt to control creatures per use.

Delusion: This ring will appear to function as a different type of ring if an Analyze spell is used on it. Once the ring is worn, it will be completely nonfunctional, but cannot be removed without a Remove Curse being cast on it.

Djinn Summoning: Once per week, the wearer of this ring can summon a djinn, who will serve them for a day. If the djinn is

killed, the ring loses its magical power.

Ear: Three times per day this ring can be removed from its wearer's finger and placed against any surface. Until the wearer recovers the ring, they will be able to hear everything that happens around the ring as if their ear were in the ring's location.

Elemental Adaption: To determine the exact type of ring found, roll 1d100: 01-21 = Air, 22-42 = Earth, 43-63 = Fire, 64-84 = Water, 85-91 = Air and Water, 92-98 = Earth and Fire, 99-00 = All Elements.

The wearer of the ring is protected from environmental hazards in the elemental plane that matches the elemental alignment of the ring, and is able to breathe in those planes despite lack of air.

Fire Resistance: This ring makes its wearer immune to natural fire, gives a +2 bonus to all saving throws against magical fire, and reduces all magical fire damage done to the wearer by one point per die (to a minimum of one point per die).

Human Control: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Human Control with the exception that the wearer only gets a single attempt to control people per use.

Invisibility: This ring may only be used once per turn. When activated it affects the wearer as if they had cast an Invisibility spell on themselves.

Life Protection: This ring will protect its wielder from 1d6 levels worth of energy drain. If overloaded (for example if it has only a single level of protection left and the wearer is drained two levels) then it will successfully protect the caster and then turn to dust. If it is exactly used up without being overloaded, it will become a Ring of Protection +1 once its levels of protection have been used up.

Memory: This ring can only be used by a spell caster. Once per day, the caster may activate it to recover one spell that they have cast within the previous ten minutes. That spell will be available for casting again as if freshly prepared.

Plant Control: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Plant Control with the exception that the wearer only gets a single attempt to control creatures per use.

Protection: This ring gives a bonus to its wearer's armor class and to all saving throws equal to its magical bonus. If a character wears a Ring of Protection on both hands, only the larger of the two bonuses applies.

Quickness: Once per day, the wearer of this ring can move at double speed and take two actions per combat round for ten minutes.

Regeneration: The wearer of this ring will recover 1 hit point per ten minutes, and can slowly re-grow lost body parts. A limb will re-grow over the course of a week, whereas a finger or ear would re-grow over the course of a single day. This ring will not stop working when the wearer is on 0 hit points, and will not prevent the wearer from dying. It will also not heal damage from fire or acid (although will re-grow limbs lost to fire or acid).

Remedies: Once per day, this ring will duplicate the effect of a Cure Blindness, Cure Disease, Remove Curse or Neutralize Poison spell as if cast by a 6th level divine caster. The spell can be cast on the wearer or on a target that the wearer touches.

Safety: This ring acts like a Potion of Luck except that it has 1d4 charges and uses up a charge each time a die is placed instead of rolled. Once all the charges have been used up, this ring becomes non-magical.

Seeing: Once per day this ring enhances the character's sight for 30 minutes: a polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his alignment, class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. Blindness is temporally "cured" when this ring is active.

Ring of Shooting Stars: Once per day, this ring can unleash 1d6 meteors that behave as the *Lightning Bolt* spell, but do 3d6 damage.

Spell Eating: This ring appears to Analyze spells to be a Ring of Spell Turning and operates as one. However, if the wearer of the ring casts a spell themselves, the ring immediately "eats" all the remaining prepared spells that the caster has. The ring can then no longer be removed except by the use of a Remove Curse cast by a 25th level caster. Once the curse has been activated, the wearer can prepare new spells as normal, but will lose them again when they next cast one.

Spell Storing: This ring will contain 1d6 different spells (determined randomly as if spells on a Spell Scroll) when found. The wearer of the ring can cast these spells once each, even if not a spell caster. The spells will always be cast as if by a caster of the minimum level needed to cast them, even if the wearer of the ring is a caster of higher level. Each spell can be recharged by having a spell caster cast it directly into the ring. The ring cannot "catch" spells generally cast at the wearer; the spells must be cast directly at the ring with the purpose of recharging it.

Spell Turning: Each day, this ring will reflect the first 2d6 spells (roll each day) cast at the wearer back at their casters. This only effects actual spells, not the spell-like powers of monsters or magic items. Once it has absorbed as many spells as it can, the ring has no other powers until the following day.

Survival: This ring will contain 1d100+100 charges when found. Each charge spent will allow the wearer to go for 24 hours without food and drink or for 1 hour without breathing. When the ring is down to its last five charges, it will turn black; and when it runs out of charges it will crumble to dust.

Telekinesis: This ring can be activated to produce an effect identical to the Telekinesis spell, capable of moving objects weighing up to 2,000cn.

Truth: Three times per day, this ring can be activated to telepathically warn its wearer whether a spoken statement that they have just heard is true in the opinion of the speaker. Note that there is a difference between the speaker being untruthful and the speaker merely being honestly wrong about something.

Truthfulness: This ring appears to be a Ring of Truth when examined with an Analyze spell, and will work as a Ring of Truth. However, once worn it cannot be removed except by a Remove Curse spell cast by a 26th level caster, and it compels its wearer to always speak the truth. The wearer may not knowingly lie while wearing the ring (but the ring doesn't prevent them from accidentally being wrong).

Truthlessness: This ring appears to be a Ring of Truth when examined with an Analyze spell, and will work as a Ring of Truth. However, once worn it cannot be removed except by a Remove Curse spell cast by a spellcaster of at least 12th level, and it compels its wearer to always speak lies. The wearer may not knowingly make any true statement while wearing the ring (but the ring does not prevent them from making a statement that is accidentally true if they genuinely don't know that it is).

Water Walking: This ring allows its wearer to walk on the surface of any liquid without sinking.

Weakness: 1d6 rounds after this ring is worn, it will immediately lower its wearer's strength score to 3. The ring cannot be

removed until it has had a Remove Curse spell cast on it.

Wishes: This ring will grant from one to four wishes (as the Wish spell) before crumbling into dust. To determine the number of wishes contained in the ring, roll 1d10: 1-4 = 1, 5-7 = 2, 8-9 = 3, 10 = 4.

X-Ray Vision: The wearer of this ring can see up to 30' through stone or up to 60' through wood. It cannot be used to see through metal. To use the ring, the wearer must stand still and concentrate and can view a 10'x10' area per use. It takes 10 minutes to scan such an area, and the ring can only be used once per hour.

Ancient and Wondrous Items

Rings of power were not the only magic items produced in ancient times by civilizations all-but-forgotten today. Many wonderful magic items existed then. Most of these items are very rare today even if they were fairly common ages ago. Some of these items may be one of a kind or have never existed outside of legends. Like magic rings, the methods used to create these items are generally lost to the mists of time.

Amulet of Scrying Protection: This item protects its wearer from being scried on via a Crystal Ball, and makes them immune to all types of ESP.

Bag of Devouring: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5'x1'x1' or smaller). Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn. However, any item left in the bag for more than two hours will vanish completely. This will not affect living creatures that are stuffed into the bag.

Bag of Holding: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5'x1'x1' or smaller). Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn. **Boat, Undersea:** This boat can be operated as a fully functional skiff. However, when a command word is given, it will dive under the water while simultaneously radiating a Water Breathing effect that protects all passengers who are touching the boat. The pilot of the boat can control its movement underwater as if on the surface.

Boat, Folding: This is an ordinary wooden rowboat or sailboat, but when it is not immersed in water, it can be collapsed into a 6-inch cube with a button on one side. If the button is pressed, the boat opens up instantly.

Boots of Dancing: These boots function as Boots of Speed until such time as the wearer is in combat or attempting to flee from same. At that point the wearer will be unable to do anything but dance, effectively reducing her speed by half.

Boots of Leaping: The wearer of these boots can make leaps of up to 10' vertically and up to 30' horizontally.

Boots of Levitation: The wearer of these boots may Levitate as per the spell of the same name. There is no limit to the duration of the levitation. **Boots of Speed:** When travelling overland, the wearer of these boots travels at the speed of a riding horse. However, the wearer can only move at this speed for a single day and then must rest for a day.

Boots of Speed: By speaking the command word, these boots double the wearer's speed, but they require the wearer to rest for twice as long as they were used.

Bowl of Water Elementals: Once per day, this bowl can be filled with water and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice water elemental. Conjuring the elemental takes 10 minutes.

Bracers of Armor: These leather bracers can be worn by anyone, regardless of their training in armor. While worn, they confer a bonus to AC. Roll 1d6 when found: 1-3: +1 AC, 4-5: +2 AC, 6: +3 AC.

Brazier of Fire Elementals: Once per day, this brazier can be lit and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice fire elemental. Conjuring the elemental takes 10 minutes.

Broom of Flying: This broom will carry its owner through the air at a speed of 80' per round. The owner of the broom must concentrate to move, and the broom will hover if the owner stops concentrating. The broom can also carry a passenger, but in this case its speed is reduced to 60' per round.

Cape of Escape: Three times per day, the wearer of this cape can, with a flourish, teleport up to 60 feet, leaving behind a bank of smoke in his wake similar to the *Obscurement* spell.

Censer of Air Elementals: Once per day, this censer can be filled with incense and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice air elemental. Conjuring the elemental takes 10 minutes.

Chime of Time: This simple metal chime can be commanded to keep track of time. It will sound every hour until commanded to stop, and can be clearly heard within a 60' radius. If the chime is in a Silence 15' Radius spell when it is time to chime, it will automatically dispel the spell as it chimes. The chime can also be used like a hourglass. If commanded, it will slowly change color from one end to the other taking exactly one hour to do so.

Crystal Ball: A crystal ball is a scrying device that can only be used by a spellcaster. The crystal ball can be used three times per day to see any place or object that they desire; and a current image of that place or object will appear and last for 10 minutes. The clarity of the image will be based on the familiarity that the user has with the object or area.

Crystal Ball of Suggestion: This Crystal Ball is being watched by a malevolent intelligence, which will show the user what it wants her to see rather than what she wants to see. It will finish by casting *Suggestion* on the user.

Crystal Ball with Clairaudience: This works just as a normal Crystal Ball, except that by concentrating the user can hear what is going on at the far end as if through the ears of any living creature shown in the ball. Only a spellcaster can use this item.

Crystal Ball with ESP: This works just as a normal Crystal Ball, except that by concentrating the user can read the thoughts of the main subject of the vision if it is a living creature. Only a spellcaster can use this item.

Decanter of Endless Water: On command, this glass bottle pours out one gallon of clean water, either fresh or salty according to the user's wishes. A rare few have a second function, producing a gushing torrent of water on command.

Deck of Illusions: When thrown down, this deck of cards creates illusions equal to the *Phantasmal Forces* spell. The face cards (Jack, Queen, King, and Ace) instead produce *Spectral Forces*. Each card only functions once, becoming a normal (if finely made) playing card forever after.

Deck of Many Things: This special deck of cards has only 20 cards, but each has an amazing power. The owner and anyone else present may draw as many times as they wants, but the deck shuffles after every draw. When all the cards have been drawn or everyone has agreed to stop drawing, they reassemble and vanish, leaving only the sound of mischievous laughter. Sample effects: Placed under a geas, granted one wish, instantly killed, gain one level instantly, add one point to a single stat.

Displacer Cloak: This item makes the wearer appear to be 5' from their actual position. This makes all attacks against the wearer take a -2 penalty to their to-hit rolls, and gives the wearer a +2 bonus to all saving throws.

Drums of Panic: These are a pair of large kettle drums. When played, they have no effect on creatures within 10' of them, but creatures from 10' to 240' from them must make a saving throw vs MIND or flee in terror for 30 minutes.

Dust of Disappearance: When this dust is sprinkled over a creature or object, it becomes invisible as if under the spell *Invisibility* for 1 turn.

Dust of Appearance, when sprinkled, reveals any invisible creature or object within 5 feet of where it settles.

Efreeti Bottle: This 3' tall heavy jug contains an efreeti. The stopper may be opened once per day, and the efreeti will come forth and serve the opener. If the efreeti is slain, the bottle becomes non-magical. The efreeti is reluctant to serve, and will do its best to use loopholes in the commands that it is given in order to cause harm to the owner of the bottle.

Egg of Wonder: This is a painted hollow eggshell. When dropped or thrown (up to 60') it will break and an animal will emerge and grow to full size. For the next hour, the animal will obey the user of the egg then it will disappear. To determine the type of animal summoned, roll 1d12: 1 = Ape (Rock Baboon), 2 = Bat (Giant), 3 = Bear (Black), 4 = Bear (Grizzly), 5 = Boar, 6 = Cat (Mountain Lion), 7 = Cat (Panther), 8 = Ferret (Giant), 9 = Lizard (Giant Gecko), 10 = Lizard (Giant Draco), 11 = Snake (Racer), 12 = Wolf.

Elven Boots: These boots give their wearer a Move Silently ability of 75%, like a thief.

Elven Cloak: This cloak is just like a Ring of Invisibility except that its invisibility is not perfect. When the wearer is in the presence of creatures that might notice them, their faint outline will be seen if a 1 is rolled on 1d6.

Figurine of Wonder: This is a small carved statuette of an animal. It works like an *Egg of Wonder*, but when time runs out (or if it dies), rather than disappearing it turns back into a figurine. It always produces the same kind of animal, and it can be used once per week.

Flask of the Alchemist: This flask can be filled with one pint of any ordinary liquid. Additionally, it can be used to produce a single dose of 1d4+1 randomly-selected potions. This latter ability only works as many times per week as the number of different potions it can make.

Flask of Curses: When the wax seal on this bottle is broken, the one who broke it will be affected by a random curse.

Flying Carpet: This carpet will carry one passenger at a speed of 100' per round, two at a speed of 80' per round, three at a speed of 60' per round, four at a speed of 40' per round, or five at a speed of 20' per round. The owner of the carpet must concentrate to make it move, and the carpet will hover in place if the owner stops concentrating.

Gauntlets of Ogre Power: The owner of these gauntlets has a strength of 18 while wearing the gauntlets, but taking them off returns the owner's strength back to its normal value.

Girdle of Giant Strength: Anyone who wears this girdle does double damage with whatever melee attacks they make.

Goggles of Infravision: While wearing these lenses, you can see in the dark as well as you can in light.

Hat of Disguise: Three times per day, the wearer of this hat can alter their appearance as *Change Self*, including their clothes.

Helm of Blindness: Anyone wearing this helmet is immediately made blind. The blindness cannot be cured until the helmet has been removed, and the helmet cannot be removed without a Remove Curse spell being cast on it.

Helm of Brilliance: At will, the wearer of this helm can cast *Light*. Three times per day, the wearer can cast *Wall of Fire*. Also, the wearer gains a +10 bonus to any saves against fire.

Helm of Reading: This helmet allows the wearer to read any language or cipher, and allows them to identify magical scrolls. However, it does not allow the wearer to use Spell Scrolls if they are not normally able to do so. This helmet is rather delicate, and has a 10% chance of being broken each time its wearer is struck in combat.

Helm of Telepathy: The wearer of this helmet can transmit their thoughts to any creature within 60'. The target creature will understand the thoughts of the wearer despite language differences. The wearer may also use the ESP spell to read the thoughts of others.

Helm of the Sea: While worn, this helmet allows the wearer to breathe and fight normally with any weapon she can use underwater, and grants her buoyancy enough to swim even if heavily armored.

Helm of Teleportation: This helm is only usable by arcane casters. The wearer of the helm may use the Teleport spell as often as they like to teleport themselves, with the normal chances of failure. The wearer may also use the helm to Teleport another creature (again, as if casting the spell). However, doing this discharges the helmet and it can no longer be used for any teleporting until it is recharged by having a Teleport spell cast into it.

Horn of Blasting: This horn can be blown once per ten minutes. When it is blown, it creates a cone of sound 100' long and 20' wide at the end. Everyone in the area must take 2d6 damage and make a saving throw vs STR or be deafened for ten minutes. Buildings and ships in the area of effect take 1d8 damage.

Horn of Valhalla: Once per day, this horn may be blown to summon the souls of 2d4 brave warriors, who fight alongside the one who blew it as Berserkers for one hour. Their weapons count as magical.

Horseshoes of Swiftmess: Function as *Boots of Speed*, but can be attached to the feet of any horse, pony, donkey, or mule (including magical horse-like creatures such as pegasi). All four must be worn for it to work, but the horse will never throw a shoe while they are attached.

Hurricane Lamp: When this lamp is opened for the first time in a day, a hurricane of wind and rain emerge. Everyone within 30' of the lamp is knocked to the floor for three rounds, and must make a saving throw vs. DEX to avoid having all loose items or items held or carried by them (including weapons, but not including clothing) is scattered throughout the area. Once the hurricane has ended, the lamp may be used as a Lamp of Long Burning, although the hurricane will reset each day and must be triggered again before the lamp can be used.

Incense of Miracles: This incense can burn for up to four hours. A cleric or druid who prepares spells while the incense is lit does so as if she were two levels higher, up to and including having the next level of spells.

Ioun Stone: Mined from the core of a dead star, there are eight kinds of ioun stone, each with different effects. When activated, they can slowly orbit around their owner's body if she so desires. Roll 1d8 to determine type: 1-Red (+1 to STR) 2-Orange (Reduce all damage by 1) 3-Yellow (+1 to DEX) 4-Green (User does not need to eat, drink, sleep, or breathe unless they want to) 5-Blue (+1 to MIND) 6-Purple (+1 to CHA) 7-White (Regenerate 1 BP/turn) 8-Prismatic (+1 to all d20 rolls)

Item of Delusion: Roll randomly on the table again. Although this is in all other respects a perfectly normal example of a similar item, whoever touches it is cursed to believe it is the indicated item despite all logical evidence to the contrary. (For instance an ordinary broomstick might be mistaken for a *Broom of Flying*).

Lamp of Long Burning: This lamp must be filled with oil and lit like any other lantern, but it will burn forever without using any of the oil that it contains. The lamp can be put out and re-lit repeatedly like any other lamp. If the lamp is ever completely submerged in water while lit, it will immediately stop working and lose its magical properties.

Loadstone of Weight: Whoever touches this heavy rock is unable to discard it until the curse is removed. 20% of these loadstones are also *items of delusion* that lead the bearer to believe that it is actually an enormous and valuable gemstone.

Medallion of ESP: This medallion allows the wearer to use the ESP spell at will, with a range as given in the item listing (either 30' or 90'). However, each time it is used, there is a 1 in 6 chance that instead of letting its wearer read minds, it will broadcast its all of its wearer's thoughts out loud for the next ten minutes.

Mirror of Life Trapping: If the owner of this mirror presents it to a creature of human size or smaller and activates it, the creature must make a saving throw vs. MIND or be sucked into the mirror, complete with everything they are wearing and carrying. The mirror can hold up to 20 creatures, who exist in a state of suspended animation while in the mirror, not needing food, drink or air and completely unable to take any actions.

Anyone looking into the mirror can see the reflections of the faces of all those trapped inside, and can wake any of them up temporarily to talk with them. No special communication powers are granted, so the viewer and victim need to share a common language to talk in. If the mirror is broken, all the creatures inside are instantly freed. However, the only way to free a single creature without breaking the mirror is to is a Wish spell.

Muzzle of Training: This muzzle will automatically reshape and resize itself to fit any creature with a mouth. When put on a creature and locked with a command word, the creature is magically prevented from biting, talking and casting spells; but it can still eat, drink and breathe normally. The owner of the muzzle can unlock it with a second command word, but otherwise it is locked with the equivalent of a Wizard Lock cast by a 6th level caster.

Nail, Finger: This appears to be a Nail of Pointing if checked with an Analyze spell. However, when someone tries to use it as such it will disappear. The next time that person tries to be unnoticed (by disguise, Invisibility or hiding), an illusion of a large glowing hand will appear above their head pointing them out. After that first instance, there is a 25% chance each time the person tries to go un-noticed that the hand will re-appear. This will continue to happen until the victim has a Remove Curse spell cast on them.

Nail of Pointing: This appears to be a simple 6" iron nail. Once per day, it can be commanded to point to a mundane (not magical or living) object, and for the next ten minutes the nail will point at the closest instance of that type of object (distance is irrelevant).

Ointment: This creamy white salve is normally found in small jars. To use the ointment, the whole jar must be applied to someone's skin. When the ointment is applied in this manner, it will have a random effect, rolled on 1d6: 1 = The user gets a +2 bonus to armor class and saving throws for the next ten minutes, 2 = The user is healed 2d6+2 points of damage, 3 = The user must make a saving throw vs. STR or die, 4 = The user takes 2d6 points of acid damage, 5 = The user is cured of all burn damage, whether magical or normal, 6 = The user's

skin turns bright orange for the next 1d4 months.

Pouch of Security: If this large sack is stolen, it will shout "Help! I am being stolen!" in common repeatedly for the next hour. The sack's owner can command it to be quiet before the end of the duration.

Quill of Copying: When supplied with 1,000gp worth of rare inks, any spell user can command this quill to copy a Spell Scroll containing one or more spells of a type that they can cast onto a blank parchment. There is a 75% chance that the spells will be copied correctly, creating two identical Spell Scrolls, and a 25% chance that the quill will burst, becoming useless and depositing its ink over both parchments (both ruining the original and failing to make a copy).

Ring Gates: Anything that passes through one of these two silver hoops (assuming it can fit) comes out of the other gate, preserving its momentum as it does so. One gate is set with a sapphire, the other is set with a carnelian.

Rope of Climbing: On command, this 50' rope will wriggle along the ground like a snake, and even up walls and on ceilings. It can fasten itself onto any solid protrusion on a surface that it is climbing up, and will support up to 10,000cn of weight. A second command will cause the rope to loosen itself and recoil.

Scarab of Protection: This charm has 2d6 charges. Each time a curse is placed on the wearer, it will immediately target the wearer with a Remove Curse as if by a 36th level caster. Each Remove Curse uses up one charge. Additionally, it will block any Finger of Death or Obliterate spell (the reverse of the Raise Dead and Raise Dead Fully spells) cast at the wearer; and this also uses up one charge. When the scarab has run out of charges, it crumbles to dust.

Ship, Flying: Anyone with skill at sailing can pilot this ship, which in the absence of wind (or when sailing into the wind) can magically prepare itself at around 15 miles per hour. Most flying ships are at Small Ships or Large Ships, but a few Galleys and Longships are known to exist.

Slate of Identification: This 3' square framed sheet of slate is used to identify magic items. The slate has ten charges per day, and is used by placing it on a horizontal surface and then placing a magic item on it. When activated, the slate will identify the magic item (if it has enough charges left to do so) and chalk writing will appear on the slate indicating type of magic item and what command words it has (if any). If asked to identify an artifact, the slate will shatter.

The slate is incapable of identifying cursed items, even those that fail to fool an Analyze spell (such as a Potion of Poison). If it is asked to identify a cursed item, the slate will identify it as being a random type of similar but useful item.

The number of charges needed to identify different types of item are: Potion = 2 charges, Scroll = 3 charges, Ammunition = 3 charges, Wand = 4 charges, Staff = 5 charges, Weapon = 6 charges, Armor or shield = 7 charges, Ring = 8 charges, Wondrous item = 9 charges.

Spoon of Sustenance: This wooden spoon, when placed in a bowl or pot and stirred three times, fills the container with bland-tasting but highly nutritious gruel, which can be flavored with magic.

Stone of Earth Elementals: Once per day, this stone can be buried in the earth and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice earth elemental. Conjuring the elemental takes 10 minutes.

Talisman of Travel: This talisman allows the wearer to cast either a Conjure Elemental or Summon Elemental spell in reverse. Instead of the spell summoning an elemental to the caster, the reversed spell will transport the caster to the elemental plane of their choice. While the caster continues to

wear the talisman, they are protected from environmental damage on the elemental plane, such as choking or burning, and can breathe normally.

Tome of the Archwizard: 75% of Tomes of the Archwizard contain every Magic-User spell ever invented. The rest contain every Illusionist Spell ever invented. Additionally, the book seems to have infinite pages for note-taking. Unlike other spellbooks, whoever possesses it is capable of reading the spells within (whether or not she can cast them) after one week of study.

Tome of Training: By spending one day studying the insights recorded in this book, a member of the indicated class instantly gains one level. Each Tome of Training only works once per reader.

Wheel of Floating: When put on a cart or wagon, this wheel will allow the cart to be pulled on the surface of water rather than sinking. A single Wheel of Floating will hold up a vehicle of up to 10,000cn in weight, with every additional Wheel of Floating adding 5,000cn to that weight. Although these wheels will keep the vehicle above water, they do not effect whatever animal or animals are pulling the vehicle.

Wheel, Square: This wheel is the size of a wagon or cart wheel, but is square rather than round. It cannot be used on normal terrain, but when fitted to a wagon or cart it will allow the cart to travel over desert or mountain as if being pulled along a road.

Magic Weapons and Armor

Basic magic weapons and armor can be made by any master weapon smith or master armorer, provided he or she has enough meteoric iron and time. A +1 item will take a full year to create. A +2 item will take 4 more years (total of 5 years). A +3 item is a lifework, requiring first creating a +2 item and doing 20 years additional work on it -- for a total of 25 years. +4 and +5 items are possible in theory but would be the work of generations of craftsmen as a +4 item would require 125 years to create and a +5 item 600 years to create, with the original/current craftsman's specially trained apprentice taking over the task -- if the chain of master training replacement gets broken, the item can no longer be successfully improved. Weapons can have a damage bonus as well. It takes 50% of the time listed above to enchant a magic weapon damage bonus. If a weapon is to have both a damage and a hit bonus, the damage bonus must be added first then the hit bonus -- but the entire procedure must be one continuous enchantment operation.

Some magic weapons and armor have special powers such as the ability to shed light, better attack or damage certain types of creatures, magic effects similar to spells, etc. Learning to enchant such weapons takes years or research (or finding someone else's research notes and figuring them out). The exact powers that can be enchanted in this manner are up to the GM, but some of these rare abilities are listed below.

Wheel, Square: This wheel is the size of a wagon or cart wheel, but is square rather than round. It cannot be used on normal terrain, but when fitted to a wagon or cart it will allow the cart to travel over desert or mountain as if being pulled along a road.

Cursed Weapons: Until the curse is broken by a *Remove Curse* spell, the wielder of a cursed weapon cannot discard the weapon and cannot draw any other weapon unless they are already holding the cursed one.

Dancing Weapon/Shield: Weapon fights on its own within 30 feet of owner, as a +1 weapon during first round of combat, a +2 weapon during second round of combat, and a +3 weapon during third round of combat. Afterwards, its owner must direct it to sheathe itself or attack a new opponent or else it acts as an otherwise ordinary (i.e. non-dancing) +1 weapon for 24 hours. Dancing shields work similarly, but defend instead of attack.

Ethereal Armor: Wearer is able to become incorporeal and can only be hit by other incorporeal creatures such as wraiths. This ability functions 50 times.

Fire Brand: Weapon is covered in licking flames, dealing 1d6 extra fire damage on a hit. The flames shed light in a 30' radius.

Fiery Armor: Any creature that makes a melee attack against the wearer takes 1d3 fire damage if they hit.

Frost Brand: Weapon is always as cold as ice, dealing 1d6 extra cold damage on a hit. Also keeps rations fresh for longer due to refrigeration.

Intelligent weapon: 10% chance of being able to cast a random spell of level 1d3 1/day. Can communicate with owner, 1 in 4 chance of being able to talk. Some are petulant and act as a cursed weapon unless they get their way.

Armor of Invulnerability: The character is immune to critical hits (except by Vorpal weapons) and only hit by magic weapons.

Possessed Armor: Contains the ghost of a previous wearer, who may or may not be able to take the armor for a joyride when it's not being worn and may or may not be willing to cooperate with the new owner.

Vorpal Weapon: Only weapons with some sort of bladed edge can be Vorpal. On a critical hit, a vorpal weapon slices off the head of its target, so long as it has a head. Unless the target has another head or is something that doesn't rely on its head to survive, it dies instantly.



Random Determination of Treasure

This is a simple system for generating random treasure. This is only a sample. GMs should feel free to tweak this system for their needs or even replace it with a system of their own designed for their specific campaign.

Rolling randomly for treasure after the PCs have defeated monsters can produce a strange effect: magic items that the monsters could have used in the battle and logically should have used as the result of the battle would have been different. The best way to handle this is to roll treasure for planned encounters when you create the encounter. Of course, this is often not possible for unplanned encounters (wandering monsters, etc.). In such cases, there are a number of ways to handle it.

- 1) Ignore the problem and put the item rolled in the treasure. While easy, this is unrealistic.
- 2) Simply eliminate the item and do not roll another. Assume the monsters had one less item.
- 3) Reroll until you get an item that would not have been obviously useful in the encounter. This can take a lot of time if you keep rolling items that could have been used in the encounter.
- 4) Replace the item with a "treasure map" of some type leading to the item.
- 5) Allow the item, but in such a way that the monsters could not have used it in the encounter. Perhaps the item is well hidden in the encounter area and the monsters never found it (but the PCs might if they search for it). Perhaps the item needs to be activated with a command word the monsters did not know (and the PCs would have to discover somehow) or only activates for its bearer after some specific "ritual" has been performed (such as a magic weapon that appears completely normal until used to kill a specific type of monster).



Always remember that any system of random treasure determination, including this one, is meant to be the GM's servant, not the GM's master. The GM is never required to place treasure he does not want in the campaign or that would not realistically fit the situation/environment just because the treasure was rolled on the charts. In such cases, feel free to roll again.

Part 1: The Basic Formula

An individual monster has a base amount of treasure in its lair proportionate to its XP value, according to the following table.

Monster XP value Base hoard size

1	15
2	25
3	40
4	65
5	100
6	165
7	270
8	430
9	700
10	1130
11	1830
12	2960
13	4790
14	7750

Each additional XP 150% the previous value

For the actual value of the hoard, multiply the base value by 1d4. For particularly ancient or wealthy monsters such as dragons, you might add 1 to the d4 roll, or even roll 1d6 instead. Monsters of animal intelligence that do not value treasure, or intelligent ones that have fallen on difficult times, might instead divide the hoard size by a similar amount, or even be treated as a much lower-level creature, if indeed they have any treasure at all. Random, unguarded treasure in a dungeon should generally correspond to the level of dungeon it is found on.

If you want the numbers to be a little more random, you can roll a d6 and a d10 for any number of digits, but not the highest place, adding the amount on the d10 if the d6 is odd and subtracting it if it is even.

Part 2: Specific Items

Now a monster *could* have all their treasure in just plain gold pieces, but where's the fun in that? No, they should have a variety of coins, valuables, and magical treasure. Use the following guidelines to spice up your treasure.

- d% of the treasure is gold. d% of the remainder is silver. Whatever is left is copper.
- If a treasure is worth less than 1000 GP, then for every 100 GP (rounded down), there is a 10% chance to substitute a roll on the Minor Treasures table for 100 GP of the money. If there is less than 100 GP, then there is a 1% chance for every 10 GP.
- If a treasure is worth less than 5000 GP, for each 1000 GP (rounded down), there is a 10% chance to substitute a roll on the Medium Treasures table for 1000 GP of the money and a 10% chance of 1d4 rolls on the Lesser Treasures table in addition to the money.
- For each 5000 GP (rounded down), there is a 10% chance to substitute a roll on the Major Treasures table for 5000 GP of the money, a 10% chance of 1d4 rolls on the Medium Treasures table in addition to the money, and a 40% chance of 2d6 rolls on the Minor Treasures table in addition to the money.

1d20 Minor Treasures	Medium Treasures	Major Treasures
1-12 Minor Gem or Jewel	Medium Gem or Jewel	Major Gem or Jewel
13-19 Minor Object of Art	Medium Object of Art	Major Object of Art
20 Minor Magic Item	Medium Magic Item	Major Magic Item

Gems and Jewelry Table

1d8 Minor Gems	Medium Gems	Major Gems
1 Polished stone or glass worth 1d6 GP	Tiny precious stone worth 1d100 GP	Tooth-sized precious stone worth 1d100x10 GP
2 Cheap jewelry worth 1d6 GP	Jewelry worth 1d100 GP	Princely jewelry worth 1d100x10
3 Tiny precious stone worth 1d100+25GP	Tooth-sized precious stone worth 1d6x200 GP	Eye-sized gem or jewelry worth 1d100x80 GP
4 Jewelry worth 1d100+25GP	Fine jewelry worth 1d6x200 GP	Royal jewelry worth 1d100x80 GP
5 Tooth-sized precious stone worth 1d100+75GP	Tooth-sized precious stone worth 1d6x300 GP	Fist-sized gem worth 1d100x120 GP
6 Jewelry worth 1d100+75GP	Fine jewelry worth 1d6x300 GP	Royal jewelry worth 1d100x120 GP
7 Tooth-sized precious stone worth 1d100x10GP	Eye-sized precious stone worth 1d100x100 GP	Head-sized precious stone worth 1d100x200 GP
8 Fine jewelry worth 1d100x10GP	Princely jewelry worth 1d100x100 GP	Unique jewelry worth 1d100x200 GP

Objects of Art Tables

1d4 Minor Art	Medium Art	Major Art
1 1d6 GP	1d100 GP	1d100x10 GP
2 1d100+25GP	1d6x200 GP	1d100x80 GP
3 1d100+75GP	1d6x300 GP	1d100x120 GP
4 1d100x10GP	1d100x100 GP	1d100x200 GP

If you want to describe a specific piece of jewelry or art, you can use the following tables:

Art Object Details

1d12 Kind of Art	Kind of Jewelry	Jewelry material
1 Carving/Sculpture/Idol/Holy symbol	Ring	Carved wood
2 Tapestry	Earrings	Carved bone/ivory
3 Book/scroll/poem	Bracelet	Clay
4 Furniture	Anklet	Copper
5 Urn/pottery	Necklace/chain	Brass/Tin
6 Painting/drawing	Pendant	Iron
7 Container (sarcophagus/box/thea)	Body piercing	Bronze
8 Fine vestments/hat/other article of clothing	Comb/hairpin	Silver
9 Fine musical instrument	Spectacles/monocle/magnifying glass	Electrum
10 Ceremonial weapon or armor	Belt/waist chain	Gold
11 Unusually fine normal item (pipe, lantern, cup, hourglass, mirror, etc)	Brooch/pin/cufflinks/cameo	Carved entirely from a big quartz/semiprecious stone
12 Musical score/libretto	Crown/Tiara/Circlet	Platinum/Mithril (Reroll if Minor Jewelry)

Magic Items Table

1d4 Minor Magic Item	Medium Magic Item	Major Magic Item
1 One random potion	3 random potions	6 random potions
2 Roll once on the Minor Scroll table	Roll once on the Medium Scroll table	Roll once on the Major Scroll table
3 Roll once on the Minor Arms and Armor table	Roll once on the Medium Arms and Armor table	Roll once on the Major Arms and Armor table
4 Roll once on the Minor Enchanted Items table	Roll once on the Medium Enchanted Items table	Roll once on the Major Enchanted Items table

Potions Table

Roll a d6. If it's odds, roll on potion table 1. If it's even roll on potion table 2

1d20 Potions 1	1d20 Potions 1 (cont.)	1d20 Potions 2	1d20 Potions 2 (cont.)
1 Animal Control	11 Dreamspeech	1 Growth	11 Plant Control
2 Antidote	12 Elasticity	2 Healing	12 Poison
3 Blending	13 ESP	3 Heroism	13 Polymorph Self
4 Bug-repellent	14 Ethereality	4 Human Control	14 Sight
5 Clairaudience OR Clairvoyance	15 Fire resistance	5 Invisibility	15 Speech
6 Climbing	16 Flying	6 Invulnerability	16 Speed
7 Defense	17 Freedom	7 Levitation	17 Super Healing
8 Delusion	18 Gaseous Form	8 Longevity	18 Treasure Finding
9 Diminution	19 Giant Control	9 Luck	19 Undead Control
10 Dragon Control	20 Giant Strength	10 Merging	20 Water Breathing

Scrolls Table

For scrolls, randomly determine the list the spells are selected from. Scrolls seldom have more than one kind of spell written on them.

1d10 Minor Scrolls	Medium Scrolls	Major Scrolls
1 1 spell, 1st level	1 spell, 1d6 level	5 spells, 1d6 level
2 1 spell, 1d3 level	2 spells, 1d4 level	6 spells, 1d6 level
3 2 spells, 1d2 level	2 spells, 1d6+1 level	7 spells, 1d6 level
4 3 spells, 1st level	5 spells, 1d3 level	8 spells, 1d6 level
5 Cursed scroll	Cursed Scroll	Cursed Scroll
6 Protection scroll (random)	Protection Scroll (random)	Protection Scroll (random)
7 Special Ritual	Special Ritual	Special Ritual
8 Potion Recipe	Potion Recipe	Potion Recipe
9 Spell scroll, anyone can use (reroll 1d4)	Spell scroll, anyone can use (reroll 1d4)	Spell scroll, anyone can use (reroll 1d4)
10 Treasure Map	Treasure Map	Treasure Map

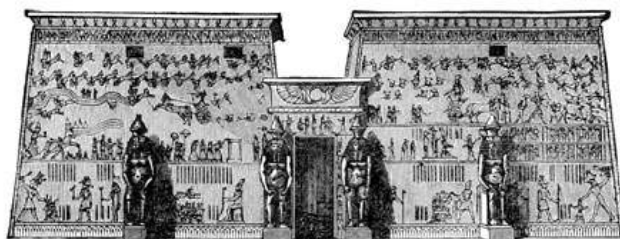
Arms and Armor Table

1d8 Minor Arms	Medium Arms (1d6)	Major Arms
1 Ordinary weapon with special ability	+1 weapon with special ability	+2 weapon with special ability
2 +1 ranged weapon	+2 ranged weapon	+3 ranged weapon
3 +1 melee weapon	+2 melee weapon	+3 melee weapon
4 +1 shield	+2 shield	+3 shield
5 +1 armor	+2 armor	+3 armor
6 Cursed weapon	+2 melee weapon	Unusual Weapon
7 Cursed armor or shield		Unusual armor or shield
8 Mithril armor		Mithril armor, +1



Weapon, shield, and armor properties

1d8 Cursed	Special abilities	Unusual Weapons	Unusual Weapons 2	Unusual Armor
1 -1	+1 to damage	+1 weapon that destroys undead on a hit (4+ HD undead get a save)	+1d4-1 (minimum 0) Flame Brand (see note)	+4 Armor
2 "	"	+1 weapon returns if thrown	+1d4-1 (minimum 0) Frost Brand (see note)	+4 Shield
3 -2	"	+1 weapon, extra attack 1/round	+1d4-1 (minimum 0) dancing weapon (see note)	+5 Armor
4 "	"	+1 weapon, +2 vs. particular type of enemy	+1d3 intelligent weapon (see note)	+5 Shield
5 -3	"	+1 weapon, +4 vs. particular type of enemy	+1d3 Vorpal weapon	Armor of Arrow Deflection (+2 AC against missile weapons)
6 -1 to AC against ranged attacks	Sheds light, 15' radius	+2 weapon, +3 vs. particular type of enemy	+2 weapon, +5 in the hands of randomly-selected class	Dancing Shield
7 Wearer must make WILL save to avoid (odds) fleeing at the start of combat (evens) charging recklessly at enemies	Sheds light, 30' radius	+4 weapon	+1d3 Lifedrinker (Drains 1 level from opponent on hit)	+1d4-1 (minimum 0) Ethereal Armor (See note)
8 Drains 1 level from wielder	+4 damage against a particular kind of foe (dragons, giants, orcs, etc)	+5 weapon	+1d3, grants 1 wish	+1d4-1 (minimum 0) Firey Armor (See note)
9 Backbiter (deals half damage to wielder)	Heals wielder for 1d6 HP or 1d2 BP 1/day			+1d4-1 (minimum 0) Possessed Armor (See note)
10 1 in 4 chance of breaking when used	Charm Person 1/day			+1d4-1 (minimum 0) Invulnerability (See note)



Enchanted Objects Table

1d20 Minor Enchanted Objects	1d20 Medium Enchanted Objects	1d20 Major Enchanted Objects
1 Minor Wand	1-2 Minor Wand	1-2 Major Wand
2 Minor Ring	3 Major Wand	3-4 Major Ring
3-20 Minor Wondrous Item	4-5 Minor Ring	5 Staff
	6 Major Ring	6-20 Major Wondrous Item
	7-20 Medium Wondrous Item	

Wands and Staves Table

1d6 Minor Wands	1d8 Major Wands 1	1d8 Major Wands 2	1d8 Staves
1-2 Level 1 spell	1 Level 3 spell	1 Wand of Magic Detection	1 Staff of Cancellation
3-4 Level 2 spell	2 Level 4 Spell	2 Wand of Metal Detection	2 Staff of Dispelling
5-6 Level 3 spell	3 Wand of Cold	3 Wand of Negation	3 Staff of Dispelling
	4 Wand of Enemy Detection	4 Wand of Paralyzation	4 Staff of Harming
	5 Wand of Fear	5 Wand of Polymorphing	5 Staff of Healing
	6 Wand of Fireballs	6 Wand of Secret Door Detection	6 Staff of Power
	7 Wand of Illusion	7 Wand of Trap Detection	7 Staff of Striking
	8 Wand of Lightning Bolts	8 Wand of Wizardry	8 Staff of Withering

Rings Table

1d10 Minor Rings	Major Rings 1	Major Rings 2	Cursed
1 Animal Control	Djinn Summoning	Shooting Stars	Delusion
2 Cursed	Elemental Adaptation	Spell Storing	Spell Eating
3 Ear	Human Control	Spell Turning	Truthfulness
4 Fire Resistance	Life Protection	Survival	Truthlessness
5 Poison Resistance	Memory	Telekinesis	
6 Plant Control	Protection +3	Truth	
7 Protection +1	Quickness	Water Walking	
8 Protection +2	Regeneration	Weakness	
9	Remedies	Wishes	
10	Safety	X-Ray Vision	

Wondrous Items Table

1d20 Minor Wondrous Items	Medium Wondrous Items	Major Wondrous Items	Cursed
1 Bag of Holding	Amulet of Scrying Protection	1d4: 1-Bowl of Water Elementals, 2-Brazier of Fire Elementals 3-Censer of Air Elementals 4-Stone of Earth Elementals	Bag of Devouring
2 Boat, Folding	Boat, Underwater	Crystal ball (1d4: 1-2-Normal, 3-Clairaudience 4-ESP)	Boots of Dancing
3 Boots of (odds) Leaping/(evens) Speed*	Broom of Flying	Deck of Many Things	Crystal Ball of Suggestion
4 Boots of Levitation	Cape of Escape	Efreeti Bottle	Flask of Curses
5 Bracers of Armor	Deck of Illusions	Flask of the Alchemist	Helm of Blindness
6 Chime of Time	Displacer Cloak	Girdle of Giant Strength	Loadstone of Weight
7 Cursed Item	Drums of Panic	Helm of Brilliance	Nail, Finger
8 Decanter of Endless Waters	Figurine of Wonder	Helm of Teleportation	Item of Delusion
9 Dust of (odds) Appearance/(evens) Disappearance	Flying Carpet	Horn of Blasting	
10 Egg of Wonder	Gauntlets of Ogre Power	Hurricane Lamp	
11 Elven Boots	Goggles of Infravision	Incense of Miracles	
12 Elven Cloak	Hat of Disguise	Ioun Stone	
13 Horseshoes of Swiftess	Helm of Reading	Mirror of Life-Trapping	
14 Lamp of Long Burning	Helm of the Sea	Ring Gates	
15 Nail of Pointing	Horn of Valhalla	Ship, Flying	
16 Ointment	Medallion of ESP	Slate of Identification	
17 Pouch of Security	Muzzle of Training	Stone of True Seeing	
18 Rope of Climbing	Quill of Copying	Talisman of Travel	
19 Spoon of Sustenance	Scarab of Protection	Tome of the Archwizard	
20 Wheel, Square	Wheel, Floating	Tome of Training (1d4 1-Arcane classes 2-Fighting classes 3-Specialist classes that cast spells 4-Specialist classes without spells)	



A Personal Note on Microlite78

Microlite78 was created at the request of a RetroRoleplaying Cancer Fund donor who asked me if I could piece together parts of *Microlite74* to produce a complete single volume *Microlite78: First Edition Lite* and add a "few things" to make it more like the 1978 "First Edition" of the world's most popular fantasy roleplaying game. It would have been simple to toss the rules from *Microlite74 Extended* with the descriptions from *Companion II (Treasure)*, *Companion IV (Bestiary of Monsters)* and *Companion V (First Edition Spells)* together in one volume. However, the request is for a bit more: classes written up in more detail (as in *Microlite81*, including the more normal XP treatment) and some of the system altered a bit to make it more like 1e.

I agreed to do this on April 5, 2014. Unfortunately, five days later my wife's mother passed away and we spent the next ten months dealing with the funeral, moving into her house which my wife inherited, selling our Waco house, and remodeling the new house to deal with my wife's disabilities. This turned what should have been a one or two month *Microlite78* project into a project that will have taken about a year to complete. My apologies to everyone who has been waiting and waiting for *Microlite78: First Edition Lite* for far longer than they (or I) expected.

Notes on "Old School" Play

While *Microlite78* is designed using tried and true "D20" systems filtered through the *Microlite20* rules, it is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This section will give a brief overview of "old school" play.

What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character's skills and abilities and the rules to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

Heroic, not Superheroic: Old school play, especially at low to mid levels, is about fairly normal people put in situations where they can be heroes, not about extraordinary people doing things that would make a four-color comic book superhero proud – and at first level yet. Just like in the real world, the more a character improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level the more effort and time (and XP) it takes to advance to the next level.

Achievement, not Advancement. Many modern games are often all about what special feats, extra classes and special game mechanics the players wish to obtain for their characters as they increase in level. In old school games, a character's abilities are generally predetermined by his character class, so old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of character success.

No Skills: Unlike in most modern RPGs, there aren't any skills in *Microlite78* -- not even the streamlined four skills of *Microlite20*. Players are intended to have their characters act like adventurers. So don't search your character sheet or the

rules for the perfect solution in *Microlite78*. Instead, you just tell the GM what your character is trying to do. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

Limited Magic Items: Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale (and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create – often requiring rare ingredients that the characters must quest to find. Therefore characters are usually limited to the magic items they find in treasures or take from defeated enemies on adventures.

No Assumption of "Game Balance": Old style game sessions aren't about carefully balanced characters (who are all able to shine equally at all times) who only run into situations carefully designed by the GM to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party's current abilities or which will waste the party's resources for little gain can be avoided. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. *Microlite20* avoids this by having a fast-playing abstract combat system. *Microlite78* takes this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience – and monsters don't have to be killed to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. "Reality/Common Sense" as interpreted by the GM always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don't have a top and bottom (so prone penalties make no sense) and a 10 foot cube can't fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school

game, the GM ignores the rule because it makes no sense in the specific situation.

Forget “Rules Mastery”: As some of the above differences have hinted, player skill in “old school” style games isn’t about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Microlite78 tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. GM rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll (terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the GM. They are just guidelines for the GM, not something written in stone that the GM must obey. If something herein does not work right in your campaign (or the GM just does not like a rule), the GM is well within his right to change it. Microlite78 is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

No Script Immunity: In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon’s hoard.

Not Mentioned does not mean Prohibited: Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn’t make much sense given that no set of rules could ever cover everything that characters might attempt to do in an adventure, it seems to be a very common way to view RPG rules. In an old school game like Microlite78, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the GM to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their GM instead of simply assuming it is prohibited because the rules do not mention it.

Styles of “Old School” Play

If you read some “old school” blogs, forums, and web sites, you might get the impression that there is only one “old school” style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old “Tomb of Horrors” module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as “Killer GMs” (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. (“I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor’s Hammer to knock him out. Then I cut off his head with

my vorpal blade.”) There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This is probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure. Characters in pure wargaming campaigns often were considered expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things counterproductive to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren’t really important. What is important is the player’s character and that character’s life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investments made in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they’re supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character’s life in the campaign world. You “win” by having your character achieve his goals, goals which may or may not have anything to do with the game’s goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM’s basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow’s article “Aspects of Adventure Gaming” in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn’t the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of “old school” play back in the “old school” days – not just the single style stressed in some “old school” blogs, forums, and web sites. Don’t let those sites make you believe that you aren’t playing old school right if your campaign isn’t strongly in the wargaming camp. Most successful campaigns back in “old school” days were a mixture of all four major styles – and a heaping helping of minor styles.

Advice for the New Old School Game Master

If you are comfortable running a rules-light game like standard Microlite20, you’ll probably have no trouble running Microlite78 as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You’ve learned

to just make a ruling that you think fits the situation and keep the game moving.

Running a Game Without Skills

The greatest change between Microlite20 and Microlite78 is the removal of all character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if their description of what they are doing a) would most likely solve the problem, b) wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only option d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough; the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character

succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

Guidelines Not Rules

Finally, remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite78 so please change anything you do not like.

Adventures and Settings

There are a large number of adventures and campaign settings available for TSR editions of the world's most popular fantasy RPG. Playing copies of most of original adventures from TSR can be found on eBay for very low prices. TSR era adventures can be used with any pre-WOTC edition or retroclone with only very minor conversion.

There are also a large number of free and low cost adventures available in PDF format on the web. A good place to start looking for free adventures is on the Dragonsfoot forum web site (see the link under Old School Internet Resources below).

The best settings and adventures, however, are those you create yourself for your campaign. They don't need to be nearly as elaborate as those produced for use by others, let alone as fancy as those written for professional publication. Many 1e GM adventure location keys (including those of the game's original designers) were nothing but room/location numbers with something like "8 hobgoblins, leader has 20gp, trapdoor in floor hides skeleton with silver dagger (animates if dagger touched)" or "Small village, 27 families, 10 orc slaves, Headman: Mongar the Brown (Ftr 4th lvl, +1 sword) Mongar's wife, Rose is a 3rd lvl Cleric of Odin)." You can do that.

Microlite20 Notes

Microlite20 is a trimmed down sub-miniature version of the OGL 3.5 SRD. In its most basic form, Microlite20 has only two pages of rules but can be used with most fantasy OGL and d20 adventures and supplements with little or no conversion. Since M20 was published in 2006, many people who prefer rules-lite games have been using it for their d20 games and/or writing expansions, supplements and other material especially for M20. You can find out more about the original Microlite20 and find more variants like Microlite78 on the Microlite20 web site: <http://microlite20.net/>

Retroroleplaying Web Site

The author of Microlite78 maintains a web site devoted to out of print and out of style tabletop roleplaying games. He is always willing to discuss and answer questions about Microlite78 in the Microlite78 board on the RetroRoleplaying forum.

Web Site: <http://www.retroroleplaying.com/>
 Forum: <http://www.retroroleplaying.com/forum/>
 Blog: <http://blog.retroroleplaying.com/>

Old School Internet Resources

Old-School Blogs

There are a lot of old-school blogs. Even a selection of just the ones I currently read regularly would fill up a page or two and would likely be out of date quickly. Fortunately, there is a great place to find old school RPG blogs -- the RPG Blog Network, check the Legacy D&D category:
<http://www.rpgbloggers.com/>

Major Old-School Forums

Dragonsfoot

Very large forum discussing 1e and earlier, related games like retro-clones, Hackmaster, and Castles & Crusades. Many people who worked for TSR in the early days post here. Many free downloads including Footprints magazine and adventures.
<http://www.dragonsfoot.org/>

Knights & Knaves Alehouse

Discussions of 0e and 1e.
<http://knights-n-knives.com/phpbb/>

Original D&D Discussion

Mainly discussions of 0e. Home of Fight On! Magazine.
<http://odd74.proboards76.com/>

The Piazza: Old D&D Campaign Worlds

Discussions of old published campaign worlds including many no longer officially supported.
<http://www.thepiazza.org.uk/bb/index.php>

Old School Product

A number of publishers are producing new material for old school games (using the OGL and retro-clones for compatibility). Many of these products are available through Lulu's Old School Renaissance group. Some downloadable products are free.
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Notes

Notes



Microlite78

First Edition Lite

Microlite78 is a trimmed-down miniature version of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite78* is do for First Edition (1e) what *Microlite74* did for the Original Edition (0e) to recreate the style and feel of the First Edition of the world's most popular fantasy roleplaying game published back in 1978 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite78* rules are based on the 1978 1e edition of the world's most popular fantasy roleplaying game with, some of the house rules the author used in the 1970s, and selected ideas from other roleplaying games. These rules are not intended to be a clone of the 1e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

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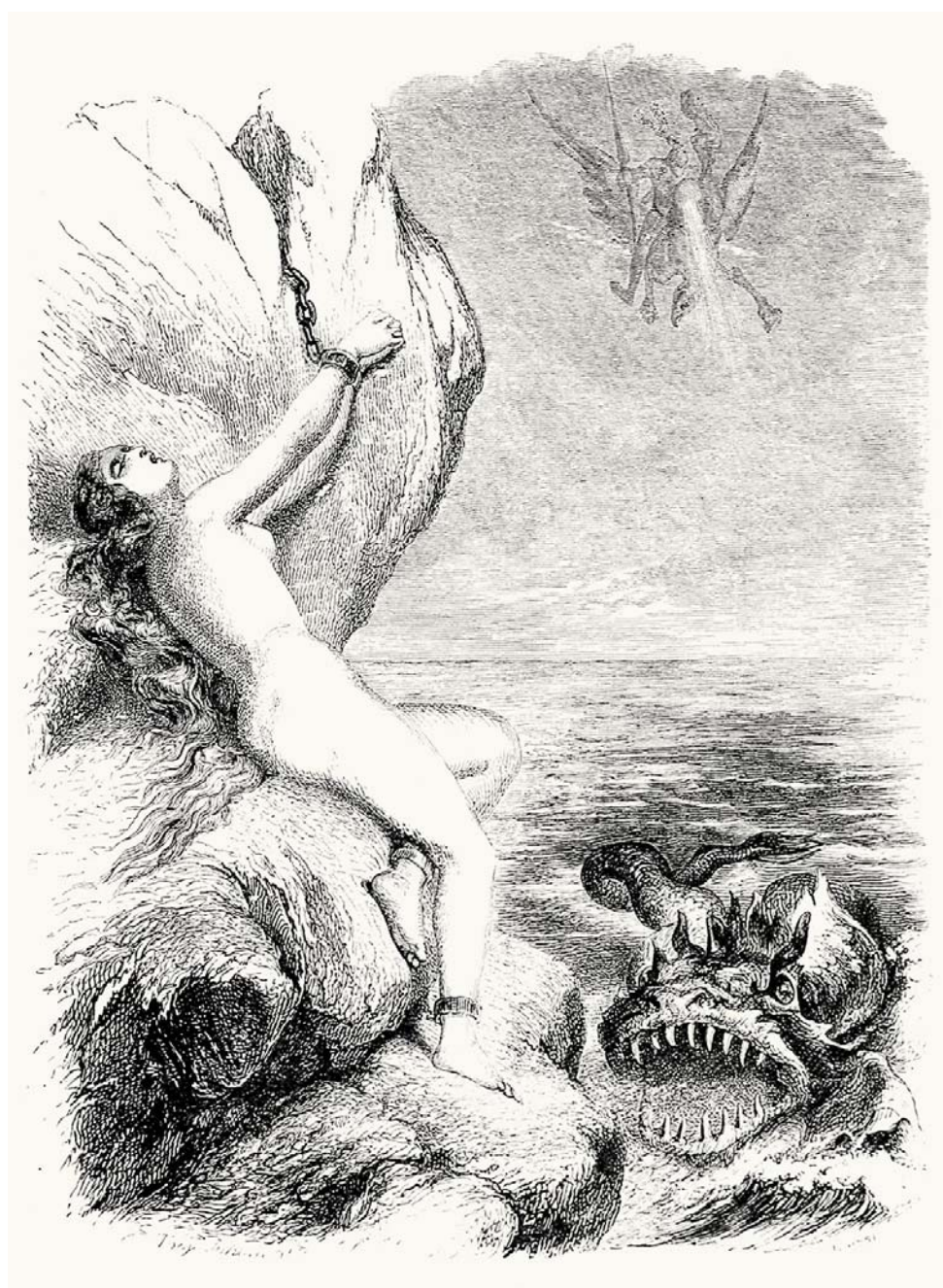
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Microlite81

**OGL20 Rules for Tabletop Fantasy Roleplaying Campaigns
with Old School (B/X) Flair**

Version 1.0



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Microlite81

Version 1.0 Silver (November 14, 2013)

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Special Thanks to the Sunday Game Crew for Playtesting

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Microlite81, like its parent game, *Microlite20*, is a trimmed-down, sub-miniature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal of *Microlite81* games, however, is to recreate the style and feel of those two boxed sets ("B/X") published back in 1981.

The *Microlite81* rules are based on the two boxed sets (Basic and Expert) published in 1981, often referred to as B/X. The rules are not intended to be a clone of the B/X rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite81* is based on the third edition of the original *Microlite74* rules.

These rules assume a basic familiarity with tabletop role-playing games in general and with the basic principles of "D20" based rules. If you are completely new to tabletop role-playing games, you will want to start by playing with someone who is familiar with how they work. These rules also assume that your Game Master (GM) is familiar with creating dungeons, wilderness areas, and running campaigns.

Characters

Stats

There are 4 stats: Strength (STR), Dexterity (DEX), Mind (MIND), and Charisma (CHA).

Roll 3d6, Total the 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/3, round toward zero.

Classes

The Fighter, Magic-User, Cleric and Thief classes are available to humans. Non-humans (elves, dwarves, and halflings) each have their own class. Characters normally begin at Level 1 (unless directed otherwise by the GM). Humans may reach a maximum level of 14, Dwarves may reach a maximum of level 12, Elves a maximum of level 10, and Halflings a maximum of level 8. Abbreviations: PCB –Physical Combat Bonus; MCB – Magical Combat Bonus; FB – Fighter Bonus; Mem – Memory Slots; XP – Minimum Experience Points Required (to reach level).

Dwarves are fierce warriors. Prime Requisite: STR. Requirements: none.

Weapons and Armor: Dwarves may use any kind of armor or weapon and may use shields. Due to their height, they cannot wield large weapons over 4 feet in length (except axes and hammers), specifically two-handed swords, pole arms, and longbows.

Class Abilities: +4 to magic saves; note slanting passages, traps, shifting/false walls and new/hidden construction in underground settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Battlefield Prowess: At 5th level, a dwarf inspires other dwarves under his command. Any dwarf hirelings or mercenaries hired by the dwarf have a +1 bonus to their morale when personally led by the dwarf.

Stronghold: When a dwarf reaches level 9, he has the option of creating an underground stronghold that will attract dwarves from far and wide. Dwarves usually live in clans, so dwarves of the character's clan will be attracted to live under his roof, but dwarves from other clans will also come and live nearby to be ruled by the character. A dwarf ruler is able to hire dwarven soldiers or mercenaries, but may only hire members of other races

for other tasks, such as human alchemists or elves for spell casting.

Dwarf Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	14	0
2	2d8	+0/+0	+1	0	13	2200
3	3d8	+1/+0	+1	0	12	4400
4	4d8	+2/+1	+1	0	11	8800
5	5d8	+3/+1	+2	0	10	17600
6	6d8	+4/+1	+2	0	9	35200
7	7d8	+5/+1	+2	0	8	70000
8	8d8	+5/+2	+2	0	7	140000
9	9d8	+6/+2	+3	0	7	260000
10	9d8+3	+7/+2	+3	0	6	380000
11	9d8+6	+7/+3	+3	0	6	500000
12	9d8+9	+8/+3	+3	0	5	620000

Elves are warrior mages. Prime Requisite: MIND. Requirements: none.

Weapons and Armor: Elves may wear any kind of armor or weapon and may use shields.

Class Abilities: +2 to hit and damage goblinoid monsters; speak languages of elves, orcs, hobgoblins, and gnolls. Elves can cast arcane spells.

Battlefield Prowess: At 5th level, an elf inspires those under his command. Any elf hirelings or mercenaries hired by the elf have a +1 bonus to their morale when personally led by the elf.

Magical Research: At 5th level, an elf is able to research spells, scribe scrolls, and brew potions. When an elf reaches the 9th level, he is able to create spells and magic items.

Stronghold: Elves can establish a stronghold in a natural setting, such as a forest or glen, when they reach the 9th level. Rather than impose upon nature, this keep must blend seamlessly with it. Because of the elven connection to nature, within 5 miles of the stronghold all ordinary animals will be kind and helpful to elves. This helpfulness includes the ability to warn of dangers and pass information, or even messages to others nearby. However, in exchange, an elven ruler must always defend the animals within this territory. Elven rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of elven stock may be hired.

Elf Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	1	17	0
2	2d6	+0/+0	+1	2	16	4000
3	3d6	+1/+1	+1	3	15	8000
4	4d6	+2/+2	+1	4	14	16000
5	5d6	+3/+3	+2	5	13	32000
6	6d6	+4/+4	+2	6	12	64000
7	7d6	+5/+5	+2	7	10	130000
8	8d6	+5/+5	+2	8	9	280000
9	9d6	+6/+6	+2	9	8	480000
10	9d6+2	+7/+7	+3	10	7	680000

Fighters are soldiers, champions, and other warriors who are exclusively trained in the arts of combat and war. They are specialists in dealing damage with weapons and in the other arts of physical combat. They are trained to lead others in battle. Prime Requisite: STR. Requirements: none.

Weapons and Armor: Fighters may use any kind of armor or weapon and may use shields.

Battlefield Prowess: At 5th level, a fighter inspires those under his command. Any hirelings or mercenaries hired by the fighter have a +1 bonus to their morale when personally led by the fighter.

Stronghold: At level 9 a fighter may become a great leader of men, taking control of a parcel of land and a leadership rank in his society. A fighter will, assuming money is at hand, build a castle. He may ultimately control several villages and towns, but must be a good, strong leader and provide protection.

Fighter Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	14	0
2	2d8	+0/+0	+1	0	13	2000
3	3d8	+1/+0	+1	0	12	4000
4	4d8	+2/+1	+2	0	11	8000
5	5d8	+3/+1	+2	0	10	16000
6	6d8	+4/+1	+2	0	9	32000
7	7d8	+5/+1	+3	0	8	65000
8	8d8	+5/+2	+3	0	7	130000
9	9d8	+6/+2	+3	0	7	250000
10	9d8+2	+7/+2	+4	0	6	370000
11	9d8+4	+7/+3	+4	0	6	490000
12	9d8+6	+8/+3	+4	0	5	610000
13	9d8+8	+8/+4	+5	0	5	730000
14	9d8+10	+8/+5	+5	0	4	850000

Halflings are a humanoid race about half the height of a human. They make excellent warrior-scouts. Prime Requisite: DEX. Requirements: none.

Weapons and Armor: Halflings who can wear light or medium armor, use shields, and use any light or medium weapon. Due to their stature, they must wield medium weapons with two hands and they cannot use a long bow.

Class Abilities: +4 to magic saves; +2 to hit and damage with slings and light bows; can blend in background (d20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors – this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do). They can move silently outdoors.

Battlefield Prowess: At 5th level, a halfling inspires other halflings under his command. Any halfling hirelings or mercenaries hired by the halfling have a +1 bonus to their morale when personally led by the halfling.

Stronghold: When a halfling reaches level 8, he can build a stronghold. These strongholds will be in serene, beautiful valleys and halflings will come from great distances to settle there. The character becomes the sheriff of the people (their leader) and must rule them wisely and well.

Halfling Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	0	15	0
2	2d6	+0/+0	+1	0	14	1800
3	3d6	+1/+0	+1	0	13	3600
4	4d6	+2/+1	+2	0	12	7200
5	5d6	+3/+1	+2	0	11	14400
6	6d6	+4/+1	+2	0	10	28800
7	7d6	+5/+1	+3	0	8	60000
8	8d6	+5/+2	+3	0	6	120000

Magic-Users (sometimes called wizards, sorcerers, or magicians) study arcane secrets and cast spells. While early in their career magic-users have only limited power, experienced magic-users are able to cast a great number of powerful spells. Prime Requisite: MIND. Requirements: none.

Weapons and Armor: Magic-Users wear no armor and can only use daggers, slings, or staves as weapons.

Class Abilities: Magic-Users can cast arcane spells.

Magical Research: At 5th level, a magic-user is able to research spells, scribe scrolls, and brew potions. When a magic-user reaches the 9th level, he is able to create magic items.

Stronghold: A magic-user may build a stronghold, often a great tower, when he reaches level 11. He will then attract magic-user apprentices (1d6), who will range from level 1-3.

Magic-User Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+0	1	16	0
2	2d4	+0/+0	+0	2	15	2500
3	3d4	+0/+1	+0	3	14	5000
4	4d4	+1/+2	+0	4	13	10000
5	5d4	+1/+3	+0	5	11	20000
6	6d4	+1/+4	+0	6	10	40000
7	7d4	+1/+5	+0	7	9	80000
8	8d4	+2/+5	+0	8	8	160000
9	9d4	+2/+6	+0	9	7	310000
10	9d4+1	+2/+7	+0	10	6	460000
11	9d4+2	+3/+7	+0	12	6	610000
12	9d4+3	+3/+8	+0	14	5	760000
13	9d4+4	+4/+8	+0	17	5	910000
14	9d4+5	+5/+8	+0	20	5	1060000

Clerics have pledged their lives to serve a specific deity (or pantheon). While clerics are a form of priest, they seldom serve a priest at a temple; instead they are warrior-priests serving as an arm of their deity in the world. Prime Requisite: CHR. Requirements: none.

Weapons and Armor: Clerics can wear any type of armor and use shields. They can use any weapon except edged weapons.

Class Abilities: Clerics can cast divine magic.

Magical Research: At 5th level, a cleric is able to research divine spells and scribe divine scrolls. When a cleric reaches the 9th level, he is able to create magic items usable by clerics.

Turn Undead: A Cleric can Turn Undead with a successful Magic Attack. DC is 10 + twice the Hit Dice of the undead. One undead flees per point over the roll needed. This can be used (2 + Level + MIND bonus) times per day.

Stronghold: Once attaining 9th level, a cleric may establish or build a stronghold. So long as the cleric is currently in favor with his god, he may buy or build a keep at half the normal price due to divine intervention. Once a stronghold is established, the cleric's reputation will spread and he will attract 1st and 2nd level followers of the fighter class (numbering 5d6 x10). They are completely loyal (never checking morale). The GM chooses which proportions of followers are bowman, infantry, etc.

Cleric Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+0	0	15	0
2	2d6	+0/+0	+0	1	14	1500
3	3d6	+0/+0	+0	2	13	3000
4	4d6	+1/+1	+0	3	12	6000
5	5d6	+1/+1	+0	4	11	12000
6	6d6	+2/+2	+0	5	10	24000
7	7d6	+2/+2	+0	6	9	50000
8	8d6	+2/+2	+0	7	8	100000
9	9d6	+3/+3	+0	8	7	200000
10	9d6+1	+3/+3	+0	9	7	300000
11	9d6+2	+4/+4	+0	10	6	400000
12	9d6+3	+5/+5	+0	12	6	500000
13	9d6+4	+6/+6	+0	14	5	600000
14	9d6+5	+6/+6	+0	16	5	700000

Thieves are sneaks and trouble-shooters who specialize at infiltration and obtaining items from others through nefarious means. Prime Requisite: DEX. Requirements: Alignment cannot be Law.

Weapons and Armor: Thieves can wear light armor, use shields, and use any light or medium weapon.

Class Abilities: Thieves are specialists at urban survival as well as at picking pockets, hiding in cover, sneaking silently, opening locks, removing traps, climbing walls, and other tasks associated with theft. Thieves may also attempt to climb sheer surfaces and hide in shadows with a successful secondary skill roll. Thieves also have special training in listening at doors and detecting traps and secret/hidden doors, see the section on Adventuring for the details.

Backstab: If a thief successfully sneaks up on a foe, they can Backstab which adds +4 to the attack roll and does more damage if successful (Levels 1-4, x2 damage; Levels 5-8, x3 damage; Levels 9-12, x4 damage; Level 13+, x5 damage).

Read Languages: At 4th Level, a thief gains the ability to read languages (including ciphers, treasure maps, and dead languages, but not magical writings) on a roll of 1-4 on a d6. On failure, the thief cannot attempt to read that document again until he gains a new level.

Read Arcane Scrolls: At 10th level, a thief can read and cast magic from arcane scrolls on a roll of 3 or higher on a D20 with the spell level subtracted from the roll. Failure means the spell does not function as expected (with humorous or negative effects up to the GM).

Stronghold: When a thief attains level 9 he can establish a thief den, and 2d6 thief apprentices of 1st level will come to work with the character. These thieves will serve the character with some reliability; however, should any become arrested or killed the character will not be able to attract more followers of this type to replace them. A successful character might use these followers to start a Thieves' Guild.

Thief Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+0	0	15	0
2	2d4	+0/+0	+0	0	14	1250
3	3d4	+0/+0	+0	0	13	2500
4	4d4	+1/+1	+0	0	12	5000
5	5d4	+1/+1	+0	0	11	10000
6	6d4	+2/+2	+0	0	10	20000
7	7d4	+2/+2	+0	0	9	40000
8	8d4	+2/+2	+0	0	8	80000
9	9d4	+3/+3	+0	0	8	180000
10	9d4+1	+3/+3	+0	0	7	280000
11	9d4+2	+4/+4	+0	0	7	380000
12	9d4+3	+5/+5	+0	0	6	480000
13	9d4+4	+6/+6	+0	0	6	580000
14	9d4+5	+6/+6	+0	0	5	680000

Determining Hit Points: Each class has a HP column on their Class Advancement Table. XdY means roll X dice of type Y and add the character's Strength bonus to each die rolled. The minimum roll (after adding the Strength stat bonus) is 1. After level nine, a few hit points (1, 2, or v3 are added at each level. Strength stat bonuses are not added for levels greater than 9.

For example, a first level fighter has a Strength of 15 for a STR stat bonus of +1. At first level, the player rolls 1d8 and adds +1 to determine his maximum hit points. At second level, the player would roll another 1d8+1 and add the result to his first level hit point maximum to get the character's second level hit points.

Max at First Level (Optional): Instead of rolling a die for first level characters, assume the die roll was the highest possible roll for the type of die. *This option is strongly recommended.*

Reroll All Dice at Every Level (Optional): Instead of just rolling a single die at every level and adding the result to the character's previous hit points, reroll all the dice every time the character gains a new level, using the higher of the new roll or the previous hit point total +1.

Weapons and Armor Limitations: As noted, many classes are limited in what weapons and armor they can utilize. Regardless of such class limitations, characters of any class may purchase, carry, and use any weapons or armor desired. However, characters who equip themselves with weapons and armor unusable by their class will fight as 0th level characters while so equipped. They also will receive no bonus on their attack rolls or armor class from ability scores or equipment, may not use any of their class powers, and do not gain XP.

Alignment

Basic Alignment: There are three basic alignments: Law, Chaos, and Neutral. Only intelligent beings have alignment and the vast majority of those tend to be neutral. Player Characters should select an alignment for their characters.

Law: Characters aligned with Law try to avoid unnecessary harm to others by their actions or inaction. They often put the good of society/everyone over the immediate good of themselves and their friends. They are usually willing to help others/society even if doing so is somewhat inconvenient. If given power over others, they tend to use it for the good of all.

Chaos: Characters aligned with Chaos only care about themselves and those who are currently useful to them. While they may not go out of their way to harm others, they do not care if others are harmed as long as they succeed at their personal goals. They are generally only willing to help others/society if they get something they want or need out of it. If given power over others they tend to abuse it and use it mainly to help themselves.

Neutral: Neutral characters tend to put themselves and their friends first, but will generally not allow others to come to unnecessary harm or inconvenience in order to succeed. They are willing to help others/society so long as doing so is not inconvenient. If given power over others, they tend to use it for good, but they and their friends come first.



Virtues and Vices (Optional): As in real life, each character has virtues (admirable character traits) and vices (not so admirable character traits). Players select six traits from the lists below before play starts. Neutral characters must select three from each list. Lawful characters must select at least one (but no more than two) vices. Chaotic characters must select at least one (but no more than two) virtues. Players can select virtues and vices not on the list with GM approval.

Virtues	Vices
Academic	Arrogant
Austere	Bigoted
Bold	Capricious
Cheerful	Cowardly
Compassionate	Egoistical
Courageous	Fearful
Daring	Hateful
Determined	Hidebound
Fair	Impulsive
Faithful	Insensitive
Friendly	Lazy
Generous	Manipulative
Gregarious	Miserly
Honest	Petty
Hopeful	Power Hungry
Industrious	Rude
Just	Self-Centered
Kind	Spendthrift
Patriotic	Stubborn
Thoughtful	Thoughtless
Thrifty	Vengeful

Character Tagline (Optional)

Each character should have one fairly unique feature in his personality or background that sets him or her apart from other characters and npcs in the campaign (and from other characters the player may play or have played in the campaign. This feature should not be something that would give a mechanical bonus in play, but something interesting and unique in the character's personality, background, or history. The GM should work with the player to ensure the character's tagline is appropriate to the campaign setting. A tagline can also be a "catch phrase" that sums up the character in some way.

Some examples of a simple character taglines from history and literature would be "never tells a lie" for George Washington, "the lionheart" for Richard I of England, "demands his martinis be shaken not stirred" for James Bond, "cultivates a grandfather image but quietly manipulates others to achieve the greater good" for Dumbledore, and "I didn't do it, nobody saw me, you can't prove anything" for Bart Simpson.

Standard Rules

Skills

There are no skills in Microlite81. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation, taking into account the characters' classes. If the GM decides a random success chance is truly needed he may resolve the situation with a roll of his choice (such as a attribute roll or a saving throw) or he may call for one of the following rolls:

Primary Skill Roll: 1d20 + Stat Bonus + Class Level if the character is attempting something directly related to their class, such as using class abilities.

Secondary Skill Roll: 1d20 + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class.

Minor Skill Roll: 1d20 + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class.

When the GM calls for a skill roll, he will declare the type of skill roll, which stat the skill roll falls under, and any situational modifiers and the player will make a skill roll. (The GM should make the roll in secret if seeing the result would give the player more information than his character should have.)

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll with a Difficulty Class below Legendary. Suggested Difficulty Classes: Easy - 8, Normal - 12, Hard - 16, Difficult - 20, Very Difficult - 24, Legendary - 28, Unbelievable - 32, Nearly Impossible - 36.

Basic Adventuring Skills: Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and have a rough idea of the value of common coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

Languages: All character races speak common. Other intelligent beings speak their own languages (20% chance of also speaking common). Beings with a MIND over 10 may speak one additional language per point of MIND over 10 (these are in addition to any languages known by race).

Saving Throws

When subject to an unusual or magical attack, characters generally get a saving throw to avoid or reduce the effect. To make a saving throw, roll 1d20, add modifiers based on the type of saving throw (and any circumstantial modifiers set by the GM). A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, the saving throw is successful if the total of the roll and modifiers is greater than the saving throw listed for the character's level. Unless noted otherwise, monsters save as a Fighter of a level equal to one-half their hit dice, rounded up.

Saving Throw Modifiers: What a character is saving against modifies the saving throw die roll. In cases where multiple types apply, use the first one listed below:

Breath Weapons: Breath Weapons and other blast-like effects give a -1 modifier to the saving throw.

Poison: Dwarves get a +3 bonus.

Death Magic: This includes negative energy attacks. Clerics get +3 due to their link with the higher and lower planes.

Rod, Staff, Wand: All magical effects created by a rod, staff, or wand give +1 bonus.

Spells: +2 bonus for Magic-Users.

Special Saving Throw Modifiers: Where applicable, these modifiers are applied in addition to those listed above:

Charm and Illusion Magic: Add MIND stat bonus.

All Magical Effects: Dwarves and Halflings receive a +4 bonus to all saving throws against a magical effect.

Magic

Magic-using characters can cast any spell from their respective spell list with a spell level equal or below 1/2 their class level, rounded up. A Magic-User or Elf starts with Read Magic and 1d2 additional first levels spells in his spell book (which must be approved by the GM) and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. Clerics do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

A Magic-User, Elf, or Cleric can memorize up to his memory limit ("Mem" on the appropriate Level Advancement Table) in spells at one time. A Magic-User or Elf requires his spell book and one hour of time to change the spells he has memorized. Clerics simply need one hour of quiet meditation to change their spell selection.

Casting Cost: Direct casting a spell of any kind costs Hit Points as shown on the following table:

Spell Level	1	2	3	4	5	6
HP Cost	2	3	5	7	8	10

This loss *cannot* be healed magically but is recovered after 8 hours rest.

Spell Difficulty Class: For purposes of things like dispelling, the Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Signature Spells: Select one 'signature' spell per spell level from first upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round. Characters casting spells in combat must remain stationary.

Hit Points and Healing

Hit Points: Hit Points are an abstract measure of the amount of damage a character can suffer before falling unconscious and taking severe injuries. If HP reach 0, the character is unconscious and near death. Further damage directly reduces STR. If STR reaches 0, the character is dead. Hit points should be thought of as a combination fatigue from dodging and parrying to reduce the actual effect of hits and taking minor damage from hits.

Healing: All characters recover hit points lost due to wounds and damage at a rate equal to one-half their level (round up) in hit points per night of rest. (In addition, Magic-Users and Clerics recover all hit points lost due to spell casting with a night's rest.) If a character has lost strength due to wounds, no hit points are recovered, but the character regains lost strength at the rate equal to their STR Bonus (minimum of 1 point regained) per full day of rest.

Combat

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round. If attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. A side cannot be surprised if it is aware of the other.

Initiative: Each side rolls a d6 (reroll ties). High roll wins initiative. The combat order is: 1) Side that lost initiative declares actions. 2) Side that won initiative declares actions. 3) Side that won initiative acts. 4) Side that lost initiative acts. 5) Any bookkeeping is done. This ends a combat round. If the combat continues, roll initiative again and repeat.

Actions: Combat is very abstract. Each combat round lasts 10 seconds and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing (especially for characters with a non-zero Fighter Bonus). Drawing a weapon, speaking or similar activities are "free" and do not count as an action.

Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

Attack Rolls: Add attack bonus to d20 roll. A natural roll of 1 always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage.

Melee attack bonus = STR bonus + Physical Combat Bonus
Missile attack bonus = DEX bonus + Physical Combat Bonus
Magic attack bonus = MIND bonus + Magical Combat Bonus

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2.

Fighting classes can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead if wielding a light weapon. Fighting classes can wield 2 light weapons and attack with both in a round (making one attack roll at -2). Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Helpless Targets: Regardless of attack throw and AC, all attacks on sleeping, paralyzed, or otherwise helpless targets automatically hit. If the attacker is not engaged by any other opponents, the helpless target can be automatically slain (if desired). Otherwise, a standard damage roll is made.

Combat Maneuvers: Attacker may describe a special effect he wishes to impose on a target before rolling to hit. Unless the GM rules the maneuver impossible, a critical hit means the special effect happens instead of damage characters with a non-zero Fighter Bonus may do normal damage as well on a critical). A normal hit means the target may decide (before damage is rolled) to either accept the special effect or to take the damage from the attack. If the attacker has a non-zero Fighter Bonus and is a higher level than the target, the target must make a successful saving throw to reject the special effect. Possible maneuvers include: disarm, knock down, push back (up to STR feet), switch positions, slip past, steal an obvious and accessible item from the target, etc. GM Notes: Non-intelligent and low intelligence monsters will normally accept the maneuver rather than damage. Average intelligence and better monsters may choose damage over the maneuver effects if accepted the effects will obviously kill or incapacitate them or if they make a morale check.

Fighter Bonus: Dwarves, elves, fighters, and halflings have a non-zero Fighter Bonus. They may add their Fighter Bonus to their attack and damage rolls (both melee and missile).

Cleaving (optional): If a character with a non-zero Fighter Bonus (or a monster) kills or incapacitates an opponent with a melee or missile attack, the character may immediately make another attack (with the same weapon) against another opponent within 5 feet of the target he has just dropped. The maximum number of melee attacks the character can make in one round is equal to his level (hit dice for monsters). If using a missile weapons, a character is limited to a maximum of 2 additional cleave with arbalest or crossbow, 3 with longbow, and 4 with composite bow, shortbow, sling, or thrown darts, daggers, or javelins.

Damage: Light weapons do 1d4 damage. Medium weapons do 1d6 damage. Heavy weapons do 1d8 damage. Add STR bonus and any class damage bonus to Melee damage (x2 for two-handed weapons). **Option:** Weapons do the damage listed for the specific weapon on the equipment table.

Shield Special: A character with a shield may choose to have it completely absorb all the damage from any attack (including a critical hit). A non-magical shield shatters when it does so. A magical shield permanently loses one point of its magical AC bonus when it does so, becoming a non-magical shield if its magical AC bonus is reduced to zero. **Option:** Non-magical wooden shields made from a particular expensive wood (e.g. Rowan wood) can be used up in this manner for a successful save versus any spell. Such shields are only available one-third of the time and cost 10 times as much as a regular wooden shield.

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Monsters are assigned a Morale Rating (from 2 to 12, with 2 being a complete coward and 12 being totally fearless) to help the GM make these decisions. If the GM wishes, he may simply roll 2d6 and have the monsters break off combat if the number rolled is greater than the monster's Morale Rating.

Energy Drain: Certain undead and demonic monsters can drain energy levels from characters. Each energy level drained reduces the character's level by one, the character may regain the level normally via experience.

Hirelings

Players may find it useful to have their characters hire bearers to carry light sources into ruins and dungeons (and to carry treasure out) and men-at-arms to aid in combat. In some areas there may be a guild where such people may be found and hired, in other areas characters may have to advertise. Pay must be negotiated and what will be asked will depend on the situation the hirelings think they may get into and the reputation of the characters hiring them.

Bearers have 2 hit points and generally will only fight if cornered and there is no other choice – even then their effective level (used in attack rolls) is -2. They will carry light sources and baggage willingly so long as they are paid, fed, treated well, and not exposed to much mortal danger. Minimum pay: 1 SP/day.

Men-at-Arms will fight but consider being used as a bearer (except of treasure they get a share of) to be beneath them. Green Men-at-Arms have 4 hit points, an effective combat level (used in attack rolls) of 0 and can use whatever armor and weapons their employers provide. Minimum pay: 5 SP/day plus 1/20 of a share of any non-magical treasure found. Veteran Men-at-Arms have 7 hit points, an effective combat level (used in attack rolls) of 1 and can use whatever armor and weapons their employers provide. Minimum pay: 1 GP/day and 1/10 a share of any non-magical treasure found. Men-at-Arms will serve willingly as long as they are fed, paid, treated well, and not asked to take unusual risks that their employers are not taking with them.

Monsters

See the Microlite81 Monster List or use the monster descriptions in any B/X game. To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, magic save = as fighter of level HD/2, all attack bonuses = level (maximum +15), damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Monster Reactions: Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the CHA bonus (and any other appropriate modifiers) to the roll and consulting this table.

Adjusted Reaction Roll	Result
2 or less	Very Unfavorable
3-6	Unfavorable
7	Neutral/Uncertain
8-11	Favorable
12 or more	Very Favorable

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

Mooks (optional): Sometimes a GM may want to use a large number of monsters but not want to carefully track each one. Mooks are "cannon fodder" monsters that have 1 hit point per hit die, never make a saving throw, and always run away or surrender if the battle is obviously going against them. Any hit from a Fighting Class character will likely kill a mook. Mooks cannot be told at a glance from non-mook monsters. Mooks make excellent minions for powerful leaders as they are very effective against normal people even if they cannot stand long against PCs and NPCs with class levels.

Experience Points and Level Advancement

Experience Points (XP): Characters get Experience Points (XP) through adventuring, defeating monsters, spending money from treasure, etc.

XP from Defeating Monsters: Each monster defeated is worth a base XP equal to the monster's hit dice squared multiplied by 5. If a monster has both hit dice and a character level the higher is used as "hit dice" in this formula. Many monsters have special abilities which make them more dangerous than their hit dice indicate. For each such special ability, add 50% (round down) of the monster's base XP. Example: A party defeats 3 Hippogriffs. Hippogriff has 3 hit dice and one special ability (flight), so each hippogriff is worth 67 XP for a total of 201 XP.

At the end of an adventure, the total XP earned from defeating monsters is divided by the number of characters in the party. Henchmen/Retainers count as 1/2 person and hirelings count as 1/10 person (round up for PCs, round down for others). Example: A party of 5 player characters, 2 retainers, and 10 men-at-arms and other hirelings earns 1200 XP from defeating monsters. Each

PC earns 172 XP from defeating monsters, each retainer earns 85 XP, and each hireling earns 17 XP. (Note that XP for hirelings is earned but usually not actually tracked.)

XP from Treasure Found: At the end of an adventure, total the value of all non-magical treasure found during the adventure in gold pieces and divide it by two. Divide the result by the number of characters in the party to determine the number of XP each character receives from treasure. Henchmen/Retainers count as 1/2 person and hirelings count as 1/10 person (round up for PCs, round down for others). Example: A party of 5 player characters, 2 retainers, and 10 men-at-arms and other hirelings recovers 2400gp worth of treasure on their latest trip through the dungeon. 2400 divided by 2 gives 1200 XP from treasure. Each PC earns 172 XP from treasure founds, each retainer earns 85 XP, and each hireling earns 17 XP. (Note that XP for hirelings is earned but usually not actually tracked.)

XP from Treasure Spent: Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns XP equal to the treasure so spent in gp divided by his current level. Note that XP from treasure is an abstract method of rewarding the various adventuring actions like finding traps that allow one to get treasure. Example: A 2nd level Fighter spending 1000gp on wine, women, and song earns 500 XP.

XP from Exploration: The GM may reward exploration with XP by designing special points on the map as worthy of XP for reaching them. The GM should generally not inform players in advance as to what, if any, special locations on the map are worth XP. Example: reaching the top of the tallest mountain on the map for the first time might be worth 150 or 200 XP for each character making it to the top or entering a well-hidden sub-level of a dungeon might be worth 50 XP.

XP from other Activities: The GM may award XP for excellent roleplaying, other important actions in the game (successfully completing a quest, for example), etc. In general, the total award from this category for any one session should not be more than 100 XP times the character's current level. No XP may be awarded in this category if the character refuses to even attempt to play his virtues and vices or other character limitations.

Level Advancement: At the end of every adventure (or, at the GM's option, at the end of every session), total up the XP earned and added them to your character's total XP. If a character's XP total is higher than that the *Minimum Experience Points Required* for the next level on the character's class chart. The character goes up a level and gains all the benefits thereof (increased HP, PCB, MCB, improved Saving Throw, etc.). Note that a character may only go up one level per session. Any additional XP earned in that session that would put the character above 50% in his new level are lost.

Each level adds a die roll or a fixed amount after 9th level to Hit Points and the character's Physical Combat Bonus, Magical Combat Bonus, Fighter Bonus, etc. may change as indicated in the Advancement table for the character's class.

Clerics and Magic-Users gain access to new spell levels at levels 3, 5, 7, 9, and (Magic-User only) 11. When a Magic-User gains access to a new spell level he gets one spell of the new level added to his spell books. The player may select the spell subject to GM veto.

Weapons and Equipment

Money

Money takes the form of coins, with the gold piece being the standard unit. 1 platinum piece (pp) = 5 gold pieces; 1 gold piece (gp) = 10 silver pieces; 1 electrum piece (ep) = 5 silver pieces; 1 silver piece (sp) = 10 copper pieces (cp). Coins form different areas may look different and in some areas only coins from that area are acceptable, other coins will have to be exchanged for proper coins at a moneychanger who will take at least a 10% exchange fee.

To put the value of a gold piece into perspective, a single gold piece is enough for a peasant to subsist at a wretched quality of life for a month. Early in their career, adventurers will typically live on a few dozen gold pieces per month, enough to eat and sleep at an inn. A dragon's treasure hoard of 50,000gp might keep a village of peasants alive for decade, but merely cover a prince's monthly budget.

Equipment Packs

Suggested starting packs for new characters:

Pack A	Pack B	Pack C
normal clothing	normal clothing	normal clothing
backpack	backpack	backpack
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
10 oil flasks	10 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
water skin	water skin	water skin
iron rations for four days	iron rations for four days	iron rations for four days

Finally, add the following, based on your Class:

Cleric: Silver holy symbol, light armor (AC +2), a one handed weapon + shield, and 5 gold pieces

Dwarf, Fighter, Halfling: Vial of holy water, medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Elf: light armor (AC +2), one-handed weapon, spellbook with all spells known, and 5 gold pieces

Magic-User: Spellbook with all spells known, a dagger, and 5 gold pieces

Thief: lock picking tools, light armor (AC +2), light weapon, and 5 gold pieces.

Standard Equipment List

Players, with the permission of the GM, may elect to roll their starting wealth in gold pieces and buy equipment piece by piece from the equipment list below. If this is done, each character starts with 120 + (3d6 x 5) gold pieces. The GM is free to modify the equipment list to suit the starting location in his campaign.

Armor	Cost	AC
Clothing Only	-	10
Hide and Fur Armor	10gp	11
Leather Armor	20gp	12
Ring Mail or Scale Armor	30gp	13
Chain Mail Armor	40gp	14
Banded Plate or Lamellar Armor	50gp	15
Plate Armor	60gp	16
Shield	10gp	+1
Leather Barding	40gp	11
Scale Barding	75gp	12
Chain Barding	150gp	13
Lamellar Barding	300gp	14

Plate Barding	600gp	15
Weapons	Cost	Damage*
Axes:		
Battle Axe	7gp	1d6/1d8
Great Axe (two-handed)	10gp	1d10
Hand Axe	4gp	1d6
Bows and Crossbows:		
Arbalest	50gp	1d8
Crossbow	30gp	1d6
Case with 20 quarrels	2gp	
Composite Bow	40gp	1d6
Longbow	7gp	1d6
Shortbow	3gp	1d6
Quiver with 20 arrows	1gp	
1 silver-tipped arrow	5gp	
Catapults and Ballista:		
Ballista (1,800lb)	80gp	3d6
Ballista Shot	4gp	
Heavy Catapult (1,200lb)	200gp	4d6
Light Catapult (1,800lb)	100gp	3d6
Catapult Shot (25lb)	5gp	
Catapult Shot, Pitch (25lb)	25gp	
Flails, Hammers, and Maces:		
Club	1gp	1d4
Flail	5gp	1d6/1d8
Mace	5gp	1d6/1d8
Morning Star (two-handed)	10gp	1d10
War Hammer	5gp	1d6/1d8
Spears and Pole Arms		
Lance (mounted)	1gp	1d10
Javelin	1gp	1d6
Pole Arm (two-handed)	7gp	1d10
Spear	3gp	1d6/1d8
Swords and Daggers:		
Dagger	3gp	1d4
Silver Dagger	30gp	1d4
Short Sword	7gp	1d6
Sword	10gp	1d6/1d8
Two-Handed Sword	15gp	1d10
Other Weapons:		
Bola	5gp	1d2
Darts (5)	2gp	1d4
Net	1gp	-
Sling with 30 Sling Bullets	2gp	1d4
Sap	1gp	1d4
Staff (two-handed)	1gp	1d6
Whip	5gp	1d2

*Where two damage values are listed, the first is for one handed and the second is for two-handed use.

Adventuring Equipment	Cost
Backpack (holds 4 stone)	2gp
Barrel (20 gallon)	3sp
Belladonna (1lb)	10gp
Blanket (wool, thick)	2gp
Birthwort (1lb)	10gp
Candle (tallow, 1lb)	2sp
Candle (wax, 1lb)	6sp
Chest (ironbound, holds 20 stone)	22gp
Comfrey (1lb)	10gp
Crowbar	1gp
Flask of Oil (common, 1 pint)	3sp
Flask of Oil (military, 1 pint)	2gp
Garlic (1lb)	5gp
Goldenrod (1lb)	10gp
Grappling Hook	25gp
Hammer (small)	2gp
Holy Symbol	25gp
Holy Water (1 pint)	25gp
Ink (1 oz.)	8gp

Iron Spikes (12)	1gp
Lantern	10gp
Lock	20gp
Mirror (hand-sized, steel)	5gp
Musical instrument	25–100gp
Pouch/Purse (holds 1/2 stone)	5sp
Pole, Wooden (10' long)	1sp
Rations, Iron (one week)	1–6gp
Rations, Standard (one week)	3sp–3gp
Rope (50' length)	1gp
Sack (small, holds 2 stone)	3sp
Sack (large, holds 6 stone)	8sp
Spell Book (blank)	20gp
Stakes (4) and Mallet	3gp
Tent	20gp
Thieves' Tools	25gp
Tinder Box (flint & steel)	8sp
Torches (6)	1sp
Water/Wine Skin	6sp
Wolfsbane (1lb)	10gp
Woundwart (1lb)	10gp

Foodstuffs	Cost
Ale/Beer (cheap, 3 pints)	1cp
Ale/Beer (good, 1 pint)	2cp
Bread (white, 4lb)	1sp
Bread (wheat, 8lb)	1sp
Bread (coarse, 12lb)	1sp
Cheese (1lb)	5cp
Cinnamon (clover, pepper, sugar) (1lb)	3gp
Dried Fruit (1lb)	1sp
Eggs (1 dozen)	5cp
Meal (1 person, poor to feast)	1cp–10gp
Meat (beef, chicken, mutton, or pork, 1lb)	1sp
Saffron (1lb)	15gp
Wine (cheap, 1 pint)	2cp
Wine (good, 1 pint)	1sp
Wine (rare, 1 pint)	5sp

Livestock	Cost
Chicken (3lb)	1sp
Cow (550lb)	10gp
Dog (hunting)	10gp
Dog (war)	75gp
Goat (125lb)	3gp
Hawk (trained)	20gp
Pig (125lb)	3gp
Sheep (80lb)	2gp

Land Transport	Cost
Camel	100gp
Caparison (warhorse)	20gp
Cart (small)	25gp
Cart (large)	50gp
Donkey	8gp
Horses:	
Heavy Draft Horse	40gp
Heavy Warhorse	700gp
Medium Draft Horse	30gp
Medium Riding Horse	40gp
Medium Warhorse	250gp
Light Riding Horse	75gp
Light Warhorse	150gp
Mule	20gp
Ox (2,000lb)	40gp
Saddle and Tack (draft)	5gp
Saddle and Tack (riding)	10gp
Saddle and Tack (war)	25gp
Saddlebags (leather)	5gp
Stabling (draft/riding horse, one night)	2sp–5sp
Stabling (warhorse, one night)	5sp–1gp
Wagon	200gp

Clothing

Belt / Sash (leather)	4sp
Boots (leather, low)	6sp
Boots (leather, high)	3gp
Cassock (cleric / mage)	7gp
Cloak (fur-lined, winter)	15gp
Cloak (long, hooded)	1gp
Dress (crafter / freeholder)	4gp
Dress (armiger)	20gp
Gown (lady-in-waiting / noble)	100gp
Gown (duchess)	1000gp
Hat (armiger)	10sp
Linen (cheap, 1 yard)	1gp
Linen (fine, 1 yard)	7gp
Robe (cleric / mage)	6gp
Silk (1 yard)	15gp
Sandals / Shoes (leather)	4sp
Tunic and Pants (serf)	2gp
Tunic and Pants (crafter / freeholder)	4gp
Tunic and Pants (armiger)	20gp
Tunic and Pants (noble)	100gp
Wool (cheap, 1 yard)	6sp
Wool (fine, 1 yard)	6gp

Maritime Transport

Barge/raft	1gp/sq ft
Boat (river)	4000gp
Boat (sailing)	2000gp
Canoe	40gp
Galley (large)	30,000gp
Galley (small)	10,000gp
Galley (war)	60,000gp
Longship	15,000gp
Sailing Ship (large)	20,000gp
Sailing Ship (small)	5,000gp
Troop Transport (large)	40,000gp
Troop Transport (small)	10,000gp

Lodging

Cottage (wood)	300gp
Inn (one person, one night, slum)	1sp
Inn, one person, one night, average)	5sp
Inn (one person, one night, superb)	2gp
Hut (wattle)	25gp
Hut (wooden)	50gp
Townhouse (stone)	1,200gp

Cost

numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Microlite81 uses the ascending Armor Class system used in the OGL SRD. If you have old adventures using the original descending AC system and wish to use them, it is easy to convert descending ACs to ascending ACs.

Unarmored AC is 9: If the adventure is for B/X (or other edition where the unarmored AC is 9), subtract the descending AC listed in the adventure from 19 to get the ascending AC used by Microlite81.

Unarmored AC is 10: If the adventure is for 1e or 2e (where the unarmored AC is 10), subtract the descending AC listed in the adventure from 20 to obtain the ascending AC used by Microlite81.

Dungeon Exploration

Exploring dungeons is an iconic part of old school roleplaying games. The guidelines in this section will help the GM run adventures in dungeons, castles, caverns, and other "indoor" spaces.

Light: Humans and many other races require a light source (or magical ability) to see in the dark. Torches, lanterns, etc. will produce limited areas of light (generally 20 feet of bright light and a further 10 feet of dim light), but they also make it easy for monsters to see the party coming, making surprise impossible. Torches can be blown out by strong gusts of wind (d6 roll: blown out on a 1 or 2). Lanterns use flasks of oil as fuel, and a lantern can burn continuously on 1 flask of oil for 24 turns (4 hours). Torches burn continuously for 6 turns (1 hour) before burning out. Most monsters living in a dungeon have infravision or some other means of seeing in the dark; however these methods do not work in the presence of a light source.

Seeing Monsters: Unless surprised, characters will see monsters when they are 2d6 x 10 feet apart. Surprise distance is 1d3 x 10 feet.

Wandering Monsters: The GM should roll 1d6 every 2 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow their orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue if there is less than 120 feet between the two groups. Monsters will only pursue around a corner or through a door on roll of 1 or 2 on a d6 (1 if a secret door is used). Fire will deter many monsters. Food will distract many monsters: unintelligent monsters 90% of the time, semi-intelligent monsters 50% of the time, intelligent monsters 10% of the time. Treasure may also distract monsters: unintelligent monsters 10% of the time, semi-intelligent monsters 50% of the time, and intelligent monsters 90% of the time. All chances may be adjusted by the GM depending on circumstances. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

Rest: One turn in six must be spent in rest or all characters suffer a -1 to all d20 rolls and to damage rolls per rest missed. Time spent searching is not time spent resting.

Doors: Dungeons often have many doors, some secret and others obvious. Many are locked, and a thief will need to attempt to pick locks. However, characters can attempt to break a door down. In this case, the player rolls 1d6. A result of 2 or less means the door has been broken down. Strength adjustments apply, but no matter what the adjustment there must always be a chance of

Adventuring

B/X Conventions

Almost any material you come across for B/X or other early editions of the world's most popular roleplaying game can be used in Microlite81 with little modification. However, there are some descriptive conventions that B/X used that may need explanation.

Time Conventions: B/X talks about time in terms of rounds (combat rounds) and turns. A round was 10 seconds and a turn was 10 minutes, so there were 60 rounds in a turn.

Movement/Distance Conventions: B/X gave distances in inches. When underground or in buildings or the like, one inch equaled 10 feet. When outdoors, however, one inch was 10 yards. Yes, this meant spell and weapon ranges were greater outdoors than indoors. Normal human movement (when carefully exploring) was 12" per move, with two moves per turn. Carrying too much weight cut this down to 9" or even 6". Running movement was double the above.

Descending Armor Class: B/X and other pre-SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower

success or failure. Bonuses cannot take the success range above 5 or below 1 on 1d6.

Players will sometimes want their character to listen at a door to hear any noises beyond. Again, the GM rolls 1d6. A roll of 1 results in success, and a roll of 1 or 2 succeeds for demi-humans due to their keen hearing. A thief has specially trained for this task, and succeeds on a roll of 1-2 (Level 1-4), 1-3 (Level 5-8), 1-4 (Level 9-12), and 1-5 (Level 13+). This attempt may only be made one time at any door by a character. Note that some creatures, such as undead, do not make noise.

Traps and Trap Detection: A trap will usually spring on a d6 roll of 1 or 2 when a character passes over or by them or otherwise triggers them.

Characters of all classes can search for non-magical traps. All characters except dwarves and thieves can succeed in spotting a trap on a roll of 1 on 1d6. Dwarves succeed on a roll of 1 or 2 on 1d6. Thieves are specially trained for this task, and succeed on a roll of 1-2 (Level 1-4), 1-3 (Level 5-8), 1-4 (Level 9-12), and 1-5 (Level 13+). Players must declare that their characters are actively looking for traps, and they must be looking in the right place. This roll may only be made once in a particular location, and it takes 1 turn per effort made. Since the GM rolls the dice, the player never know if the roll failed or if there simply is no trap in the area searched.

Secret/Hidden Doors: Secret (and hidden) doors can only be spotted if characters are specifically looking for them. The GM rolls 1d6 when a player declares that his character is looking for secret doors. A result of 1 on 1d6 is a success, except that elves have better vision and succeed on a roll of 1 or 2 on 1d6. Thieves are specially trained for this task, and succeed on a roll of 1-2 (Level 1-6), 1-3 (Level 7-10), and 1-4 (Level 11+). A character can only attempt to look for secret doors once in any given area, and it takes 1 turn. A second attempt cannot be made in the same area. On a roll of 1 on 1d6 an Elf will notice a secret door even if he is not actively searching for secret doors. Since the GM rolls the dice, the player never know if the roll failed or if there simply is no door in the area searched.

Wilderness Exploration

Exploring the wilderness is an iconic part of old school roleplaying games. The guidelines in this section will help the GM run adventures in the great outdoors, whether exploring new lands or simply go from one place to another along well-travelled routes.

Time and Wilderness Movement: The wilderness is not cramped like in a dungeon, and characters can usually see further ahead and not be as wary of obstacles. For this reason, movement is measured in yards rather than feet in the wilderness.

A character that could move 120' per turn in a dungeon can move 120 yards (360') per turn in the wilderness. Further, characters can move, per day, their movement rate divided by 5 in miles per day. So a character that moves at 120 (feet or yards, depending on environment) can move 24 miles in the wilderness per day. It's likely that not all characters will have the same movement, so if they wish to stay together they must move as fast as the slowest character. Also note that the number of miles characters can move in 1 day presented here assumes a clear trail and easy travel. Other conditions will reduce the distance traveled in a day by fractions, as detailed below.

Terrain	Movement Modifier
Desert, hills, wooded areas	-1/3
Thick jungle, swamps, mountains	-1/2
Road travel, clear wide trails	+1/2

For example, if characters can travel 24 miles normally, but are following roads, they can travel 36 miles a day (24 + 12). If they are traveling through swampy land, they travel 12 miles (24 - 12) per day. Furthermore, certain kinds of terrain can slow travel at the GM's discretion, such as if the characters have to cross canyons, large rivers, or other formations. In addition to these conditions that can influence travel rates, characters may engage in a forced march. A forced march is a day of hard, tiring travel, but increases travel speed by +1/2. However, the characters must rest for 24 hours after a forced march. Otherwise, during wilderness travel the characters have to rest one day per six days of travel. Weather can also affect travel rates or even prevent safe travel altogether.

Missile weapon and spell ranges are measured in yards in the wilderness also, but note that areas of effect remain the same for spells and other effects.

Unless there is an encounter, the GM will direct players through time in increments of days while traveling in the wilderness. When an encounter occurs, time is measured in rounds. Unlike in labyrinths, wilderness adventures do not often measure time in turns.

Seeing Monsters: Unless surprised, characters will see monsters when they are 4d6 x 10 yards apart. Surprise distance is 1d3 x 10 yards.

Wandering Monsters: The GM should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made at night. If a wandering monster is indicated (roll varies by terrain, see terrain table below), wandering monsters stumble across the party from a random direction and distance. At night, the GM should randomly determine which watch is on duty when the attack is made.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 50% chance monsters faster than the party will catch it (30% chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught by 25%. Monsters will pursue into another hex on the map 50% of the time. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the GM depending on circumstances. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

Becoming Lost: A group travelling off a well-marked trail or road without an accurate map or a knowledgeable guide may become lost. The chance of becoming lost is rolled on a d6 and depends on the type of terrain the party is in (see table below). If lost, the party actually moves in a random direction but believes they have moved in the direction intended.

Terrain Type	Chance Lost	Chance of Encounter
Plains	1	1
Woods	1-2	1-2
Forest	1-3	1-2
River	1	1-2
Swamp	1-3	1-3
Hills	1	1-2
Mountains	1-2	1-3
Desert	1-3	1-2

Strongholds: Characters may encounter a stronghold during their wilderness travels. If the GM decides the characters pass near a castle or other kind of stronghold, he can roll on the following

table to randomly determine how any patrol that spots them might react. These rolls may be modified one way or another if the characters are acting suspicious, or if they are approaching peacefully and potentially with offerings.

Ruler			Reaction (1D6)		
Class	Level	Patrol Type	Ignore Chase Friendly		
Cleric	6+1d8	Lt mounted, 2d6	1-2	3-4	5-6
Dwarf	8+1d4	Hvy infantry, 2d6	1-4	5	6
Elf	9 or 10	Lt mounted, 2d6	1-4	5	6
Fighter	8+1d6	Hvy mounted, 2d6	1-2	3-5	6
Halfling	6+1d2	Lt infantry, 2d6	1-3	3	4-6
MU	10+1d4	Hvy infantry, 2d6	1-4	5	6

Rations and Foraging: When adventuring in a dungeon, there may be very little available to eat. Characters must take rations with them to cover the extent of time they expect to be away from town. However, they may occasionally kill an edible monster.

When in the wilderness, characters can hunt or scavenge for food. Scavenging for food is an activity that can be accomplished without hindering travel by gathering fruit, nuts, or small animals. For each day of travel while scavenging, roll 1d6. A result of 1 indicates that sufficient food for 1d6 human sized beings has been acquired. Hunting follows the same roll, but succeeds on 1-2, and must be engaged as the sole activity for a day. No traveling is possible. In addition, there will be one Wandering Monster check, from the table appropriate for the terrain, while the group is hunting.

Characters that go without food and/or water will soon begin to suffer from the effects of starvation and/or dehydration:

Starvation: Characters generally need 2 pounds of food per day. After 2 days without food, a character takes 1d6 damage per additional day without food and no longer heals lost HP.

Dehydration: Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25% of his full HP in damage (and can no longer heal).

Other Hazards

Falling: 1d6 damage per 10 feet fallen, save for half damage.

Spikes: add +1 point to falling damage per 10' fallen, max +10

Extreme Heat & Cold: If not wearing suitable protection, save once every 10 minutes (-1 per previous check), taking 1d6 damage on each failed save.

Creating A Stronghold

All of the Character classes have some ability, at some level, to establish a stronghold – or to take over a guild, in the case of Thieves. Strongholds are usually built by claiming an area of wilderness, clearing out the monsters that lair in the region, and then beginning construction of the new owner's fortified place of residence. The nature and type of stronghold will differ, of course, for the individual's choices will play an important role. For instance, it is traditional for you, the player, to create a map of your castle. In general, a strong leader who clears out an area with a radius of ten miles or so will end up in charge of between 2 and 8 (2d4) small settlements. The peasants in these hamlets, cots, and vils will be overjoyed to find themselves under the protection of a powerful and renowned protector – unless your Character is a tyrannical overlord in the service of Chaos. Each settlement holds roughly 1d4 x100 villagers, and the normal feudal tax is 10 gp per year per villager. Sometimes, of course, this is paid with chickens and oxen, and your stronghold might take on the appearance of a marketplace, around tax time – but a good reeve or bailiff can sort it all out quickly, without the Character's needing to get involved.

Owning a stronghold allows a person to house and feed loyal retainers without paying for their room and board in local inns, or building campsites in the cold rain. It is a base of operations and a secure place to keep Treasure.

Building the actual castle, of course, is quite expensive. The owner will need to hire wagons for transporting materials, as well as masons and other experienced craftsmen from more civilized areas to raise the strong stone walls and towers of the fortress. While the construction costs could change drastically depending upon how far a freehold is from the rest of civilization and what materials are available in the area, the following sample costs will provide a baseline:

Stronghold Structure Costs

Barbican (gatehouse, 2 small towers, and a drawbridge)	38,000gp
Battlement (100' long, crenellated parapets)	500gp
Building, stone (20' high, 30' square, wood doors, floors, roof, stairs)*	3,000gp
Building, wood (20' high, 30' square, wood doors, floors, roof, stairs)*	1,500gp
Corridor, dungeon (10'x10'x10', hewn stone walls, flagstone floor)	500gp
Drawbridge, wood (10' x 20')	250gp
Gatehouse (20' high, 30' x 20', metal portcullis, wood doors, floors, stairs)	6,500gp
Keep, square (80' high, 60' square, wood doors, floors, stairs)*	75,000gp
Moat, unfilled (100' x 20' x 10' deep)*	400gp
Moat, filled (100' x 20' x 10' deep)*	800gp
Palisade, wood (10' high, 100' long, 1' thick)	125gp
Rampart, earthen (10' high, 100' long, 15' thick)	2,500gp
Tower, small round (30' high, 20' diameter, wood doors, floors, stairs)	15,000gp
Tower, medium round (40' high, 20' diameter, wood doors, floors, stairs)	22,500gp
Tower, large round (40' high, 30' diameter, wood doors, floors, roof, stairs)	30,000gp
Tower, huge round (60' high, 30' diameter, wood doors, floors, roof, stairs)	54,000gp
Wall, stone castle (20' high, 100' long, 10' thick)	5,000gp
Wall, stone castle (30' high, 100' long, 10' thick)	7,500gp
Wall, stone castle (40' high, 100' long, 10' thick)	12,500gp
Wall, stone castle (50' high, 100' long, 10' thick)	17,500gp
Wall, stone castle (60' high, 100' long, 10' thick)	22,500gp

*The dimensions of these constructions can be altered as long as the square footage remains the same.

In addition to the building costs, the character will need to hire at least one engineer (250gp/month) per 100,000gp cost of the stronghold. The time required to construct a stronghold depends entirely on its total price. For every 500gp it will take one day of game time. The construction time can be reduced by 25% by paying 50% additional construction costs, or reduced by 50% by paying 100% additional construction costs. The construction time cannot be reduced by more than 50%.

Magical Research

As described in their class descriptions, spell casters are able to research new spells and create magic items. These are expensive procedures which often do not succeed.

All magical research requires a magic research skill roll of some type to succeed. This throw is a Secondary MIND Skill Roll unless otherwise listed. An unmodified die roll of 1-3 is always a failure when conducting magical research, however. When a magic research throw fails, the time and money spent on the research is lost. In addition, any precious materials or special components (described below) are consumed.

Researching Spells

Researching Known Spells: A spellcaster of 5th level or higher may use spell research to gain access to spells on the standard Microlite81 spell list that he does not have access to from scrolls, spell books, or (if a divine spellcaster) his deity. Spell research costs 1,000gp, and takes two weeks of research, per level of the spell. Spell research requires a magic research throw versus a DC equal to 12 plus twice the level of the spell being researched. EXAMPLE: Riddle is an 11th level mage with a MIND of 15 researching a 4th level spell. It will take 8 weeks and cost 4,000gp, and require a Secondary MIND Skill Roll versus a DC of 20 to succeed.

Researching New Spells: A spellcaster may also use spell research to create a new spell not on the standard spell lists. The spellcaster must describe in detail the kind of spell he wants to create, and the effects it will have. The GM will then determine if the spell can be created, and if so what the spell level will be. The spellcaster must be capable of casting spells of the spell level the potential new spell will be; otherwise he must wait until he attains a high enough level to research and cast the spell. Spell research costs 1,000gp, and takes two weeks of research, per level of the spell. A magic research roll is required for success versus a DC equal to 12 plus three times the level of the spell being researched.

Identifying Magic Items: Spell research can also identify the properties of a magic item. It takes 1,000gp and two weeks of research to identify a magic item, and a magic research throw (A is required). The required DC is determined by how common the GM rules the magic item is: Common, DC 14, Uncommon, DC 17; Rare, DC 20; Very Rare, DC 24; Artifact/Unique, DC 30 (or higher).

A mage or other arcane caster can only research a spell if he can still learn spells of that level. A cleric or other divine caster can only research a spell with the permission of his deity (GM's discretion). The deity will usually remove a spell of the same level from the cleric's spell list in exchange for granting the new spell.

Libraries : To research a spell, a spellcaster must have access to a library. Wizard's guilds and major temples often will provide their mages and clerics access to such a library. If a spellcaster wishes to compile his own library, a minimum of 4,000gp must be invested to allow research on 1st level spells. For each subsequent spell level to be researched, another 2,000gp must be invested. Having an exceptionally large library aids research. For every 10,000gp of value above the minimum required for the spell, the spellcaster receives a +1 bonus on his magic research throw (up to a maximum +3 bonus).

Every time a wizard successfully researches a spell, 10% of the gold spent for that effect is added to his library value, reflecting the value of notes and annotations made during research. Authoritative tomes or rare books found as treasure might provide an additional bonus to research specific spells or types of spells.

Creating Magic Items

Starting at 5th level, spellcasters may begin to scribe scrolls and brew potions. At 9th level, they may begin to make other types of magic items, such as rods, rings, swords, and other items. An arcane spellcaster may never create magic items that are exclusive to divine spellcasters. A divine spellcaster may make any item his class is eligible to use.

In order to create a magic item, the spellcaster must know the spell(s) that replicate the magic item's effect, or must find a sample or formula of the item. If a magic item's effect does not compare to any existing spell, the spellcaster must either research a new spell that will produce the desired effect, or he must find a sample or formula of the item.

Cost and Time: The base cost and time required to create a magic item is listed on the Magic Item Creation tables.

Magic Research Roll: Creating a magic item requires a magic research roll for success versus a DC equal to 12 plus three times the level of the spell needed to create the effect being enchanted. If multiple effects are being enchanted, each must be rolled separately. A +1 item bonus is considered a 1st level spell, a +2 item bonus is considered a single 3rd level spell, and a +3 item bonus is considered a single 6th level spell.

Formulas and Samples: A formula is a magical "recipe" for the creation of an item. A spellcaster automatically has a formula for any magic item he has previously created. Formulas may also be found as treasure. A sample is simply an existing magic item that is available to the spellcaster while he is working.

There are three advantages to having a formula or sample:

- 1) It enables the spellcaster to create a magic item without having to learn or invent the spells imbued in the item.
- 2) It reduces the cost and time to make the item by 50%.
- 3) The DC for the magic research roll is 12 plus two times the level of the spell needed to create the effect (instead of the standard plus three times the level of the spell needed to create the effect).

Precious Materials: Rare woods, noble metals, such as silver, gold, and platinum, and precious gems, such as rubies and diamonds, retain magic better than common woods, crude metals, or simple stone. Using precious materials can thus improve the chances of success of creating a magic item. For every 10,000gp of value in gems, jewelry, precious metals, and rare or elaborately carved woods added, the spellcaster receives a +1 bonus on his magic research throw. A character may not spend more on precious materials than the base cost of the item.

Special Components: Creating magic items requires special components for each spell effect in the item. Components are usually organs or blood from one or more monsters with a total XP value equal to the gp cost of the research. The cost of any special components is in addition to the base cost of the research. If a character does not have a formula when he begins creating the item, he will not learn the special components until the work is 50% complete. The GM will determine the specific components required for each item. Different formulas for the same item may require different components. For instance, one formula for a wand of fireball might require the fangs of 20 hellhounds, while another formula for a wand of fireball might require the ichor of four efreet.

Workshops: Just as a spellcaster needs a library to research spells, he needs a workshop in order to create magic items. Wizard's guilds and major temples often will provide their mages and clerics access to a workshop. If a spellcaster wishes to build his own workshop, a minimum of 4,000gp must be invested to allow creation of 1st level spell effects or item bonuses. For each subsequent spell level or bonus, another 2,000gp must be invested. Having an exceptionally valuable workshop aids item creation. For every 10,000gp of value above the minimum required for the spell, the spellcaster receives a +1 bonus on his magic research throw (up to a maximum +3 bonus).

Magic Item Creation: Base Cost

Item Type	Base Cost
One Use Effect	500gp x spell level
Charged Effect	500gp x spell level x charges*
Permanent Effect, Unlimited Use	500gp x spell level x 50
Permanent Effect, Use 1/turn	500gp x spell level x 33
Permanent Effect, Use 1/3 turns	500gp x spell level x 25
Permanent Effect, Use 1/hour	500gp x spell level x 16
Permanent Effect, Use 3/day	500gp x spell level x 12
Permanent Effect, Use 1/day	500gp x spell level x 10
Permanent Effect, Use 1/week	500gp x spell level x 6
Magical Weapon +1	5,000gp**
Increase bonus from +1 to +2	+10,000gp**
Increase bonus from +2 to +3	+20,000gp**
Magical Armor +1	5,000gp**
Increase bonus from +1 to +2	+10,000gp**
Increase bonus from +2 to +3	+20,000gp**

Magic Item Creation: Time Cost

Item Type	Time
One Use Effect	1 week x spell level
Charged Effect	2 days x spell level x charges
Permanent Effect, Unlimited Use	100 days x spell level
Permanent Effect, Use 1/turn	80 days x spell level
Permanent Effect, Use 1/3 turns	70 days x spell level
Permanent Effect, Use 1/hour	60 days x spell level
Permanent Effect, Use 3/day	50 days x spell level
Permanent Effect, Use 1/day	40 days x spell level
Permanent Effect, Use 1/week	30 days x spell level
Magical Weapon +1	1 month x weapon base cost / 10***
Increase bonus from +1 to +2	+1 month x weapon base cost / 10***
Increase bonus from +2 to +3	+1 month x weapon base cost / 10***
Magical Armor +1	1 month x Armor Class
Increase bonus from +1 to +2	+1 month
Increase bonus from +2 to +3	+1 month

* If a charged item has multiple spell effects powered by the same charges, use the base cost and time for the highest level spell effect, plus half the base cost and time for each other spell effect. The minimum time to create a charged item is never less than 1 week per spell level of the highest level effect.

** If the weapon or armor has a bonus that is restricted to a particular class or type of opponents, the extra bonus is half price. If the weapon or armor is enchanted with spell-like effects, the spell-like effects are enchanted separately using the cost and time for charged or permanent effects.

***Arrows, bolts, and sling stones are enchanted in bundles of 20 at a base cost of 10gp.

Optional Rules

The following rules are optional. The GM decides if they will be used.

Background: Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

Encumbrance: Characters can normally carry twelve (plus STR bonus) items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item. Oversized items (two-handed weapons, anything as tall as the character or that requires two hands to carry) count as two items. A character carrying 6 or fewer items is unencumbered. A character carrying 7-12 items is lightly encumbered. A character carrying 13-18 items is heavily encumbered. A character more than 18 items is over-encumbered. *Option:* Adjust number of items for each encumbrance class by the character's STR bonus.

Individual Initiative: Roll d20 + DEX bonus for initiative order each combat round. Use Hit Dice/2 instead of DEX for monsters. Characters and monsters act in Initiative order, from high to low. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

Simple Combat Maneuvers: If the standard combat maneuvers rules seems too complex, substitute the following instead. Attacker may describe a special effect he wishes to impose on a target before rolling to hit. Unless the GM rules the maneuver impossible, the character rolls to hit normally. If successful, no damage is done, but the target suffers the special effect unless the target makes a saving throw. On a critical hit, the target does not get a saving throw. Possible maneuvers include: disarm, knock down, push back (up to STR feet), switch positions, slip past, steal an obvious and accessible item from the target, etc.

Energy Drain: If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Healing: In the original B/X, characters healed 1d3 hit points per full day of complete rest, no healing otherwise. If play closer to the original is desired, this rule may be used in place of the standard Microlite81 healing rules. Hit points used to cast spells should still recover with a night's rest, however.

Raise Dead Spell Expansion: As B/X does not have clerical spells higher than 5th level, the B/X cleric lacks a way to restore lost limbs or restore levels lost. If the GM wishes high level Microlite81 clerics to have these abilities, the simplest way to add them is to extend the clerical "Raise Dead" spell so it does one of four things when cast (caster's choice): 1) The standard raise dead function as described in the spell description. 2) Regrow one lost limb (or partially lost limb) to a single living target; the limb

takes 1 day to regrow. 3) Restore one energy level lost within the last (level of caster) days to a single living target. 4) Completely heal a single living target of all damage (both hit point and STR damage).

The name of the spell could be changed to "Restore Life" if this optional rule is used.

Avoiding Save-or-"Die": There are a number of effects which cause the character to be taken out of play permanently or for a long period of time unless a saving throw is made (e.g. instant death, turn to stone, etc.). If this standard rule seems too harsh, try the following instead. If a character fails a save-or-"die" roll, the negative effect happens immediately but it can be reversed if the character receives 5 minutes of careful care in a non-combat environment starting within a number of minutes/melee rounds equal to the affected character's CON stat. The GM may rule that certain issues still require further treatment within 24 hours or the effect recurs (e.g. poison must still be neutralized) or may not be handled this way at all.

Traditional Experience for Treasure: Traditionally, experience points were only given for treasure found in B/X and were not given for treasure spent. To use this system, ignore the standard rules for experience from treasure found and experience for treasure spend and use the following rule instead.

At the end of an adventure, total the value of all non-magical treasure found during the adventure in gold pieces. Divide the result by the number of characters in the party to determine the number of XP each character receives from treasure. Henchmen/Retainers count as 1/2 person and hirelings count as 1/10 person (round up for PCs, round down for others).

Traditional Saving Throws: Some gamemasters and players prefer the traditional "five category" saving throw system used in early editions of the world's most popular fantasy roleplaying game. The following saving throw tables can be substituted for the standard Microlite81 saving throw system if the GM desires.

Cleric Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	11	14	12	15
5-8	14	9	12	10	12
9-12	12	7	10	8	9
13+	8	3	8	4	6

Dwarf and Halfling Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	13	8	10	9	12
4-6	10	6	8	7	10
7-9*	7	4	6	5	8
10+	4	2	4	3	6

* Maximum for halflings

Elf Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	15	12	13	13	15
4-6	13	10	11	11	13
7-9	9	8	9	9	11
10	7	6	7	7	9

Fighter Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
0 lvl Human	17	14	16	15	18
1-3	15	12	14	13	16
4-6	13	10	12	11	14
7-9	9	8	10	9	12
10-12	7	6	8	7	10
13+	5	4	6	5	8

Magic-User Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-5	16	13	13	13	14
6-10	14	11	11	11	12
11+	12	9	9	9	8

Thief Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	14	13	15	14
5-8	14	12	11	13	12
9-12	12	10	9	11	10
13+	10	8	7	9	8

Item Saving Throws: When characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or a fire ball spell, some or all of their items may be destroyed. A GM using this optional rule may use either of the following methods to determine what items are destroyed:

Method 1: Whenever characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or the spell fire ball, all ordinary possessions on a character's body should be considered destroyed. Magical items may not be destroyed, and are allowed saving throws of the appropriate type for the attack based on the character's saving throw. Items that have bonuses will receive an equal bonus on the saving throw. For instance, a +1 dagger receives a bonus of +1 to the roll.

Method 2: Make a roll in the kind of situation mentioned above, as well as in situations when items are exposed to crushing damage (from falls), acid, or any other event that could feasibly destroy them. The GM will roll either 1d4 or 1d6, depending on the severity of the situation. Magic items have a chance of surviving based on their relative power. For instance, a +2 shield would survive on a roll of 1-2 on a d4 or d6. Items for which "pluses" do not apply can be assigned a number between 1 and 3. Scrolls and potions may survive on a roll of 1 on a d4 or d6, a staff or wand may survive on a roll of 1-2; any other items such as rings, rods, and other miscellaneous magical items are more durable and survive on a roll of 1-3. If an item which has "pluses" is damaged, it may not be destroyed outright, but may lose one "plus." Thus, a +2 shield becomes a +1 shield on a failed saving throw roll.

Modifiers: The GM should apply bonuses or penalties depending on the situation. If an attempt is made to intentionally damage an item, there may be a penalty of 2 to the roll. Bonuses may apply if an item is well protected. No penalty or bonus should be more than 2.

Fire-And-Forget Magic: The B/X version of the world's most popular fantasy roleplaying game used a much different system of

magic from that of Microlite20-based games. This system had the magic-user or cleric select and prepare a set number of spells of certain levels in advance. Each prepared spell could only be cast once. This system can easily be substituted for the standard Microlite81 spell casting system using the following rules.

Both magic-users and clerics must select and prepare specific spells from their collections in advance. The number of spells of specific levels a character can prepare is limited by their class level (see below for details). Preparing spells takes one hour of uninterrupted time: magic-users must study their spell books while clerics must meditate and commune with their deity.

Casting a prepared spell does not cost any hit points, but once cast, a spell cast is no longer in memory and may not be cast again. Casters may prepare multiple copies of the same spell.

In combat, if a fire-and-forget caster is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles and the caster loses the spell from memory just as if he had cast it.

No Clerical Spell at First Level (Optional): To be true to the original B/X source material, first level clerics should not have any spells. To duplicate this, change the number of first level spells available to first level clerics to zero and the number available to second level clerics to one on the Cleric table below.

Number of Spells Prepared Per Day (Magic-Users/Elves):

Magic-User/ Elf Level	Spell Level					
	1	2	3	4	5	6
1	1					
2	2					
3	2	1				
4	2	2				
5	2	2	1			
6	2	2	2			
7	3	2	2	1		
8	3	3	2	2		
9	3	3	3	2	1	
10	3	3	3	3	2	
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	3
14	4	4	4	4	3	3

Number of Spells Prepared Per Day (Clerics):

Cleric Level	Spell Level				
	1	2	3	4	5
1	1				
2	2				
3	2	1			
4	3	2			
5	3	2	1		
6	3	3	2		
7	4	3	2	1	
8	4	3	3	2	
9	4	4	3	2	1
10	5	4	3	3	2
11	5	4	4	3	2
12	5	5	4	3	3
13	6	5	4	4	3
14	6	5	5	4	3



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Many Microlite81 gamers know that Randall Stukey, the author of Microlite81 and other M20-based old school games is trying to raise funds to pay the bills from [his wife's oral cancer](#) treatments and that he worked on the original Microlite81 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna's cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the RetroRoleplaying Cancer Fund (via PayPal) and help them pay their bills.

Can You Help Pay the Cancer Bills?

Everyone who donates any amount at all get a password giving them access to a number of special downloads. *Some* of the currently available downloads include:

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 (<http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html>) and The Grimoire #2 (<http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html>))
- Pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECMI campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite81 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård. This Special Edition incorporates the rules from the first supplement. The text has been reformatted into a single column in a large enough font to easily read.

To get access to these downloads and access to a private donor forum where you can get advance information on upcoming Microlite81 releases, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

<http://www.retroroleplaying.com/node/153>

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Microlite81 Spell Lists

Arcane (Magic-User/Elf) Spells

For expanded spell descriptions see B/X or a B/X retro-clone. R: is range. D: is duration.

1st Level

Charm Person: Makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly).

Undead creatures are not affected by this spell, nor are humanoid monsters larger than ogres. R: 120 feet. D: until dispelled or saved against.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Floating Disk: Creates a small shield sized floating energy disc that follows the caster. Holds up to 500 lbs. R: 5 feet D: 60 minutes.

Hold Portal: Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.

Light: object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/level.

Magic Missile: Creates magic arrow which hits its target for 1d6 damage. An additional 2 missiles are created every 5 levels (e.g. total 3 at level 5, total 5 at level 10). R: 150 feet. D: 10 minutes.

Protection from Evil: +1 to AC and saves, counter mind control, hedge out summoned and enchanted monsters. Attacking a creature negates protection against that creature. Moves with caster. R: shell around caster. D: 1 hour.

Read Languages: Read any written language. D: 1 or 2 readings.

Read Magic: Read scrolls, spellbooks, other magical writing. R: caster only. D: one reading (two scrolls or equivalent).

Shield: Improves caster's armor class to 17 versus missile attack and to 15 versus melee attacks. R: caster. D: 20 minutes.

Sleep: Puts 4d6 HD of beings into magical slumber. Undead and creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's 4d4 x 10 minutes.

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes.

2nd Level

Continual Light: object lights circle with 120 ft. radius until dispelled, not full daylight. R: 120 feet.

Detect Evil: Reveals evil thoughts/intent or evil items. R: 60 feet. D: 20 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

ESP: Allows Caster to read surface thoughts of target. Undead are immune. R: 60 feet. D: 2 hours.

Invisibility: Target is invisible until spell broken by caster, some outside force, or until it attacks. R: 240 feet.

Knock: Unlocks/unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant.

Levitate: Caster floats up and down as he desires. Speed: 20 feet up/down per minute. D: 60 minutes + 10 minutes/level.

Locate Object: Senses direction toward an object (specific or type) D: 20 minutes. R: 60 + 10/level feet.

Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.

Web: Sticky webs fill a 10x10x10 foot area. Burning through the webs takes 6+1d4 minutes. Large creatures push through in 14+1d6 minutes. Human-sized creatures take 20+3d6 minutes. R: 10 feet. D: 8 hours.

Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell. R: 10 feet. D: instant.

3rd Level

Clairvoyance: See through eyes of one creature. Caster can change creatures once every 10 minutes. R: 60 feet. D: 120 minutes.

Dispel Magic: Cancels magic effects and spells in a 20x20 foot area. (If cast by higher level caster, Magic Attack vs. Spell's DC for success) Range: 120 feet. Duration: instant but effects permanent.

Fire Ball: Missile of fire that bursts when hits target for 1d6/level fire damage, 20 foot burst radius. R: 240 feet. D: instant.

Fly: Target can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/level. (GM rolls secretly.)

Haste Spell: Subjects (up to 24 beings in a 60 foot radius of target) double in speed, taking two actions at a time. (Counters Slow) R: 240 feet. D: 30 minutes.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 10 minutes/level.

Infravision: See in the dark. R: touch. D: 1 day. Sight Range: 30 + (1d3 x 10) feet.

Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Lightning Bolt: 1d6/level electrical damage. Bolt bounces off walls, etc. R: 240 feet, bolt is 5 feet wide, 60 feet long. D: instant.

Protection from Evil, 10' radius: +1 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to caster and all allies within 10 foot circle around caster. D: 120 minutes.

Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 120 minutes.

Water Breathing: Subject can breathe water. R: 30 feet. D: 1 day.

4th Level

Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest. R: 120 feet.

Confusion: Subjects (up to 3d6 hit dice in a 60 foot circle, only 2+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Dimension Door: Teleports subject a short distance (up to 360 feet) from current location. Fails if destination not open air. R: 10 feet. D: instant.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet.

Massmorph: Makes up to 100 humanoids in a 240 foot diameter circle appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.

Plant Growth: Plants in an area up to 3000 square feet (entire area must be within range) become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.

Polymorph Others: Change one creature (but not self) into the form of another being. Change is complete and includes gaining special abilities and mind of creature. New form cannot have more than 2x the hit dice of original. R: 60 feet. D: until dispelled.

Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only. D: 60 + 10/level minutes.

Remove Curse: Frees subject from a single curse. Does not remove curse from object, but frees user to get rid of the cursed object. R: 10 feet. D: instant but effects permanent.

Wall of Fire: Creates thin wall of fire up to 1200 square feet. Blocks sight and creatures under 4 hit dice cannot pass. Passing through wall deals 1d6 damage (2d6 for undead or cold-using creatures). Wall lasts as long as caster concentrates on it. R: 60 feet.

Wall of Ice: Creates translucent wall of ice 20 feet tall and 60 feet long (or equivalent). Creatures under 4 hit dice cannot pass. Passing through wall deals 1d6 damage (2d6 for undead or fire-using creatures). Wall lasts as long as caster concentrates on it. R: 60 feet.

Wizard Eye: Allows sending an invisible eye that can see in the

dark up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute. D: 60 minutes.

5th Level

Animate Dead: Create undead skeletons or zombies under control of caster from dead bodies, up to 1 hit die of undead per caster level. R: 60 feet. D: permanent.

Cloudkill: creates a moving, opaque, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter, moves with wind or 6 feet per minute. Effects (suffered each minute within cloud): if under 5HD, save vs poison or die, suffer 1 hp damage if save made. 5HD or more, suffer 1 hp damage. D: 60 minutes.

Conjure Elemental: Conjures one 16 HD elemental who will serve the caster until dispelled/dissipated/caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.

Contact Higher Plane: Lets Caster ask yes/no question of other planar entity, There are 10 levels (from 3-12) of higher planes. Caster chooses which level to contact. 1 question per level. Chance of correct answer 45 + 5% per level, maximum 95%. Chance of going insane from the contact is 5% per level, maximum 50%. Range: caster. Duration: 1 minute per question.

Feeblemind: Subject's MIND drops to 1. Save at -4. R: 240 feet. D: until dispelled.

Hold Monster: As Hold Person, but any creature. R: 120 feet. D: 1 hour plus 10 minutes/level.

Magic Jar: Moves caster's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs. DC of (10 + MIND bonus + target level or hit dice). New save every level days. Range: 30 feet. Duration: until dispelled or caster ends spell.

Pass-Wall: Creates a 5 foot wide passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.

Rock-Mud: Transforms rock to mud or vice-versa, up to 3000 square foot area 10 feet deep. R: 120 feet. D: 3d6 days.

Telekinesis: Moves object by mental power. Up to 20 pounds per level. Object moves 20 feet per minute. Living creatures get a saving throw if they do not wish to be moved. R: 120 feet. D: 1 hour.

Teleport: Instantly transports subject up to 100 miles/level. Caster must know target location exactly. The less exactly one knows the target, the greater the chance of appearing too high or too low. Too low is usually fatal as creature and ground do not mix.

Wall of Stone: Creates a wall of stone in any shape up to 1000 cubic feet. R: 60 feet. D: until destroyed or dispelled.

6th Level

Anti-Magic Shell: Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours.

Control Weather: Caster can adjust weather in a 240 yard radius. D: concentration.

Death Spell: Kills 4d8 hit dice of creatures with less than 8 hit dice with a 60 foot cube. R: 240 feet. D: instant but effect permanent.

Disintegrate: Makes one creature or non-magical object (or part of a large object, up to a 10 foot cube) vanish, turning it to fine dust. R: 60 feet. D: instant but effects permanent.

Geas: Force a creature to obey one long-term order, similar to the clerical Quest spell. R: 30 feet. D: until order completed.

Invisible Stalker: Summons an invisible stalker, an extra-dimensional monster, under the control of the Magic-User who may give it a single mission which it will carry out until it is finished.

Lower Water: Lowers the depth of 10,000 square feet of water by 50%. R: 240 feet. D: 10 turns.

Move Earth: Move 60 cubic feet of loose soil per turn within the range of the spell. Neither solid stone nor large boulders may be moved. R: 240 feet. D: permanent.

Part Water: Creates a dry path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. Caster can terminate spell early. R: 240 feet. D: 1 hour.

Projected Image: Project an image of yourself that can sense and

talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 60 minutes.

Reincarnation: Restores dead person to life in a random (usually humanoid) form. R: touch. D: instant.

Stone-Flesh: Turns subject into a stone statue (or vice versa). R: 120 feet. D: permanent.

Divine (Cleric) Spells

For expanded spell descriptions see B/X or a B/X retro-clone. R: is range. D: is duration.

1st Level

Cure Light Wounds (Reversible): Cure 1d6+1 hit points of wounds or cures paralysis. R: touch. D: instant but effects permanent.

Detect Evil: Reveals evil thoughts/intent or evil items. R: 120 feet. D: 1 hour.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Light (Reversible): object lights circle with 30 ft. radius, not full daylight. R: 60 feet. D: 2 hours.

Protection from Evil (Reversible): +1 to AC and saves, counter mind control, hedge out summoned and enchanted monsters. Attacking a creature negates protection against that creature. Moves with caster. R: shell around caster. D: 2 hours.

Purify Food & Water (Reversible): Purifies food and water for up to 12 people. R: 10 feet. D: instant but effects permanent.

Remove Fear (Reversible): Calms one creature, removing all normal fear. If magical fear, grants immediate save with a bonus equal to caster's level. R: touch D: 20 minutes.

Resist Cold: Targets immune to effects or normal cold, have a +2 to save vs. cold, and have damage from magical cold reduced by 1 point per damage die (minimum damage: 1 point per die). R: 30 feet. D: 60 minutes.

2nd Level

Bless (Reversible): Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast in combat. R: 10 feet. D: 1 hour.

Find Traps: Notice traps within 30 feet. R: caster. D: 20 minutes.

Know Alignment: Caster knows alignment of a character or monster within range (if target saves, no effect). Alignment of magic items or the nature of a holy (or unholy) place will be revealed.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 180 feet. D: 90 minutes.

Resist Fire: Targets immune to effects of normal fire/intense heat, have a +2 to save vs. fire/heat, and have damage from magical fire/heat reduced by 1 point per damage die (minimum damage: 1 point per die). R: 30 feet. D: 60 minutes.

Silence, 15' Radius: Magical silence for 15 feet around target, moving with target. No sound within area can be heard from outside it. R: 180 feet. D: 2 hours.

Snake Charm: 1d6 snakes/level charmed and will obey caster's commands. R: 60 feet. D: 20 minutes + 1d4 x 10 minutes.

Speak with Animals: Can understand and speak with animals. R: 30 feet. D: 1 hour.

3rd Level

Animal Growth: One non-magical normal or giant animal will be doubled in size. R: 120 feet. D: 120 minutes.

Continual Light (Reversible): object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.

Cure Disease (Reversible): Cures person of any diseases, including magical diseases. Kills Green Slime. R: 30 feet. D: instant but effects permanent.

Locate Object: Senses direction toward an object (specific object or object type) D: 60 minutes. R: 90 feet.

Remove Curse (Reversible): Frees subject from a single curse. Does not remove curse from object, but frees user to get rid of the cursed object. R: 10 feet. D: instant but effects permanent.

Striking: Enchants weapon to do extra 1d6 damage and be able

to hit creatures only affected by magic weapons. R: 30 feet. D: 10 minutes.

4th Level

Create Water: Creates water, enough for up to 12 people and their horses for one day. For each level the caster has above 8, water for 12 more people and horses is produced. R: 10 feet. D: instant but effects permanent.

Cure Serious Wounds (Reversible): Cures 2d6+2 hit points from wounds and cures paralysis. R: touch. D: instant but effects permanent.

Neutralize Poison: Cancels all effects of poison (including death if cast within 10 minutes of poison death). R: touch. D: instant but effects permanent.

Protection from Evil, 10' radius (Reversible): +1 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to caster and all allies within 10 foot circle around caster. R: caster. Moves with caster. R: shell around caster. D: 2 hours.

Speak with Plants: Can understand and speak with plants. Plants will perform simple tasks like allow passage if asked. R: 30 feet. D: 30 minutes.

Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 60 minutes.

5th Level

Commune: Cleric's Deity truthfully answers three yes-or-no questions. Only once per week. Double questions once per year. R: caster. D: 10 minutes.

Create Food: Creates food, enough for up to 12 people and their horses for one day. For each level the caster has above 8, food for 12 more people and horses is produced. R: 10 feet. D: instant but effects permanent.

Dispel Evil (Reversible): Dispel any enchanted, summoned, or undead creature in range that fails save. If save made, creatures must flee for duration so long as caster concentrates. If used against one creature, save at -2. R: 30 feet. D: instant (flee effects up to 10 minutes).

Insect Plague: Insect swarms (60 feet in diameter) obscure vision and attack creatures. Creatures under 3 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.

Quest (Reversible): Force a creature to obey one long-term order or suffer curse that can only be removed by completing quest or by the reverse of this spell. R: 30 feet. D: until order completed.

Raise Dead (Reversible): Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. R: line of sight. D: instant but effects permanent.



Monsters

*AC=Armor; HD=Hit Dice; AT=Attacks; MR=Morale Rating;
ST=Saving Throw; TC=Treasure Class; S=Special Abilities
Undead Immunities=Immune to sleep, charm, fear, paralysis*

ANT, GIANT: AC: 16 HD: 3d8 AT: bite +3 (1d6) MR: 12 ST: F2 TC: 6 S: acid (2d6)
APE, ALBINO: AC: 13 HD: 4d8 AT: 2 claw+4 (1d4) MR: 7 ST: F2 TC: 0 S: throw rocks (1d6)

BABOON, HIGHER: AC: 13 HD: 2d8 AT: 1 bite+2 (1d3), 1 club+2 (1d6) MR: 8 ST: F2 TC: 6
BASILISK: AC: 15 HD: 6d8+1 AT: bite +6 (1d10) MR: 9 ST: F6 TC: 17 S: petrifies onlookers
BAT, NORMAL: AC: 13 HD: 1hp AT: none MR: 6 S: Confuse (10 or more cause confusion -2) ST: Human TC: 0
BAT, GIANT: AC: 13 HD: 2d8 AT: bite+2 (1d4) S: 5% vampire (paralysis 1d10 minutes, drain 1d4 blood/minute) ST: F1 TC: 0
BEAR, BLACK: AC: 13 HD: 4d8 AT: 2 claws+4 (1d3), 1 bite+4 (1d6) MR: 7 ST: F2 TC: 6
BEAR, CAVE: AC: 14 HD: 7d8 AT: 2 claws+7 (1d3), 1 bite+7 (1d6) MR: 9 ST: F3 TC: 7
BEAR, GRIZZLY: AC: 13 HD: 5d8 AT: 2 claws+5 (1d3), 1 bite+5 (1d6) MR: 8 ST: F2 TC: 6
BEAR, POLAR: AC: 13 HD: 6d8 AT: 2 claws+6 (1d3), 1 bite+6 (1d6) MR: 8 ST: F3 TC: 6
BEE, GIANT KILLER: AC: 12 HD: 1d4 AT: sting+0 (1d3) MR: 9 ST: F1 TC: 0 S: poison sting (save or die)
BEETLE, GIANT FIRE: AC: 15 HD: 1d8+2 AT: bite +1 (2d4) MR: 7 ST: F1 TC: 0 S: Light glands glow for 1d6 days after death.
BEETLE, GIANT SPITTING: AC: 15 HD: 2d8 AT: bite +2 (1d6) MR: 8 ST: F1 TC: 0 S: toxic spray (5 foot range) -2 to all rolls for 24 hours or until cure spell used.
BEETLE, GIANT CARNIVOROUS: AC: 16 HD: 3d8+1 AT: bite +3 (2d6) MR: 9 ST: F1 TC: 6
BLACK PUDDING: AC: 13 HD: 10d8 AT: slam +10 (3d8) MR: 12 ST: F5 TC: 0 S: immune to everything but fire, divides when hit, corrodes metal.
BLINK DOG: AC: 14 HD: 4d8 AT: bite +4 (1d6) MR: 6 ST: F4 TC: 20 S: blink (teleport) 1d4x10 feet both before and after attacking.
BOAR: AC: 12 HD: 3d8 AT: gore +3 (3d4) MR: 9 ST: F2 TC: 0
BUGBEAR: AC: 14 HD: 3d8+1 AT: bite +3 (2d4) or weapon +3 MR: 9 ST: F3 TC: 21 S: surprise foes on a 1-3.

CAMEL: AC: 12 HD: 3d8 AT: 1 bite+3 (1), 1 kick+3 (1d4) MR: 7 ST: F1 TC: 0
CARCASS SCAVENGER: AC: 12 HD: 3d8 AT: 8 tentacles +3 (paralysis) MR: 9 ST: F2 TC: 21 S: walk on walls and ceilings.
CAT, MOUNTAIN LION: AC: 13 HD: 3d8 AT: 2 claws+3 (1d3), bite+3 (1d6) MR: 8 ST: F2 TC: 6
CAT, PANTHER: AC: 15 HD: 4d8 AT: 2 claws+4 (1d4), bite+4 (1d8) MR: 8 ST: F2 TC: 6
CAT, LION: AC: 13 HD: 5d8 AT: 2 claws+5 (1d4+1), bite+5 (1d10) MR: 9 ST: F3 TC: 6
CAT, TIGER: AC: 13 HD: 6d8 AT: 2 claws+6 (1d6), bite+6 (2d6) MR: 9 ST: F3 TC: 6 S: surprise 1-4 in woods
CAT, TIGER SABRE-TOOTH: AC: 13 HD: 8d8 AT: 2 claws+8 (1d8), bite+8 (2d8) MR: 10 ST: F4 TC: 7
CENTAUR: AC: 14 HD: 4d8 AT: 2 kick +4 (1d6) or weapon +4 MR: 8 ST: F4 TC: 22
CENTIPEDE, GIANT: AC: 10 HD: 1d4 AT: bite +0 (poison) MR: 7 ST: human TC: 0 S: poison causes 1d10 days sickness, reducing movement, etc. by 50%.
CHIMERA: AC: 15 HD: 9d8 AT: 2 claws +9 (1d3), goat gore +9 (1d4), lion bite +9 (2d4), dragon bite +9 (3d4) MR: 9 ST: F9 TC: 17 S: breathes fire (3d6), flies.
COCKATRICE: AC: 13 HD: 5d8 AT: bite +5 (1d6) MR: 7 ST: F5 TC: 19 S: touch causes paralysis.
CRAB, GIANT: AC: 17 HD: 3d8 AT: 2 pinchers+3 (2d6) MR: 7 ST: F2 TC: 0

CROCODILE, ORDINARY: AC: 14 HD: 2d8 AT: 1 bite+2 (1d8) MR: 7 ST: F1 TC: 0
CROCODILE, LARGE: AC: 16 HD: 6d8 AT: 1 bite+6 (2d8) MR: 7 ST: F3 TC: 0
CROCODILE, GIANT: AC: 18 HD: 15d8 AT: 1 bite+15 (3d8) MR: 9 ST: F8 TC: 0
CYCLOPS: AC: 14 HD: 13d8 AT: club+11 (3d10), thrown rock+11 (3d6) MR: 9 ST: F13 TC: 18 (+5000gp) S: one eyed reduced attack rolls (already calculated in).

DJINN: AC: 14 HD: 7d8+1 AT: fist (2d8) or weapon +7 MR: 12 ST: F14 TC: 0 S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.
DOPPELGANGER: AC: 14 HD: 4d8 AT: claw +4 (1d12) MR: 10 ST: F10 TC: 18 S: imitate humanoids, immune to sleep and charm.
DRAGON, BLACK: AC: 17 HD: 7d8 AT: 2 claws +7 (1d4+1), bite +7 (2d10) MR: 8 ST: F7 TC: 15 S: flies, breathes line of acid (hp total).
DRAGON, BLUE: AC: 19 HD: 9d8 AT: 2 claws +9 (1d6+1), bite +9 (3d10) MR: 9 ST: F9 TC: 15 S: flies, breathes line of lightning (hp total).
DRAGON, GOLD: AC: 21 HD: 11d8 AT: 2 claws +11 (2d4), bite +11 (6d6) MR: 11 ST: F11 TC: 15 S: flies, breathes cloud of poisonous gas or cone of fire (hp total), uses magic as MU of level 1 to 8 (by age), assume human form.
DRAGON, GREEN: AC: 18 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (3d8) MR: 9 ST: F8 TC: 15 S: flies, breathes cloud of chlorine gas (hp total).
DRAGON, RED: AC: 20 HD: 10d8 AT: 2 claws +10 (1d8), bite +10 (3d8) MR: 10 ST: F10 TC: 15 S: flies, breathes cone of fire (hp total), uses magic as MU of level 1 to 6 (by age -2).
DRAGON, SEA: AC: 18 HD: 8d8 AT: bite +8 (3d8) MR: 9 ST: F8 TC: 15 S: swims, breathes 20 ft diameter gob of poison.
DRAGON, WHITE: AC: 16 HD: 6d8 AT: 2 claws +6 (1d4), bite +6 (2d8) MR: 9 ST: F6 TC: 15 S: flies, breathes cone of cold (6d8).
DRAGON TURTLE: AC: 21 HD: 30d8 AT: 2 claws +15 (1d8), bite +15 (1d6 x 10) MR: 10 ST: F15 TC: 15 S: swims well, slow on land, breathes steam cloud (hp total).
DRYAD: AC: 14 HD: 2d8 AT: weapon +2 MR: 6 TC: 19 S: charm person. Die after 10 minutes if more than 240 feet from tree.
DWARF: AC: 15 HD: 1d8 AT: warhammer +1 (1d8) MR: 8 ST: D1 TC: 16 S: standard dwarf abilities.

EFREET: AC: 16 HD: 10d8 AT: slam +10 (2d8) MR: 12 ST: F14 TC: 0 S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons.
ELEMENTAL, AIR: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 ST: F12 TC: 0 S: whirlwind, extra damage against foes in the air.
ELEMENTAL, EARTH: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 ST: F12 TC: 0 S: tear down stone, extra damage against foes standing on the ground (1d8).
ELEMENTAL, FIRE: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 S: F12 TC: 0 S: ignite materials.
ELEMENTAL, WATER: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 ST: F12 TC: 0 S: overturn boats, extra damage against swimming foes (1d6).
ELEPHANT: AC: 14 HD: 9d8 AT: 2 Tusks +9 (2d4) or Trample +9 (4d8) MR: 8 ST: F5 TC: 0 S: can make charge attack for 2x tusk damage.
ELF: AC: 14 HD: 1d8+1 AT: weapon+1 MR: 8 ST: E1 TC: 18 S: standard elf abilities.
ETTIN: AC: 16 HD: 10d8 AT: 1 club +9 (2d8), 1 club+9 (3d8) MR: 9 ST: F10 TC: 19 S: two heads (one controlling each arm), surprised only on roll of 1.

FERRET, GIANT: AC: 14 HD: 1d8+1 AT: bite+1 (1d8) MR: 8 ST: F1 TC: 0
FISH, GIANT CATFISH: AC: 15 HD: 8d8+3 AT: 1 bite+8 (1d8) 4 feelers+8 (1d4) MR: 8 ST: F4 TC: 0
FISH, GIANT PIRANHA: AC: 13 HD: 3d8+3 AT: 1 bite+3 (1d8) MR: 7 ST: F2 TC: 0 S: blood causes feeding frenzy (morale becomes 12)

FISH, GIANT ROCKFISH: AC: 12 HD: 5d8+5 AT: 4 spines+5 (1d4 x 4. Poison) MR: 8 ST: F3 TC: 0 S: only 30% seen if in rocky area.

FISH, GIANT STURGEON: AC: 19 HD: 10d8+2 AT: 1 bite+10 (2d10) MR: 9 ST: F5 TC: 0 S: target swallowed on 18+ hit (2d6 damage/minute, save vs paralysis)

FLY, GIANT CARNIVOROUS: AC: 13 HD: 2d8 AT: 1 bite+2 (1d8) MR: 8 ST: F1 TC: 6 S: flies, surprise on 1-4, can jump 30 feet.

GARGOYLE: AC: 14 HD: 4d8 AT: 2 claws +4 (1d3) or bite +4 (1d6), horns +4 (1d4) MR: 11 ST: F8 TC: 20 S: flies, immune to non-magic weapons.

GELATINOUS CUBE: AC: 11 HD: 4d8 AT: slam +4 (2d4) MR: 12 ST: F2 TC: 7 S: touch paralyzes, immune to lightning and cold, surprise foes on a 1-4.

GHOUL: AC: 13 HD: 2d8 AT: 2 claws +2 (1d3) or bite +2 (1d3) MR: 9 TC: 21 S: undead immunities, touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours.

GIANT, CLOUD: AC: 15 HD: 12d8+3 AT: weapon +12 (6d6) or hurl rocks +12 (3d6) MR: 10 TC: 18 (+5000gp) S: only surprised on a 1.

GIANT, FIRE: AC: 15 HD: 11d8+2 AT: weapon +11 (5d6) or hurl rocks +11 (3d6) MR: 9 ST: F11 TC: 18 (+5000gp) S: immune to fire.

GIANT, FROST: AC: 15 HD: 10d8+1 AT: weapon +10 (4d6) or hurl rocks/ice +10 (3d6) MR: 9 ST: F10 TC: 18 (+5000gp) S: immune to cold.

GIANT, HILL: AC: 15 HD: 8d8 AT: weapon +8 (2d6) MR: 8 ST: F8 TC: 18 (+5000gp)

GIANT, STONE: AC: 15 HD: 9d8 AT: stone club +9 (3d6) or hurl rocks +9 (3d6) MR: 9 ST: F9 TC: 18 (+5000gp)

GIANT, STORM: AC: 17 HD: 15d8 AT: weapon +15 (8d6) or hurl rocks +15 (3d6) MR: 10 ST: F14 TC: 18 (+5000gp) S: summon thunderstorm (10 minutes to arrive); in storm, 1 lightning bolt/5 minutes (hp total), immune to lightning

GNOLL: AC: 14 HD: 2d8 AT: weapon +2 MR: 8 ST: F2 TC: 19

GNOME: AC: 14 HD: 1d8 AT: weapon +1 MR: 8 ST: D1 TC: 20

GOBLIN: AC: 13 HD: 1d8-1 AT: weapon +1 MR: 7 ST: human S: -1 to hit in sunlight. TC: 3 (lair: 20)

GOLEM, AMBER: AC: 12 HD: 10d8 AT: 2 claws+10 (2d6) bite+10 (2d10) MR: 12 ST: F5 TC: 0 S: detect invisibility (60 foot range), can track any being. Immune to hold, charm, sleep.

GOLEM, BONE: AC: 17 HD: 8d8 AT: 4 weapons+8 MR: 12 ST: F4 TC: 0 S: Four arms, can attack 2 opponents, Immune to hold, charm, sleep and to electrical, fire, or cold-based attacks.

GOLEM, BRONZE: AC: 19 HD: 20d8 AT: 1 fist+15 (3d10) MR: 12 ST: F10 TC: 0 S: touch causes 1d10 heat damage, hit by edged weapon cause 2d6 damage to attacker for molten metal (save vs death to avoid). Immune to hold, charm, sleep.

GOLEM, WOOD: AC: 12 HD: 2d8+2 AT: 1 fist+2 (1d8) MR: 12 ST: F1 TC: 0 S: halfling sized, clumsy (-1 initiative), susceptible to fire (-2 save). Immune to hold, charm, sleep.

GORGON: AC: 17 HD: 8d8 AT: gore +8 (2d6) MR: 8 ST: F8 TC: 18 S: breathes petrifying gas.

GRAY OOZE: AC: 12 HD: 3d8 AT: strike +3 (2d8) MR: 12 ST: F2 TC: 0 S: acid slime: destroys armor in one round, deals automatic damage after the first hit, immune to fire and cold-based attacks.

GRAY WORM: AC: 13 HD 6d8 AT: bite+6 (1d8) MR: 9 ST: F3 TC: 21 S: 30 foot long, target swallowed on 19+ hit (1d8 damage/minute, swallowed target can only attack with fists or dagger)

GREEN SLIME: AC: n/a HD: 2d8 AT: organics and metal turn to green slime if touched MR: 12 ST: F1 TC: 0 S: killed by cold or fire. Cure Disease stops transformation to green slime.

GRIFFON: AC: 14 HD: 7d8 AT: 2 claws +7 (1d4), bite +7 (2d8) MR: 8 ST: F4 TC: 18 S: flies, if horses within 120 feet must pass morale check or attack them.

HALFLING: AC: 12 HD: 1d8-1 AT: weapon+1 (1d6) MR: 7 ST: H1 TC: 7 (lair: 21) S: nearly invisible in outdoor cover.

HARPY: AC: 12 HD: 3d8 AT: 2 claws +3 (1d4) or weapon +3 MR: 7 ST: F3 TC: 20 S: flies, siren-song (Charm person), save vs magic +2.

HAWK, ORDINARY: AC: 11 HD 1d4 AT: 1 claw/bite+0 (1d2) MR: 7 ST: human TC: 0 S: initial attack does double damage (if surprised)

HAWK, GIANT: AC: 13 HD 3d8+3 AT: 1 claw/bite+3 (1d6) MR: 8 ST: F2 TC: 0 S: initial attack does double damage (if surprised), may grab and fly off with halfling or smaller.

HELL HOUND: AC: 15 HD: 3 to 7 d8 AT: bite +HD (1d6) MR: 9 MR: F3 to F7 TC: 20 S: breathe fire (1d6 per HD), detect invisible 60 foot range 75% success.

HERD ANIMALS: AC: 7 HD 1 to 4 d8 AT: butt +HD (varies) MR: 5 ST: F1 TC: 0 Examples: antelope, deer, and goats (1 or 2 HD, 1d4 butt); caribou, cattle, and oxen (3 HD, 1d6 butt); buffalo, elk and moose (4 HD, 1d8 butt).

HIPPOGRIFF: AC: 14 HD: 3d8+1 AT: 2 claws +3 (1d6), bite +3 (1d10) MR: 8ST: F2 TC: 0 S: flies.

HOBGOBLIN: AC: 14 HD: 1d8+1 AT: weapon+1 MR: 8 ST: F1 TC: 20

HORSE, DRAFT: AC: 12 HD: 3d8 AT: none MR: 6 ST: F2 TC: 0

HORSE, RIDING: AC: 12 HD: 2d8 AT: 2 hooves+2 (1d4) MR: 7 ST: F1 TC: 0 S: also wild horses

HORSE, WAR: AC: 12 HD: 3d8 AT: 2 hooves+3 (1d6) MR: 9 ST: F2 TC: 0

HYDRA: AC: 14 HD: 5 to 12 d8 AT: 5-12 bites +HD (1d10) MR: 9 ST: F5 to F12 TC: 21 S: 1 HD per head, each 8 points damage taken destroys one head.

INSECT SWARM: AC: 7 HD: 2 to 4 d8 AT: bites (2hp) MR: 11 ST: human TC: 0 S: 10 x 30 foot cloud of insects any being in cloud takes 2 hp damage per minute (4 hp if not wearing armor).

INVISIBLE STALKER: AC: 16 HD: 8d8 AT: 1 bash +8 (4d4) MR: 12 ST: F8 TC: 0 S: flies, invisible (surprise on 1-5)

KOBOLD: AC: 12 HD: 1d4 AT: weapon -1 MR: 6 ST: human TC: 1 (lair: 13)

LEECH, GIANT: AC: 12 HD: 6d8 AT: bite+6 (1d6) MR: 10 ST: F3 TC: 0 S: attaches to target when hits draining 1d6 blood per round.

LIZARD, GIANT DRACO: AC: 14 HD: 4d8+2 AT: bite+4 (1d10) MR: 7 ST: F3 TC: 6 S: glides.

LIZARD, GIANT GECKO: AC: 14 HD: 3d8+1 AT: bite+3 (1d8) MR: 7 ST: F2TC: 6 S: walks on walls/ceilings.

LIZARD, GIANT HORNED CHAMELON: AC: 17 HD: 5d8 AT: bite+5 (2d4), horn+5 (1d6) MR: 7 ST: F3 TC: 6 S: blends in (surprise on 1-5), sticky tongue (5 foot range, victim pulled in and bitten), tail attack+5 causes knock down

LIZARD, GIANT TUATARA: AC: 15 HD: 6d8 AT: 2 claws+6 (1d4) bite+6 (1d6) MR: 6 ST: F4 TC: 7 S: see in dark 90 foot range.

LIZARDFOLK: AC: 14 HD: 2d8+1 AT: claws +2 (1d6+1) or weapon +2 (+1 damage) MR: 12 ST: F2 TC: 19

LOCUST, SUBTERRANEAN: AC: 15 HD: 2d8 AT: bite+2 (1d2) or slam+2 (1d4) or spit+2 (special) MR: 5 ST: F2 TC: 0 S: jump 60 feet, spit vs AC 9 (incapacitated for 10 minutes)

LYCANTHROPE, DEMON BOAR: AC: 16 HD: 9d8 AT: tusks +9 (2d6) MR: 9 ST: F9 TC: 20 S: lycanthropy, Charm Person at -2, 3/day. 75% of 1d3 charmed humans.

LYCANTHROPE, WEREBEAR: AC: 17 HD: 6d8 AT: 2 claws +6 (2d4), bite +6 (2d8) MR: 10 ST: F6 TC: 20 S: lycanthropy, hug: extra 2d8 damage if both claws hit.

LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d8+1 AT: tusks +4 (2d6) MR: 9 ST: F4 TC: 20 S: lycanthropy, if enraged, attack +2 until all enemies dead or they are killed.

LYCANTHROPE, WERERAT: AC: 12 HD: 3d8 AT: bite+3 (1d4) or weapon +3 MR: 8 ST: F3 TC: 20 S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WERETIGER: AC: 16 HD: 5d8 AT: 2 claws+5 (1d6), bite+5 (2d6) TC: 20 S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d8 AT: bite+4 (2d4) MR: 8 ST: F4 TC: 20 S: lycanthropy.

MANTICORE: AC: 15 HD: 6d8+1 AT: 2 claws +6 (1d4), bite +6 (2d4) MR: 9 ST: F6 TC: 19 S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total, range 180 feet.

MASTODON: AC: 16 HD: 15d8 AT: 2 tusks+15 (2d6) or trample+15 (4d8) MR: 8 ST: F8 TC: 0

MEDUSA: AC: 11 HD: 4d8 AT: weapon +6 MR: 8 ST: F4 TC: 17 S: onlookers turn to stone, hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks. Save vs. magic at +2.

MEN, BERSERKER: AC: 12 HD: 1d8+1 AT: weapon+3 MR: 12 ST: F1 TC: 1 (lair: 21) S: battle rage provides the above to-hit and morale.

MEN, BRIGAND: AC: by type HD: 1d8 AT: weapon+1 MR: 8 ST: F1 TC: 22

MEN, PIRATE: AC: by type HD: 1d8 AT: weapon+1 MR: 6 ST: F1 TC: 22

MEN, MERCHANT: AC: 14 HD: 1d8 AT: weapon+1 MR: 7 ST: F1 TC: 22

MEN, NOMAD: AC: by type HD: 1d8 AT: weapon+1 MR: 8 ST: F1 TC: 22

MERFOLK: AC: 13 HD: 1d8 AT: weapon+1 MR: 8 ST: F1 TC: 12 S: breathe water, swim.

MINOTAUR: AC: 13 HD: 6d8 AT: weapon +6 or bite +6 (1d6) or Head gore +6 (1d6) MR: 12 ST: F6 TC: 20 S: never lost in mazes, +2 weapon damage.

MORLOCK: AC: 8 HD: 1d8 AT: weapon+1 MR: 9 ST: F1 TC: 20 S: attack at -2 in daylight.

MULE: AC: 12 HD: 2d8 AT: Kick+2 (1d4) or bite+2 (1d3) MR: 8 ST: human TC: 0

MUMMY: AC: 16 HD: 5d8+1 AT: touch +5 (1d12) MR: 12 ST: F5 TC: 19 S: mummy rot curse if hit (no more magic healing, natural healing at 10% normal), undead immunities, hit only by magic weapons, spells, and fire. Causes terror on sight: save vs paralysis or paralyzed with dread

NEANDERTHAL: AC: 11 HD: 2d8 AT: stone spear/blade+2 (2d4) MR: 7 ST: F2 TC: 20

NIXIE: AC: 12 HD: 1d4 AT: weapon +1 (1d4) MR: 6 ST: E1 TC: 21 S: swims, 10+ nixies can cast charm. Can cast 24 hour breathe water on target. Can summon fish.

OCHRE JELLY: AC: 11 HD: 5d8 AT: acid strike+6 (2d6) MR: 12 ST: F3 TC: 0 S: a hit destroys organic material, lightning or weapon attacks divides jelly into 1d4+1 smaller (2 HD) jellies, each doing +2 (1d6) damage.

OCTOPUS, GIANT: AC: 12 HD: 8d8 AT: 8 tentacles+8 (1d3) or bite+8 (1d6) MR: 7 ST: F4 TC: 0 S: swims, a tentacle grabs target on hit, reduces victims attack by 1 and doing 1d3 damage per minute (6 points damage cuts off a tentacle). Can shoot cloud of black ink to cover escape.

OGRE: AC: 14 HD: 4d8+1 AT: club+4 (1d10) MR: 10 ST: F4 TC: 20 (+1000gp)

ORC: AC: 13 HD: 1d8 AT: weapon+1 MR: 8 ST: F1 TC: 19

OWL BEAR: AC: 14 HD: 5d8 AT: 2 claws+5 (1d8), bite+5 (1d8) MR: 9 ST: F3 TC: 20 S: hug for additional 2d6 if both claws hit.

PEGASUS: AC: 13 HD: 2d8+2 AT: 2 hooves +2 (1d6) MR: 8 ST: F2 TC: 0 S: flies.

PHASE TIGER: AC: 15 HD: 6d8 AT: 2 tentacles+6 (2d4) MR: 8 ST: F6 TC: 19 S: attackers at -2 as it phases in and out.

PIXIE: AC: 16 HD: 1d8 AT: weapon +1 (1d4) MR: 7 ST: E1 TC: 3 +4 S: flies, charm, naturally invisible, always surprises.

PTERODACTYL: AC: 12 HD: 1d8 AT: bite+1 (1d3) MR: 7 ST: F1 TC: 0

PTERANODON: AC: 13 HD 5d8 AT: bite+5 (1d12) MR: 8 ST: F3 TC: 0

PURPLE WORM: AC: 13 HD: 15d8 AT: bite+15 (2d8) or sting+15 (1d8) MR: 10 ST: F8 TC: 19 S: poison sting, swallows whole on roll 4 higher than needed to hit, swallowed creatures take 3d6 automatic damage every round.

RAT, ORDINARY: AC: 10 HD: 1 hp AT: bite+0 (1d6, 5% disease) MR: 5 ST: human TC: 11 S: fear fire, 1 attack per 10 rats, if

diseased: save vs poison or fall ill after 1d6 days, bedridden 30 days, 25% chance fatal

RAT, GIANT: AC: 12 HD: 1d4 AT: bite +1 (1d3, 5% chance disease) MR: 8 ST: F1 TC: 20 S: : fear fire, if diseased: save vs poison or fall ill after 1d6 days, bedridden 30 days, 25% chance fatal

RHAGODESSA, GIANT: AC: 14 HD: 4d8+2 AT: leg+4 (special) or bite+4 (2d8) MR: 9 ST: F2 TC: 6 S: leg hit pulls target to mandibles for auto hit by bite next round

RHINOCEROS, ORDINARY: AC: 14 HD: 6d8 AT: butt+6 (2d4) or trample+6 (2d8) MR: 6 ST: F3 TC: 0 S: can charge for 2x damage, herd stampedes if random direction if threatened

RHINOCEROS, WOOLY: AC: 15 HD: 8d8 AT: butt+8 (2d6) or trample+8 (2d12) MR: 6 ST: F4 TC: 0 S: can charge for 2x damage, herd stampedes if random direction if threatened

ROC, SMALL: AC: 15 HD: 6d8 AT: 2 claws+6 (1d4+1), bite+6 (2d6) MR: 8 ST: F3 TC: 14 S: flies, -2 reaction to chaos, -1 reaction to neutral.

ROC, LARGE: AC: 17 HD: 12d8 AT: 2 claws+12 (1d8), bite+12 (2d10) MR: 9 ST: F6 TC: 14 S: flies, -2 reaction to chaos, -1 reaction to neutral.

ROC, GIANT: AC: 19 HD: 36d8 AT: 2 claws+15 (3d6), bite+15 (8d6) MR: 10 ST: F9 TC: 14 S: flies, -2 reaction to chaos, -1 reaction to neutral.

ROT GRUB: AC: 10 HD: 1 hp AT: special MR: 12 S: human TC: 0 S: Upon contact rot grubs burrow into the body. Fire applied to contact location at once kills them (but does 1d6 fire damage) the rot grubs from burrowing further. Otherwise rot grubs reaches heart in 1d3 x 10 minutes causes death. Cure Disease destroys all rot grubs in body.

RUST MONSTER: AC: 17 HD: 5d8 AT: touch +5 (special) MR: 7 ST: F3 TC: 0 S: touch of (or touching) the rust monster causes metal items to turn to rust. Magic items first lose bonuses (+1 per touch, each =1 gives a 10% chance of ignoring touch)

SALAMANDER, FLAME: AC: 17 HD: 8d8 AT: 2 claws+8 (1d4), bite +8 (1d8) MR: 8 ST: F8 TC: 17 S: heat does 1d8 to creatures within 20 feet, immune to sleep, charm, fire and non-magical weapons.

SALAMANDER, FROST: : AC: 16 HD: 2d8 AT: 4 claws+12 (1d6), bite +12 (2d6) MR: 9 ST: F12 TC: 18 S: cold does 1d8 to creatures within 20 feet, immune to sleep, charm, cold and non-magical weapons.

SCORPION, GIANT: AC: 17 HD: 4d8 AT: 2 claws+4 (1d10), sting +4 (1d4, poison) MR: 11 ST: F2 TC: 8 S: poison causes paralysis and loss of 1d4 hp per minute.

SEA SERPENT: AC: 14 HD: 6d6 AT: bite+6 (2d6) or constrict+6 (special) MR: 8 ST: F3 TC: 0 S: wraps around ships for 1d10 constriction damage to ship structure.

SHADOW: AC: 12 HD: 2d8+2 AT: touch+2 (1d4, special) MR: 12 ST: F2 TC: 17 S: drains 1 STR per hit (regained after 80-minutes), hit only by magical weapons, surprise on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow. Not undead but immune to charm and sleep.

SHARK, BULL: AC: 15 HD: 2d8 AT: bite+2 (2d4) MR: 7 ST: F1 TC: 0

SHARK, MAKO: : AC: 15 HD: 4d8 AT: bite+4 (2d6) MR: 7 ST: F2 TC: 0

SHARK, GREAT WHITE: AC: 15 HD: 8d8 AT: bite+8 (2d10) MR: 7 ST: F4 TC: 0

SHREW, GIANT: AC: 15 HD: 1d8 AT: 2 bite+1 (1d6) MR: 10 ST: F1 TC: 0 S: Win initiative on first round, fear: 3 HD or less must save or flee.

SHRIEKER: AC: 12 HD: 3d8 AT: none MR: 12 ST: F1 TC: 0 S: large toadstool, if disturbed (light 60 feet/movement 30 feet) emits loud shriek for 1d3 minutes.

SKELETON: AC: 12 HD: 1d8 AT: weapon +1 MR: 12 ST: F1 TC: 0 S: undead immunities.

SNAKE, SPITTING COBRA: AC: 12 HD: 1d8 AT: bite+1 (1d3, poison) or spit+1 (blinded) MR: 7 ST: F1 TC: 0 S: spit causes blindness (save vs. poison); bite: save vs. poison or die in 1d10 * 10 minutes.

SNAKE, PIT VIPER: AC: 13 HD: 2d8 AT: bite+2 (1d4, poison) MR: 7 ST: F1 TC: 0 S: always win initiative, bite: save vs. poison or die.

SNAKE, SEA: AC: 13 HD: 2d8 AT: bite+2 (1d4, poison) MR: 7 ST: F1 TC: 0 S: bite: save vs. poison or die in 1d4 x 10 + 20 minutes (neutralize poison only 75% successful). If unaware of snake, 50% chance does not notice bite.

SNAKE, GIANT PYTHON: AC: 13 HD: 5d8 AT: bite+5 (1d4), constrict+5 (2d4) MR: 8 ST: F3 TC: 0 S: successful bite allows constrict attack, once successful, constriction damage suffered every round.

SNAKE, GIANT RATTLESNAKE: AC: 14 HD: 4d8 AT: 2 bite+4 (1d4, poison) MR: 8 ST: F2 TC: 0 S: bite: save vs. poison or die in 1d6 x 10 minutes; bites twice per round, second at end of round.

SPECTRE: AC: 17 HD: 6d8 AT: touch+6 (1d6) MR: 11 ST: F6 TC: 18 S: undead immunities, immune to non-magic weapons, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.

SPIDER, GIANT BLACK WIDOW: AC: 13 HD: 3d8 AT: bite+3 (2d6, poison) MR: 8 ST: F2 TC: 6 S: web, bite: save vs. poison or die in 10 minutes.

SPIDER, GIANT CRAB: AC: 12 HD: 2d8 AT: bite+2 (1d8, poison) MR: 7 ST: F1 TC: 6 S: surprise on 1d4, bite: save vs. poison at +2 or die in 1d4 x 10 minutes.

SPIDER, GIANT TARANTULA: AC: 14 HD: 4d8 AT: bite+4 (1d8, poison) MR: 8 ST: F2 TC: 6 S: bite: save vs. poison or spasm dance for 2d6 x 10 minutes (-4 to all actions. Others hit at +4), after 50 minutes paralyzed. Any seeing dance must save vs poison or suffer same effect. Effects counter by dispel magic.

SPRITE: AC: 14 HD: 1d4 AT: none MR: 7 ST: E1 TC: 4 S: 5 sprites can curse (effects funny rather than dangerous)

SQUID, GIANT: AC: 12 HD: 6d8 AT: 8 small tentacles+6 (1d4), bite+6 (1d10), 2 large tentacles+6 (special) MR: 7 ST: F3 TC: 7 S: large tentacles constrict ships of 1d10 structural damage (beak can do 2 structural); small tentacles constrict victims (damage taken each round). Small tentacles take 6 hp (large 10 hp) to chop off. Can shoot cloud of black ink to cover escape.

STEGOSAURUS: AC: 16 HD: 11d8 AT: tail+11 (2d8) or trample+11 (2d6) MR: 7 ST: F6 TC: 0

STATUE, ANIMATED CRYSTAL: AC: 15 HD: 3d8 AT: 2 fists+3 (1d6) MR: 11 ST: F3 TC: 0

STATUE, ANIMATED STONE: AC: 15 HD: 5d8 AT: 2 fists+5 (2d6) MR: 11 ST: F5 TC: 0 S: fists do lava damage

STATUE, ANIMATED IRON: AC: 15 HD: 4d8 AT: 2 fists+4 (1d8) MR: 11 ST: F4 TC: 0 S: when hit by non-magical metal weapon, attacker must save vs. spells or weapon lodged in statue, statue must be killed to retrieve.

STIRGE: AC: 12 HD: 1d8 AT: bite+1 (1d3) ST: 18 MR: 9 ST: F2 TC: 11 S: first attack at +2, attaches on a hit and will deal 1d3 automatically damage every round.

THROGHRIN: AC: 13 HD: 3d8 AT: 2 claws+3 (1d3) or weapon+3 MR: 10 ST: F3 TC: 20 S: troll/hobgoblin/ghoul hybrid, touch paralyses as ghoul, regenerate 1 hp each round as troll.

TITANOTHERE: AC: 14 HD: 12d8 AT: butt+12 (2d6) or trample+12 (2d8) MR: 7 ST: F6 TC: 0 S: charge for double butt damage.

TOAD, GIANT: AC: 12 HD: 2d8+2 AT: bite+2 (1d4+1) MR: 6 ST: F1 TC: 0 S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue pulls victims in to bite.

TREANT: AC: 17 HD: 8d8 AT: 2 branches+8 (2d6) MR: 6 ST: F8 TC: 20 S: Surprise on 1-3; Control 2 trees and can make them move and attack as a treant.

TRICERATOPS: AC: 17 HD: 11d8 AT: gore+11 (3d6) or trample+11 (3d6) MR: 8 ST: F6 TC: 0

TROGLODYTE: AC: 14 HD: 2d8 AT: 2 claws+2 (1d4), bite+2 (1d4) MR: 9 ST: F2 TC: 22 S: surprise on 1-4; horrid stench: save vs. poison or suffer -2 to attack rolls

TROLL: AC: 15 HD: 6d8+3 AT: 2 claws+6 (1d6), bite+6 (1d10) MR: 10 ST: F6 TC: 19 S: regenerate 3 hp per round (except acid or fire damage).

TYRANNOSAURUS REX: AC: 16 HD: 20d8 AT: bite+15 (6d6) MR:

11 ST: F10 TC: 8 (x3) S: generally ignores creatures smaller than halfling.

UNICORN: AC: 17 HD: 4d8 AT: 2 hoofs+4 (1d8) or horn+4 (1d8) MR: 7 ST: F8 TC: 0 S: double horn damage for charge, 25% magic resistance, teleport once per day, horn can cure damage or disease.

VAMPIRE: AC: 17 HD: 7 to 9 d8 AT: touch+HD (1d10, special) or weapon+HD. MR: 11 ST: F7 to F9 TC: 17 S: undead immunities, hit only by magical weapons, electricity and cold do half damage, regenerate 3 hp per round, drains 2 levels per hit, immense strength, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart (must then have head cut off to die), drowns under water in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator.

WEASEL, GIANT: AC: 12 HD: 4d8+4 AT: bite+4 (2d4) MR: 8 ST: F3 TC: 7 S: successful bite allows damage to continue each round.

WAR DOG: AC: 12 HD: 2d8 AT: bite+2 (1d6) MR: 9 ST: F2 TC: 0

WHALE, KILLER: AC: 13 HD: 6d8 AT: bite+6 (1d20) MR: 10 ST: F3 TC: 7 S: on attack roll of 20: swallow target (up to halfling size), swallowed creature suffers 1d6/minute, drowns after 10 minutes.

WHALE, NARWHAL: AC: 12 HD: 12d8 AT: bite+12 (2d6) or horn+12 (1d8) MR: 8 ST: F12 TC: 0 S: highly intelligent, ivory horn worth 1d6 x 1000gp.

WHALE, SPERM: AC: 13 HD: 36d8 AT: bite+15 (3d20) MR: 7 ST: F14 TC: 8 S: : on attack roll 4 higher than needed: swallow target (up to human size), swallowed creature suffers 3d6/minute, can slam into ships for 6d6 structural damage.

WIGHT: AC: 14 HD: 3d8 AT: touch+3 (special) MR: 12 ST: F3 TC: 21 S: undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 1d4 days later as a wight.

WOLF, ORDINARY: AC: 12 HD: 2d8+2 AT: bite+2 (1d6) MR: 8 ST: F1 TC: 0 S: when 50% of pack lost, MR drops to 6.

WOLF, DIRE: AC: 13 HD: 4d8+1 AT: bite+4 (2d4) MR: 8 ST: F2 TC: 0 S: used by goblins as mounts.

WRAITH: AC: 16 HD: 4d8 AT: touch+4 (1d6, special) MR: 12 ST: F4 TC: 18 S: undead immunities, only hit by magic or silver weapons, silver does half damage, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wraith.

WYVERN: AC: 16 HD: 8d8 AT: bite +8 (2d8) or sting +8 (1d6) MR: 9 S: poison sting (1d6 STR), flies.

YELLOW MOLD: AC: n/a HD: 2d8 AT: 1d6 if touched MR: n/a ST: F2 TC: 0 S: if struck, 50% releases spore cloud (choke to dead in 6 rounds unless cure disease), immune to all attacks except fire (a torch does 1d4 damage).

ZOMBIE: AC: 11 HD: 2d8 AT: weapon+2 or claws+2 (1d8) MR: 12 ST: F1 TC: 0 S: undead immunities; always attack last.



Sample Wandering Monster/Dungeon Stocking Tables

Dungeon Wandering Monster Level Table						
Random Monster Table						
Dungeon Level	1	2	3	4	5	6
1	1-6	7	8	-	-	-
2	1-2	3-6	7	8	-	-
3	1	2	3-6	7	8	-
4	-	1	2	3-6	7	8
5	-	-	1	2	3-6	7-8
6	-	-	-	1	2	3-8

Random Monsters by Level

Roll	Monster Lvl 1	Monster Lvl 2	Monster Lvl 3
1	Goblin (2d4)	Hobgoblin (2d6)	Lycanthrope, Wererat (1d8)
2	Kobold (4d4)	Lizardman (2d4)	Throghrin (1d6)
3	Morlock (1d12)	Gnoll (1d6)	Ogre (1d6)
4	Orc (2d4)	Troglodyte (1d8)	Bugbear (2d4)
5	Snake, Spitting Cobra (1d6)	Locust, Cavern (2d4)	Spider, Giant Tarantula (1d3)
6	Centipede, Giant (2d4)	Toad, Giant (1d4)	Ape, White (1d6)
7	Rat, Giant (3d6)	Fly, Giant Carnivorous (1d8)	Ant, Giant (2d4)
8	Beetle, Fire (1d8)	Spider, Giant Crab (1d4)	Gelatinous Cube (1)
9	Skeleton (2d4)	Zombie (2d4)	Harpy (1d6)
10	Stirge (1d10)	Neanderthal (1d10)	Wight (1d6)
11	Men, Brigand (1d8)	Ghoul (1d6)	Medusa (1d3)
12	NPC Party (Lvl 1) (1d4+2)	NPC Party (Lvl 2) (1d4+2)	NPC Party (Lvl 4) (1d4+2)

Roll	Monster Lvl 4	Monster Lvl 5	Monster Lvl 6
1	Lycanthrope, Werewolf (2d4)	Lycanthrope, Weretiger (1d8)	Lycanthrope, Werebear (2d6)
2	Minotaur (1d6)	Troll (1d8)	Giant, Cloud (1d8)
3	Lycanthrope, Wereboar (1d8)	Giant, Stone (1d6)	Giant, Fire (1d8)
4	Giant, Hill (1d4)	Lycanthrope, Werebear (1d8)	Giant, Storm (1d8)
5	Bear, Cave (1d3)	Black Pudding (1)	Purple Worm (1d2)
6	Ochre Jelly (1d3)	Gorgon (1d2)	Chimera (1d6)
7	Rhagodessa, Giant (1d6)	Scorpion, Giant (2d8)	Salamander, Flame (1d4+1)
8	Caecilian (1d3)	Phase Tiger (2d6)	Salamander, Frost (1d3)
9	Hell Hound (5 HD) (2d4)	Hydra (9 HD) (1)	Demon Boar (1d4)
10	Cockatrice (1d4)	Spectre (1d4)	Vampire (9 HD) (1d4)
11	Wraith (1d8)	Dragon (10 HD) (1)	Dragon (16 HD) (1)
12	NPC Party (Lvl 5) (1d4+2)	NPC party (Lvl 7) (1d4+2)	NPC party (Lvl 9) (1d4+3)



Wilderness Monster Encounter Table

Roll d20	Desert	Forest/Wooded	Grassland	Inhabited Lands	Jungle
1	Beetle, Fire	Bee, Giant Killer	Ant, Giant	Dragon, Gold	Ant, Giant
2	Beetle, Spitting	Boar	Baboon, Higher	Dwarf	Bugbear
3	Blink Dog	Bugbear	Boar	Elf	Cat, Panther
4	Camel	Cat, Panther	Dragon, Green	Gargoyle	Dragon, Green
5	Cat, Lion	Cockatrice	Fly, Giant Carnivorous	Giant, Hill	Elephant
6	Dragon, Blue	Dryad	Giant, Hill	Goblin	Fly, Giant Carnivorous
7	Dragon, Red	Dragon, Green	Halfling	Halfling	Giant, Fire
8	Goblin	Elf	Hippogriff	Lycanthrope, Weretiger	Gnoll
9	Hawk, Giant	Ghoul	Horse, Riding (wild)	Men, Brigand	Gray Worm
10	Hobgoblin	Hobgoblin	Men, Merchant	Men, Merchant	Lizardfolk
11	Lizard, Giant Gecko	Lycanthrope, Werewolf	Men, Nomad	NPC Party	Lycanthrope, Wereboar
12	Lizard, Tuatara	Men, Brigands	Ogre	Ogre	Medusa
13	Men, Nomad	Orc	Orc	Orc	Men, Brigand
14	Mummy	Roc, Small	Scorpion, Giant	Rat, Giant	Men, Merchant
15	NPC Party	Spider, Giant Crab	Spider, Giant Black Widow	Rhagodessa	Neanderthal
16	Ogre	Troll	Stirge	Skeleton	Phase Tiger
17	Scorpion, Giant	Unicorn	Troll	Wolf	Rat, Giant
18	Snake, Pit Viper	Wight	Throghrin	Vampire	Scorpion, Giant
19	Snake, Giant Rattler	Wolf	Weasel, Giant	Wight	Snake, Giant Python
20	Spider, Giant Tarantella	Wolf, Dire	Wyvern	Zombie	Troll
Roll d20	Mountains/Hills	Rivers/Lakes	Sea	Swamp	Village/Town
1	Ape, Albino	Bee, Giant Killer	Crab, Giant	Basilisk	Boar
2	Beetle, Spitting	Boar	Crocodile, Giant	Boar	Dwarf
3	Cat, Sabre-Tooth Tiger	Cat, Panther	Dragon, Green	Dragon, Black	Elf
4	Chimera	Crab, Giant	Dragon, Sea	Ghoul	Ghoul
5	Dragon, Red	Crocodile	Dragon Turtle	Gnoll	Giant, Hill
6	Dragon, White	Dragon, Black	Fly, Giant Carnivorous	Goblin	Gnoll
7	Dwarf	Dragon, Green	Harpy	Leech, Giant	Goblin
8	Giant, Hill	Elf	Hawk, Giant	Lizard, Giant Draco	Halfling
9	Giant, Stone	Fish, Giant Piranha	Hydra, Aquatic	Lizardfolk	Lycanthrope, Werewolf
10	Griffon	Fly, Giant Carnivorous	Men, Merchant	Medusa	Men, Brigand
11	Halfling	Hydra, Aquatic	Men, Pirate	Men, Brigand	Men, Merchant
12	Lycanthrope, Werewolf	Leech, Giant	Merfolk	Nixie	Morlock
13	Men, Brigand	Lizardfolk	NPC Party	Ogre	NPC (any class)
14	Men, Merchant	Merfolk	Octopus, Giant	Orc	NPC Party
15	Morlock	NPC Party	Roc, Giant	Rhagodessa	Ogre
16	Neanderthal	Ogre	Sea Serpent	Spider, Giant Black Widow	Orc
17	Ogre	Rat, Giant	Shark (any)	Stirge	Rat, Giant
18	Orc	Stirge	Snake, Sea	Toad, Giant	Spectre
19	Phase Tiger	Toad, Giant	Squid, Giant	Troglodyte	Vampire
20	Roc, Giant	Troll	Whale (any)	Troll	Zombie

Microlite81 Treasure

Here is a list of sample treasure items appropriate to a Microlite81 campaign. Maps to possible hoards of such treasures are also a common treasure item. Of course, any magic item you like from the SRD can be used, but higher powered items may be too powerful for most Microlite81 games.

Money: 1 platinum piece (pp) = 5 gold pieces; 1 gold piece (gp) = 10 silver pieces; 1 electrum piece (ep) = 5 silver pieces; 1 silver piece (sp) = 10 copper pieces (cp).

Gems: Most range in value from 10gp to 1000gp, with 50% of gems being worth about 100gp. 1% are worth 1d20 times as much. 0.1% are worth 5d20 times as much.

Jewelry: Most pieces of jewelry are worth 3d6 x 100gp. 1% are worth 1d20 times as much. 0.1% are worth 5d20 times as much.

Artwork (statues, tapestries, paintings, drawings, etc.): Most art items are worth 10d10 x 10gp. 1% are worth 1d20 times as much. 0.1% are worth 5d20 times as much.

Magic Item Descriptions:

Potions:

There is a 70% chance that a potion bottle holds 1 dose, otherwise 1d6 doses. A quick taste of a potion can be used to identify it without consuming a dose. There is a 5% that a potion has decayed with age and has become a potion of delusion (60% chance) or poison (40% chance). Useless otherwise noted, the effects of a dose will last 1d6+6 10 minute turns.

Animal Control: The drinker may control one or more animals with a total hit dice of 3d6 or less. When the effect of the potion wears off, the animals will flee.

Antidote: The drinker becomes immune to all poisons of up to a specific strength for the duration of the potion. Poison from non-creature sources (e.g. a Potion of Poison) should be considered to be as if from a 7HD creature. The strength of the potion should be determined by rolling 1d10: 1-4 = Poison from 3HD creatures, 5-7 = Poison from 7HD creatures, 8-9 = Poison from 15HD creatures, 10 = All poison.

Clairaudience: While concentrating, the drinker may listen as if at any point within 60' of their current location.

Clairvoyance: While concentrating, the drinker may see as if at any point within 60' of their current location.

Climbing: The drinker may walk on walls and ceilings as if a spider.

Delusion: This potion will have no effect when drunk. However, if tasted, it will falsely give the taster the impression that it is another type of potion from this list. Multiple tasters will all get the same impression. An Analyze spell will correctly identify this potion as one of Delusion rather than as the type it tastes like.

Diminution: The drinker shrinks down to 6" in height. While in this state they cannot hurt creatures larger than 1' tall with physical attacks, and have a 90% chance of being able to hide. If this potion is drunk while a Potion of Growth is in effect, they will simply cancel each other rather than making the drinker sick.

Dragon Control: The drinker of this potion can control up to three dragons of sub-adult or younger. The dragons do not get saving throws, but older dragons are not affected. Each potion of dragon control will only control one type of dragon. The controlled dragons will do anything that is commanded (other than suicidal commands) although they are not capable of casting spells. When the control ends, the dragons will become hostile to the drinker and will either flee or attack depending on their impression of the drinker's power. Roll 1d10 to see which type of dragon is affected: 1-2 = Black, 3-4 = Blue, 5-6 = Green, 7-8 = Red, 9-10 = White.

ESP: This potion has the same effect as the spell of the same name.

Extra-Healing: This potion will either cure 3d6+3 hit points of damage to the drinker (or cure their paralysis). Can be used as 3 doses of Healing potion. This potion has an instant effect, rather than a duration.

Fire Resistance: The drinker becomes immune to normal fire, gains a +2 bonus on all saving throws against fire or heat based attacks, and takes -1 point of damage per die (to a minimum of 1 point per die) from magical fire attacks.

Flying: This potion has the same effect as the Fly spell.

Gaseous Form: The drinker's body transforms to a cloud of gas for up to 1 hour, causing all their equipment and carried items to fall to the floor. The drinker keeps control of their body, and can move through any non-airtight barrier. While in gaseous form, the drinker cannot attack, but has an armor class of -2 and can only be hit by magical weapons.

Giant Control: The user may control up to four giants of a certain type, but each one gets a saving throw. The giants will normally be hostile once control ends. To determine the type of giant affected, roll 1d6: 1 = Cloud, 2 = Fire, 3 = Frost, 4 = Hill, 5 = Stone, 6 = Storm.

Giant Strength: The drinker gains the strength of a giant, and can do double damage with melee weapons or throw large rocks (range: 60/130/200) for 3d6 damage. This potion does not stack with other strength enhancing items such as Gauntlets of Ogre Power.

Growth: The drinker grows to twice normal size, and be able to do double damage with melee attacks. If this potion is drunk while a Potion of Diminution is in effect, they will simply cancel each other rather than making the drinker sick.

Healing: This potion will either cure 1d6+1 hit points of damage to the drinker or cure their paralysis. This potion has an instant effect, rather than a duration.

Heroism: Dwarves, Halflings, and Fighters who drink this potion will temporarily gain one or more levels as follows:

Common Man (no class): +4 Fighter levels.

Dwarves, Halflings, and Fighters: Level 1-3: +3 levels; Level 4-7: +2 levels; Level 8-10: +1 level; Level 11+: no effect

All damage (including energy drains) is taken from the extra levels and hit points first.

Human Control: The drinker may control up to 6 levels of humans, similar to a Charm Person spell. The targets can only be controlled while within 60' of the drinker, and the effect lasts only for the duration of the potion.

Invisibility: This potion has the same effect as the spell of the same name.

Invulnerability: The drinker gains a +2 bonus to armor class and all saving throws for the duration of the potion. If a second Potion of Invulnerability is drunk within a week, the only effect is sickness.

Levitation: This potion has the same effect as the spell of the same name.

Longevity: The drinker immediately becomes 10 years younger. The effect is an instant one rather than an ongoing one, and therefore cannot be dispelled. This potion will not reduce the age of the drinker below 15 years old.

Mana: This potion gives the drinker temporary hit points that can only be used to cast spells. These temporary hit points disappear in 10+1d10 minutes if not used. The strength of this potion is determined by rolling 1d6: 1-3: adds 1d6 temporary hit points, 4-5: adds 2d6 temporary hit points, 6: adds 3d6 temporary hit points.

Oil of Etherealness: This thin oil is applied to the character and all of his belongings in order to achieve an ethereal state for 4+1d4 x 10 minutes. It takes 3 minutes for the potion to produce effect, and can be negated earlier than the duration by applying a mildly acidic liquid. When ethereal, a character is invisible and can pass through any objects that are not also ethereal.

Oil of Slipperiness: Any creature coated in this thin oil cannot be restrained or grabbed, and neither wrapped in the grip of constrictor snakes or any other grasping attacks, including binding ropes, chains, or cuffs, magical or otherwise. Simply put, nothing can get a grip on a character coated in this oil. Objects can be coated with the oil, and if a floor is coated any individual even standing on the floor will have a 95% probability each round of falling, due to slipping. The effects of the oil last 8 hours, but the oil can be cleaned off early with liquid containing alcohol.

Philter of Love: Drinker becomes charmed by the next person or creature he or she lays eyes upon. However, the drinker will actually become charmed and besotted by the person or creature if it is of the preferred sex and of similar racial stock. The charm aspect of this potion lasts for 4+1d4 x 10 minutes, but only dispel magic will make the drinker cease to be enthralled by a member of a preferred sex.

Plant Control: The drinker may control all mundane plants and all plantlike creatures in a 30'x30' area up to 60' away. Mundane plants may entangle creatures in their area, but cannot otherwise attack.

Poison: This potion looks like any other, but it is poisonous. Anyone taking even a taste of the potion must save vs STR or die. Philter of Love:

Polymorph: This potion has the same effect as the polymorph self spell.

Speed: The drinker may move at double normal speed and attack twice per round.

Super-Heroism: Dwarves, Halflings, and Fighters who drink this potion will temporarily gain one or more levels for 5d6 minutes as follows:

Common Man (no class): +6 Fighter levels.
Dwarves, Halflings, and Fighters: Level 1-3: +5 levels; Level 4-7: +4 levels; Level 8-10: +3 level; Level 11+: +2 levels

All damage (including energy drains) is taken from the extra levels and hit points first.

Sweet Water: Used to cleanse water (including turning saltwater into fresh water) or otherwise transform poisons, acid, etc. into drinkable liquid. Sweet water will destroy other potions. For most liquids, this potion will affect up to 100,000 cubic feet. However, only 1,000 cubic feet of acid can be neutralized. The effects of sweet water are permanent, and once treated, liquid will resist spoilage or contamination for 5d4 rounds.

Treasure Finding: When the drinker concentrates, they can detect the distance and direction to the largest amount of treasure within 360'. The drinker gains no insight about the nature of the treasure or how to get to it.

Undead Control: The drinker can control up to 3d6 HD in total of undead creatures as the charm person spell. Effects last 5d4

minutes and intelligent undead will be hostile when the duration ends.

Water Breathing: This potion lasts for 1 hour plus 1d10 minutes, and has the same effect as the spell of the same name.

Scrolls

Most scrolls contain spells and can only be used by spell casters although a few spell scrolls can be used by any intelligent being. Special scrolls (warding, curse, etc.) can generally be used by anyone able to read them.

Spell Scroll (Clerical): These scrolls can be read by anyone but only used by clerics. They contain 1d3 spells. Roll 1d20 to determine the level of each spell: 1-8: level 1; 9-14: level 2; 15-17: level 3; 18-19: level 4; 20: level 5 (or GM choice). Each spell may be cast once then it fades from the scroll.

Spell Scroll (Magic-User/Elf): These scrolls can only be read with the read magic spell and can only be cast by magic-users or elves. They contain 1d3 spells. Roll 1d20 to determine the level of each spell: 1-6: level 1; 7-11: level 2; 12-14: level 3; 15-17: level 4; 18-19: level 5; 20: level 6 (or GM choice). Each spell may be cast once then it fades from the scroll.

Ward against Elementals: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Elementals cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 30 minutes, or until someone inside the zone attacks an elemental in hand-to-hand combat.

Ward against Lycanthropes: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Lycanthropes cannot enter the zone, but can use missile and spell attacks against those inside the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks a lycanthrope in hand-to-hand combat.

Ward Against Magic: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Mortal level magic (whether from spells or items) cannot enter or leave the zone. The zone lasts for 60 minutes, and can only be broken extremely powerful magic, like a wish.

Ward Against Undead: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Undead cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks an undead in hand-to-hand combat.

Treasure Map: GM will construct the map and the treasure it leads to. The map is likely to lead to a treasure within the dungeon/area the characters find the map, or the map may lead to another, sometimes remote, location. Difficulty in attaining the treasure should reflect its value. There may be traps, riddles, or other challenges. The map itself may be enchanted so that it requires read magic to decipher or may be written in a different (or even dead) language.

Curse: Anyone who reads this scroll and who fails a save is cursed (GM's choice of effects or use table below) until a Remove Curse is successfully cast.

d6 Roll Effect of Curse

- | | |
|---|---|
| 1 | Victim loses random magic item. |
| 2 | Random Stat suffers a -4 penalty. |
| 3 | Victim does not gain experience. |
| 4 | Victim's level reduced by 1. |
| 5 | Victim turns in a small animal (as Polymorph Other) |
| 6 | Victim is rendered blind. |

Wands and Staves

Most wands and all staves are magical devices that contain spell-like enchantments.

Wands are normally thin sticks around 18 inches long. They can only be used by magic-users and elves. A wand will hold 2d10 charges, and each time it is used one charge will be used up. Once all the charges are used up, a wand is simply a non-magical stick. Treat the effects produced a wand as if created by a 4th level caster.

Staves are the bigger cousins of wands. They are normally 5-6 feet long, and made of wood. Staves may be used by either magic-users/elves or clerics. A staff will have 3 d10 charges when found, and each use of the staff may use one of more of these charges. Once all the charges are used up, a staff is simply a non-magical stick, even powers that do not use a charge fail. Treat the effects produced a staff as if created by a 5th level caster. A staff can be used in melee as if a quarterstaff. When a staff is described, the name of the item will be followed by either "C" if it is usable by a cleric, or "MU/E" if it is usable by elves and magic-users.

Rods are as thick as staff but only about 3 feet long. A rod will have 2d6 charges when found. Rods can be used by any class, unless otherwise noted.

Wand of Cold: Each time a charge is expended, this wand creates a cone of cold, 60 feet long and 30 feet wide at the end. All creatures within the cone must take 3d6 damage.

Wand of Detecting Enemies: Each time a charge is expended, all creatures with hostile intent towards the user within 60' will glow as if on fire. This includes Invisible or hidden enemies. The glow lasts for 10 minutes before fading.

Wand of Detecting Magic : Each time a charge is expended, all magical items and active spells within a 20 foot radius will glow blue for 6 rounds (1 minute).

Wand of Detecting Metals: Each time a charge is expended, the wand will point in the direction of any concentration of metal that weighs 100 pounds or more if it is within 20 feet. The wielder is aware of the kind of metal detected.

Wand of Detecting Secret Doors: When this wand is activated, it will point the user towards all secret doors within 20 feet. This expends one charge per use.

Wand of Detecting Traps: When this wand is activated, it will point the user towards all traps within 20 feet. This expends one charge per use.

Wand of Device Negation: Each time a charge is expended, this wand will cancel the effects of another wand or staff. If the effect that is being negated is an effect with a duration, it will be negated for a single round.

Wand of Fear: Each time a charge is expended, this wand creates a cone of fear, 60' long and 30' wide at the end. All creatures within the cone must make a saving throw or flee in terror for 5 minutes.

Wand of Fireballs: Each time a charge is expended, this wand creates a Fireball up to 240' away. Anyone in the area of effect takes 6d6 damage. Save for half damage.

Wand of Illusion: Each time a charge is expended, this wand creates a Phantasmal Force as the spell of the same name. The caster must concentrate to maintain the illusion.

Wand of Lightning Bolts: Each time a charge is expended, this wand creates a Lightning Bolt up to 240' away and then extending

60' from that point. Anyone in the path of the lightning takes 6d6 damage. Save for half damage.

Wand of Magic Missiles: This wand fires one or two magic missiles (user's choice) per round as the magic-user/elf spell of the same name. The missiles inflict 1d6+1 hit points of damage each, and always strike. Each individual missile fired expends one charge.

Wand of Paralyzation: Each time a charge is expended, this wand creates a cone 60' long and 30' wide at the end. All creatures within the cone must make a saving throw or be paralyzed for 1 hour.

Wand of Polymorphing: Each time a charge is expended, this wand produces the effect of either a Polymorph Self on the user of the wand or a Polymorph Other on a target that the wand is pointed at. Unwilling targets may make a saving throw to avoid the effect.

Rod of Cancellation: This rod may be used by any character, but may only be used once. When activated, it will permanently drain any magical item (except an artifact) that is touched by it of all power. The GM may require an attack roll to touch a magic item carried or worn by another creature, normally against armor class 10.

Rod of Energy: This rod may be used by any spell-caster. It holds a reservoir of hit points which the wielder can use to cast spells instead of (or in addition to) his own. This reservoir will hold 10d10 hit points. When the reservoir drops below 50% capacity, the rod will automatically use a charge and refill the next day (at dawn).

Rod of Resurrection: A cleric of any level may use this rod one time per day to raise beings from the dead as the resurrection spell. A cleric using this rod does not need to rest after expending charges from the rod. Different kinds of characters may be resurrected, and each type requires a different number of charges (Cleric, 2 charges; Dwarf, 4 charges; Elf, 7 charges; Halfling, 3 charges; 0-level Human 1 charge; Magic-User, 4 charges; Thief, 4 charges). When all charges from the rod are used, it crumbles into dust.

Staff of Commanding [C]: This staff may be used by a cleric to command plants, animals, and humans in the same manner as the rings command human, animal command, and command plant. Each use requires one charge.

Staff of Healing [C]: A cleric may activate the staff to cure 1d6+1 hit points of damage to a target, but it can only be used one time per creature per day. This staff may heal an unlimited number of creatures in a day.

Staff of Power [MU/E]: This powerful staff has several abilities. First, it can be used to cast the spells cone of cold, lightning bolt, and fireball (each dealing 8d6 hp of damage). In addition, the staff may be used to cast continual light and telekinesis (with a weight limit of 250 pounds). Finally, this staff can also be used with the same effect as a staff of striking.

Staff of Striking [C]: Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 2d6 damage to the creature in addition to the normal damage that the staff does.

Staff of Withering [C]: This staff functions as a +1 staff that deals 2d4+1 hit points of damage when a charge is used. By using 2 charges and successfully striking an opponent, the staff ages a victim by 10 years. If three charges are spent in this attack, one of the victim's limbs will shrivel into a mummified, useless member (saving throw versus spell-like devices is allowed). The aging effect will automatically kill most creatures that have a short lifespan. Also note that effects of spent charges are cumulative,

such that if 3 charges are used, the victim will not only receive damage, but he will be aged and have a withered limb.

Staff of Wizardry [MU/E]: This staff functions as a +1 staff. In addition, the staff may be used to cast the spells conjure elementals, invisibility, passwall, and web. The staff has the similar spell-like effect of a djinni to create a whirlwind and can be used as a wand of paralyzation. Each of these abilities requires one charge. The staff may be broken for a final blow. The results of a final blow depend on the number of charges in the staff. For each charge, 8 hit points of damage are dealt in a grand fireball to all monsters and characters (even the owner of the staff) within 30'. The staff is then broken and useless.

Staff of the Serpent [C]: This staff does not employ charges. It strikes as a +1 staff. The user can command the staff to grow to become a giant constrictor snake and constrict around a victim. The command for the staff to become a snake is uttered as it strikes a victim. The victim must succeed in a saving throw versus spell-like devices or be held immobile by the constricting snake for 1d4 turns, or until the owner commands the snake to release him. The serpent returns to the owner and returns to staff form after it has constricted around an opponent. If the snake form is slain, it will not return to staff form and the staff is destroyed. When the snake returns to staff form, all damage it has sustained in combat is automatically healed.

Rings

Magical rings like those listed below are generally beyond the ability of current civilizations to create. They are the creations of ancient and/or lost civilizations.

A magical ring must be worn on a finger or thumb to operate, and a character can only wear one magical ring per hand. If a second ring is put on the same hand as an existing ring, neither ring will function (with the exception of a Ring of Weakness). Rings are usually either constant in effect or are activated by twisting the ring.

Animal Command: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Animal Control with the exception that the wearer only gets a single attempt to control creatures per use.

Command Human: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Human Control with the exception that the wearer only gets a single attempt to control people per use.

Command Plant: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Plant Control with the exception that the wearer only gets a single attempt to control creatures per use.

Delusion: This ring will appear to function as a different type of ring if an Analyze spell is used on it. Once the ring is worn, it will be completely nonfunctional, but cannot be removed without a Remove Curse being cast on it.

Djinn Summoning: Once per day, the wearer of this ring can summon a djinn, who will serve them for 24 hours. If the djinn is killed, the ring loses its magical power.

Fire Resistance: This ring makes its wearer immune to natural fire, gives a +2 bonus to all saving throws against magical fire, and reduces all magical fire damage done to the wearer by one point per die (to a minimum of one point per die).

Invisibility: This ring may only be used once per turn. When activated it affects the wearer as if they had cast an Invisibility spell on themselves.

Protection: This ring gives a bonus to its wearer's armor class and to all saving throws equal to its magical bonus. If a character wears a Ring of Protection on both hands, only the larger of the two bonuses applies. Roll a d100 to determine the ring's protection bonus: 01-80: +1; 81-91: +2 92: +2, 5 foot radius; 93-99: +3; 00: +3, 5 foot radius.

If a radius is given, the power of the ring, as it applies to saving throws only, extends to all creatures within the radius.

Regeneration: The wearer of this ring will recover 1 hit point per minute, and can slowly re-grow lost body parts. A limb will re-grow over the course of a week, whereas a finger or ear would re-grow over the course of a single day. This ring will not stop working when the wearer is on 0 hit points, but not prevent the wearer from dying. It will also not heal damage from fire or acid (although will re-grow limbs lost to fire or acid).

Spell Storing: This ring will contain 1d6 different spells (determined randomly as if spells on a Spell Scroll) when found. The wearer of the ring can cast these spells once each, even if not a spell caster. The spells will always be cast as if by a caster of the minimum level needed to cast them, even if the wearer of the ring is a caster of higher level. Each spell slot can be recharged by having a spell caster cast a spell directly into the ring. The ring cannot "catch" spells generally cast at the wearer; the spells must be cast directly at the ring with the purpose of charging it.

Spell Turning: Each day, this ring will reflect the first 2d6 spells (roll each day) cast at the wearer back at their caster. This only effects actual spells, not the spell-like powers of monsters or magic items. Once it has absorbed as many spells as it can, the ring has no other powers until the following day.

Telekinesis: This ring can be activated to produce an effect identical to the Telekinesis spell but with no duration limit.

Water Walking: This ring allows its wearer to walk on the surface of any liquid without sinking.

Weakness: 1d6 rounds after this ring is worn, it will immediately lower its wearer's strength score to 3. The ring can not be removed until it has had a Remove Curse spell cast on it.

Wishes: This ring will grant from one to four wishes (as the Wish spell) before crumbling into dust. To determine the number of wishes contained in the ring, roll 1d10: 1-4 = 1, 5-7 = 2, 8-9 = 3, 10 = 4.

X-Ray Vision: The wearer of this ring can see up to 30' through stone or up to 60' through wood. It cannot be used to see through metal. To use the ring, the wearer must stand still and concentrate and can view a 10'x10' area per use. It takes 10 minutes to scan such an area, and the ring can only be used once per hour.

Ancient and Wondrous Items

Rings of power were not the only magic items produced in ancient times by civilizations all-but-forgotten today. Many wonderful magic items existed then. Most of these items are very rare today even if they were fairly common ages ago. Some of these items may be one of a kind or have never existed outside of legends. Like magic rings, the methods used to create these items are generally lost to the mists of time.

Amulet of Scrying Protection: This item protects its wearer from being scried on via a Crystal Ball, and makes them immune to all types of ESP.

Bag of Devouring: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are

5'x1'x1' or smaller). Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn. However, any item left in the bag for more than two hours will vanish completely. This will not affect living creatures that are stuffed into the bag.

Bag of Holding: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5'x1'x1' or smaller). Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn.

Boat, Undersea: This boat can be operated as a fully functional skiff. However, when a command word is given, it will dive under the water while simultaneously radiating a Water Breathing effect that protects all passengers who are touching the boat. The pilot of the boat can control its movement underwater as if on the surface.

Boat, Folding: A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship. In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease. A third word of command causes the boat or ship to fold itself into a box once again. The necessary command words may be present, either visible or invisible, etched into the box. Alternatively, the command words may need to be sought through an NPC or a small quest.

Boots of Levitation: The wearer of these boots may Levitate as per the spell of the same name. There is no limit to the duration of the levitation.

Boots of Speed: When travelling overland, the wearer of these boots travels at the speed of a riding horse. However, the wearer can only move at this speed for a single day and then must rest for a day.

Boots of Speed: These boots allow the wearer to move 240' per turn for up to 12 hours. The wearer is exhausted after this activity, and is required to rest for 24 hours.

Boots of Travelling and Springing: While these boots are worn, the wearer need not rest if engaged in ordinary movement. Further, he may spring up to 10 feet high, and to a distance of 30 feet.

Bowl of Water Elementals: Once per day, this bowl can be filled with water and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice water elemental. Conjuring the elemental takes 10 minutes.

Bracers of Armor: Wrist or arm guards that grant the wearer an AC as though he were wearing armor. Both bracers must be worn for the magic to be effective, and no other armor may be worn with the bracers (magical or non-magical). Dexterity modifiers do apply. The protection offered by the bracers can be combined with other magical effects that alter AC, such as a ring of protection or cloak of protection. Roll d100 to determine the which kind of bracers are found: 01-06: AC 11; 07-16: AC 12; 17-36: AC 13; 37-51: AC 14; 52-71: AC 15; 72-86: AC 16; 87-00: AC 17.

Brazier of Commanding Fire Elementals: Once per day, this brazier can be lit and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice fire elemental. Conjuring the elemental takes 1 minute.

Brooch of Shielding: A piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell, device, or spell-like ability. A brooch can absorb up to 101 hit points of damage from magic missiles before it melts and becomes useless.

Broom of Flying: This broom will carry its owner through the air at a speed of 80' per round. The owner of the broom must concentrate to move, and the broom will hover if the owner stops concentrating. The broom can also carry a passenger, but in this case its speed is reduced to 60' per round.

Censer of Controlling Air Elementals: Once per day, this censer can be filled with incense and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice air elemental. Conjuring the elemental takes 1 minutes.

Chime of Opening: A chime of opening is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A chime of opening also automatically dispels a hold portal spell or even an arcane lock cast by a wizard of lower than 15th level. The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and arcane locked, it takes four uses of a chime of opening to get it open. A silence spell negates the power of the device. Each use requires a charge, and a chime contains 2d4x10 charges before it cracks and becomes useless.

Cloak of Protection: This magical cloak appears to be an ordinary brown cloth or leather cloak. The cloak functions much like a ring of protection, offering a bonus to the wearer's AC and all saving throws. These bonuses are cumulative if the cloak is worn with a ring of protection. Roll 1d100 to determine AC bonus: 01-80: +1; 81-91: +2; 92-100: +3.

Crystal Ball: A crystal ball is a scrying device that can only be used by a Sorcerer. The crystal ball can be used three times per day to see any place or object that they desire; and a current image of that place or object will appear and last for 10 minutes. The clarity of the image will be based on the familiarity that the user has with the object or area.

Crystal Ball with Clairaudience: This works just as a normal Crystal Ball, except that by concentrating the user can hear what is going on at the far end as if through the ears of any living creature shown in the ball. Only a Sorcerer can use this item.

Crystal Ball with ESP: This works just as a normal Crystal Ball, except that by concentrating the user can read the thoughts of the main subject of the vision if it is a living creature. Only a Sorcerer can use this item.

Cube of Frost Resistance: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 turn (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a turn, the cube is destroyed.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type, as well as the volume and velocity. "Stream" pours out 1

gallon per round. "Fountain" produces a 5' long stream at 5 gallons per round. "Geyser" produces a 20' long, 1' wide stream at 30 gallons per round.

The geyser effect causes considerable backpressure, requiring the holder to be on stable ground and braced to avoid being knocked down. The force of the geyser kills small creatures. The command word must be spoken to stop it.

Displacer Cloak: This item makes the wearer appear to be 5' from their actual position. This makes all attacks against the wearer take a -2 penalty to their to hit rolls, and gives the wearer a +2 bonus to all saving throws.

Drums of Panic: These are a pair of large kettle drums. When played, they have no effect on creatures within 10' of them, but creatures from 10' to 240' from them must make a saving throw vs MIND or flee in terror for 30 minutes.

Dust of Appearance: This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats all objects within a 10' radius, making them visible even if they are invisible. If the dust is blown through a tube it covers an area in the shape of a cone 20' long and 15' wide at its terminal end. The dust likewise negates the effects of mirror image, cloak of displacement, and elven cloaks. The dust's effect lasts for 2d10 turns. Dust of appearance is typically stored in small silk packets or hollow bone tubes, and 5d10 of these tubes or packets will be found at a time.

Dust of Disappearance: This dust looks just like dust of appearance and is typically stored in the same manner. A creature or object touched by it becomes invisible. Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including detect invisible. Dust of appearance, however, does reveal people and objects made invisible by dust of disappearance. The invisibility bestowed by the dust lasts for 2d10 turns, and the invisibility is not dispelled if the enchanted character makes attacks

Efrete Bottle: This 3' tall heavy jug contains an efreet. The stopper may be opened once per day, and the efreet will come forth and serve the opener. If the efreet is slain, the bottle becomes non-magical. The efreet is reluctant to serve, and will do its best to use loopholes in the commands that it is given in order to cause harm to the owner of the bottle.

Elven Boots: These boots give their wearer a Move Silently ability of 75%, like a thief.

Elven Cloak: This cloak is just like a Ring of Invisibility except that its invisibility is not perfect. When the wearer is in the presence of creatures that might notice them, their faint outline will be seen if a 1 is rolled on 1d6.

Eyes of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to use charm person (one target per round) merely by meeting a target's gaze. Those failing a saving throw versus spells are charmed as per the spell. If the wearer has both lenses, there is a penalty of -2 to the saving throw. If the wearer has only one lens, the saving throw is made with a bonus of +2.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses allow the wearer to see 100 times further than normal. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as he covers his other eye.

Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. When a being places the eyes on, he instantly turns to stone as the spell, with no saving throw.

About 1/4 (01-25 on d00) of these eyes allow the wearer to use a petrification gaze attack. Both lenses must be worn for the magic to be effective, and the victim is allowed a saving throw versus petrify.

Flying Carpet: This carpet will carry one passenger at a speed of 100' per round, two at a speed of 80' per round, three at a speed of 60' per round, four at a speed of 40' per round, or five at a speed of 20' per round. The owner of the carpet must concentrate to make it move, and the carpet will hover in place if the owner stops concentrating.

Gauntlets of Ogre Power: The owner of these gauntlets has a strength of 18 while wearing the gauntlets, but taking them off return's the owner's strength back to its normal value.

Girdle of Giant Strength: Anyone who wears this girdle does double damage with whatever melee attacks they make.

Helm of Alignment Changing: This ornate helmet instantly changes the alignment of the being that places it on. The change is random. The helmet cannot be removed except by the spell remove curse. The wearer will not desire for the helmet to be removed, but once it has been taken off he reverts back to his original alignment.

Helm of Blindness: Anyone wearing this helmet is immediately made blind. The blindness cannot be cured until the helmet has been removed, and the helmet cannot be removed without a Remove Curse spell being cast on it.

Helm of Comprehend Languages and Read Magic: Appearing as a normal helmet, a helm of comprehend languages and read magic grants its wearer the ability to understand the spoken words of any creature, and to read text in any language or any magical writing. Note that understanding a magical text does not necessarily imply spell use unless the magic is usable by the character's class and level.

Helm of Reading: This helmet allows the wearer to read any language or cipher, and allows them to identify magical scrolls. However, it does not allow the wearer to use Spell Scrolls if they are not normally able to do so. This helmet is rather delicate, and has a 10% chance of being broken each time its wearer is struck in combat.

Helm of Telepathy: The wearer of this helmet can transmit their thoughts to any creature within 60'. The target creature will understand the thoughts of the wearer despite language differences. The wearer may also use the ESP spell to read the thoughts of others.

Helm of Teleportation: This helm is only usable by Sorcerers. The wearer of the helm may use the Teleport spell as often as they like to teleport themselves, with the normal chances of failure. The wearer may also use the helm to Teleport another creature (again, as if casting the spell). However, doing this discharges the helmet and it can no longer be used for any teleporting until it is recharged by having a Teleport spell cast into it.

Horn of Blasting: This horn can be blown once per ten minutes. When it is blown, it creates a cone of sound 100' long and 20' wide at the end. Everyone in the area must take 2d6 damage and make a saving throw vs STR or be deafened for ten minutes. Buildings and ships in the area of effect take 1d8 damage.

Medallion of ESP: This medallion allows the wearer to use the ESP spell at will, with a range as given in the item listing (either 30' or 90'). However, each time it is used, there is a 1 in 6 chance that instead of letting its wearer read minds, it will broadcast its all of its wearer's thoughts out loud for the next ten minutes.

Mirror of Life Trapping: If the owner of this mirror presents it to a creature of human size or smaller and activates it, the creature must make a saving throw vs MIND or be sucked into the mirror, complete with everything they are wearing and carrying. The mirror can hold up to 20 creatures, who exist in a state of suspended animation while in the mirror, not needing food, drink or air and completely unable to take any actions.

Anyone looking into the mirror can see the reflections of the faces of all those trapped inside, and can wake any of them up temporarily to talk with them. No special communication powers are granted, so the viewer and victim need to share a common language to talk in. If the mirror is broken, all the creatures inside are instantly freed. However, the only way to free a single creature without breaking the mirror is to use a Wish spell.

Mirror of Opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. If a creature is reflected in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and its items disappear completely.

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases. The bubble can enable the wearer to survive in an environment without air for 1 week.

Rope of Climbing: On command, this 50' rope will wriggle along the ground like a snake, and even up walls and on ceilings. It can fasten itself onto any solid protrusion on a surface that it is climbing up, and will support up to 10,000 lb of weight. A second command will cause the rope to loosen itself and re-coil.

Scarab of Protection: This charm has 2d6 charges. Each time a curse is placed on the wearer, it will immediately target the wearer with a Remove Curse as if by a 36th level caster. Each Remove Curse uses up one charge. Additionally, it will block any Finger of Death or Obliterate spell (the reverse of the Raise Dead and Raise Dead Fully spells) cast at the wearer; and this also uses up one charge. When the scarab has run out of charges, it crumbles to dust.

Stone of Controlling Earth Elementals: Once per day, this stone can be buried in the earth and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice earth elemental. Conjuring the elemental takes 10 minutes.

Magic Weapons and Armor

Magical weapons and armor follow the same class restrictions as all normal weapons and armor. Magic items will have a "+" value, or if cursed they will have a "-" negative value. When an item has a plus, such as a dagger +1, this means that rolls to hit and damage rolls receive a +1 bonus. Armor with a plus will reduce the AC by the amount specified. For example, leather armor +1 would reduce AC to 6 rather than 7. Cursed items have the opposite effect, incurring penalties based on the negative value provided. Cursed items, once possessed by a character, can only be disposed of with a dispel evil or remove curse spell. The owner of a cursed item will not believe the item is cursed, and will resist efforts to get rid of the item until one of these spells is cast. Furthermore, the possessor of a cursed weapon will prefer to use this weapon in combat above any other weapon.

Magical armor of the non-cursed variety is lighter and less cumbersome than other armor. Refer to the table below for magical armor weights and for rolling up the kind of armor found by a party.

d100	Roll	Armor Type	Unmodified AC	Magic Weight (lbs)
01-10		Banded mail	15	15
11-30		Chain mail	14	20
31-60		Leather	12	10
61-67		Padded	11	5
68-85		Plate mail	16	25
86-90		Scale mail	13	15
91-95		Splint mail	15	20
96-00		Studded leather	13	15

Magic Swords

Other powers beyond having a "+" to their attacks and damage sometimes apply to swords and other weapons. They also may have more than one bonus listed, where the first bonus applies to all attacks and damage, and the second applies only to an exclusive group of creatures. Some of these are detailed below, and others listed in the treasure tables are self-explanatory. Other weapons have powers that the wielder is able to command. These weapons are detailed below.

Sword +1, Flame Tongue: This sword is +2 against monsters that regenerate, +3 against avian monsters or monsters that have a cold-based attack, or are immune to fire, and this sword is +4 against all undead. When the wielder utters a command, the sword becomes engulfed in flame. The flames provide the same amount of light as a torch, and can be used to ignite anything flammable.

Sword +1, Life Drinker: This sword drains a hit die or a life level from any target struck if the wielder utters a command. This sword has 1d4+4 charges, and each use of this ability drains one charge. Once the charges have been used, the sword performs as a normal sword +1.

Sword +1, Locate Objects: The wielder may locate objects as the magic-user/elf spell one time each day, to a range of 120'.

Sword +1, Luck Blade: This sword grants its possessor a +1 bonus on all saving throws. In addition, a luck blade will contain 1d4+1 wishes. When the last wish is used, the sword remains a sword +1 and still grants the +1 saving throw bonus.

Sword +1, Wish Blade: In addition to functioning as a sword +1, this sword contains 1d4 wishes. Refer to the magic-user spell wish for guidelines on granting wishes. Once the wishes have been used, the sword performs as a normal sword +1.

Sword +2, Charm Person: In addition to functioning as a sword +1, this sword grants the wielder the ability to charm person, as the magic-user/elf spell, 3 times in a week.

Sword +3, Frost Brand: This sword is a +6 sword against monsters that live in a hot environment or use a fire-based attack. The sword sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire in the same manner as wearing a ring of fire resistance. A frost brand extinguishes all non-magical fires in a 10' area when touched to a flame.

Other Magic Weapons

War Hammer +2, Dwarfven Thrower: In the hands of a dwarf, the war hammer gains an additional +1 bonus (for a total bonus of +3) and gains the returning special ability. It can be hurled with a 60' range. When hurled, it deals triple damage against giants, ettins, ogres, and trolls. It does double damage when thrown against any other target.

Arrow +3, Slaying Arrow: This arrow +3 is keyed to a particular type of creature. If it strikes such a creature, the target instantly

dies, with no saving throw. Against any other target the arrow functions as an arrow +3. These arrows are often adorned with decorations that imply the creature they can slay. To determine the type of creature the arrow is keyed to, roll on the table below. The GM may add to this list, or choose an appropriate creature type for the situation.

d20 Roll Type	d20 Roll Type
1 Avians	11 Giant animals
2 Chimera	12 Golems
3 Clerics	13 Halflings
4 Dragons	14 Magic-users
5 Dwarves	15 Mammals
6 Efreeti	16 Reptiles
7 Elementals	17 Sea creatures
8 Elves	18 Spiders
9 Fighters	19 Thieves
10 Giants	20 Undead

Sentient Swords

Particularly powerful magical swords are sometimes sentient, or thinking and intelligent entities. These weapons have motivations of their own, and may or may not be hostile to their wielder. The GM plays the personalities of these items in the same manner as an NPC. To create a sentient sword, refer to the categories below, which include Mental Character and Alignment, and Powers.

Intelligence: The first step to creating a sentient sword is to roll for its intelligence. The intelligence ability score will determine how many additional powers the sword possesses. Consult the table below.

d6 Roll	INT	Detection Powers	Spell-Like Powers	Communication
1	7	1	0	Empathy
2	8	2	0	Empathy
3	9	3	0	Empathy
4	10	3	0	Verbal
5	11	3	0	Verbal, Read Magic
6	12	3	1	Verbal, read Magic

When a sword communicates through empathy, no actual words are exchanged between it and its wielder, but the wielder becomes intuitively aware of the powers the sword possesses and how these can be employed. A sword capable of verbal communication actually produces an audible voice and speaks to those around it. Sentient swords capable of read magic do so as the magic-user/elf spell, but the ability is always active. Further, swords with the ability to read magic may also read the ordinary written language of any languages known.

Alignment: Every sentient sword will have an alignment. This alignment is undetectable until the sword is touched. A character may only wield a sword that shares the same alignment, and if he attempts to handle a sword of a different alignment he will suffer damage each round. The severity of the damage is related to the degree of difference of alignment. For each degree of difference, the character will suffer 1d6 hit points of damage. For example, a chaotic sword will inflict 1d6 hp damage to a neutral character; it will inflict 2d6 hp damage to a lawful character. For this reason, a neutral sword will only ever inflict 1d6 hp of damage. Roll 1d10 to determine the sentient sword's alignment: 1-4: Chaotic; 5-6: Neutral; 7-10: Lawful.

Psyche and Willpower: Sentient swords have a psyche rating from 1-12 (roll 1d12). This rating represents the overall strength of character that the sword has. In addition, sentient swords have

a base willpower rating equal to the sum of its INT and psyche. A bonus of +1 is added to this rating for each spell-like power the sword possesses. Spell-like powers are discussed below.

A sentient sword may mentally wrestle for dominance with its wielder, depending on the sword's personality and desires. Under certain situations, the GM will need to make an influence check. This may be made in the following situations:

1. The wielder first touches the sword
2. The sword's motivation comes into play
3. A character of a differing alignment touches the sword
4. Another magical sword is found
5. A character has lost 50% of his hp

When an influence check is called for, the willpower of the sword and the willpower of the character are compared, and the highest score wins the test. A character's willpower is determined by summing his WIS and STR. The character subtracts 1d4 from this total if he is wounded but has more than or equal to 50% of his hp. If he has less than 50% of his hp, 2d4 is subtracted from willpower. The sword receives a bonus of 1d10 to its willpower if its alignment is not the same as the character's.

If the character loses, then he loses control of his actions for an amount of time determined by the LL. The sword will force the character to perform a task, such as disposing of or ignoring magic items if a second magical sword is found. Other actions include compelling the wielder into combat or surrender with a nearby foe, or making the character perform another action that serves the desires and goals of the sword. Usually, the duration of control will only be for several rounds until the task is completed.



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Sentient Sword Motivations: Sentient swords have a 5% probability of having a particular motivation (roll 01-05 on d00). These motivations involve the destruction of particular creatures, classes, or alignments. If a sword has a motivation, raise its INT and psyche each to 12. When a sentient sword is used to attack a being that fits its motivation, a special power is used against the opponent. These powers are determined by the alignment of the sword. A chaotic sword will turn an opponent to stone if the opponent is lawful. Likewise, a lawful sword will paralyze an opponent of chaotic alignment. Saving throws versus spells are allowed for each of these effects. A neutral sword grants the sword wielder a bonus of +1 to all saving throws when combating a creature of the motivational type (regardless of its alignment).

Roll 1d6 to determine a sentient sword's motivation, or the GM may choose an opponent type based on differing characteristics (all reptiles, beings of a certain religion, etc.): 1 – Clerics; 2 – Dwarves, fighters, and halflings; 3 – Elves and magic-users; 4 – Chaotic beings (if sword lawful); 5 – Lawful beings (if sword chaotic); 6 – Monster type (determine randomly).

Powers: Sentient swords can have two kinds of additional powers. These include detection powers and spell-like powers. Detection powers allow the sword to detect any of a number of possible items or inclinations. Spell-like powers often mimic spell effects. To use any of the powers detailed below, the sword wielder is required to be holding the sword and concentrating on the effect. All of the detection powers may only be used once in a round, and all spell-like powers may only be used 3 times total in one day. Roll on the detection powers table and ignore identical results, if required to roll more than once. The same holds true if required to roll on the spell-like powers table.

Detection Powers Table

Roll d00	Detect	Additional Details
01-05	Evil	20' range
06-10	Good	20' range
11-15	Gems and Jewelry	60' range
16-25	Invisible or hidden	20' range
26-35	Secret doors	10' range, 3 usages per day
36-45	Metals (any specified)	60', lead blocks this ability
46-60	Moving walls and rooms	10' range
61-80	Sloping passages	10' range
81-96	Traps	10' range, 3 usages per day
97	Roll two times	
98-00	Spell-like Power (1)	

Spell-Like Powers Table

Roll d00	Power	Additional Details
01-10	Clairaudience	As clairvoyance below, but audible instead of visual
11-20	Clairvoyance	As the magic-user spell
21-25	Double damage	See below*
26-35	ESP	As the magic-user spell
36-40	Fly	As the magic-user spell, for 3 turns
41-45	Regenerate	See below**
46-50	Levitate	As the magic-user spell, for 3 turns
51-57	Phantasmal Force	As the magic-user spell
58-67	Telekinesis	As the magic-user spell, up to 200 pounds
68-77	Telepathy	As a <i>helm of telepathy</i>
78-86	Teleportation	As the magic-user spell
87-96	X-Ray Vision	As a <i>ring of x-ray vision</i>
97-99	Roll twice	
00	Roll three times	

* Damage is doubled for 1d10 rounds. This table result can be combined if rolled more than once. If rolled twice, damage is x4, if rolled three times, damage is x6. This effect does not influence the roll to hit.

** The sword can regenerate hit points with a rate of 1 hp per round, to a maximum of 6 hp per day. This table result can be combined if rolled more than once. If rolled twice, up to 12 hp may be healed, if rolled three times, up to 18 hp may be healed. Note that the rate of healing does not change.



Treasure Class Table

Small Treasure Hoards (Individuals)

Treasure Class	CP	SP	EP	GP	PP	Gems	Jewelry	Magic
0	-	-	-	-	-	-	-	-
1	4d6	-	-	-	-	-	-	-
2	-	2d8+1	-	-	-	-	-	-
3	-	-	1d10+1	-	-	-	-	-
4	-	-	-	1d8	-	-	-	-
5	-	-	-	-	1d6	-	-	-
6	1d00 (70%)	1d00 (5%)	-	1d00 (5%)	-	1d6 (7%)	1d4 (3%)	1 (3%) any
7	-	1d00 (15%)	1d00 (7%)	1d00 (8%)	1d00 (5%)	1d6 (15%)	1d4 (5%)	1 (7%) any

Large Treasure Hoards (Lairs)

Treasure Class	CP x1000	SP x1000	EP x1000	GP x1000	PP x100	Gems	Jewelry	Magic
8	-	-	-	-	-	-	-	1d4 scrolls (45%)
9	-	-	-	-	-	-	-	2d4 potions (45%)
10	-	-	-	1d8 (50%)	3d12 (40%)	2d8+4 (60%)	1d12 (40%)	-
11	-	-	-	-	-	1d6 (40%)	-	-
12	-	1d8 (25%)	1d4 (20%)	-	-	-	-	-
13	1d6 (25%)	1d4 (15%)	-	-	-	-	-	-
14	-	-	-	-	2d4 (30%)	1d12 (55%)	1d12 (45%)	1 (20%) any
15	2d12 (25%)	1d00 (60%)	1d8x10 (40%)	1d4x10 (60%)	4d6 (30%)	1d8x10 (55%)	1d8x10 (45%)	6 (18%) any 4, 1 potion, 1 scroll
16	-	-	-	1d6x10 (55%)	1d4 (45%)	2d8 (30%)	1d10 (20%)	6 (30%) any 5, 1 scroll
17	-	3d6 (15%)	1d6 (25%)	2d6 (45%)	1d4 (25%)	4d6 (25%)	1d8 (10%)	5 (30%) any 3 (no weapons), 1 potions, 1 scroll
18	2d6 (7%)	1d10 (35%)	1d6 (20%)	1d6 (30%)	-	1d8 (15%)	1d8 (10%)	4 (30%) any 3, 1 scroll
19	1d10 (10%)	1d10 (15%)	-	1d8 (55%)	-	1d6 (40%)	1d6 (40%)	4 (15%) any 2, 2 potions
20	1d12 25%	1d6 (30%)	1d6 (15%)	-	-	1d6 (20%)	1d6 (20%)	2 (12%) any
21	1d10 (45%)	1d4 (25%)	1d4 (30%)	1d4 (20%)	-	1d8 (30%)	1d4 (20%)	1 (12%) armor, sword, or miscellaneous weapon
22	1d8 (30%)	1d4 (20%)	1d6 (25%)	1d12 (40%)	1d4 (20%)	5d8 (55%)	5d8 (45%)	3 (25%) any

The GM chooses the appropriate row in the Treasure Class table, and for each column rolls the appropriate dice to determine whether certain treasure occurs, and if so in what quantity. When magic items are indicated, the GM either selects appropriate items or rolls randomly to determine items. To determine a random type of magic item roll 1d100: 01-20: Potions; 21-25: Rings; 26-56: Scrolls; 57-61: Rods, Staves, and Wands; 62-66: Ancient and Wondrous Items; 67-87: Swords; 88-92: Miscellaneous Weapons, 93-00: Armor.

Treasure Tables

Random Magic Type	
Roll d00	Magic Type
01-20	Potions
21-25	Rings
26-56	Scrolls
57-61	Rods, Staves, and Wands
62-66	Miscellaneous Magic
67-87	Swords
88-92	Miscellaneous Weapon
93-00	Armor

Potions	
Roll d00	Potion
01-03	Animal Control
04-06	Antidote
07-09	Clairaudience
10-12	Clairvoyance
13-16	Climbing
17	Delusion
18-20	Diminution
21-23	Dragon Control
24-26	ESP
27-28	Extra-healing
29-31	Fire Resistance
32-36	Flying
37-40	Gaseous form
41-43	Giant Control
44-47	Giant Strength
48-50	Growth
51-54	Healing
55-58	Heroism
59-61	Human Control
62-64	Invisibility
65-66	Invulnerability
67-69	Levitation
70-71	Longevity
72	Mana
73-74	Oil of Etherealness
75-76	Oil of Slipperiness
77-79	Philter of Love
80-82	Plant Control
83	Poison
84-85	Polymorph
86-88	Speed
89-90	Super-heroism
91-93	Sweet Water
94-95	Treasure Finding
96-97	Undead Control
98-00	Water Breathing

Rings	
Roll d00	Ring
01-04	Animal Command
05-09	Command Human
10-15	Command Plant
16-25	Delusion
26-27	Djinni Calling
28-38	Fire Resistance
39-49	Invisibility
50-70	Protection
71-72	Regeneration
73-74	Spell Storing
75-79	Spell Turning
80-81	Telekinesis
82-87	Water Walking
88-94	Weakness
95-97	Wishes

98-00 X-ray Vision

Scrolls	
Roll d00	Scroll
01-05	Cursed
06-15	Ward against Elementals
16-25	Ward against Lycanthropes
26-30	Ward against Magic
31-40	Ward against Undead
41-55	Spells (1)*
56-66	Spells (2)*
67-69	Spells (3)*
70-72	Spells (4)*
73-74	Spells (5)*
75	Spells (6)*
76	Spells (7)*
77-80	Treasure Map (Value 1d4x1000 gp)
81-85	Treasure Map (Value 5d6x1000 gp)
86-87	Treasure Map (Value 6d6x1000 gp)
88-89	Treasure Map (Value 5d6x1000 gp, 5d6 gems)
90-91	Treasure Map (Value 1d6 gems, 2d10 jewelry)
92-93	Treasure Map (Value 1 magic item)
94-95	Treasure Map (Value 2 magic items)
96	Treasure Map (Value 3 magic items, no weapons)
97	Treasure Map (Value 3 magic items, +1 potion)
98	Treasure Map (Value 3 magic items, +1 potion, +1 Scroll)
99	Treasure Map (Value 5d6x1000 gp, 1 magic item)
00	Treasure Map (Value 5d6 gems, 2 magic items)

*Roll 1d4; 1-3, Magic-user/Elf; 4, Clerical. The number in parenthesis is the number of spells on the scroll. Determine the spell level and specific spells randomly.

Rods, Staves, and Wands	
Roll d00	Type
01-05	Rod of Cancellation
06	Rod of Energy [C/MU/E]
07-08	Rod of Resurrection
09-10	Staff of Commanding [C]
11-20	Staff of Healing [C]
21-22	Staff of Power [MU/E]
23-26	Staff of Striking [C]
27-28	Staff of Withering [C]
29	Staff of Wizardry [MU/E]
30-36	Staff of the Serpent [C]
37-40	Wand of Cold
41-45	Wand of Detecting Enemies
46-50	Wand of Detecting Magic
51-55	Wand of Detecting Metals
56-60	Wand of Detecting Secret Doors
61-64	Wand of Detecting Traps
65-69	Wand of Device Negation
70-74	Wand of Fear
75-79	Wand of Fire Balls
80-84	Wand of Illusion
85-88	Wand of Lightning Bolts
89-93	Wand of Magic Missiles
94-96	Wand of Paralyzation
97-00	Wand of Polymorphing

Miscellaneous Magic Items	
Roll d00	Item
01-03	Amulet of Scrying Protection
04-05	Bag of Devouring
06-10	Bag of Holding
11	Boat, Folding
12-14	Boots of Levitation
15-17	Boots of Speed
18-20	Boots of Traveling and Springing
21	Bowl of Commanding Water Elementals
22-23	Bracers of Armor
24	Brazier of Commanding Fire Elementals
25-26	Brooch of Shielding
27-29	Broom of Flying
30	Censer of Controlling Air Elementals
31	Chime of Opening
32-33	Cloak of Protection
34-36	Crystal Ball
37-38	Crystal Ball with Clairaudience
39	Crystal Ball with ESP
40	Cube of Force
41	Cube of Frost Resistance
42-43	Decanter of Endless Water
44-45	Displacer Cloak
46	Drums of Panic
47-49	Dust of Appearance
50-52	Dust of Disappearance
53	Efreeti Bottle
54-57	Elven Cloak
58-61	Elven Boots
62	Eyes of Charming
63-64	Eyes of the Eagle
65-67	Eyes of Petrification
68-71	Flying Carpet
72-74	Gauntlets of Ogre Power
75-77	Girdle of Giant Strength
78-79	Helm of Alignment Changing
80	Helm of Blindness
81-82	Helm of Comprehend Languages and Read Magic
83-84	Helm of Reading
85	Helm of Telepathy
86	Helm of Teleportation
87	Horn of Blasting
88-90	Medallion of ESP (30')
91-92	Medallion of ESP (90')
93	Mirror of Life Trapping
94	Mirror of Opposition
95	Necklace of Adaptation
96-97	Rope of Climbing
98-99	Scarab of Protection
00	Stone of Controlling Earth Elementals

Swords

Roll d00	Item
01-39	Sword +1
40-44	Sword +1, +2 versus lycanthropes
45-49	Sword +1, +2 versus spell casters
50-53	Sword +1, +3 versus undead
54-57	Sword +1, +3 versus dragons
58-62	Sword +1, +3 versus regenerating monsters
63-67	Sword +1, +3 versus magical monsters
68-75	Sword +1, <i>light</i> 30' radius
76-80	Sword +1, Flame Tongue
81	Sword +1, Life Drinker
82-84	Sword +1, <i>locate objects</i>
85-86	Sword +1, Luck Blade
87	Sword +1, Wish Blade
88-90	Sword +2,
91-92	Sword +2, <i>charm person</i>

93-94	Sword +3
95	Sword +3, Frost Brand
96-97	Sword -1 (cursed)
98-99	Sword -2 (cursed)
00	Sapient Sword*

*These swords should be very rare, and used with discretion.

Miscellaneous Weapons

Roll d00	Weapon
01-10	Arrows +1 (quantity 2d6)
11-12	Arrows +1 (quantity 3d10)
13-18	Arrows +2 (quantity 1d6)
19-21	Arrows +3 (quantity 1d4)
22	Arrow +3, Slaying Arrow
23-31	Axe +1
32-34	Axe +2
35-41	Bow +1
42-51	Crossbow Bolts +1 (quantity 2d6)
52-53	Crossbow Bolts +1 (quantity 3d10)
54-60	Crossbow Bolts +2 (quantity 1d6)
61-63	Crossbow Bolts +3 (quantity 1d4)
64-68	Dagger +1
69	Dagger +2, +3 versus goblins, kobolds and orcs
70-75	Sling +1
76-82	Spear +1
83-86	Spear +2
87	Spear +3
88-94	War Hammer +1
95-99	War Hammer +2
00	War Hammer +2, Dwarven Thrower

Armor

Roll d00	Armor Type
01-15	Armor +1
16-25	Armor +1 and Shield +1
26-27	Armor +1 and Shield +2
28	Armor +1 and Shield +3
29-32	Armor +2
33-35	Armor +2 and Shield +1
36-38	Armor +2 and Shield +2
39	Armor +2 and Shield +3
40	Armor +3
41	Armor +3 and Shield +1
42	Armor +3 and Shield +2
43	Armor +3 and Shield +3
44-63	Shield +1
64-73	Shield +2
74-79	Shield +3
80-82	Armor -1 (cursed)
83-85	Armor -2 (cursed)
86	Armor -1 (cursed) and Shield +1
87	Armor -2 (cursed) and Shield +1
88-90	Armor AC 9 (cursed)
91-94	Shield -1 (cursed)
95-97	Shield -2 (cursed)
98-00	Shield AC 9 (cursed)

Notes on “Old School” Play

While Microlite81 is designed using tried and true “D20” systems filtered through the Microlite20 rules, it is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This section will give a brief overview of “old school” play.

What is “Old School” Play?

There are two major styles of roleplaying games. The first (and older) style says “Here is the situation. Pretend you are there as your character, what do you want to do?” This style has been superseded over the years with a style that says “Here is the situation. Based on your character’s stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character’s skills and abilities and the rules to solve the situation?” Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

Heroic, not Superheroic: Old school play, especially at low to mid levels, is about fairly normal people put in situations where they can be heroes, not about extraordinary people doing things that would make a four-color comic book superhero proud – and at first level yet. Just like in the real world, the more a character improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level the more effort and time (and XP) it takes to advance to the next level.

Achievement, not Advancement. Many modern games are often all about what special feats, extra classes and special game mechanics the players wish to obtain for their characters as they increase in level. In old school games, a character’s abilities are generally predetermined by his character class, so old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of character success.

No Skills: Unlike in most modern RPGs, there aren’t any skills in Microlite81 -- not even the streamlined four skills of Microlite20. Players are intended to have their characters act like adventurers. So don’t search your character sheet or the rules for the perfect solution in Microlite81. Instead, you just tell the GM what your character is trying to do. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

Limited Magic Items: Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale (and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create – often requiring rare ingredients that the characters must quest to find. Therefore characters are usually limited to the magic items they find in treasures or take from defeated enemies on adventures.

No Assumption of “Game Balance”: Old style game sessions aren’t about carefully balanced characters (who are all able to

shine equally at all times) who only run into situations carefully designed by the GM to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party’s current abilities or which will waste the party’s resources for little gain can be avoided. Don’t assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can’t beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can’t kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing “old school” style is coming up with creative solutions when a direct attack is likely to fail.

It’s Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Microlite81 takes this one step further, combat isn’t intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it’s not the only way to earn a good pile of experience – and monsters don’t have to be killed to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. “Reality/Common Sense” as interpreted by the GM always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don’t have a top and bottom (so prone penalties make no sense) and a 10 foot cube can’t fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game, the GM ignores the rule because it makes no sense in the specific situation.

Forget “Rules Mastery”: As some of the above differences have hinted, player skill in “old school” style games isn’t about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Microlite81 tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. GM rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll (terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the GM. They are just guidelines for the GM, not something written in stone that the GM must obey. If something herein does not work right in your campaign (or the GM just does not like a rule), the GM is well within his right to change it. Microlite81 is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

No Script Immunity: In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon's hoard.

Not Mentioned does not mean Prohibited: Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn't make much sense given that no set of rules could ever cover everything that characters might attempt to do in an adventure, it seems to be a very common way to view RPG rules. In an old school game like Microlite81, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the GM to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their GM instead of simply assuming it is prohibited because the rules do not mention it.

Styles of "Old School" Play

If you read some "old school" blogs, forums, and web sites, you might get the impression that there is only one "old school" style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old "Tomb of Horrors" module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as "Killer GMs" (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor's Hammer to knock him out. Then I cut off his head with my vorpal blade.") There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This is probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure. Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investments made in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" by having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article "Aspects of Adventure Gaming" in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of "old school" play back in the "old school" days – not just the single style stressed in some "old school" blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the wargaming camp. Most successful campaigns back in "old school" days were a mixture of all four major styles – and a heaping helping of minor styles.

Advice for the New Old School Game Master

If you are comfortable running a rules-light game like standard Microlite20, you'll probably have no trouble running Microlite81 as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You've learned to just make a ruling that you think fits the situation and keep the game moving.

Running a Game Without Skills

The greatest change between Microlite20 and Microlite81 is the removal of all character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if there description of

what they are doing a) would most likely solve the problem, b) wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only option d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough, the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest if set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

On Failure

If a character attempts to do something, failure should normally mean no more than that: the character failed to do what he was trying to do. Failure should not normally mean that some worst case disaster has occurred. For example, if a character fails his climb roll while attempting to climb a cliff, this should normally simply mean that the character did not make it to the top for some GM described reason and had to return to the ground, not that the character fell to the ground. If failure (even with a natural roll of 1) is going to lead to "disaster" instead of some type of simple failure, the GM should clearly indicate this before the character rolls (especially for a primary or secondary skill roll).

Guidelines Not Rules

Finally, remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite81 so please change anything you do not like.

Adventures and Settings

There are a large number of adventures and campaign settings available for TSR editions of the world's most popular fantasy RPG. Playing copies of most of original adventures from TSR can be found on eBay for very low prices. TSR era adventures can be used with any pre-WOTC edition or retroclone with only very minor conversion.

There are also a large number of free and low cost adventures available in PDF format on the web. A good place to start looking for free adventures is on the Dragonsfoot forum web site (see the link under Old School Internet Resources below).

The best settings and adventures, however, are those you create yourself for your campaign. They don't need to be nearly as elaborate as those produced for use by others, let alone as fancy as those written for professional publication. Many B/X GM adventure location keys (including those of the game's original designers) were nothing but room/location numbers with something like "8 hobgoblins, leader has 20gp, trapdoor in floor hides skeleton with silver dagger (animates if dagger touched)" or "Small village, 27 families, 10 orc slaves, Headman: Mongar the Brown (Ftr 4th lvl, +1 sword) Mongar's wife, Rose is a 3rd lvl Cleric of Odin)." You can do that.

Versions of Microlite81

Several versions of Microlite81 are planned.

Microlite81: This is the version you currently hold in your hands. It is intended to be fairly standard B/X converted to a Microlite20-based system. This version is the "standard" version of *Microlite81*.

Microlite81 Complete: This version is intended to be standard *Microlite81* with more complete descriptions of spells, monsters, and magic items and a few extras like an example of play which will hopefully make the game more friendly to players with less experience with old school gaming.

Microlite81 Expanded: This version will be Microlite81 with the author's house rules from the 1977-1983 era. Most of the house rules used in *Microlite74 Expanded* will also be used in *Microlite81 Expanded*. They will be modified as needed to work with a system based on B/X instead of one based on Oe. A number of optional rules may also be included.

Microlite81 Advanced: This is a version of Microlite81 using the spell lists, monsters, and treasures from the 1e (Advanced) version of the world's most popular fantasy RPG combined with

author's house rules from the 1977-1983 era. There will be a large number of optional rules: psionics, mutations, etc. Microlite81 Advanced will essentially be a Microlite20 version of my planned *Lords & Wizards* game, the actual *Lords & Wizards* will then be based on this *Microlite81* version.

Microlite20 Notes

Microlite20 is a trimmed down sub-miniature version of the OGL 3.5 SRD. In its most basic form, Microlite20 has only two pages of rules but can be used with most fantasy OGL and d20 adventures and supplements with little or no conversion. Since M20 was published in 2006, many people who prefer rules-lite games have been using it for their d20 games and/or writing expansions, supplements and other material especially for M20. You can find out more about the original Microlite20 and find more variants like Microlite81 on the Microlite20 web site: <http://microlite20.net/>

RetroRoleplaying Web Site

The author of Microlite81 maintains a web site devoted to out of print and out of style tabletop roleplaying games. He is always willing to discuss and answer questions about Microlite81 in the Microlite81 board on the RetroRoleplaying forum.

Web Site: <http://www.retroroleplaying.com/>

Forum: <http://www.retroroleplaying.com/forum/>

Blog: <http://blog.retroroleplaying.com/>

Old School Internet Resources

Old-School Blogs

There are a lot of old-school blogs. Even a selection of just the ones I currently read regularly would fill up a page or two and would likely be out of date quickly. Fortunately, there is a great place to find old school RPG blogs -- the RPG Blog Network, check the Legacy D&D category:

<http://www.rpgbloggers.com/>

Major Old-School Forums

Dragonsfoot

Very large forum discussing 1e and earlier, related games like retro-clones, Hackmaster, and Castles & Crusades. Many people who worked for TSR in the early days post here. Many free downloads including Footprints magazine and adventures.

<http://www.dragonsfoot.org/>

Knights & Knaves Alehouse

Discussions of B/X and 1e.

<http://knights-n-knaves.com/phpbb/>

Original D&D Discussion

Mainly discussions of B/X. Home of Fight On! Magazine.

<http://odd74.proboards76.com/>

The Piazza: Old D&D Campaign Worlds

Discussions of old published campaign worlds including many no longer officially supported.

<http://www.thepiazza.org.uk/bb/index.php>

Old School Product

A number of publishers are producing new material for old school games (using the OGL and retro-clones for compatibility). Many of these products are available through Lulu's Old School Renaissance group. Some downloadable products are free.

<http://stores.lulu.com/oldschoolren>

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Microlite81

Version 1.0 Silver (November 14, 2013)

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Microlite81

Microlite81 games are trimmed-down miniature versions of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite81* games is to recreate the style and feel of the "B/X" edition of the world's first fantasy roleplaying game published back in 1981 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite81* rules are based on the Basic and Expert boxed sets published in 1981, often referred to as B/X. The rules are not intended to be a clone of the B/X rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. These rules assume that the GM understands the basic concepts of roleplaying games, but provides information for both the GM and the players on the various "old school" styles of play. *Microlite81* games can easily use adventures and material from early editions of the world's most popular tabletop fantasy roleplaying game or modern clones.

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Website: <http://www.retroroleplaying.com/>

Blog: <http://blog.retroroleplaying.com/>

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Microlite81 Extended

**OGL20 Rules for Tabletop Fantasy Roleplaying Campaigns
with Old School (B/X) Flair**

Version 1.0



Special Thanks to Our Sponsors

The author would like to thank the following individuals who sponsored the production of *Microlite81* by making donations to the RetroRoleplaying Cancer Fund to help pay the huge cancer bills treating my wife's Stage 3 Oral Cancer without insurance ran up.

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Microlite81 Extended

Version 1.0 Silver (March 23, 2014)

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Microlite81 Extended, like its parent game, *Microlite20*, is a trimmed-down, sub-miniature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal of *Microlite81* games, however, is to recreate the style and feel of those two boxed sets ("B/X") published back in 1981.

The *Microlite81 Extended* rules are based on the two boxed sets (Basic and Expert) published in 1981, often referred to as B/X plus some of the author's house rules from the era. The rules are not intended to be a clone of the B/X rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite81* is based on the third edition of the original *Microlite74* rules.

These rules assume a basic familiarity with tabletop role-playing games in general and with the basic principles of "D20" based rules. If you are completely new to tabletop role-playing games, you will want to start by playing with someone who is familiar with how they work.

Characters

Stats

There are 4 stats: Strength (STR), Dexterity (DEX), Mind (MIND), and Charisma (CHA).

Roll 3d6, Total the 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/3, round toward zero.

Standard Classes

The Fighter, Magic-User, Cleric and Thief classes are available to humans. Non-humans (elves, dwarves, and halflings) each have their own class. Characters normally begin at Level 1 (unless directed otherwise by the GM). Humans may reach a maximum level of 14, Dwarves may reach a maximum of level 12, Elves a maximum of level 10, and Halflings a maximum of level 8. Abbreviations: PCB – Physical Combat Bonus; MCB – Magical Combat Bonus; FB – Fighter Bonus; Mem – Memory Slots; XP – Minimum Experience Points Required (to reach level).

Dwarves are fierce warriors. Prime Requisite: STR. Requirements: none.

Weapons and Armor: Dwarves may use any kind of armor or weapon and may use shields. Due to their height, they cannot wield large weapons over 4 feet in length (except axes and hammers), specifically two-handed swords, pole arms, and longbows.

Class Abilities: +4 to magic saves; note slanting passages, traps, shifting/false walls and new/hidden construction in underground settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Battlefield Prowess: At 5th level, a dwarf inspires other dwarves under his command. Any dwarf hirelings or mercenaries hired by the dwarf have a +1 bonus to their morale when personally led by the dwarf.

Stronghold: When a dwarf reaches level 9, he has the option of creating an underground stronghold that will attract dwarves from far and wide. Dwarves usually live in clans, so dwarves of the character's clan will be attracted to live under his roof, but dwarves from other clans will also come and live nearby to be ruled by the character. A dwarf ruler is able to hire dwarven soldiers or mercenaries, but may only hire members of other races for other tasks, such as human alchemists or elves for spell casting.

Experience Base: 2200/120000.

Dwarf Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	14	0
2	2d8	+0/+0	+1	0	13	2200
3	3d8	+1/+0	+1	0	12	4400
4	4d8	+2/+1	+1	0	11	8800
5	5d8	+3/+1	+2	0	10	17600
6	6d8	+4/+1	+2	0	9	35200
7	7d8	+5/+1	+2	0	8	70000
8	8d8	+5/+2	+2	0	7	140000
9	9d8	+6/+2	+3	0	7	260000
10	9d8+3	+7/+2	+3	0	6	380000
11	9d8+6	+7/+3	+3	0	6	500000
12	9d8+9	+8/+3	+3	0	5	620000

Elves are warrior mages. Prime Requisite: MIND. Requirements: none.

Weapons and Armor: Elves may wear any kind of armor or weapon and may use shields.

Class Abilities: +2 to hit and damage goblinoid monsters; speak languages of elves, orcs, hobgoblins, and gnolls. Elves can cast arcane spells – either magic-user or illusionist spells as selected when the character is created.

Battlefield Prowess: At 5th level, an elf inspires those under his command. Any elf hirelings or mercenaries hired by the elf have a +1 bonus to their morale when personally led by the elf.

Magical Research: At 5th level, an elf is able to research spells, scribe scrolls, and brew potions. When an elf reaches the 9th level, he is able to create spells and magic items.

Stronghold: Elves can establish a stronghold in a natural setting, such as a forest or glen, when they reach the 9th level. Rather than impose upon nature, this keep must blend seamlessly with it. Because of the elven connection to nature, within 5 miles of the stronghold all ordinary animals will be kind and helpful to elves. This helpfulness includes the ability to warn of dangers and pass information, or even messages to others nearby. However, in exchange, an elven ruler must always defend the animals within this territory. Elven rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of elven stock may be hired.

Experience Base: 4000/200000.

Elf Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	1	17	0
2	2d6	+0/+0	+1	2	16	4000
3	3d6	+1/+1	+1	3	15	8000
4	4d6	+2/+2	+1	4	14	16000
5	5d6	+3/+3	+2	5	13	32000
6	6d6	+4/+4	+2	6	12	64000
7	7d6	+5/+5	+2	7	10	130000
8	8d6	+5/+5	+2	8	9	280000
9	9d6	+6/+6	+2	9	8	480000
10	9d6+2	+7/+7	+3	10	7	680000

Fighters are soldiers, champions, and other warriors who are exclusively trained in the arts of combat and war. They are specialists in dealing damage with weapons and in the other arts of physical combat. They are trained to lead others in battle. Prime Requisite: STR. Requirements: none.

Weapons and Armor: Fighters may use any kind of armor or weapon and may use shields.

Battlefield Prowess: At 5th level, a fighter inspires those under his command. Any hirelings or mercenaries hired by the fighter have a +1 bonus to their morale when personally led by the fighter.

Stronghold: At level 9 a fighter may become a great leader of men, taking control of a parcel of land and a leadership rank in his society. A fighter will, assuming money is at hand, build a castle. He may ultimately control several villages and towns, but must be a good, strong leader and provide protection.

Experience Base: 2000/120000.

Fighter Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	14	0
2	2d8	+0/+0	+1	0	13	2000
3	3d8	+1/+0	+1	0	12	4000
4	4d8	+2/+1	+2	0	11	8000
5	5d8	+3/+1	+2	0	10	16000
6	6d8	+4/+1	+2	0	9	32000
7	7d8	+5/+1	+3	0	8	65000
8	8d8	+5/+2	+3	0	7	130000
9	9d8	+6/+2	+3	0	7	250000
10	9d8+2	+7/+2	+4	0	6	370000
11	9d8+4	+7/+3	+4	0	6	490000
12	9d8+6	+8/+3	+4	0	5	610000
13	9d8+8	+8/+4	+5	0	5	730000
14	9d8+10	+8/+5	+5	0	4	850000

Halflings are a humanoid race about half the height of a human. They make excellent warrior-scouts. Prime Requisite: DEX. Requirements: none.

Weapons and Armor: Halflings who can wear light or medium armor, use shields, and use any light or medium weapon. Due to their stature, they must wield medium weapons with two hands and they cannot use a long bow.

Class Abilities: +4 to magic saves; +2 to hit and damage with slings and light bows; can blend in background (d20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors – this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do). They can move silently outdoors.

Battlefield Prowess: At 5th level, a halfling inspires other halflings under his command. Any halfling hirelings or mercenaries hired by the halfling have a +1 bonus to their morale when personally led by the halfling.

Stronghold: When a halfling reaches level 8, he can build a stronghold. These strongholds will be in serene, beautiful valleys and halflings will come from great distances to settle there. The character becomes the sheriff of the people (their leader) and must rule them wisely and well.

Experience Base: 1800/-.

Halfling Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	0	15	0
2	2d6	+0/+0	+1	0	14	1800
3	3d6	+1/+0	+1	0	13	3600
4	4d6	+2/+1	+2	0	12	7200
5	5d6	+3/+1	+2	0	11	14400
6	6d6	+4/+1	+2	0	10	28800
7	7d6	+5/+1	+3	0	8	60000
8	8d6	+5/+2	+3	0	6	120000

Magic-Users (sometimes called wizards, sorcerers, or magicians) study arcane secrets and cast spells. While early in their career magic-users have only limited power, experienced magic-users are

able to cast a great number of powerful spells. Prime Requisite: MIND. Requirements: none.

Weapons and Armor: Magic-Users wear no armor and can only use daggers, slings, or staves as weapons.

Class Abilities: Magic-Users can cast arcane (magic-user) spells.

Magical Research: At 5th level, a magic-user is able to research spells, scribe scrolls, and brew potions. When a magic-user reaches the 9th level, he is able to create magic items.

Stronghold: A magic-user may build a stronghold, often a great tower, when he reaches level 11. He will then attract magic-user apprentices (1d6), who will range from level 1-3.

Experience Base: 2500/150000.

Magic-User Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+0	1	16	0
2	2d4	+0/+0	+0	2	15	2500
3	3d4	+0/+1	+0	3	14	5000
4	4d4	+1/+2	+0	4	13	10000
5	5d4	+1/+3	+0	5	11	20000
6	6d4	+1/+4	+0	6	10	40000
7	7d4	+1/+5	+0	7	9	80000
8	8d4	+2/+5	+0	8	8	160000
9	9d4	+2/+6	+0	9	7	310000
10	9d4+1	+2/+7	+0	10	6	460000
11	9d4+2	+3/+7	+0	12	6	610000
12	9d4+3	+3/+8	+0	14	5	760000
13	9d4+4	+4/+8	+0	17	5	910000
14	9d4+5	+5/+8	+0	20	5	1060000

Clerics have pledged their lives to serve a specific deity (or pantheon). While clerics are a form of priest, they seldom serve a priest at a temple; instead they are warrior-priests serving as an arm of their deity in the world. Prime Requisite: CHR. Requirements: none.

Weapons and Armor: Clerics can wear any type of armor and use shields. They can use any weapon except edged weapons.

Class Abilities: Clerics can cast divine magic.

Magical Research: At 5th level, a cleric is able to research divine spells and scribe divine scrolls. When a cleric reaches the 9th level, he is able to create magic items usable by clerics.

Turn Undead: A Cleric can Turn Undead with a successful Magic Attack. DC is 10 + twice the Hit Dice of the undead. One undead flees per point over the roll needed. This can be used (2 + Level + MIND bonus) times per day.

Stronghold: Once attaining 9th level, a cleric may establish or build a stronghold. So long as the cleric is currently in favor with his god, he may buy or build a keep at half the normal price due to divine intervention. Once a stronghold is established, the cleric's reputation will spread and he will attract 1st and 2nd level followers of the fighter class (numbering 5d6 x10). They are completely loyal (never checking morale). The GM chooses which proportions of followers are bowman, infantry, etc.

Experience Base: 1500/100000.

Cleric Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+0	0	15	0
2	2d6	+0/+0	+0	1	14	1500
3	3d6	+0/+0	+0	2	13	3000
4	4d6	+1/+1	+0	3	12	6000
5	5d6	+1/+1	+0	4	11	12000
6	6d6	+2/+2	+0	5	10	24000
7	7d6	+2/+2	+0	6	9	50000
8	8d6	+2/+2	+0	7	8	100000
9	9d6	+3/+3	+0	8	7	200000
10	9d6+1	+3/+3	+0	9	7	300000
11	9d6+2	+4/+4	+0	10	6	400000
12	9d6+3	+5/+5	+0	12	6	500000
13	9d6+4	+6/+6	+0	14	5	600000
14	9d6+5	+6/+6	+0	16	5	700000

Thieves are sneaks and trouble-shooters who specialize at infiltration and obtaining items from others through nefarious means. Prime Requisite: DEX. Requirements: Alignment cannot be Law.

Weapons and Armor: Thieves can wear light armor, use shields, and use any light or medium weapon.

Class Abilities: Thieves are specialists at urban survival as well as at picking pockets, hiding in cover, sneaking silently, opening locks, removing traps, climbing walls, and other tasks associated with theft. Thieves may also attempt to climb sheer surfaces and hide in shadows with a successful secondary skill roll. Thieves also have special training in listening at doors and detecting traps and secret/hidden doors, see the section on Adventuring for the details.

Backstab: If a thief successfully sneaks up on a foe, they can Backstab which adds +4 to the attack roll and does more damage if successful (Levels 1-4, x2 damage; Levels 5-8, x3 damage; Levels 9-12, x4 damage; Level 13+, x5 damage).

Read Languages: At 4th Level, a thief gains the ability to read languages (including ciphers, treasure maps, and dead languages, but not magical writings) on a roll of 1-4 on a d6. On failure, the thief cannot attempt to read that document again until he gains a new level.

Read Arcane Scrolls: At 10th level, a thief can read and cast magic from arcane scrolls on a roll of 3 or higher on a D20 with the spell level subtracted from the roll. Failure means the spell does not function as expected (with humorous or negative effects up to the GM).

Stronghold: When a thief attains level 9 he can establish a thief den, and 2d6 thief apprentices of 1st level will come to work with the character. These thieves will serve the character with some reliability; however, should any become arrested or killed the character will not be able to attract more followers of this type to replace them. A successful character might use these followers to start a Thieves' Guild.

Experience Base: 1250/100000.

Thief Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+0	0	15	0
2	2d4	+0/+0	+0	0	14	1250
3	3d4	+0/+0	+0	0	13	2500
4	4d4	+1/+1	+0	0	12	5000
5	5d4	+1/+1	+0	0	11	10000
6	6d4	+2/+2	+0	0	10	20000
7	7d4	+2/+2	+0	0	9	40000
8	8d4	+2/+2	+0	0	8	80000
9	9d4	+3/+3	+0	0	8	180000
10	9d4+1	+3/+3	+0	0	7	280000
11	9d4+2	+4/+4	+0	0	7	380000
12	9d4+3	+5/+5	+0	0	6	480000
13	9d4+4	+6/+6	+0	0	6	580000
14	9d4+5	+6/+6	+0	0	5	680000

Optional Human Classes

The following classes are not suitable for all campaigns but may be used if the GM allows. Unless otherwise noted, these classes are only available to humans.

Assassins are trained to kill by ambush and treachery. Like fighters they are specialists in dealing damage with weapons but they are not trained in battlefield combat. Prime Requisite: DEX. Requirements: none.

Weapons and Armor: Assassins may use any kind of armor or weapon but may not use shields. Wearing medium or heavy armor prevents the use of some special abilities.

Class Abilities: Assassins are specialists at disguise, hiding in cover and sneaking silently (and may also attempt to hide in shadows with a successful secondary skill roll), provided they are not wearing medium or heavy armor. Assassins also have the same special training in listening at doors and detecting traps and secret/hidden doors as thieves, see the section on Adventuring for the details.

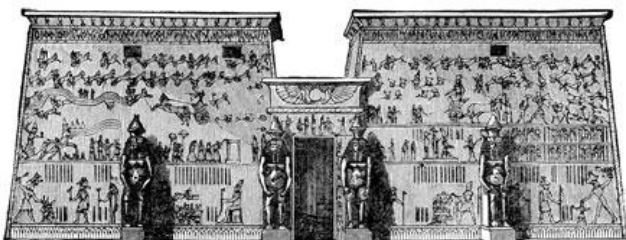
Backstab: If an assassin successfully sneaks up on a foe, they can Backstab which adds +4 to the attack roll and does more damage if successful (Levels 1-4, x2 damage; Levels 5-8, x3 damage; Levels 9-12, x4 damage; Level 13+, x5 damage). An assassin wearing medium or heavy armor cannot backstab,

Stronghold: At level 9 an assassin may build a hideout and 2d6 assassin apprentices of 1st level will come to work with the character. These assassins will serve the character with some reliability; however, should any become arrested or killed the character will not be able to attract more followers of this type to replace them. A successful character might use these followers to start an Assassins Guild.

Experience Base: 1700/120000.

Assassin Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	0	16	0
2	2d6	+0/+0	+1	0	14	1700
3	3d6	+1/+0	+1	0	13	3400
4	4d6	+2/+1	+1	0	12	6800
5	5d6	+2/+1	+2	0	11	13600
6	6d6	+3/+1	+2	0	10	27200
7	7d6	+3/+1	+2	0	9	55000
8	8d6	+4/+2	+2	0	8	110000
9	9d6	+4/+2	+3	0	7	230000
10	9d6+2	+5/+2	+3	0	7	350000
11	9d6+4	+5/+3	+3	0	6	470000
12	9d6+6	+6/+3	+3	0	6	590000
13	9d6+8	+6/+4	+4	0	5	710000
14	9d6+10	+7/+5	+4	0	5	830000



Barbarians are tough, hardy warriors from cultures outside of the civilized world. Some barbarians live on the edge of true savagery, while others hail from rich cultures with epic poetry and weapons of steel, but all share an outlander's mix of contempt and awe for the grand tapestry of civilization. There are three types of barbarians: northern, plains, and jungle. Prime Requisite: STR. Requirements: none.

Weapons and Armor: Barbarians may use light or medium armor and may use shields. They have a limited selection of weapons depending on their regional origin (northern, plains, jungle). Northern barbarians: battle axe, club, dagger, great axe, hand axe, short bow, spear, sword, two-handed sword, war hammer. Plains barbarians: composite bow, dagger, hand axe, javelin, lance, net, sling, short sword (scimitar), spear, whip. Jungle barbarians: bola, club, dart, dagger, hand axe, javelin, net, short bow, short sword, spear.

Class Abilities: Barbarians have a +1 bonus to initiative and surprise rolls. Barbarians can deal massive damage either via melee or missile weapons as selected when the character is generated, adding double their Fighter Bonus (instead of just their Fighter Bonus) to all damage done with the selected type of weapon. Barbarians have a savage resilience that allows them to withstand body point damage and still function normally: they only suffer the -1 to all attack, success, saving, and similar rolls (also to strike speed) for every three points of body damage suffered (instead of every two points). Northern barbarians are experts at climbing. Plains barbarians are experts at riding. Jungle barbarians are experts in survival.

Battlefield Prowess: At 5th level, a barbarian inspires those under his command. Any hirelings or mercenaries hired by the fighter have a +1 bonus to their morale when personally led by the barbarian.

Stronghold: At level 9 a barbarian can build or claim a chieftain's hall and seek to rule on the strength of his axe. When the barbarian establishes his hall, 1d4+1x10 mercenaries and 1d6 barbarians of 1st-3rd level seeking plunder and rapine will join his service. If hired, they must be paid standard rates for mercenaries. Barbarians' halls are otherwise identical to fighters' castles.

Experience Base: 2600/120000.

Barbarian Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	14	0
2	2d8	+0/+0	+1	0	13	2600
3	3d8	+1/+0	+1	0	12	5200
4	4d8	+2/+1	+2	0	11	10400
5	5d8	+3/+1	+2	0	10	20800
6	6d8	+4/+1	+2	0	9	41600
7	7d8	+5/+1	+3	0	8	85000
8	8d8	+5/+2	+3	0	7	170000
9	9d8	+6/+2	+3	0	7	290000
10	9d8+2	+7/+2	+4	0	6	410000
11	9d8+4	+7/+3	+4	0	6	530000
12	9d8+6	+8/+3	+4	0	5	650000
13	9d8+8	+8/+4	+5	0	5	770000
14	9d8+10	+8/+5	+5	0	4	890000

Bards remember and recite the sagas and songs of history, mythology, and successful adventurers. Most bards are content to recite the deeds of others, but some bold few participate in the dangers themselves and become inspiring heroes in their own right. Prime Requisite: CHR. Requirements: none.

Weapons and Armor: Bards may use light armor and light weapons but may not use shields.

Class Abilities: Bards can sing, recite poetry, or play a group of instruments in a skilled manner. The bard chooses the type of performance that his character knows. Instrument groups include stringed instruments, percussion instruments, brass instruments, and woodwind instruments. Their study of ancient annals and legends, allows bards to decipher occult runes, remember ancient history, identify historic artifacts, and similar tasks.

Inspire Courage: By reciting heroic lays and epic poems, bards can inspire courage. This requires a minute or two of oration before a battle, and grants the bard's allies within a 50' radius a +1 bonus to attack throws, damage rolls, morale rolls (for monsters or NPCs allied with the caster), and saving throws against magical fear. The bonus lasts for 10 minutes. A bard can inspire courage in any given character once per day per class level.

Dabble in the Arcane: Their study of ancient annals and legends allows bards to attempt to use wands, staves, and other magic items only useable by mages. At 1st level, the bard must make a roll of 18+ on 1d20 or the attempt backfires in some negative manner (GM's discretion). The roll required reduces by 2 per level, to a minimum of 3+.

Read Languages: At 4th Level, a bard gains the ability to read languages (including ciphers, treasure maps, and dead languages, but not magical writings) on a roll of 1-4 on a d6. On failure, the bard cannot attempt to read that document again until he gains a new level.

Stronghold: At level 9 a bard may build a hall and 2d6 assassin apprentices of 1st level will come to work with the character.

Experience Base: 1400/120000.

Bard Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+0	0	15	0
2	2d4	+0/+0	+0	0	14	1400
3	3d4	+0/+0	+0	0	13	2800
4	4d4	+1/+1	+0	0	12	5600
5	5d4	+1/+1	+0	0	11	11200
6	6d4	+2/+2	+0	0	10	22400
7	7d4	+2/+2	+0	0	9	45000
8	8d4	+2/+2	+0	0	8	90000
9	9d4	+3/+3	+0	0	8	210000
10	9d4+2	+3/+3	+0	0	7	320000
11	9d4+4	+4/+4	+0	0	7	440000
12	9d4+6	+5/+5	+0	0	6	560000
13	9d4+8	+6/+6	+0	0	6	680000
14	9d4+10	+6/+6	+0	0	5	900000

Druids have pledged their lives to serve a Nature (and its deity the Earth Mother). Prime Requisite: CHR. Requirements: none.

Weapons and Armor: Druids can wear any type of armor made of natural, non-metal material. They can use wooden or leather shields. They can only use clubs, daggers, slings, sickles, and staves as weapons.

Class Abilities: Druids can cast divine (druid) magic. They save at +2 vs fire and lightning. They have a +1 chance of surprise in the wilderness. They gain +2 to all reaction rolls when encountering normal animals, and can take animals as henchmen. They are good at wilderness survival.

One with the Wilderness: At 3rd level, a druid can go to ground, disappearing into woods and underbrush with a proficiency throw of 3+ on 1d20. At 4th level, a druid may speak with animals at will and they acquire immunity to the powers of woodland fey.

Magical Research: At 5th level, a druid is able to research divine (druid) spells and create fetishes (one use items equivalent to

divine scrolls). When a cleric reaches the 9th level, he is able to create magic items usable by druids.

Shapeshift: At 7th level, a druid may shape shift to a small/medium animal up to 3 times per day (once every eight hours). When shape shifting back to their original form, a Druid can heal 2 HP per level of damage.

Stronghold: Once attaining 9th level, a druid may establish a grove in a true wilderness area. Once a grove is established, all ordinary animals within 5 miles will become friendly and helpful to the druid. The druid will then attract 1d6 apprentices of 1st-3rd level plus 2d6 normal men and women seeking to become druids. Their wisdom scores will be above average, but many will become discouraged from the rigorous mental training and quit after 1d6 months, if failing a throw of 14+ modified by their Wisdom modifier. Those who succeed become 1st level druids. Each year the druid tends to the grove, he will attract an additional 1d6 normal men, until she has a maximum of 6 apprentices of any level, and 12 normal men, studying at any time.

Experience Base: 2000/120000.

Druid Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+0	0	15	0
2	2d6	+0/+0	+0	1	14	2000
3	3d6	+0/+0	+0	2	13	4000
4	4d6	+1/+1	+0	3	12	8000
5	5d6	+1/+1	+0	4	11	16000
6	6d6	+2/+2	+0	5	10	32000
7	7d6	+2/+2	+0	6	9	65000
8	8d6	+2/+2	+0	7	8	130000
9	9d6	+3/+3	+0	8	7	250000
10	9d6+1	+3/+3	+0	9	7	370000
11	9d6+2	+4/+4	+0	10	6	490000
12	9d6+3	+5/+5	+0	12	6	610000
13	9d6+4	+6/+6	+0	14	5	730000
14	9d6+5	+6/+6	+0	16	5	850000

Illusionists are specialized mages whose spells usually deceive and manipulate the senses and the mind. Their more powerful spells use a combination of illusory components and proto-matter drawn from the plane of shadows. These potent spells produce pseudo- and quasi-real effects that may actually harm an opponent. Prime Requisite: MIND. Requirements: none. Special: except where specified in this section, treat illusionists as magic-users.

Weapons and Armor: Illusionists wear no armor and can only use daggers, slings, or staves as weapons.

Class Abilities: Illusionists can cast illusion (arcane) spells and have the Arcane Blast, Arcane Dueling, and Minor Magic special abilities.

Magical Research: When an illusionist reaches 5th level, he is able to research spells, scribe magical scrolls, and brew potions. When an illusionist reaches 9th level, he is able to create more powerful magic items such as weapons, rings, and staves. At 11th level, an illusionist may learn and cast ritual illusion (arcane) spells of great power (7th level and higher), craft magical constructs, and create magical cross-breeds. If chaotic, at 11th level the illusionist may create necromantic servants and become undead.

Stronghold: An Illusionist may build a stronghold, often a great tower, when he reaches level 11. He will then attract illusionist apprentices (1d6), who will range from level 1-3.

Experience Base: 2500/150000.

Illusionist Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+0	1	16	0
2	2d4	+0/+0	+0	2	15	2500
3	3d4	+0/+1	+0	3	14	5000
4	4d4	+1/+2	+0	4	13	10000
5	5d4	+1/+3	+0	5	11	20000
6	6d4	+1/+4	+0	6	10	40000
7	7d4	+1/+5	+0	7	9	80000
8	8d4	+2/+5	+0	8	8	160000
9	9d4	+2/+6	+0	9	7	310000
10	9d4+1	+2/+7	+0	10	6	460000
11	9d4+2	+3/+7	+0	12	6	610000
12	9d4+3	+3/+8	+0	14	5	760000
13	9d4+4	+4/+8	+0	17	5	910000
14	9d4+5	+5/+8	+0	20	5	1060000

Paladins are champions of Law who crusade against those who seek to extinguish the light of civilization. Wherever the forces of Chaos marshal to threaten man, paladins can be found, battling back the darkness with courage and steel. Prime Requisite: CHA. Requirements: alignment must be Law.

Weapons and Armor: Paladins may any type of armor and may use shields. They may use all medium and heavy weapons.

Class Abilities: Aura of Protection (+1 to AC and saving throws against attacks made or created by those aligned with for created by Chaos); immune to disease (including magical diseases); Detect Evil (can detect evil or chaos, 60 foot range, requires 10 minutes prayer and concentration); Lay on Hands (may heal by touching target and praying for 5 minutes; may heal up to his level in Body Points per day total, may heal diseases (costs 2 BP of healing per disease, 3 BP of healing for magical diseases).

Holy Fervor: At 5th level, a paladin inspires those under his command. Any hirelings or mercenaries of the same religion as the paladin have a +1 bonus to their morale when personally led by the paladin.

Alignment: All paladins must be of Lawful alignment. A paladin who changes to Neutral or Chaotic alignment loses his class abilities and powers. If he later reverts to Lawful alignment and atones for any misdeeds (possibly through a quest spell) he can regain his lost class abilities and powers.

Stronghold: At level 9 a paladin may build a fortress in the borderlands or wilderness. 1d4+1 x 10 reliable mercenaries will apply for jobs and 1d6 low level paladins will apply for training. The fortress will attract settlers over time and they will look to the paladin for leadership.

Experience Base: 1850/120000.

Paladin Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	0	14	0
2	2d6	+0/+0	+1	0	13	1850
3	3d6	+1/+0	+1	0	12	3700
4	4d6	+2/+1	+1	0	11	7400
5	5d6	+2/+1	+2	0	10	14800
6	6d6	+3/+1	+2	0	9	29600
7	7d6	+3/+1	+2	0	8	60000
8	8d6	+4/+2	+2	0	7	120000
9	9d6	+4/+2	+3	0	7	240000
10	9d6+2	+5/+2	+3	0	6	360000
11	9d6+4	+5/+3	+3	0	6	480000
12	9d6+6	+6/+3	+3	0	5	600000
13	9d6+8	+6/+4	+4	0	5	720000
14	9d6+10	+7/+5	+4	0	4	840000

Rangers are scouts and trackers, adept at both woodcraft and archery. Few adventuring parties would dare the wilderness without an experienced ranger to guide them. Prime Requisite: STR. Requirements: none.

Weapons and Armor: Rangers may use light or medium armor and may use shields. They may use all missile and light weapons.

Class Abilities: +1 bonus to initiative and surprise rolls; can blend in background (d20 + DEX Bonus; DC 8 if outdoors/wilderness, DC 16 if indoors/urban -- this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do); can move silently and tracklessly in the wilderness (d20 + DEX Bonus; DC ranges from 8 to 20 depending on terrain); +1 to lost rolls if outdoors (applies to any party a ranger is guiding); +1 to Chance of Encounter rolls outdoors (+2 if alone); +2 to Fighter Bonus with missile weapons; tracking and trailing in the wilderness.

Wilderness Prowess: At 5th level, a ranger inspires those under his command. Any hirelings or mercenaries hired by the fighter have a +1 bonus to their morale when personally led by the ranger in the wilderness.

Stronghold: At level 9, a ranger may build a border fort in the borderlands or wilderness. 1d4+1 * 10 reliable mercenaries will apply for jobs and 1d3 low level rangers will apply for training. The fortress will attract settlers over time and they will look to the ranger for leadership.

Experience Base: 2000/120000.

Ranger Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	0	14	0
2	2d6	+0/+0	+1	0	13	2000
3	3d6	+1/+0	+1	0	12	4000
4	4d6	+2/+1	+1	0	11	8000
5	5d6	+2/+1	+1	0	10	16000
6	6d6	+3/+1	+1	0	9	32000
7	7d6	+3/+1	+2	0	8	65000
8	8d6	+4/+2	+2	0	7	130000
9	9d6	+4/+2	+2	0	7	250000
10	9d6+2	+5/+2	+2	0	6	370000
11	9d6+4	+5/+3	+2	0	6	490000
12	9d6+6	+6/+3	+3	0	5	610000
13	9d6+8	+6/+4	+3	0	5	730000
14	9d6+10	+7/+5	+3	0	4	850000

Warlords are warriors trained to lead in combat. Any fighter is able to lead others in battle but warlords specialize in battle leadership. Prime Requisite: STR. Requirements: CHR 9+.

Weapons and Armor: Warlords may use light or medium armor and may use shields. They may use any weapon.

Class Abilities: When leading a group of hirelings under their command, the hirelings subtract the warlord's fighter bonus in any morale checks and add one-half the warlord's fighter bonus (round up) to their attack and damage rolls. Warlords are expert at riding and at small unit tactics.

Battlefield Prowess: At 5th level, a warlord inspires those organized units (mercenary companies, etc.) under his direct command. Any organized military units under the command of the warlord have a +1 bonus to their morale. At 10th level, this bonus becomes +2.

Inspiration: Warlords are able to inspire allies during combat by battle cries and shouting encouragement. Only allies who can clearly hear the warlord are affected by these abilities. Each of these abilities may only be used once per combat (and cannot be used again until the warlord has rested for at least one turn (10

minutes). The effects of these abilities do not stack under any circumstances.

- **Inspire Courage:** Warlords can use their action to grant all allies who can hear them +2 bonus to saves against charm and fear effects and a +2 bonus on attack and weapon damage rolls for a number of rounds equal to twice his Fighter Bonus. Using this ability costs the Warlord 3 hit points.
- **Inspire Greatness:** Warlords of at least 5th level can use their action to inspire greatness in a single willing ally who can hear them. The ally gains 12 (plus twice the target's Constitution modifier) temporary hit points, a +2 bonus on attack rolls, and a +2 bonus to saves against charm and fear effects for a number of rounds equal to twice the Warlord's Fighter Bonus. Using this ability costs the Warlord 5 hit points.
- **Inspire Derring-Do:** Warlords of at least 9th level can use their action to inspire daring-do in a single willing ally who can hear them. The ally gains a +4 bonus to their AC and all saving throws for a number of rounds equal to twice the Warlord's Fighter Bonus. Using this ability costs the Warlord 7 hit points.
- **Inspire Heroism:** Warlords of at least 11th level can use their action to inspire heroism in a single willing ally who can hear them. The ally gains the effects of a Heroism potion for a number of rounds equal to the Warlord's Fighter Bonus. Using this ability costs the Warlord 10 hit points.

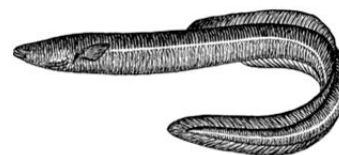
Mercenary Unit: At level 9 a warlord can raise a mercenary unit from a friendly populated area. The Warrior must spend 2d4 days doing nothing but spreading the word in the local region and rallying interest. On the morning following his efforts, the Warrior will have gathered together a fighting force of (his level + CHA bonus) x 10 men-at-arms. The GM may increase or decrease this number by up to 50% to reflect the population of the area. The warlord is responsible for food and supplies for these men, and they will follow him so long as they are treated well. A warlord may only have one such mercenary unit at a time.

Stronghold: At level 12 a warlord may build a fortress in the borderlands or wilderness. The fortress will also attract settlers over time and they will look to the warlord for leadership.

Experience Base: 2200/120000.

Warlord Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	0	14	0
2	2d6	+0/+0	+1	0	13	2200
3	3d6	+1/+0	+1	0	12	4400
4	4d6	+2/+1	+1	0	11	8800
5	5d6	+2/+1	+2	0	10	17600
6	6d6	+3/+1	+2	0	9	35200
7	7d6	+3/+1	+2	0	8	70000
8	8d6	+4/+2	+2	0	8	140000
9	9d6	+4/+2	+3	0	7	260000
10	9d6+2	+5/+2	+3	0	7	380000
11	9d6+4	+5/+3	+3	0	6	500000
12	9d6+6	+6/+3	+3	0	6	620000
13	9d6+8	+6/+4	+4	0	5	740000
14	9d6+10	+7/+5	+4	0	5	860000



Optional Non-Human Classes

The following classes are not suitable for all campaigns but may be used if the GM allows. These classes represent non-human races.

Dragonborn are scaly, quasi-reptilian humanoids that claim descent from dragons-- a claim corroborated by the fact that they are found in the same colors (though usually more muted, earthy shades) as the various known species of dragon, and by the fact that many of them share a breath weapon with the dragons they closely resemble. Dragonborn tend to be about six feet tall and weigh over 200 lbs. Dragonborn are often very proud, serious and humorless, but exude a predatory confidence. Prime Requisite: STR. Requirements: none.

Weapons and Armor: Dragonborn may use any kind of armor or weapon and may use shields.

Class Abilities: Dragonborn are covered in thick but flexible scales that give them a -2(+2) bonus to their AC. Dragonborn speak the languages of dragons, kobolds, orcs, and goblins.

Breath Weapon: All dragonborn have a breath weapon similar to that of a dragon which deals 1d6 points of damage per point of Fighter Bonus, to a maximum of 4d6 damage, along either a cone 40 feet long and 20 feet wide at its far end (if fire or cold), a 20-foot diameter cloud (if toxic gas), or a 60-foot line (if lightning or acid). A successful saving throw against Dragon Breath reduces the damage by half. The type of is determined by the dragonborn's color (just as for dragons). A dragonborn's color can be determined randomly by the GM or selected by the player (subject to GM approval). Using his breath weapon costs a dragonborn 5 HP for the first use in an hour, additional uses within an hour cost 10 HP each. A dragonborn may use his breath weapon a maximum number of times a day equal to his Fighter Bonus. A dragonborn gains a +2 bonus to any saving throws against damage of the same type as their breath weapon.

Battlefield Prowess: At 5th level, a dragonborn inspires other dragonborn under his command. Any dragonborn hirelings or mercenaries hired by the elf have a +1 bonus to their morale when personally led by the dragonborn.

Stronghold: Dragonborn can establish a stronghold in a natural setting, suitable to a dragon of their color, when they reach the 9th level. Dragonborn rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of dragonborn stock may be hired.

Experience Base: 2500/150000.

Dragonborn Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	14	0
2	2d8	+0/+0	+1	0	13	2500
3	3d8	+1/+0	+1	0	12	5000
4	4d8	+2/+1	+2	0	11	10000
5	5d8	+3/+1	+2	0	10	20000
6	6d8	+4/+1	+2	0	9	40000
7	7d8	+5/+1	+3	0	8	80000
8	8d8	+5/+2	+3	0	7	160000
9	9d8	+6/+2	+3	0	7	310000
10	9d8+2	+7/+2	+4	0	6	460000
11	9d8+4	+7/+3	+4	0	6	610000

Tieflings are the descendants of nobles of a decadent human empire that entered into a series of alliances (both military and marital) with the forces of Chaos. They resemble devilish humanoids with an aristocratic bearing, and often have reddish, grey, or stark white skin, horns, and tails. Some have cloven hooves for feet. Tieflings tend to be about the same height (not counting their horns) and weight as humans. Prime Requisite: STR and MIND. Requirements: MIND must be 9 or higher.

Weapons and Armor: Tieflings may wear any kind of armor or weapon and may use shields.

Class Abilities: Tieflings can see 60 feet in the dark and are immune to the effects of fear. Tieflings can cast arcane (magic user) spells as a magic-user, but cannot learn spells higher than 4th level. Tieflings may hide in shadows, move silently, and backstab as a thief of the same level provided they are not wearing medium or heavy armor. Inherently Chaotic monsters remember the old pacts made between them and the first tieflings and so apply a +2 bonus to their reaction rolls and a -2 penalty to saving throws against any *Charm* spells the tiefling uses against them.

Magical Research: At 7th level, a tiefling is able to research spells, scribe scrolls, and brew potions. When a tiefling reaches the 10th level, he is able to create spells and magic items.

Stronghold: When a tiefling reaches level 9, he can build a stronghold. These strongholds will be in remote areas and tieflings will come from great distances to settle there. These settlers will look to the character as their leader.

Experience Base: 4000/200000.

Tiefling Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	1	17	0
2	2d6	+0/+0	+1	2	16	4000
3	3d6	+1/+1	+1	3	15	8000
4	4d6	+2/+2	+1	4	14	16000
5	5d6	+3/+3	+2	5	13	32000
6	6d6	+4/+4	+2	6	12	64000
7	7d6	+5/+5	+2	7	10	130000
8	8d6	+5/+5	+2	8	9	280000
9	9d6	+6/+6	+2	9	8	480000
10	9d6+2	+7/+7	+3	10	7	680000

Warforged are artificially-constructed beings made of a wooden, leather, and metal frame covered in armor-like steel plates, brought to life by means of magical and alchemical processes. They were created for a war that has since been consigned to history, and in the intervening years the secret of their creation has been lost. Despite their artificial appearances, warforged are self-aware and are often surprisingly "human" in their outlook. With the war they were built to fight gone, many turn to adventuring in hopes of finding a new purpose in life.

Apart from the color of their eyes and a serial rune on the crown of their heads, all warforged look essentially alike to human eyes, though some paint identifying markings upon themselves. A warforged stands six feet tall and weighs 275 pounds. Although their bulky, somewhat angular appearance suggests masculinity to human eyes, most warforged are not strongly concerned with gender (though they have no problem going along with whatever gender others are comfortable assigning them). Prime Requisite: STR. Requirements: none.

Weapons and Armor: Warforged may use any kind of armor or weapon and may use shields. As they are already covered in armor-like plates of metal, any armor they wear must be specially-fitted and costs twice as much.

Class Abilities: Warforged are covered in sturdy metal plating that grants them a -2(+2) bonus to their armor class. Although they have souls and are alive, warforged are immune to the effects of disease and poison, and have no need to eat, drink, sleep, or breathe (however poison gas such as the breath weapons of green dragons is still dangerous to them because it is corrosive to their organic components). Warforged have minds and souls and can therefore be *charmed*, *held*, or raised from the dead. While

warforged do not need to sleep, they must mediate to recover hit points.

Restrictions: Due of their wooden-and-metal construction, magical effects involving metal or wood affect them. For example, a rust monster may use their feelers to consume a warforged's plating and other metal components, dealing 2d6 damage per round and negating their armor bonus. Warforged always count as holding a metal object for purposes of *Heat Metal spells*, *Turn Wood* repels them on a failed save, and *Metal to Wood* reduces their AC bonus by 1.

Healing: Warforged do not heal body points on their own and receive only half the normal effect of healing magic, but they can be repaired by any skilled armorer with access to a forge with one hour of work per point of damage suffered.

Stronghold: When a warforged reaches level 9, he has the option of creating a stronghold that will attract warforged from far and wide. Warforged rulers can hire members of other races in the capacity of retainers or specialists, but only warforged soldiers may be hired.

Experience Base: 2200/120000.

Warforged Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	14	0
2	2d8	+0/+0	+1	0	13	2200
3	3d8	+1/+0	+1	0	12	4400
4	4d8	+2/+1	+1	0	11	8800
5	5d8	+3/+1	+2	0	10	17600
6	6d8	+4/+1	+2	0	9	35200
7	7d8	+5/+1	+2	0	8	70000
8	8d8	+5/+2	+2	0	7	140000
9	9d8	+6/+2	+3	0	7	260000
10	9d8+3	+7/+2	+3	0	6	380000

Other Character Information

The following other information is available:

Determining Hit Points: Each class has an HP column on their Class Advancement Table. XdY means roll X dice of type Y and add the character's Strength bonus to each die rolled. The minimum roll (after adding the Strength stat bonus) is 1. After level nine, a few hit points (1, 2, or v3 are added at each level. Strength stat bonuses are not added for levels greater than 9.

For example, a first level fighter has a Strength of 15 for a STR stat bonus of +1. At first level, the player rolls 1d8 and adds +1 to determine his maximum hit points. At second level, the player would roll another 1d8+1 and add the result to his first level hit point maximum to get the character's second level hit points.

Max at First Level (Optional): Instead of rolling a die for first level characters, assume the die roll was the highest possible roll for the type of die. *This option is strongly recommended.*

Reroll All Dice at Every Level (Optional): Instead of just rolling a single die at every level and adding the result to the character's previous hit points, reroll all the dice every time the character gains a new level, using the higher of the new roll or the previous hit point total +1.

Weapons and Armor Limitations: As noted, many classes are limited in what weapons and armor they can utilize. Regardless of such class limitations, characters of any class may purchase, carry, and use any weapons or armor desired. However, characters who equip themselves with weapons and armor unusable by their class will fight as 0th level characters while so equipped. They also will receive no bonus on their attack rolls or armor class from ability scores or equipment, may not use any of their class powers, and do not gain XP.

Determining Experience Points Required to Advance: The XP column of each class table lists the minimum XP a character needs to reach a given level in a class for standard characters. This table will need to be recalculated from the Experience Base numbers of the class if any optional rules that modify the experience base are used for a character.

Experience Base: Two numbers are listed for each class, for example, the Fighter's Experience Base is 2000/12000. The first number (2000 in the example) is the Low Level Base and the second number (120000 in the example) is the High Level Adder. Optional rules may have Experience Base modifiers. Again these are listed with two numbers (example: +100/+2500), if a character possesses the optional ability, the first number (+100 in the example) is added to the Low Level Base for the character's class and the second number is added to the High Level Adder for the character's class. If a Fighter had the one optional ability from this example, his final Experience Base would be: 2100/122500.

Calculating Experience Points per Level: To calculate a character's custom XP advancement schedule, start with the Low Level Base number from the character's final Experience Base (including his class base plus all modifiers from optional rules). That is the experience point total required to advance to 2nd level. The experience required to advance doubles each level thereafter until 8th level reached. Exception: Round the experience point requirement for 7th level to the nearest 5000.

After 8th level, the amount of experience points required to advance no longer doubles. Instead of doubling, it increases by a flat amount each level: the High Level Adder from the character's final Experience Base.

The standard XP advancement charts listed for each class were calculated by this method and should serve as examples of this calculation.

Class Special Abilities

Some classes have special abilities which cannot easily be explained in a sentence. These named special abilities are described in this section.

Fighting Classes Special Abilities: All Fighters, Dwarves, Elves, Halflings, and Warforged (referred to collectively as "fighters" in the special ability descriptions in this section) have the following special ability:

Cleave - After a Fighter kills an opponent, he may immediately make another attack against any still-standing foe within 5 feet. The maximum number of attacks he can make in one round is equal to his level.

Fighters, Dwarves, Elves, Halflings, and Warforged may select one special ability from the following list at levels 3, 6, 9, 12, and 14. Each special ability may only be selected once.

Accuracy - A Fighter with this special ability rolls one die size larger for damage (1d6 instead of 1d4, 1d8 instead of 1d6, etc.) with thrown or missile weapons.

Berserker Rage - A Fighter with this special ability may go into a berserker rage when in combat. During a berserker rage, the Fighter always attacks the nearest foe (determine randomly if multiple foes in range). His ferocity adds his level to his attack roll and his damage. To break off combat (before all foes are dead) the berserk Fighter must make a MIND save versus a DC of 10 (plus 2 for every opponent still standing) in order to break off from fighting. Each round the Fighter is berserker costs him 2 hp, subtracted immediately after the berserker rage ends. A berserk Fighter cannot use any combat stunts nor the Find Weakness or Leadership special abilities.

Blind-fighting - A fighter with this ability may attack while blind or in conditions of total darkness with only a -2 penalty to hit.

Brutal Attack – A Fighter with this special ability rolls one die size larger for damage (1d6 instead of 1d4, 1d8 instead of 1d6, etc.) with melee weapons.

Danger Sense: A Fighter with this special ability has a sixth sense for danger and can never be surprised so long as he is conscious and aware.

Dodging - When not wearing armor (and conscious and able to move), a Fighter with this special ability may add his level (plus 1 for every point of dexterity above 15) to his AC.

Dragon Slayer - A fighter with this ability ignores the -1 penalty to saves against breath weapons and other blasts.

Find Weakness - When attacking an unaware opponent, a Fighter with this special ability may ignore any AC bonus the opponent has due to armor worn. He is hitting at his opponent's weak, exposed areas.

Goblin Slayer - A fighter with this ability treats his Fighter Bonus as one higher when fighting kobolds, goblins, orcs, gnolls, hobgoblins, bugbears, ogres, trolls, and giants. At the GM's option similar abilities might exist for fighting demihumans (humans, dwarves, elves, halflings, and gnomes) or other groups of monsters (such as dragons or the undead).

Grappling Expert - A fighter with this bonus retains their full AC while grappling.

Mounted Combat - The character receives a +1 bonus to attacks while mounted.

Leadership - When a Fighter with this special ability is leading a group of hirelings under their command, When leading a group of hirelings under their command, the hirelings subtract the Fighter's Fighter Bonus in any morale checks and add one-half the Fighter's Fighter Bonus (round up) to their attack and damage rolls.

One Shot – A Fighter with this special ability incapacitates opponents (knocks unconscious or otherwise out of combat) whose hit dice or level are less than or equal to the Fighter's level on a critical hit (in addition to the normal effects of a critical hit).

Sniper - A fighter with this ability ignores -2 of the penalty for using a ranged weapon at medium or long range.

Striker – A Fighter with this special ability makes a critical hit on a natural roll of 19 or 20.

Terrifying Style – A Fighter with this special ability has a terrifying combat style. Opposing side must check morale every time he makes a critical hit.

Toughness - A fighter with this ability has extra hit points equal to twice their Fighter Bonus

Unarmed Combat – A Fighter with this special ability does 1d6 damage with his bare hands (instead of the standard 1d2 bare handed damage).

Weapon Focus - A fighter with this ability adds +2 to their Fighter Bonus with one class of weapon: Swords and daggers; spears and pole arms (including the staff); flails, hammers, and maces; bows and crossbows; axes; or slings and thrown weapons

Elf/Illusionist/Magic-User/Tiefling Special Abilities: All class with the ability to learn and cast arcane spells have the following special abilities. All require the use of a special wand hand-made by the caster. Note that references to "magic-users" in this section

actually refer to magic-users as well as illusionists, elves, and tieflings.

Create Handmade Wand - A Magic-User knows how to create the handmade wand required for Magic-User special abilities. The wand must be made by the Magic-User using it to function. Creating the wand requires a knife, a living tree to cut the wand from, and 12 minus the Magic-User's level hours (minimum of 1 hour) of uninterrupted time.

Arcane Blast – A magic-user can shoot a dart of magic energy from the tip of their handmade wand once per round provided no other action is taken. They must roll to hit the target normally. Range: short 60; medium 120; long 180. Usable once per round if no other action taken and does 1d4 damage if it hits. No saving throw is allowed. Requires pointing a handmade wand at the target and costs 1 HP per use. The visible effects can be whatever the Magic-User desires; note that this does not affect damage, it only adds color to the ability.

Arcane Dueling - By forgoing their action on their turn, a magic-user can engage another magic-user in an Arcane Duel.

On each of their turns, both combatants roll a d20 and add their Magic Attack bonus - whoever scores higher wins that round. Each round costs the combatants 1HP, and each round they succeed, the do damage equal to their Magic Attack bonus (minimum 1HP) to their opponent. A draw roll means both opponents take 2HP damage. An opponent can leave a duel at any time, but takes the opponent's Magic Bonus as damage (as though they had scored a successful hit).

Both players and GMs should make their descriptions vivid and entertaining - but appropriate to the level of the combatants. A 1st-level mage and a Kobold Shaman will be throwing sparks and stings at each other, while 10th-level mages will have battles that look more like Rush album covers.

Minor Magic - Magic-Users can cast minor "everyday/non-combat" magic at will. Basically, any everyday thing someone could do mundanely, a magic-user or illusionist can do with minor magic. Attempting something the GM considers abusive fails and causes the magic-users wand to explode (doing 1d6 backfire damage to the magic-user unless a WIL save is made). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

Some examples: Light a candle or pipe with a flame from the wand tip. Dust things – at first level a minor magic spell might be needed for each shelf or piece of furniture, while at third level a single spell might dust a room and at sixth level the magic-user's the entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-users coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.

Cleric Special Abilities: Clerical special abilities vary by the type of deity the character serves. The following are examples special abilities for common types of deities. If a campaign features other types of deities, The GM may need to create special abilities for these deities their specific campaign setting.

Priests of Storm/Thunder Gods: (Example deities: Thor or Zeus) Clerics of storm/thunder deities can use javelins. In place of the Turn Undead ability, clerics of storm have the ability to throw a bolt of lightning that can strike up to four creatures in a straight line from you within 30 feet, for 1d8 + level lightning damage. Use of this ability requires a ranged attack roll vs AC and costs 3 Hit Points

Priests of War Gods: (Example deities: Ares or Tyr) Clerics of war deities can wield non-magical swords. In place of the Turn Undead ability, clerics of war gods gain the Tactical Expertise ability:

Tactical Expertise – A cleric with this special ability gains a number of Tactics Points per day equal to his level plus one for every point of charisma above 13. These points are spent directly before the attack roll of anyone in the cleric's party, giving a +1 per point spent. Tactics Points can also be spent before any enemy's attack roll, giving a -1 per point spent.

Priests of Knowledge/Magic Gods: (Example deities: Hecate or Thoth) Clerics of Knowledge/Magic deities are somewhat less adept in combat than normal clerics, having only the same knowledge of weapons and armor as a magic-user. In place of the Turn Undead ability, clerics of knowledge/magic deities gain the Careful Study and a limited ability to use arcane magic: 1) the GM will add adding one spell suitable to the deity from the magic-user spell list that is not also on the cleric spell list for each spell level. 2) the cleric may attempt to cast an arcane spell from any scroll successfully on a roll of 1d20 + MIND bonus + Magical Combat Bonus versus a DC of 10 + (2 x spell level, rounded up). The spell fades from the scroll whether the attempt is a success or failure.

Careful Study: If the cleric is allowed to study a problem or physical obstacle for a full turn without interruption, she can add her MIND bonus to a skill check to overcome it-- even if she would add it already. If she is allowed the time and resources to research thoroughly, she can add an additional bonus to the check as long as she confronts the same problem or obstacle again within a number of days equal to her MIND score. If the cleric is allowed to study for a full turn she acquires a +1 bonus. She can improve this bonus to +2 with another two hours of study. Another three hours beyond that grants a +3 bonus, and so on (to a maximum of fourteen hours of study to attain a +5 bonus). By the same token, if a cleric is allowed to study an enemy's fighting style for three rounds without interruption, she gains her MIND bonus to the next attack she makes against it as long as she makes the attack within one turn.

Priests of Craftsman Gods: (Example deities: Hephaestus or many gods of the dwarves) are expert at any crafts (such as smithing or masonry or sculpture) that their god represents. Instead of the Turn Undead ability, you gain the ability to repair any broken small object and can detect and identify magic items (with a MIND check, DC 16 if you just examine the item, DC 12 if you have the opportunity to closely observe the other properties of the item or see it used). If the campaign is using Weird Science, you are probably well-enough trained with machinery that a device is only DC10 for you to figure out how to operate.

Repair: Repairs a broken or torn small object at a cost of 2 HP. It does not restore magic. The cleric must know what the item is to repair it.

Priests of Nature Gods (Example deities: Pan, Flora): The GM will add one spell of each level from the Druid Spell list (that is not on the Cleric spell list) that is appropriate for the specific deity to list of spells available to the cleric. Note: Followers of deities considered "Earth Mothers" should be druids if the optional Druid class is used.

Priests of Trickster Gods (Example deities: Loki, Hermes, Coyote, or Anansi) can use daggers and are experts at riddles. In place of the Turn Undead ability, you add a number of illusionist spells equal to the higher of your MIND or CHA bonus (but always at least 1) to your own at each spell level. Priests of Trickster Gods, also have the Minor Divination ability (so they can learn secrets that will better enable them to prepare a clever prank or con).

Minor Divination - A cleric may spend 10 minutes in prayer asking his deity whether or not a specific action would have generally good or generally bad results *from the deity's point of view*. The cleric will have vague

feeling of rightness or wrongness. A cleric may do this at most 1 per day (+1 additional time per day every 5 levels).

Priests of death gods (Example deities: Anubis, Hades) have learned to ceremonially use sickles, but usually only favor light armor at the most. The effectiveness of a successful Turn Undead is doubled.

Priests of Eldritch Horror Gods: (Example deities: Cthulhu, Nyarlathotep) Clerics are trained in daggers for the sake of sacrifice, and often do not wear armor. In place of the Turn Undead ability, they gain the Whispered Secret ability and the ability to use arcane magic scrolls as a thief.

Whispered Secret: Being inured to the horrible secrets of the universe, you can speak them in an attempt to drive enemies to madness. Roll 1d20 + CHA Bonus + level versus a DC of 10 + twice the Hit Dice of the creature you are addressing, who must be within about 5 feet to hear you clearly. If you succeed the target acts as if afflicted by a *Confusion* spell, or flees in terror, your choice. This costs HP equal to the HD of the being to whom you are speaking. Some creatures, such as Brain Eaters and Deep Scum, are perfectly aware of these things and are unaffected by this ability. If you like, you can instead shout your dark knowledge aloud, but to do so is to call down the wrath of all that is good and holy, for it costs HP damage equal to the collective HD of all who hear you and is indiscriminate in who it effects, save for creatures that would be immune or fellow priests of the elder ones.

Note: Clerics who lose the Turn Undead special ability may have a Turn Undead spell (Level 1) that functions like the ability if the GM considers it appropriate to the deity if undead are a major part of the campaign world.

Background

Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

The word "word" should be taken loosely. For example, the name of a culture/location should be considered "one word" even if it is "Holy Panamon Imperium". "Blue Knight of the Holy Panamon Imperium" could count as "two words" if such clearly describes a single background in the campaign world.

Alignment

Basic Alignment: There are three basic alignments: Law, Chaos, and Neutral. Only intelligent beings have alignment and the vast majority of those tend to be neutral. Player Characters should select an alignment for their characters.

Law: Characters aligned with Law try to avoid unnecessary harm to others by their actions or inaction. They often put the good of society/everyone over the immediate good of themselves and their friends. They are usually willing to help others/society even if doing so is somewhat inconvenient. If given power over others, they tend to use it for the good of all.

Chaos: Characters aligned with Chaos only care about themselves and those who are currently useful to them. While they may not go out of their way to harm others, they do not care if others are harmed as long as they succeed at their personal goals. They are generally only willing to help others/society if they get something they want or need out of it. If given power over others they tend to abuse it and use it mainly to help themselves.

Neutral: Neutral characters tend to put themselves and their friends first, but will generally not allow others to come to unnecessary harm or inconvenience in order to succeed. They are willing to help others/society so long as doing so is not inconvenient. If given power over others, they tend to use it for good, but they and their friends come first.

Virtues and Vices (Optional): As in real life, each character has virtues (admirable character traits) and vices (not so admirable character traits). Players select six traits from the lists below before play starts. Neutral characters must select three from each list. Lawful characters must select at least one (but no more than two) vices. Chaotic characters must select at least one (but no more than two) virtues. Players can select virtues and vices not on the list with GM approval.

Virtues	Vices
Academic	Arrogant
Austere	Bigoted
Bold	Capricious
Cheerful	Cowardly
Compassionate	Egoistical
Courageous	Fearful
Daring	Hateful
Determined	Hidebound
Fair	Impulsive
Faithful	Insensitive
Friendly	Lazy
Generous	Manipulative
Gregarious	Miserly
Honest	Petty
Hopeful	Power Hungry
Industrious	Rude
Just	Self-Centered
Kind	Spendthrift
Patriotic	Stubborn
Thoughtful	Thoughtless
Thrifty	Vengeful

Character Tagline (Optional)

Each character should have one fairly unique feature in his personality or background that sets him or her apart from other characters and npcs in the campaign (and from other characters the player may play or have played in the campaign. This feature should not be something that would give a mechanical bonus in play, but something interesting and unique in the character's personality, background, or history. The GM should work with the player to ensure the character's tagline is appropriate to the campaign setting. A tagline can also be a "catch phrase" that sums up the character in some way.

Some examples of a simple character taglines from history and literature would be "never tells a lie" for George Washington, "the lionheart" for Richard I of England, "demands his martinis be shaken not stirred" for James Bond, "cultivates a grandfather image but quietly manipulates others to achieve the greater good" for Dumbledore, and "I didn't do it, nobody saw me, you can't prove anything" for Bart Simpson.



Standard Rules

Skills

There are no skills in Microlite81. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation, taking into account the characters' classes and backgrounds. If the GM decides a random success chance is truly needed he may resolve the situation with a roll of his choice or he may call for one of the following rolls:

Primary Skill Roll: 1d20 + Stat Bonus + Class Level if the character is attempting something directly related to their class or background.

Secondary Skill Roll: 1d20 + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class or background.

Minor Skill Roll: 1d20 + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class or background.

When the GM calls for a skill roll, he will declare the type of skill roll, which stat the skill roll falls under, and any situational modifiers and the player will make a skill roll. (The GM should make the roll in secret if seeing the result would give the player more information than his character should have.)

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll. Suggested Difficulty Classes: Easy - 8, Normal - 12, Difficult - 16, Hard - 20, Very Hard - 24, Legendary - 28, Unbelievable - 32.

Basic Adventuring Skills: Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and have a rough idea of the value of common coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

Languages: All character races speak common. Other intelligent beings speak their own languages (20% chance of also speaking common). Beings with a MIND over 10 may speak one additional language per point of MIND over 10 (these are in addition to any languages known by race).

Talents: At level 2 (and every 2 levels thereafter), characters may select one narrow area of skill where they are better than average: something they are "Good at." This talent should be either something directly related to their class or background -- or something they have spent game time and/or money learning. If the player wishes (and the GM approves), instead of selecting a new talent a talent the character is already "Good at" be improved to "Expert at" at a later even-numbered level and a talent the character is "Expert at" may be improved a final time to "Master at" at yet a later even-numbered level. The GM will consider the character's talents just as he would the character's class and background when deciding if a character will succeed with an action.

Weapon Mastery

There are three levels of Weapon Mastery: Good at (a specific weapon), Expert at (a specific weapon) and Master at (a specific weapon). Naturally you have to already be "good at" a specific weapon before you can become "expert at" that specific weapon and you have to be "expert at" a specific weapon before you can become "master at" that specific weapon.

Classes with a non-zero Fighter Bonus select a Weapon Mastery at 1st level and all odd-numbered levels. Classes with a zero Fighter Bonus can only gain a level of Weapon Mastery by selecting it in place of a regular talent at even-numbered levels.

Only classes with a non-zero Fighter Bonus can reach the "Master at" level. Arcane casters (except Elves) can only reach the "Good at" level. No character can take a level of Weapon Mastery in a weapon he is unable to use because of class restrictions.

The effects of each level of Weapon Mastery are as follows:

Good at [Specific Weapon]: +2 to hit when wielding this specific weapon. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc. (Arcane Casters are only +1 to hit.)

Expert at [Specific Weapon]: +2 to hit when wielding this specific weapon. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc. Add +1 to damage for every two points you beat the number you need to hit on your attack roll. Critical Hit on a natural 19 or 20. Can hit beings that require a silver weapon to hit with a normal weapon.

Master at [Specific Weapon]: +3 to hit when wielding this specific weapon. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc. Add +1 to damage for every point you beat the number you need to hit on your attack roll. Critical Hit on a natural 18, 19, or 20. Critical hit does double normal body damage (or adds an extra die of damage on targets without body points). Can hit beings that require a silver or a magical weapon to hit with a normal weapon.

Specific Weapon means just at one specific type of weapon: a dagger, a short sword, a longbow, a sling, etc.

Fighters may instead elect to take Weapon Mastery in an entire class of weapons (one-handed swords, bows, thrown weapons, pole arms, etc.). The effects of Weapon Mastery for an entire class of weapons are less than for a specific weapon as shown below:

Good at [Weapon Class]: +1 to hit when wielding weapons of this general type.

Expert at [Weapon Class]: +1 to hit when wielding weapons of this general type. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc.

Master at [Weapon Class]: +1 to hit when wielding weapons of this general type. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc. Add +1 to damage for every two points you beat the number you need to hit on your attack roll. Critical Hit on a natural 19 or 20.

Saving Throws

When subject to an unusual or magical attack, characters generally get a saving throw to avoid or reduce the effect. To make a saving throw, roll 1d20, add modifiers based on the type of saving throw (and any circumstantial modifiers set by the GM). A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, the saving throw is successful if the total of the roll and modifiers is greater than the saving throw listed for the character's level. Unless noted otherwise, monsters save as a Fighter of a level equal to one-half their hit dice, rounded up.

Saving Throw Modifiers: What a character is saving against modifies the saving throw die roll. In cases where multiple types apply, use the first one listed below:

Breath Weapons: Breath Weapons and other blast-like effects give a -1 modifier to the saving throw.

Poison: Dwarves get a +3 bonus.

Death Magic: This includes negative energy attacks. Clerics get +3 due to their link with the higher and lower planes.

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Rod, Staff, Wand: All magical effects created by a rod, staff, or wand give +1 bonus.

Spells: +2 bonus for Magic-Users.

Special Saving Throw Modifiers: Where applicable, these modifiers are applied in addition to those listed above:

Charm and Illusion Magic: Add MIND stat bonus.

All Magical Effects: Dwarves and Halflings receive a +4 bonus to all saving throws against a magical effect.

Magic

Magic-using characters can cast any spell from their respective spell list with a spell level equal or below 1/2 their class level, rounded up. A Magic-User (including Elves, Illusionists, and Tiedlings) starts with Read Magic and 1d2 additional first levels spells in his spell book (which must be approved by the GM) and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. Clerics and Druids do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

A magic-using character can memorize up to his memory limit ("Mem" on the appropriate Level Advancement Table) in spells at one time. A Magic-User (including Elves, Illusionists, and Tiedlings) requires his spell book and one hour of time to change the spells he has memorized. Clerics and druids simply need one hour of quiet meditation to change their spell selection.

Casting Cost: Direct casting a spell of any kind costs Hit Points as shown on the following table:

Spell Level	1	2	3	4	5	6
HP Cost	2	3	5	7	8	10

Although there are ways to reduce the cost of casting spells, the casting cost cannot be reduced below 1 Hit Point.

Spell Difficulty Class: For purposes of things like dispelling, the Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Signature Spells: Select one 'signature' spell per spell level from first upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round. Characters casting spells in combat must remain stationary.

Ritual Magic: A spell-caster can perform ritual magic to cast spells of any level available to his class (and other special rituals that might be found in old books or scrolls) provided the caster has a written copy of the spell or ritual, any needed materials (mainly required by special rituals), and the time and space needed to perform the ritual.

Ritual casting of a spell of a level the caster is able to cast normally takes 10 minutes and costs 1 HP per level of the spell being ritually cast. Ritual casting of a spell of a level the caster is not yet able to cast normally takes 10 minutes per level of the spell and costs twice as much in hit points as it would to cast directly. Ritual casting of a special ritual takes as long and costs as many HP as the ritual states (that is, the GM assigns these as needed when he creates the special ritual). Multiple Magic-Users and/or Clerics may participate in a casting a special ritual with the HP cost of casting divided among them.

Optional Sacrifices: One or more beings with human or better intelligence may be sacrificed during ritual magic. Each sacrifice made adds 10 minutes to the ritual and provides 10 plus the being's level or hit dice in HP to power the ritual. This amount is tripled if the being is truly a willing sacrifice. Some special rituals may require the sacrifice of intelligent beings. The sacrifice of intelligent beings is normally against the law in civilized societies.

Hit Points and Healing

Hit Points: Hit Points are an abstract measure of the amount of damage a character can suffer before falling unconscious and taking severe injuries. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduces Body Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. Optional: To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

Body Points (BP): All characters have 20 Body Points. If Body Points reach 0, the character is dead. Each two points of body damage an Adventurer has suffered gives a -1 to all attack, success, saving, and similar rolls (also to strike speed).

Recovering Hit Points: All characters recover all hit points after six hours of total rest. If a character has lost Body Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

Healing Body Point Damage: Body points lost recover at a rate equal to the character's STR Bonus (minimum of 1 point regained) per full day of rest. If a character with up to 50% Body Point damage (up to 10 points of BP damage if the standard 20 BP is used) performs more than very light activity or careful travel during a day, he has a 50% chance of losing an additional body point. If a character with more 50% of Body Point damaged (11 or more points of BP damage if the standard 20 BP is used) does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional body point.

Bleeding (optional): A character who has been reduced to 0 hit points by weapon or other trauma-related damage will eventually bleed out and die if their wounds are not bound. A bleeding character must make a STR Save every minute or suffer one body point of additional damage. Binding wounds takes 1 minute per point of body damage taken, but no further bleeding rolls are needed (including while the wounds are being bound). Any healing spell cast on a bleeding character will effectively stop the bleeding.

Healing Magic (Optional): Healing magic is not instantaneous, 1 body point will be cured per 10 minutes of rest after the spell is cast (up to the maximum the spell will cure), if the rest is interrupted any remaining points of healing are lost.

Second Wind (Optional): Once per day, characters may regain 20% of their total hit points (round up) by resting in a safe place for an hour while eating a meal. This amount is reduced by 2 hp per point of body damage (to a minimum of 0 hp recovered).

Monster Body Points (Optional): If the GM does not mind the added complexity, monsters may have Body Points as well. A monster's Body Points are equal to twice the number of hit dice the monster has. This option is not recommended.

Combat

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round. If attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. A side cannot be surprised if it is aware of the other.

Initiative: Each side rolls a d6 (reroll ties). High roll wins initiative. The combat order is: 1) Side that lost initiative declares actions. 2) Side that won initiative declares actions. 3) Side that

won initiative acts. 4) Side that lost initiative acts. 5) Any bookkeeping is done. This ends a combat round. If the combat continues, roll initiative again and repeat.

Fighting Classes: A Fighting Class is a character class with a positive, non-zero Fighter Bonus. Examples: Dwarf, Elf, Fighter, Halfling. These classes may add their Fighter Bonus to their attack and damage rolls (both melee and missile).

Combat Stance: Any character able to act may select a combat stance. Any character who does not announce their combat stance when declaring their actions for the round is assumed to select the "Standard" Combat Stance. Combat Stances (and their effects) are *Full Defense* (Attack: no attack possible; AC: +2 bonus, +4 bonus with shield, +6 bonus with large shield), *Active Defense* (Attack: -2 penalty; AC: +1 bonus, +2 with shield), *Standard* (Attack: Normal; AC: Normal), *Active Attack* (Attack: +1 bonus; AC: -1 penalty), and *Full Attack* (Attack: +2 bonus; AC: -2 penalty). Spell casters casting a spell cannot select the Full Defense or Active Defense Stance.

Actions: Combat is very abstract. Each combat round lasts 10 seconds and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. Drawing a weapon, speaking or similar activities are "free" and do not count as an action.

Attack Rolls: Add attack bonus to d20 roll. A natural roll of 1 always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage.

Melee attack bonus = STR bonus + Physical Combat Bonus
Missile attack bonus = DEX bonus + Physical Combat Bonus
Magic attack bonus = MIND bonus + Magical Combat Bonus

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2.

Critical Hits: A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage and doing a number of body points damage equal to the number of damage dice rolled (normally 1). Most monsters do not have body points, so a critical hit will do maximum damage plus a normal damage roll to them and cause them to lose their next attack.

Critical Hit Special Effects (optional): When a Fighting Class character (or a monster, at the GM's option) has selected the Active Attack or Full Attack combat stance for a round and scores a critical hit in melee combat during that round, one of the following special effects may be imposed at the attacker's option:

- *Trip:* Target is knocked prone.
- *Disarm:* Target's weapon or shield is knocked away in a random direction a number of feet equal to half the damage you dealt.
- *Reposition:* Force your target to move to a new location of your choice, up to a number of feet equal to half the damage you dealt (plus attacker's STR bonus). Attacker may move with target if attacker desires.
- *Shield Slam:* If wielding a shield, bludgeon your target with it, dealing damage as a shield bash. Target is then forced back from you a number of feet equal to half the damage dealt by the original attack (plus the attacker's STR bonus).
- *Disorient:* Blow leaves your opponent off-guard. Until the end of his next turn, target is confused.

- **Hinder:** Target is briefly slowed, reducing his speed to five feet until the end of his next turn.

If the movement effect of Reposition or Shield Slam would force the target over a cliff, into a pool of dangerous liquid, or the like, the target gets a DEX save to stop safely at the edge.

Critical Miss Special Effects (optional): When a Fighter Class character (or a monster, at the GM's option) has selected the Active Defense or Full Defense combat stance for a round and an enemy attacking him during that round rolls a natural 1 on their attack roll, one of the following special effects may be imposed at the defender's option:

- **Counterattack:** You make a melee attack against your attacker. This is in addition to any other attacks you might make during the round.
- **Disengage:** You dart away from your attacker, moving up to your movement, but you cannot engage another by doing so.
- **Blind:** You spit, throw sand, or otherwise attack your enemy's eyes. Until the end of the next round, he is blinded.
- **Redirect Attack:** Your opponent's attack automatically strikes another creature of your choice within reach of your enemy's weapon.
- **Feint:** You quickly feign an attack against your foe. Until the end of his next turn, your enemy is has a negative modifier equal to your level to all actions.
- **Steal:** You pluck a small unprotected item--usually no more cumbersome than a weighty coin purse--from your foe.

Light Weapons: Fighting classes can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead of wielding a light weapon. Fighting classes can wield 2 light weapons and attack with both in a round (making one attack roll at -2). Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Cover: Characters behind an object gain +2 to +10 to their AC against ranged attacks, depending on the extent of the cover (light cover = +2 to nearly complete = +10). In some situations, the GM may allow half this AC bonus to apply to saves.

Damage: Light weapons do 1d4 damage. Medium weapons do 1d6 damage. Heavy weapons do 1d8 damage. Add STR bonus and any class damage bonus to Melee damage (x2 for two-handed weapons). **Option:** Weapons do the damage listed for the specific weapon on the equipment table.

Shield Special: A character with a shield may choose to have it completely absorb all the damage from any attack (including a critical hit). A non-magical shield shatters when it does so. A magical shield permanently loses one point of its magical AC bonus when it does so, becoming a non-magical shield if its magical AC bonus is reduced to zero.

Special Combat Situations:

Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

Ranged Attack into Melee: Shooting or throwing into a crowded

melee is not a good idea: there is a 50% chance you'll hit a friend instead of an opponent. Fighting classes may take -4 to hit to avoid hitting a friend.

Dodge: A character who is not making an Active or Full Attack may forgo his next attack at any time and dodge out of the way. Roll 1d20 + DEX bonus + Physical Combat Bonus (PCB). The total is the character's effective AC until his next attack. If it's lower than his real AC, well, the character zipped when he should've zagged. The GM may modify the roll by +2 or -2 (or more) to reflect the terrain and cover of the area.

Aid Another: A character who can make a melee attack on an opponent engaging an ally in melee combat can help that character attack or defend by distracting or interfering with an opponent. Make an attack roll against AC 10. If successful, the ally gains either a +2 (Fighter Bonus +1 for fighting classes) bonus on his next attack roll against that opponent or a +2 (Fighter Bonus +1 for fighting classes) bonus to AC against that opponent's next attack (aiding character's choice), as long as that attack comes before the beginning of the aiding character's next turn. Multiple characters can aid the same ally.

Grapple: A character can make a grapple attack on an adjacent target. A successful attack roll means they are then grappled with their target. When grappled, both the attacker and the defender's AC becomes 10 and neither can make move actions. When grappled, the defender can't make normal actions and must make opposed rolls (1d20 + PCB) against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

Knockout Blow: A character can attempt an armed melee attack against an adjacent creature to stun them. On a successful hit the target is stunned one minute for every point the attacker rolled higher than their defense. Rogues add their level in minutes to this time.

Combat Tricks/Stunts: Declare what the trick/stunt attack is going to do. It could be anything from knocking a weapon from your opponent's hand to blowing his hat off or extinguishing a lantern. Other possibilities could be stapling the target to the wall through his clothing with a thrown weapon, tying him up with a bola, tripping him and so on.

The attack roll is made as normal, if the attack roll is a hit, the player rolls 1d6. If he rolls his Fighter Bonus or less on the D6, the combat trick works. If the combat trick roll fails, the character still hits for normal damage.

Characters with a Fighter Bonus of zero, however, will only succeed with a combat trick if they roll at least a 20 on their attack roll (and the roll would hit the target). If they fail to at least roll a 20 and hit the target, both the combat trick and the attack fail.

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Monsters are assigned a Morale Rating (from 2 to 12, with 2 being a complete coward and 12 being totally fearless) to help the GM make these decisions. If the GM wishes, he may simply roll 2d6 and have the monsters break off combat if the number rolled is greater than the monster's Morale Rating.

Energy Drain: Certain undead and demonic monsters can drain energy levels from characters. Each energy level drained reduces the character's level by one, the character may regain the level normally via experience.

Hirelings

Players may find it useful to have their characters hire bearers to carry light sources into ruins and dungeons (and to carry treasure out) and men-at-arms to aid in combat. In some areas there may be a guild where such people may be found and hired, in other areas characters may have to advertise. Pay must be negotiated and what will be asked will depend on the situation the hirelings think they may get into and the reputation of the characters hiring them.

Bearers have 2 hit points and generally will only fight if cornered and there is no other choice – even then their effective level (used in attack rolls) is -2. They will carry light sources and baggage willingly so long as they are paid, fed, treated well, and not exposed to much mortal danger. Minimum pay: 1 SP/day.

Men-at-Arms will fight but consider being used as a bearer (except of treasure they get a share of) to be beneath them. Green Men-At-Arms have 4 hit points, an effective combat level (used in attack rolls) of 0 and can use whatever armor and weapons their employers provide. Minimum pay: 5 SP/day plus 1/20 of a share of any non-magical treasure found. Veteran Men-at-Arms have 7 hit points, an effective combat level (used in attack rolls) of 1 and can use whatever armor and weapons their employers provide. Minimum pay: 1 GP/day and 1/10 a share of any non-magical treasure found. Men-at-Arms will serve willingly as long as they are fed, paid, treated well, and not asked to take unusual risks that their employers are not taking with them.

Monsters

See the Microlite81 Monster List or use the monster descriptions in any B/X game. To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, magic save = as fighter of level HD/2, all attack bonuses = level (maximum +15), damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Monster Reactions: Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the CHA bonus (and any other appropriate modifiers) to the roll and consulting this table.

Adjusted Reaction Roll	Result
2 or less	Very Unfavorable
3-6	Unfavorable
7	Neutral/Uncertain
8-11	Favorable
12 or more	Very Favorable

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

Mooks (optional): Sometimes a GM may want to use a large number of monsters but not want to carefully track each one. Mooks are "cannon fodder" monsters that have 1 hit point per hit

die, never successfully make a saving throw, and always run away or surrender if the battle is obviously going against them. Any hit from a Fighting Class character will likely kill a mook. Mooks cannot be told at a glance from non-mook monsters. Mooks make excellent minions for powerful leaders as they are very effective against normal people even if they cannot stand long against PCs and NPCs with class levels.

Experience Points and Level Advancement

Experience Points (XP): Characters get Experience Points (XP) through adventuring, defeating monsters, spending money from treasure, etc.

XP from Defeating Monsters: Each monster defeated is worth a base XP equal to the monster's hit dice squared multiplied by 5. If a monster has both hit dice and a character level the higher is used as "hit dice" in this formula. Many monsters have special abilities which make them more dangerous than their hit dice indicate. For each such special ability, add 50% (round down) of the monster's base XP. Example: A party defeats 3 Hippogriffs. Hippogriff has 3 hit dice and one special ability (flight), so each hippogriff is worth 67 XP for a total of 201 XP.

At the end of an adventure, the total XP earned from defeating monsters is divided by the number of characters in the party. Henchmen/Retainers count as 1/2 person and hirelings count as 1/10 person (round up for PCs, round down for others). Example: A party of 5 player characters, 2 retainers, and 10 men-at-arms and other hirelings earns 1200 XP from defeating monsters. Each PC earns 172 XP from defeating monsters, each retainer earns 85 XP, and each hireling earns 17 XP. (Note that XP for hirelings is earned but usually not actually tracked.)

XP from Treasure Spent: Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns XP equal to the treasure so spent in gp divided by his current level. Note that XP from treasure is an abstract method of rewarding the various adventuring actions like finding traps that allow one to get treasure. Example: A 2nd level Fighter spending 1000gp on wine, women, and song earns 500 XP.

XP from Exploration: The GM may reward exploration with XP be designing special points on the map as worthy of XP for reaching them. The GM should generally not inform players in advance as to what, if any, special locations on the map are worth XP. Example: reaching the top of the tallest mountain on the map for the first time might be worth 150 or 200 XP for each character making it to the top or entering a well-hidden sub-level of a dungeon might be worth 50 XP.

XP from other Activities: The GM may award XP for excellent roleplaying, other important actions in the game (successfully completing a quest, for example), etc. In general, the total award from this category for any one session should not be more than 100 XP times the character's current level. No XP may be awarded in this category if the character refuses to even attempt to play his virtues and vices or other character limitations.

Prime Requisite Effects (Optional): Each class has one stat listed as its Prime Requisite. If a character's highest stat is not the Prime Requisite for his class, the character suffers a 10% penalty to all XP earned.

Level Advancement: At the end of every adventure (or, at the GM's option, at the end of every session), total up the XP earned and added them to your character's total XP. If a character's XP total is higher than that the *Minimum Experience Points Required* for the next level on the character's class chart. The character goes up a level and gains all the benefits thereof (increased HP, PCB, MCB, improved Saving Throw, etc.). Note that a character

may only go up one level per session. Any additional XP earned in that session that would put the character above 50% in his new level are lost.

Each level adds a die roll or a fixed amount after 9th level to Hit Points and the character's Physical Combat Bonus, Magical Combat Bonus, Fighter Bonus, etc. may change as indicated in the Advancement table for the character's class.

Spellcasters gain access to new spell levels at levels 3, 5, 7, 9, and (Magic-User only) 11. When an arcane spellcaster gains access to a new spell level he gets one spell of the new level added to his spell books. The player may select the spell subject to GM veto.

Weapons and Equipment

Money

Money takes the form of coins, with the gold piece being the standard unit. 1 platinum piece (pp) = 5 gold pieces; 1 gold piece (gp) = 10 silver pieces; 1 electrum piece (ep) = 5 silver pieces; 1 silver piece (sp) = 10 copper pieces (cp). Coins from different areas may look different and in some areas only coins from that area are acceptable, other coins will have to be exchanged for proper coins at a moneychanger who will take at least a 10% exchange fee.

To put the value of a gold piece into perspective, a single gold piece is enough for a peasant to subsist at a wretched quality of life for a month. Early in their career, adventurers will typically live on a few dozen gold pieces per month, enough to eat and sleep at an inn. A dragon's treasure hoard of 50,000gp might keep a village of peasants alive for decade, but merely cover a prince's monthly budget.

Equipment Packs

Suggested starting packs for new characters:

Pack A	Pack B	Pack C
normal clothing	normal clothing	normal clothing
backpack	backpack	backpack
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
10 oil flasks	10 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
water skin	water skin	water skin
iron rations for four days	iron rations for four days	iron rations for four days

Finally, add the following, based on your Class:

Cleric: Silver holy symbol, light armor (AC +2), a one handed weapon + shield, and 5 gold pieces

Dwarf, Fighter, Halfling: Vial of holy water, medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Elf: light armor (AC +2), one-handed weapon, spell book with all spells known, and 5 gold pieces

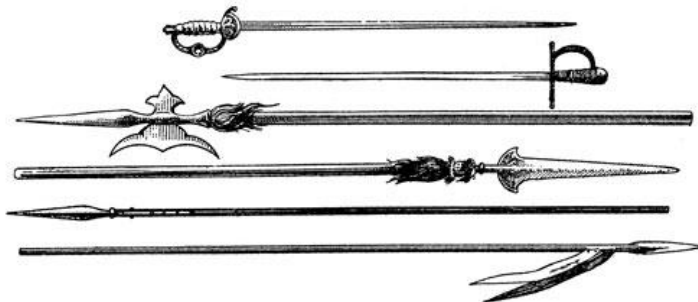
Magic-User: Spell book with all spells known, a dagger, and 5 gold pieces

Thief: lock picking tools, light armor (AC +2), light weapon, and 5 gold pieces.

Standard Equipment List

Players, with the permission of the GM, may elect to roll their starting wealth in gold pieces and buy equipment piece by piece from the equipment list below. If this is done, each character starts with 120 + (3d6 x 5) gold pieces. The GM is free to modify the equipment list to suit the starting location in his campaign.

Armor	Cost	AC
Clothing Only	-	10
Hide and Fur Armor	10gp	11
Leather Armor	20gp	12
Ring Mail or Scale Armor	30gp	13
Chain Mail Armor	40gp	14
Banded Plate or Lamellar Armor	50gp	15
Plate Armor	60gp	16
Shield	10gp	+1
Leather Barding	40gp	11
Scale Barding	75gp	12
Chain Barding	150gp	13
Lamellar Barding	300gp	14
Plate Barding	600gp	15



Weapons	Cost	Damage*
Axes:		
Battle Axe	7gp	1d6/1d8
Great Axe (two-handed)	10gp	1d10
Hand Axe	4gp	1d6
Bows and Crossbows:		
Arbalest	50gp	1d8
Crossbow	30gp	1d6
Case with 20 quarrels	2gp	
Composite Bow	40gp	1d6
Longbow	7gp	1d6
Short Bow	3gp	1d6
Quiver with 20 arrows	1gp	
1 silver-tipped arrow	5gp	
Catapults and Ballista:		
Ballista (1,800lb)	80gp	3d6
Ballista Shot	4gp	
Heavy Catapult (1,200lb)	200gp	4d6
Light Catapult (1,800lb)	100gp	3d6
Catapult Shot (25lb)	5gp	
Catapult Shot, Pitch (25lb)	25gp	
Flails, Hammers, and Maces:		
Club	1gp	1d4
Flail	5gp	1d6/1d8
Mace	5gp	1d6/1d8
Morning Star (two-handed)	10gp	1d10
War Hammer	5gp	1d6/1d8
Spears and Pole Arms		
Lance (mounted)	1gp	1d10
Javelin	1gp	1d6
Pole Arm (two-handed)	7gp	1d10
Spear	3gp	1d6/1d8
Swords and Daggers:		
Dagger	3gp	1d4
Silver Dagger	30gp	1d4
Short Sword	7gp	1d6
Sword	10gp	1d6/1d8
Two-Handed Sword	15gp	1d10
Other Weapons:		
Bola	5gp	1d2
Darts (5)	2gp	1d4
Net	1gp	-
Sling with 30 Sling Bullets	2gp	1d4
Sap	1gp	1d4

Staff (two-handed)	1gp	1d6
Whip	5gp	1d2

*Where two damage values are listed, the first is for one handed and the second is for two-handed use.

Adventuring Equipment	Cost
Backpack (holds 4 stone)	2gp
Barrel (20 gallon)	3sp
Belladonna (1lb)	10gp
Blanket (wool, thick)	2gp
Birthwort (1lb)	10gp
Candle (tallow, 1lb)	2sp
Candle (wax, 1lb)	6sp
Chest (ironbound, holds 20 stone)	22gp
Comfrey (1lb)	10gp
Crowbar	1gp
Flask of Oil (common, 1 pint)	3sp
Flask of Oil (military, 1 pint)	2gp
Garlic (1lb)	5gp
Goldenrod (1lb)	10gp
Grappling Hook	25gp
Hammer (small)	2gp
Holy Symbol	25gp
Holy Water (1 pint)	25gp
Ink (1 oz.)	8gp
Iron Spikes (12)	1gp
Lantern	10gp
Lock	20gp
Mirror (hand-sized, steel)	5gp
Musical instrument	25–100gp
Pouch/Purse (holds 1/2 stone)	5sp
Pole, Wooden (10' long)	1sp
Rations, Iron (one week)	1–6gp
Rations, Standard (one week)	3sp–3gp
Rope (50' length)	1gp
Sack (small, holds 2 stone)	3sp
Sack (large, holds 6 stone)	8sp
Spell Book (blank)	20gp
Stakes (4) and Mallet	3gp
Tent	20gp
Thieves' Tools	25gp
Tinder Box (flint & steel)	8sp
Torches (6)	1sp
Water/Wine Skin	6sp
Wolfsbane (1lb)	10gp
Woundwort (1lb)	10gp

Foodstuffs	Cost
Ale/Beer (cheap, 3 pints)	1cp
Ale/Beer (good, 1 pint)	2cp
Bread (white, 4lb)	1sp
Bread (wheat, 8lb)	1sp
Bread (coarse, 12lb)	1sp
Cheese (1lb)	5cp
Cinnamon (clover, pepper, sugar) (1lb)	3gp
Dried Fruit (1lb)	1sp
Eggs (1 dozen)	5cp
Meal (1 person, poor to feast)	1cp-10gp
Meat (beef, chicken, mutton, or pork, 1lb)	1sp
Saffron (1lb)	15gp
Wine (cheap, 1 pint)	2cp
Wine (good, 1 pint)	1sp
Wine (rare, 1 pint)	5sp

Livestock	Cost
Chicken (3lb)	1sp
Cow (550lb)	10gp
Dog (hunting)	10gp
Dog (war)	75gp
Goat (125lb)	3gp
Hawk (trained)	20gp
Pig (125lb)	3gp

Sheep (80lb)	2gp
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Land Transport	Cost
Camel	100gp
Caparison (warhorse)	20gp
Cart (small)	25gp
Cart (large)	50gp
Donkey	8gp
Horses:	
Heavy Draft Horse	40gp
Heavy Warhorse	700gp
Medium Draft Horse	30gp
Medium Riding Horse	40gp
Medium Warhorse	250gp
Light Riding Horse	75gp
Light Warhorse	150gp
Mule	20gp
Ox (2,000lb)	40gp
Saddle and Tack (draft)	5gp
Saddle and Tack (riding)	10gp
Saddle and Tack (war)	25gp
Saddlebags (leather)	5gp
Stabling (draft/riding horse, one night)	2sp-5sp
Stabling (warhorse, one night)	5sp-1gp
Wagon	200gp

Clothing	Cost
Belt / Sash (leather)	4sp
Boots (leather, low)	6sp
Boots (leather, high)	3gp
Cassock (cleric / mage)	7gp
Cloak (fur-lined, winter)	15gp
Cloak (long, hooded)	1gp
Dress (crafter / freeholder)	4gp
Dress (armiger)	20gp
Gown (lady-in-waiting / noble)	100gp
Gown (duchess)	1000gp
Hat (armiger)	10sp
Linen (cheap, 1 yard)	1gp
Linen (fine, 1 yard)	7gp
Robe (cleric / mage)	6gp
Silk (1 yard)	15gp
Sandals / Shoes (leather)	4sp
Tunic and Pants (serf)	2gp
Tunic and Pants (crafter / freeholder)	4gp
Tunic and Pants (armiger)	20gp
Tunic and Pants (noble)	100gp
Wool (cheap, 1 yard)	6sp
Wool (fine, 1 yard)	6gp

Maritime Transport	Cost
Barge/raft	1gp/sq ft
Boat (river)	4000gp
Boat (sailing)	2000gp
Canoe	40gp
Galley (large)	30,000gp
Galley (small)	10,000gp
Galley (war)	60,000gp
Longship	15,000gp
Sailing Ship (large)	20,000gp
Sailing Ship (small)	5,000gp
Troop Transport (large)	40,000gp
Troop Transport (small)	10,000gp

Lodging	Cost
Cottage (wood)	300gp
Inn (one person, one night, slum)	1sp
Inn, one person, one night, average)	5sp
Inn (one person, one night, superb)	2gp
Hut (wattle)	25gp
Hut (wooden)	50gp
Townhouse (stone)	1,200gp

Adventuring

B/X Conventions

Almost any material you come across for B/X or other early editions of the world's most popular roleplaying game can be used in Microlite81 with little modification. However, there are some descriptive conventions that B/X used that may need explanation.

Time Conventions: B/X talks about time in terms of rounds (combat rounds) and turns. A round was 10 seconds and a turn was 10 minutes, so there were 60 rounds in a turn.

Movement/Distance Conventions: B/X gave distances in inches. When underground or in buildings or the like, one inch equaled 10 feet. When outdoors, however, one inch was 10 yards. Yes, this meant spell and weapon ranges were greater outdoors than indoors. Normal human movement (when carefully exploring) was 12" per move, with two moves per turn. Carrying too much weight cut this down to 9" or even 6". Running movement was double the above.

Descending Armor Class: B/X and other pre-SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Microlite81 uses the ascending Armor Class system used in the OGL SRD. If you have old adventures using the original descending AC system and wish to use them, it is easy to convert descending ACs to ascending ACs.

Unarmored AC is 9: If the adventure is for B/X (or other edition where the unarmored AC is 9), subtract the descending AC listed in the adventure from 19 to get the ascending AC used by Microlite81.

Unarmored AC is 10: If the adventure is for 1e or 2e (where the unarmored AC is 10), subtract the descending AC listed in the adventure from 20 to obtain the ascending AC used by Microlite81.

Dungeon Exploration

Exploring dungeons is an iconic part of old school roleplaying games. The guidelines in this section will help the GM run adventures in dungeons, castles, caverns, and other "indoor" spaces.

Light: Humans and many other races require a light source (or magical ability) to see in the dark. Torches, lanterns, etc. will produce limited areas of light (generally 20 feet of bright light and a further 10 feet of dim light), but they also make it easy for monsters to see the party coming, making surprise impossible. Torches can be blown out by strong gusts of wind (d6 roll: blown out on a 1 or 2). Lanterns use flasks of oil as fuel, and a lantern can burn continuously on 1 flask of oil for 24 turns (4 hours). Torches burn continuously for 6 turns (1 hour) before burning out. Most monsters living in a dungeon have infravision or some other means of seeing in the dark; however these methods do not work in the presence of a light source.

Seeing Monsters: Unless surprised, characters will see monsters when they are 2d6 x 10 feet apart. Surprise distance is 1d3 x 10 feet.

Wandering Monsters: The GM should roll 1d6 every 2 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow their orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a

battle. Monsters will generally pursue if there is less than 120 feet between the two groups. Monsters will only pursue around a corner or through a door on roll of 1 or 2 on a d6 (1 if a secret door is used). Fire will deter many monsters. Food will distract many monsters: unintelligent monsters 90% of the time, semi-intelligent monsters 50% of the time, intelligent monsters 10% of the time. Treasure may also distract monsters: unintelligent monsters 10% of the time, semi-intelligent monsters 50% of the time, and intelligent monsters 90% of the time. All chances may be adjusted by the GM depending on circumstances. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

Rest: One turn in six must be sent in rest or all characters suffer a -1 to all d20 rolls and to damage rolls per rest missed. Time spent searching is not time spent resting.

Doors: Dungeons often have many doors, some secret and others obvious. Many are locked, and a thief will need to attempt to pick locks. However, characters can attempt to break a door down. In this case, the player rolls 1d6. A result of 2 or less means the door has been broken down. Strength adjustments apply, but no matter what the adjustment there must always be a chance of success or failure. Bonuses cannot take the success range above 5 or below 1 on 1d6.

Players will sometimes want their character to listen at a door to hear any noises beyond. Again, the GM rolls 1d6. A roll of 1 results in success, and a roll of 1 or 2 succeeds for demi-humans due to their keen hearing. A thief has specially trained for this task, and succeeds on a roll of 1-2 (Level 1-4), 1-3 (Level 5-8), 1-4 (Level 9-12), and 1-5 (Level 13+). This attempt may only be made one time at any door by a character. Note that some creatures, such as undead, do not make noise.

Traps and Trap Detection: A trap will usually spring on a d6 roll of 1 or 2 when a character passes over or by them or otherwise triggers them.

Characters of all classes can search for non-magical traps. All characters except dwarves and thieves can succeed in spotting a trap on a roll of 1 on 1d6. Dwarves succeed on a roll of 1 or 2 on 1d6. Thieves are specially trained for this task, and succeed on a roll of 1-2 (Level 1-4), 1-3 (Level 5-8), 1-4 (Level 9-12), and 1-5 (Level 13+). Players must declare that their characters are actively looking for traps, and they must be looking in the right place. This roll may only be made once in a particular location, and it takes 1 turn per effort made. Since the GM rolls the dice, the player never know if the roll failed or if there simply is no trap in the area searched.

Secret/Hidden Doors: Secret (and hidden) doors can only be spotted if characters are specifically looking for them. The GM rolls 1d6 when a player declares that his character is looking for secret doors. A result of 1 on 1d6 is a success, except that elves have better vision and succeed on a roll of 1 or 2 on 1d6. Thieves are specially trained for this task, and succeed on a roll of 1-2 (Level 1-6), 1-3 (Level 7-10), and 1-4 (Level 11+). A character can only attempt to look for secret doors once in any given area, and it takes 1 turn. A second attempt cannot be made in the same area. On a roll of 1 on 1d6 an Elf will notice a secret door even if he is not actively searching for secret doors. Since the GM rolls the dice, the player never know if the roll failed or if there simply is no door in the area searched.

Wilderness Exploration

Exploring the wilderness is an iconic part of old school roleplaying games. The guidelines in this section will help the GM run adventures in the great outdoors, whether exploring new lands or simply go from one place to another along well-travelled routes.

Time and Wilderness Movement: The wilderness is not cramped like in a dungeon, and characters can usually see further

ahead and not be as wary of obstacles. For this reason, movement is measured in yards rather than feet in the wilderness.

A character that could move 120' per turn in a dungeon can move 120 yards (360') per turn in the wilderness. Further, characters can move, per day, their movement rate divided by 5 in miles per day. So a character that moves at 120 (feet or yards, depending on environment) can move 24 miles in the wilderness per day. It's likely that not all characters will have the same movement, so if they wish to stay together they must move as fast as the slowest character. Also note that the number of miles characters can move in 1 day presented here assumes a clear trail and easy travel. Other conditions will reduce the distance traveled in a day by fractions, as detailed below.

Terrain	Movement Modifier
Desert, hills, wooded areas	-1/3
Thick jungle, swamps, mountains	-1/2
Road travel, clear wide trails	+1/2

For example, if characters can travel 24 miles normally, but are following roads, they can travel 36 miles a day (24 + 12). If they are traveling through swampy land, they travel 12 miles (24 - 12) per day. Furthermore, certain kinds of terrain can slow travel at the GM's discretion, such as if the characters have to cross canyons, large rivers, or other formations. In addition to these conditions that can influence travel rates, characters may engage in a forced march. A forced march is a day of hard, tiring travel, but increases travel speed by +1/2. However, the characters must rest for 24 hours after a forced march. Otherwise, during wilderness travel the characters have to rest one day per six days of travel. Weather can also affect travel rates or even prevent safe travel altogether.

Missile weapon and spell ranges are measured in yards in the wilderness also, but note that areas of effect remain the same for spells and other effects.

Unless there is an encounter, the GM will direct players through time in increments of days while traveling in the wilderness. When an encounter occurs, time is measured in rounds. Unlike in labyrinths, wilderness adventures do not often measure time in turns.

Seeing Monsters: Unless surprised, characters will see monsters when they are 4d6 x 10 yards apart. Surprise distance is 1d3 x 10 yards.

Wandering Monsters: The GM should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made at night. If a wandering monster is indicated (roll varies by terrain, see terrain table below), wandering monsters stumble across the party from a random direction and distance. At night, the GM should randomly determine which watch is on duty when the attack is made.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 50% chance monsters faster than the party will catch it (30% chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught by 25%. Monsters will pursue into another hex on the map 50% of the time. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the GM depending on circumstances. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

Becoming Lost: A group travelling off a well-marked trail or road without an accurate map or a knowledgeable guide may become lost. The chance of becoming lost is rolled on a d6 and depends on the type of terrain the party is in (see table below). If lost, the party actually moves in a random direction but believes they have moved in the direction intended.

Terrain Type	Chance Lost	Chance of Encounter
Plains	1	1
Woods	1-2	1-2
Forest	1-3	1-2
River	1	1-2
Swamp	1-3	1-3
Hills	1	1-2
Mountains	1-2	1-3
Desert	1-3	1-2

Strongholds: Characters may encounter a stronghold during their wilderness travels. If the GM decides the characters pass near a castle or other kind of stronghold, he can roll on the following table to randomly determine how any patrol that spots them might react. These rolls may be modified one way or another if the characters are acting suspicious, or if they are approaching peacefully and potentially with offerings.

Ruler			Reaction (1D6)		
Class	Level	Patrol Type	Ignore	Chase	Friendly
Cleric	6+1d8	Lt mounted, 2d6	1-2	3-4	5-6
Dwarf	8+1d4	Hvy infantry, 2d6	1-4	5	6
Elf	9 or 10	Lt mounted, 2d6	1-4	5	6
Fighter	8+1d6	Hvy mounted, 2d6	1-2	3-5	6
Halfling	6+1d2	Lt infantry, 2d6	1-3	3	4-6
MU	10+1d4	Hvy infantry, 2d6	1-4	5	6

Rations and Foraging: When adventuring in a dungeon, there may be very little available to eat. Characters must take rations with them to cover the extent of time they expect to be away from town. However, they may occasionally kill an edible monster.

When in the wilderness, characters can hunt or scavenge for food. Scavenging for food is an activity that can be accomplished without hindering travel by gathering fruit, nuts, or small animals. For each day of travel while scavenging, roll 1d6. A result of 1 indicates that sufficient food for 1d6 human sized beings has been acquired. Hunting follows the same roll, but succeeds on 1-2, and must be engaged as the sole activity for a day. No traveling is possible. In addition, there will be one Wandering Monster check, from the table appropriate for the terrain, while the group is hunting.

Characters that go without food and/or water will soon begin to suffer from the effects of starvation and/or dehydration:

Starvation: Characters generally need 2 pounds of food per day. After 2 days without food, a character takes 1d6 damage per additional day without food and no longer heals lost HP.

Dehydration: Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25% of his full HP in damage (and can no longer heal).

Other Hazards

Falling: 1d6 damage per 10 feet fallen, save for half damage.

Spikes: add +1 point to falling damage per 10' fallen, max +10

Extreme Heat & Cold: If not wearing suitable protection, save once every 10 minutes (-1 per previous check), taking 1d6 damage on each failed save.



Creating a Stronghold

All of the Character classes have some ability, at some level, to establish a stronghold – or to take over a guild, in the case of Thieves. Strongholds are usually built by claiming an area of wilderness, clearing out the monsters that lair in the region, and then beginning construction of the new owner's fortified place of residence. The nature and type of stronghold will differ, of course, for the individual's choices will play an important role. For instance, it is traditional for you, the player, to create a map of your castle. In general, a strong leader who clears out an area with a radius of ten miles or so will end up in charge of between 2 and 8 (2d4) small settlements. The peasants in these hamlets, cots, and villages will be overjoyed to find themselves under the protection of a powerful and renowned protector – unless your Character is a tyrannical overlord in the service of Chaos. Each settlement holds roughly 1d4 x100 villagers, and the normal feudal tax is 10 gp per year per villager. Sometimes, of course, this is paid with chickens and oxen, and your stronghold might take on the appearance of a marketplace, around tax time – but a good reeve or bailiff can sort it all out quickly, without the Character's needing to get involved.

Owning a stronghold allows a person to house and feed loyal retainers without paying for their room and board in local inns, or building campsites in the cold rain. It is a base of operations and a secure place to keep Treasure.

Building the actual castle, of course, is quite expensive. The owner will need to hire wagons for transporting materials, as well as masons and other experienced craftsmen from more civilized areas to raise the strong stone walls and towers of the fortress. While the construction costs could change drastically depending upon how far a freehold is from the rest of civilization and what materials are available in the area, the following sample costs will provide a baseline:

Stronghold Structure Costs

Barbican (gatehouse, 2 small towers, and a drawbridge)	38,000gp
Battlement (100' long, crenellated parapets)	500gp
Building, stone (20' high, 30' square, wood doors, floors, roof, stairs)*	3,000gp
Building, wood (20' high, 30' square, wood doors, floors, roof, stairs)*	1,500gp
Corridor, dungeon (10'x10'x10', hewn stone walls, flagstone floor)	500gp
Drawbridge, wood (10' x 20')	250gp
Gatehouse (20' high, 30' x 20', metal portcullis, wood doors, floors, stairs)	6,500gp
Keep, square (80' high, 60' square, wood doors, floors, stairs)*	75,000gp
Moat, unfilled (100' x 20' x 10' deep)*	400gp
Moat, filled (100' x 20' x 10' deep)*	800gp

Palisade, wood (10' high, 100' long, 1' thick)	125gp
Rampart, earthen (10' high, 100' long, 15' thick)	2,500gp
Tower, small round (30' high, 20' diameter, wood doors, floors, stairs)	15,000gp
Tower, medium round (40' high, 20' diameter, wood doors, floors, stairs)	22,500gp
Tower, large round (40' high, 30' diameter, wood doors, floors, roof, stairs)	30,000gp
Tower, huge round (60' high, 30' diameter, wood doors, floors, roof, stairs)	54,000gp
Wall, stone castle (20' high, 100' long, 10' thick)	5,000gp
Wall, stone castle (30' high, 100' long, 10' thick)	7,500gp
Wall, stone castle (40' high, 100' long, 10' thick)	12,500gp
Wall, stone castle (50' high, 100' long, 10' thick)	17,500gp
Wall, stone castle (60' high, 100' long, 10' thick)	22,500gp

**The dimensions of these constructions can be altered as long as the square footage remains the same.*

In addition to the building costs, the character will need to hire at least one engineer (250gp/month) per 100,000gp cost of the stronghold. The time required to construct a stronghold depends entirely on its total price. For every 500gp it will take one day of game time. The construction time can be reduced by 25% by paying 50% additional construction costs, or reduced by 50% by paying 100% additional construction costs. The construction time cannot be reduced by more than 50%.

Magical Research

As described in their class descriptions, spell casters are able to research new spells and create magic items. These are expensive procedures which often do not succeed.

All magical research requires a magic research skill roll of some type to succeed. This throw is a Secondary MIND Skill Roll unless otherwise listed. An unmodified die roll of 1-3 is always a failure when conducting magical research, however. When a magic research throw fails, the time and money spent on the research is lost. In addition, any precious materials or special components (described below) are consumed.

Researching Spells

Researching Known Spells: A spellcaster of 5th level or higher may use spell research to gain access to spells on the standard Microlite81 spell list that he does not have access to from scrolls, spell books, or (if a divine spellcaster) his deity. Spell research costs 1,000gp, and takes two weeks of research, per level of the spell. Spell research requires a magic research throw versus a DC equal to 12 plus twice the level of the spell being researched. EXAMPLE: Riddle is an 11th level mage with a MIND of 15 researching a 4th level spell. It will take 8 weeks and cost 4,000gp, and require a Secondary MIND Skill Roll versus a DC of 20 to succeed.

Researching New Spells: A spellcaster may also use spell research to create a new spell not on the standard spell lists. The spellcaster must describe in detail the kind of spell he wants to create, and the effects it will have. The GM will then determine if the spell can be created, and if so what the spell level will be. The spellcaster must be capable of casting spells of the spell level the potential new spell will be; otherwise he must wait until he attains a high enough level to research and cast the spell. Spell research costs 1,000gp, and takes two weeks of research, per level of the spell. A magic research roll is required for success versus a DC equal to 12 plus three times the level of the spell being researched.

Identifying Magic Items: Spell research can also identify the properties of a magic item. It takes 1,000gp and two weeks of research to identify a magic item, and a magic research throw (A is required). The required DC is determined by how common the GM rules the magic item is: Common, DC 14; Uncommon, DC 17; Rare, DC 20; Very Rare, DC 24; Artifact/Unique, DC 30 (or higher).

A mage or other arcane caster can only research a spell if he can still learn spells of that level. A cleric or other divine caster can only research a spell with the permission of his deity (GM's discretion). The deity will usually remove a spell of the same level from the cleric's spell list in exchange for granting the new spell.

Libraries: To research a spell, a spellcaster must have access to a library. Wizard's guilds and major temples often will provide their mages and clerics access to such a library. If a spellcaster wishes to compile his own library, a minimum of 4,000gp must be invested to allow research on 1st level spells. For each subsequent spell level to be researched, another 2,000gp must be invested. Having an exceptionally large library aids research. For every 10,000gp of value above the minimum required for the spell, the spellcaster receives a +1 bonus on his magic research throw (up to a maximum +3 bonus).

Every time a wizard successfully researches a spell, 10% of the gold spent for that effect is added to his library value, reflecting the value of notes and annotations made during research. Authoritative tomes or rare books found as treasure might provide an additional bonus to research specific spells or types of spells.

Creating Magic Items

Starting at 5th level, spellcasters may begin to scribe scrolls and brew potions. At 9th level, they may begin to make other types of magic items, such as rods, rings, swords, and other items. An arcane spellcaster may never create magic items that are exclusive to divine spellcasters. A divine spellcaster may make any item his class is eligible to use.

In order to create a magic item, the spellcaster must know the spell(s) that replicate the magic item's effect, or must find a sample or formula of the item. If a magic item's effect does not compare to any existing spell, the spellcaster must either research a new spell that will produce the desired effect, or he must find a sample or formula of the item.

Cost and Time: The base cost and time required to create a magic item is listed on the Magic Item Creation tables.

Magic Research Roll: Creating a magic item requires a magic research roll for success versus a DC equal to 12 plus three times the level of the spell needed to create the effect being enchanted. If multiple effects are being enchanted, each must be rolled separately. A +1 item bonus is considered a 1st level spell, a +2 item bonus is considered a single 3rd level spell, and a +3 item bonus is considered a single 6th level spell.

Formulas and Samples: A formula is a magical "recipe" for the creation of an item. A spellcaster automatically has a formula for any magic item he has previously created. Formulas may also be found as treasure. A sample is simply an existing magic item that is available to the spellcaster while he is working.

There are three advantages to having a formula or sample:

- 1) It enables the spellcaster to create a magic item without having to learn or invent the spells imbued in the item.
- 2) It reduces the cost and time to make the item by 50%.
- 3) The DC for the magic research roll is 12 plus two times the level of the spell needed to create the effect (instead of the standard plus three times the level of the spell needed to create the effect).

Precious Materials: Rare woods, noble metals, such as silver, gold, and platinum, and precious gems, such as rubies and diamonds, retain magic better than common woods, crude metals, or simple stone. Using precious materials can thus improve the chances of success of creating a magic item. For every 10,000gp

of value in gems, jewelry, precious metals, and rare or elaborately carved woods added, the spellcaster receives a +1 bonus on his magic research throw. A character may not spend more on precious materials than the base cost of the item.

Special Components: Creating magic items requires special components for each spell effect in the item. Components are usually organs or blood from one or more monsters with a total XP value equal to the gp cost of the research. The cost of any special components is in addition to the base cost of the research. If a character does not have a formula when he begins creating the item, he will not learn the special components until the work is 50% complete. The GM will determine the specific components required for each item. Different formulas for the same item may require different components. For instance, one formula for a wand of fireball might require the fangs of 20 hellhounds, while another formula for a wand of fireball might require the ichor of four efreet.

Workshops: Just as a spellcaster needs a library to research spells, he needs a workshop in order to create magic items. Wizard's guilds and major temples often will provide their mages and clerics access to a workshop. If a spellcaster wishes to build his own workshop, a minimum of 4,000gp must be invested to allow creation of 1st level spell effects or item bonuses. For each subsequent spell level or bonus, another 2,000gp must be invested. Having an exceptionally valuable workshop aids item creation. For every 10,000gp of value above the minimum required for the spell, the spellcaster receives a +1 bonus on his magic research throw (up to a maximum +3 bonus).

Magic Item Creation: Base Cost

Item Type	Base Cost
One Use Effect	500gp x spell level
Charged Effect	500gp x spell level x charges*
Permanent Effect, Unlimited Use	500gp x spell level x 50
Permanent Effect, Use 1/turn	500gp x spell level x 33
Permanent Effect, Use 1/3 turns	500gp x spell level x 25
Permanent Effect, Use 1/hour	500gp x spell level x 16
Permanent Effect, Use 3/day	500gp x spell level x 12
Permanent Effect, Use 1/day	500gp x spell level x 10
Permanent Effect, Use 1/week	500gp x spell level x 6
Magical Weapon +1	5,000gp**
Incr bonus from +1 to +2	+10,000gp**
Incr bonus from +2 to +3	+20,000gp**
Magical Armor +1	5,000gp**
Incr bonus from +1 to +2	+10,000gp**
Incr bonus from +2 to +3	+20,000gp**

Magic Item Creation: Time Cost

Item Type	Time
One Use Effect	1 week x spell level
Charged Effect	2 days x spell level x charges
Permanent Effect, Unlimited Use	100 days x spell level
Permanent Effect, Use 1/turn	80 days x spell level
Permanent Effect, Use 1/3 turns	70 days x spell level
Permanent Effect, Use 1/hour	60 days x spell level
Permanent Effect, Use 3/day	50 days x spell level
Permanent Effect, Use 1/day	40 days x spell level
Permanent Effect, Use 1/wk	30 days x spell level
Magical Weapon +1	1 month x WBC / 10***
Incr bonus from +1 to +2	+1 month x WBC / 10***
Incr bonus from +2 to +3	+1 month x WBC / 10***
Magical Armor +1	1 month x Armor Class
Incr bonus from +1 to +2	+1 month
Incr bonus from +2 to +3	+1 month

* If a charged item has multiple spell effects powered by the same charges, use the base cost and time for the highest level spell effect, plus half the base cost and time for each other spell effect. The minimum time to create a charged item is never less than 1 week per spell level of the highest level effect.

** If the weapon or armor has a bonus that is restricted to a particular class or type of opponents, the extra bonus is half price. If the weapon or armor is enchanted with spell-like effects, the spell-like effects are enchanted separately using the cost and time for charged or permanent effects.

***"WBC" = Weapon Base Cost. Arrows, bolts, and sling stones are enchanted in bundles of 20 at a base cost of 10gp.



Optional Rules

The following rules are optional. The GM decides if they will be used.

Minor Optional Rules

Encumbrance: Characters can normally carry twelve (plus STR bonus) items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item. Oversized items (two-handed weapons, anything as tall as the character or that requires two hands to carry) count as two items. A character carrying 6 or fewer items is unencumbered. A character carrying 7-12 items is lightly encumbered. A character carrying 13-18 items is heavily encumbered. A character carrying more than 18 items is over-encumbered. *Option:* Adjust number of items for each encumbrance class by the character's STR bonus.

Individual Initiative: Roll d20 + DEX bonus for initiative order each combat round. Use Hit Dice/2 instead of DEX for monsters. Characters and monsters act in Initiative order, from high to low. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

Energy Drain: If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Raise Dead Spell Expansion: As B/X does not have clerical spells higher than 5th level, the B/X cleric lacks a way to restore lost limbs or restore levels lost. If the GM wishes high level Microlite81 clerics to have these abilities, the simplest way to add them is to extend the clerical "Raise Dead" spell so it does one of four things when cast (caster's choice): 1) The standard raise dead function as described in the spell description. 2) Regrow one lost limb (or partially lost limb) to a single living target; the limb takes 1 day to regrow. 3) Restore one energy level lost within the last (level of caster) days to a single living target. 4) Completely heal a single living target of all damage (both hit point and STR damage). The name of the spell could be changed to "Restore Life" if this optional rule is used.

Avoiding Save-or-"Die": There are a number of effects which cause the character to be taken out of play permanently or for a long period of time unless a saving throw is made (e.g. instant death, turn to stone, etc.). If this standard rule seems too harsh, try the following instead. If a character fails a save-or-"die" roll, the negative effect happens immediately but it can be reversed if the character receives 5 minutes of careful care in a non-combat environment starting within a number of minutes/melee rounds equal to the affected character's CON stat. The GM may rule that certain issues still require further treatment within 24 hours or the effect recurs (e.g. poison must still be neutralized) or may not be handled this way at all.

Traditional Experience for Treasure: Traditionally, experience points were only given for treasure found in B/X and were not given for treasure spent. To use this system, ignore the standard rules for experience from treasure found and experience for treasure spent and use the following rule instead.

At the end of an adventure, total the value of all non-magical treasure found during the adventure in gold pieces. Divide the result by the number of characters in the party to determine the number of XP each character receives from treasure. Henchmen/Retainers count as 1/2 person and hirelings count as 1/10 person (round up for PCs, round down for others).

Character Goals and Personality Traits

The alignment system is a simple way to handle character "personalities" at a very simple level. While alignment is suitable for many types of campaigns, a more flexible system is needed for others. If this system is used, the GM will "enforce" it with Experience Point bonuses for using the character's goals and traits in play.

Character Goals: In order to individual characters, each player must select four goals from the list below and arrange them in order of importance to the character from first to fourth. Goals not on the list may be selected with prior GM approval. The GM may award bonus XP for goal achievements during a session. Characters can also earn points by helping their friends (fellow PCS and associated NPC) achieve their goals, so long as their friends goals do not clash with their own goals. Players may change a goal or change the order of their goals during a campaign with GM approval.

Suggested Goals: (The player must select a particular aspect to stress for those marked with an asterisk)

Furtherance of Scholarly Studies*	History, linguistics, literature, etc.
Furtherance of Art*	Music, architecture, crafts, etc.
Furtherance of Science*	Astrology, engineering, etc.
Wealth	Accumulation of treasure or other wealth
Earthly Pleasures	Wine, women/men, drugs, etc.
Romance	True love
Power over Others	Political, religious, in criminal underworld, etc.
Fame	Personal renown far and wide
Rank*	On social scale or in institution like religion or military
Preservation of the Status Quo	Prevention of change (in government, religion, social system, etc.)
Preservation of Nature	
Preservation of Order	Prevention of breakdown of law and order
Comradeship	Establishment and maintenance of friendships
Risk Tasking	Taking physical, financial, or spiritual risks
Commercial Business	Setting up and running profitable businesses
Collecting*	Jewelry, antiques, weapons. Etc. (for pleasure of ownership, not for actual use)
Religious Service	Serving religions and Gods
Battle Glory	Winning renown in battle
Image Cultivation	Adopting a distinctive appearance and style to impress others
Freedom	Preservation of individual freedoms
Chivalry	Mercy, fairness, compassion
Honor	Duty to liege, family, friends, or own dignity
Mystic Power	Finding spells, magic items, etc. for own use
Patriotism	Acting in country's best interest
Discovery	Bringing new knowledge to own civilization
Experience Wonders	Travelling through strange lands, other planes, etc.
Intrigue	Political/Social secret scheming and plotting
Materialism	Spending money on displays of wealth: manors, castles, useless expensive items, etc.
Welfare of Others	
Responsibility	Desire to carry out duties, take care of charges, etc.
Expansion of Civilization	Into new lands, etc.

Wanton Destruction

Cruelty
Persecution of Evil

Competition

Personal Feats
Creation*
Self-Discipline

Trickery*

Desire to destroy things for the pleasure of destroying
Desire to cause pain in others
"Evil" as defined by your culture or religion
Desire to compete for competition's sake
The "do it because it's there" spirit
Make magic items, works of art, etc.
Controlling one's behavior and emotions
Thwarting authority, playing practical jokes, etc.



Character Personality Traits:

In order to further individualize characters, players must select three of the following Personality Traits for their character. Personality Traits other than those listed may be used with prior GM approval. Players should be careful not to select traits that they are not interested in playing or that strongly conflict

with their goals or religion (unless that is what the player wants). Players should also try to avoid selecting conflicting Personal Traits for their characters. If such traits are selected (for example, the first two on the list below), the negative trait (passion for drink, in this case) is applied to the character while the positive trait is directed toward the behavior of others – which tends to make the character a hypocrite.

Suggested Personality Traits:

True passion for alcoholic beverages
Disapproves of drunken ways
True passion for gambling
Disapproves of gambling
Enjoy a good public brawl and will start one given a good reason
Disapproves of public brawling
True passion for members of the opposite sex
Disapproves of lewd and/or flirtatious behavior
Braggart who exaggerates his/her deeds
Modest about own deeds and disapproves of bragging
Gourmet who will not tolerate poor cuisine
Glutton who will eat just about anything and think it great
Rather crude and rough manners
Excellent manners, cannot tolerate bad manners
Will lie when it suits his/her needs
Truthful character who does not tolerate falsehood
Grasping and greedy
Miserly and begrudges spending money
Spendthrift whose money never lasts long
Tends to forgive (or forget) personal insults and injuries
Tends not to forgive or forget personal insults and injuries, and always tries to get even – sometime
Social snob who demands due respect from his/her social inferiors
Social egalitarian that places little worth in social class differences when a person has shown his/her worth
Character will not kill except in self-defense (and only after all else has been tried and has failed)
Sexist who belittles the abilities of the opposite sex.
Mild prejudice against a specific race or class (belittles their abilities)
Overconfident of own abilities
Little confidence in own abilities
Mild phobia
Always optimistic
Always pessimistic

Advantages and Disadvantages

Many players like to have characters that are mechanically different from other characters of their class. Backgrounds help provide this, but some campaigns may need more. Characters in such campaigns may be created with advantages and disadvantages that adjust the character's Experience Base. All advantages and disadvantages selected for a specific character must be approved by the GM as suitable the campaign, the style of play, and the specific character. Things that any characters should be able to try to do should never be allowed as advantages. The following are example advantages and disadvantages that may be used. These are only examples, you may wish to remove some of the ones listed that do not fit your campaign or style of play and/or add new ones tailored to your campaign.

Advantages: The following special abilities increase a character's abilities and powers at the cost of increasing the number of experience points a character needs to advance.

Alchemy: Alchemists can create potions with the effect of Arcane Spells. With access to water, ingredients (5 gp per use per Spell Level), and a successful roll of 1d20 + Magic Attack Bonus vs. a DC of 10 + (3 x Spell Level), an Alchemist can create potions for spells of a Spell Level up to 1/2 the Alchemist's Level (round up). Potions take 30 minutes per spell level to brew. These potions can be used up to 24 hours after their creation; creating a potion with no expiration adds (2 x Spell Level) to the DC. Each potion after the first created in a day adds +2 to the DC. Experience base modifier of +500/12500.

Ambidextrous: Characters are normally considered to be right or left-handed. Ambidextrous characters can use both hands equally well, even at the same time. Experience base modifier of +100/2500.

Danger Sense: The character has a sixth sense for danger. For an Experience Base modifier of +200/5000, he can never be surprised.

Direction Sense: For an Experience Base modifier of +100/2500, a character always knows which direction is which (e.g. which way is north). For an Experience Base modifier of +300/7500, a character not only always knows which direction is which but can always retrace his path (e.g. return the way he came in in a maze).

Former Magic-User Apprentice: The character began training as a Magic-User or Illusionist but did not complete it. The character has the Magic-User special abilities (Arcane Blast and Minor Magic) but at a cost of 3 HP per use. He can create the needed wand, but doing so takes a full week instead of a few hours. If the ritual rules are used, the character can cast first and second level spells as rituals provided he has a readable written copy of the spell ritual. Experience Base modifier of +500/12500.

Herbalism: Herbalists are familiar with the magical methods of selecting and preparing herbal elixirs, poultices, etc. with the effects of divine healing spells (effect level is listed in parenthesis): Cure Light Wounds (1), Gentle Repose (2), Cure Blindness (3), Cure Deafness (3), Cure Disease (3), Cure Serious Wounds (4), Neutralize Poison (5), Restoration (7). Successful creation requires access to water, ingredients (5 gp per use per effect level), and a successful roll of 1d20 + Magic Attack Bonus vs. a DC of 10 + (3 x Spell Level). Effects equal to 1/2 the herbalist's level (round up) can be created. Herbal creations may be used up to 24 hours after creation. Herbal creations affecting disease or poison must be created for a specific disease or poison. Experience base modifier of +500/12500.

Photographic Memory: For an Experience Base modifier of +100/2500, a character may remember details most would forget on a successful WIL save. For an Experience Base modifier of

+300/7500, a character can remember everything with true photographic detail on a successful MIND save.

Disadvantages: The following major hindrances to a character decrease the number of experience points a character needs to advance. However, the character's Experience Base can never go below 50% of his Experience Base without any disadvantages.

Frail: Character is unhealthy and weak of frame, subtracting 1 from the number of hit points gained at each level (minimum 0). Experience Base modifier of -100/2500.

Hunted by Enemies: The character is hunted by some powerful person or group who want to do them ill. The Experience Base modifier is the total of the modifier for the hunter's power and how often the enemy has a hand in the character's adventures. Power: slightly more powerful than character -0/0; much more powerful -200/5000; extremely powerful -400/10000. Frequency: 20% of game sessions -100/2500; 40% of game sessions -200/5000; 60% of game sessions -300/7500.

Low Self-Esteem: Character has little self-confidence or self-worth, taking a -3 penalty on Presence saves. Experience Base modifier of -100/2500.

Meager Fortitude: Character is sickly and weak of stomach, taking a -3 penalty on Fortitude saves. Experience Base modifier of -100/2500.

Noncombatant: Character is relatively inept at melee combat; take a -2 penalty on all melee attack rolls. Experience Base modifier of -100/2500.

Phobia: The character has a fear so strong it can overwhelm him. Mild phobias can be temporarily overcome with a MIND save. Severe phobias cannot be overcome. The Experience Base modifier is determined by how common the object of the fear is and the severity. Type of fear: Rare object/situation: -100/2500; Uncommon object/situation: -200/5000; Common object/situation: -300/7500. Severity of Fear: Mild Fear: 1x; Severe fear: 2x.

Poor Reflexes: Character zigs when he should zag, taking a -3 penalty on Reflex saves. Experience Base modifier of -100/2500.

Shaky: Character is relatively poor at ranged combat, taking a -2 penalty on all ranged attack rolls. Experience Base modifier of -100/2500.

Unlucky: Your character just has bad luck, usually at the worst possible time. The GM will arbitrarily make something go wrong for the character each game session. This bad luck cannot kill the character outright, but just about anything else goes. Experience Base modifier of -300/7500.

Unreactive: Character is slow to react to danger, taking a -4 penalty on initiative checks. Experience Base modifier of -100/2500.

Vow: Your character has sworn an oath to do or not do something. The number of points it is worth is based on the amount of inconvenience the GM thinks it will cause the character during an average game session. Characters who break their vow during a session receive no XP for the session. Minor inconvenience: -100/2500; Major inconvenience: -200/5000; Great inconvenience: -300/7500.

Vulnerable: Character is not good at defending himself, taking a -1 penalty to Armor Class. Experience Base modifier of -100/2500.

Weak Will: Character is highly suggestible and easily duped; taking a -3 penalty on Will saves. Experience Base modifier of -100/2500.

Fire-And-Forget Magic

The B/X version of the world's most popular fantasy roleplaying game used a much different system of magic from that of Microlite20-based games. This system had the magic-user or cleric select and prepare a set number of spells of certain levels in advance. Each prepared spell could only be cast once. This system can easily be substituted for the standard Microlite81 spell casting system using the following rules.

Both magic-users and clerics must select and prepare specific spells from their collections in advance. The number of spells of specific levels a character can prepare is limited by their class level (see below for details). Preparing spells takes one hour of uninterrupted time: magic-users must study their spell books while clerics must meditate and commune with their deity.

Casting a prepared spell does not cost any hit points, but once cast, a spell cast is no longer in memory and may not be cast again. Casters may prepare multiple copies of the same spell.

In combat, if a fire-and-forget caster is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles and the caster loses the spell from memory just as if he had cast it.

No Clerical Spell at First Level (Optional): To be true to the original B/X source material, first level clerics should not have any spells. To duplicate this, change the number of first level spells available to first level clerics to zero and the number available to second level clerics to one on the Cleric table below.

Number of Spells Prepared Per Day (Magic-Users/Elves):

Magic-User/ Elf Level	Spell Level					
	1	2	3	4	5	6
1	1					
2	2					
3	2	1				
4	2	2				
5	2	2	1			
6	2	2	2			
7	3	2	2	1		
8	3	3	2	2		
9	3	3	3	2	1	
10	3	3	3	3	2	
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	3
14	4	4	4	4	3	3

Number of Spells Prepared Per Day (Clerics):

Cleric Level	Spell Level				
	1	2	3	4	5
1	1				
2	2				
3	2	1			
4	3	2			
5	3	2	1		
6	3	3	2		
7	4	3	2	1	
8	4	3	3	2	
9	4	4	3	2	1
10	5	4	3	3	2
11	5	4	4	3	2
12	5	5	4	3	3
13	6	5	4	4	3
14	6	5	5	4	3

Traditional Saving Throws

Some gamemasters and players prefer the traditional "five category" saving throw system used in early editions of the world's most popular fantasy roleplaying game. The following saving throw tables can be substituted for the standard Microlite81 saving throw system if the GM desires.

Cleric Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	11	14	12	15
5-8	14	9	12	10	12
9-12	12	7	10	8	9
13+	8	3	8	4	6

Dwarf and Halfling Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	13	8	10	9	12
4-6	10	6	8	7	10
7-9*	7	4	6	5	8
10+	4	2	4	3	6

* Maximum for halflings

Elf Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	15	12	13	13	15
4-6	13	10	11	11	13
7-9	9	8	9	9	11
10	7	6	7	7	9

Fighter Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
0 lvl Human	17	14	16	15	18
1-3	15	12	14	13	16
4-6	13	10	12	11	14
7-9	9	8	10	9	12
10-12	7	6	8	7	10
13+	5	4	6	5	8

Magic-User Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-5	16	13	13	13	14
6-10	14	11	11	11	12
11+	12	9	9	9	8

Thief Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	14	13	15	14
5-8	14	12	11	13	12
9-12	12	10	9	11	10
13+	10	8	7	9	8

Item Saving Throws

When characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or a fire ball spell, some or all of their items may be destroyed. A GM using this optional rule may use either of the following methods to determine what items are destroyed:

Method 1: Whenever characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or the spell fire ball, all ordinary possessions on a character's body should be considered destroyed. Magical items may not be destroyed, and are allowed saving throws of the appropriate type for the attack based on the character's saving throw. Items that have bonuses will receive an equal bonus on the saving throw. For instance, a +1 dagger receives a bonus of +1 to the roll.

Method 2: Make a roll in the kind of situation mentioned above, as well as in situations when items are exposed to crushing damage (from falls), acid, or any other event that could feasibly destroy them. The GM will roll either 1d4 or 1d6, depending on the severity of the situation. Magic items have a chance of surviving based on their relative power. For instance, a +2 shield would survive on a roll of 1-2 on a d4 or d6. Items for which "pluses" do not apply can be assigned a number between 1 and 3. Scrolls and potions may survive on a roll of 1 on a d4 or d6, a staff or wand may survive on a roll of 1-2; any other items such as rings, rods, and other miscellaneous magical items are more durable and survive on a roll of 1-3. If an item which has "pluses" is damaged, it may not be destroyed outright, but may lose one "plus." Thus, a +2 shield becomes a +1 shield on a failed saving throw roll.

Modifiers: The GM should apply bonuses or penalties depending on the situation. If an attempt is made to intentionally damage an item, there may be a penalty of 2 to the roll. Bonuses may apply if an item is well protected. No penalty or bonus should be more than 2.



Psionics

Psionics are mental powers which aren't magic but sometimes duplicate magical abilities. If psionics are used in a campaign, any highly intelligent being has a slight change of being psionic.

Creating Psionic Characters: Characters should check for psionic ability at character creation. Roll a d20 and add MIND bonus. On a roll of 21 or higher, the character may opt to have psionics abilities that will manifest as the character goes up levels. If the roll is successful and the player opts for the character for the character to have psionics, roll 2d6. The result is the maximum number of psionic abilities the character will manifest. The character's Experience Base is immediately increased by +100/+2500 for each psionic ability the character may manifest.

Manifesting Psionic Abilities: At character creation and every time a psionic character goes up a level, the character rolls to see if a new psionic ability manifests. Roll 1d20 + MIND bonus against a DC of (21 – the maximum number of psionic abilities the character may manifest). On a successful roll, the character

manifests a new psionic ability. Roll on the Psionic Ability Table below to determine the new ability. Reroll if the character already has the ability rolled.

Manifesting Psionic Attack and Defense Modes: Psionic characters manifest psionic attack and defense modes as they gain psionic abilities. Specific modes manifest as the character manifests a specific number of abilities. See Psionic Combat below for more information.

Number of Psionic Abilities Manifested	Attack Mode Manifested	Defense Mode Manifested
1	Mind Thrust	Thought Shield
2		Mind Blank
3	Ego Whip	
4		Mental Barrier
5	Psionic Blast	
6		Intellect Fortress
7	Id Insinuation	
8		Tower of Iron Will
9	Psychic Crush	

Using Psionic Abilities: Using a psionic ability is an action. Successful use requires a 1d20 + MIND Bonus + Level/2 versus the DC given in the ability description. Certain abilities also cost HP (even if the attempt is unsuccessful). The power of many psionic abilities is determined by the Ability Level of the specific psionic ability. This is the number of levels the character has possessed the specific ability. Simply recording the character's level when he gets the ability will make calculating this easy.

Psionic Abilities: The following psionic abilities may manifest. Which abilities manifest should be determined randomly. The GM is free to create other abilities.

Roll	Psionic Ability	Roll	Psionic Ability
1	Animal Telepathy	13	Etherealness
2	Astral Projection	14	Healing Trance
3	Aura Alteration	15	Invisibility
4	Body Control	16	Levitation
5	Body Equilibrium	17	Mind over Body
6	Clairaudience	18	Precognition
7	Clairvoyance	19	Psychic Surgery
8	Dimension Door	20	Shape Alteration
9	Domination	21	Telekinesis
10	Empathic Projection	22	Telepathy
11	Empathy	23	Teleportation
12	ESP	24	Suspend Animation

Animal Telepathy: Character can establish 2-way mental communication with an animal. DC is 12. HP Cost is 1 HP per minute. Level of communication depends on the intelligence of the target. Does not require target to obey or be helpful.

Astral Projection: Character can enter a trance and project himself into the Astral Plane. This works like the Astral Spell except that speed of travel and other effects depend on Ability Level. DC is 15. HP Cost is 1 HP per 10 minutes.

Aura Alteration: Character can alter a target's aura to either to disguise the target's alignment and level, or to remove a compulsion or charm. Disguise has a DC of 15, costs 5 HP, lasts 10 minutes per Ability Level, can make the target appear as any desired alignment and can modify the character's apparent level by up to Ability Level levels. Removing a charm, compulsion, or curse costs 10 HP and grants the target another saving roll.

Body Control: Character can adjust his body to exist in unusual conditions (extreme temperatures, hostile/destructive elements like poison gas, water, acid, fire, lava, etc.). DC is 12 for unusual conditions like extreme temperatures, 15 for hostile environments like underwater or lack of good air. 18 for extreme conditions like

acids, lava, etc. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

Body Equilibrium: Character can adjust his body weight to correspond to the surface he is walking on so as not to sink into water, mud, quicksand, etc. DC is 12. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

Clairaudience: Character can hear at a distance (30 feet + Ability Level x 10). DC is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

Clairvoyance: Character can see at a distance (30 feet + Ability Level x 10). DC is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

Dimension Door: Character can teleport up to Ability Level x 20 feet. DC is 12 if target location visible, 15 otherwise. Costs 5 HP.

Domination: Character can force another to do their will. DC to establish is 15 + target's level/hit dice. DC to maintain for another round is 15 + target's level/hit dice. Costs the target's level/hit dice in HP per minute.

Empathic Projection: Character projects an emotional state upon targets. This works similar to the Suggestion spell but is limited to suggesting emotions. DC is 12 if touching a single target, 15 otherwise. Range: 30 feet + (Ability Level x 10). Can affect up to Ability Level targets. HP Cost is 3 per target.

Empathy: Character senses the emotions/emotional needs of the target(s). DC is 15. Cost: 1 HP per minute if a single target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10).

ESP: Character can read the surface thoughts of the target. DC is 10 + target's level/hit dice. Cost: 1 HP per minute if touching target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10). Searching for specific/deeper thoughts adds 5 to the DC (+10 if the target is specifically hiding them) and doubles the HP cost.

Etherealness: Character can alter his body vibrations to those of the Ethereal Plane, but is only able to carry Ability Level * Ability Level pounds of material with him. DC is 12 + 1 per 20 pounds of weight carried. HP Cost: 1 HP per 10 minutes.

Healing Trance: Character can go into a trance and heal Body Points quickly. A maximum of one BP per Ability Level can be healed. DC is 10 + number of BP to be healed. Trances lasts a number of hours equal to the BP to be healed, and 1 BP is healed per hour of trance. HP Cost: BP healed x 2.

Invisibility: Character can turn invisible by making those in range not notice the character. Character cannot attack and maintain invisibility. Range is Ability Level x 10 feet. DC is 12 (or 15 if the targets are highly alert).

Levitation: Character can float in the air. DC to float is 12 and it costs 1 HP per minute. Character can ascend or descend Ability Level feet per minute by making an ability check with a DC of 15. Character can move laterally Ability Level feet per minute by making an ability check with a DC of 18.

Mind over Body: Character can suppress bodily needs like food, water, and sleep for two days per Ability Level. Thereafter the character must spend an equal number of days resting before this ability can be used again. No ability check or HP cost.

Precognition: Character has a vague sense of the future. While using this power the character cannot be surprised and adds his Ability Level/2 (round up) to initiative, combat rolls, and any other d20 rolls where an ability to know what might happen in the near

future would be helpful. DC is 15 and the roll must be made each minute the ability is used. HP cost is 5 HP per minute.

Psychic Surgery: Character and target go into a trance to heal target's Body Points quickly. Character must be touching target. A maximum of one BP per Ability Level can be healed. DC is 10 + number of BP to be healed. Trances last a number of hours equal to the BP to be healed and 1 BP is healed per hour of trance. HP Cost: BP healed x 2.

Shape Alteration: Character can modify his appearance similar to the Polymorph Self spell. DC is 12 to make minor changes to appearance (remaining same species), 15 to make major changes (another species of similar size), and 18 to make more extreme changes. Cost is per hour and is based on type of change: 3 HP for minor changes, 8 HP for major changes, and 15 HP for extreme changes. Maximum duration is Ability Level hours.

Telekinesis: Character can move objects up to Ability Level x Ability Level pounds by mental power. DC is 12 (18 if precise control is needed). HP Cost is 3 HP per minute for slow movement, 8 per attack for combat speed movement.

Telepathy: Character can establish 2-way mental communication with an intelligent target. DC is 12 if target is willing, 18 otherwise. HP Cost is 1 HP per minute. 1 minute of telepathy allows an information exchange equal to 10 minutes of talking.

Teleportation: Character can teleport up to Ability Level * 100 miles. DC is 12 if the target location is intimately known to character, 18 if the target location is well known, and 24 if the target is only known from a clear description. HP Cost is 15.

Suspend Animation: Character can virtually stop all body functions for a predetermined amount of time. Maximum duration is Ability Level x Ability Level weeks. Character will not change during this time. A number of days equal to the number of weeks spend in suspended animation must pass before this ability can be used again. No ability check or HP cost.

Psionic Combat: Only psionic characters that have manifested a psionic attack ability can make a psionic attack. Psionic attacks are made at Strike Speed 10 (the same as Glance attacks). The Psionic Attack Roll is 1d20 + MIND bonus + number of psionic abilities manifested. The attack is successful if it is higher than the target's Psionic Armor Class (10 + MIND bonus + armor bonuses from a psionic defense mode).

Psionic attacks do psionic damage (see below for amounts). Tally psionic damage separately. If the total psionic damage ever becomes greater than the character's current hit points, the character falls into a coma and remains in a coma until he has more hit points than psionic damage points and makes a successful WIL save (may be attempted once per hour). With a night's sleep, psionic damage "heals" 1d6 + twice the number of psionic abilities manifested, if any.

Psionic Defense Modes: Defense modes increase the character's psionic armor class when in use. Only one mode can be in effect at one time. Thought Shield costs 0 HP to use and gives a +1 bonus to the character's psionic armor class. Mind Blank costs 0 HP to use and gives a +2 bonus to the character's psionic armor class. Mental Barrier costs 0 HP to use and gives a +4 bonus to the character's psionic armor class. Intellect Fortress costs 2 HP to use and gives a +4 bonus to the psionic armor class of the character and everyone within 10 feet. Tower of Iron Will costs 3 HP to use and gives a +6 bonus to the psionic armor class of the character and everyone within 3 feet.

Psionic Attack Modes: Mind Thrust costs 1 HP to use and does 1d8 points of psionic damage. Ego Whip costs 2 HP to use and does 2d6 points of psionic damage and the target must make a WIL save or be stunned for one minute. Psionic Blast costs 4 HP to use

and attacks everyone in a conic area in front of the psionic doing 1d6 damage to everyone in the affected area, double damage to those in short range (10'), half damage at long range (30'). One attack roll is made and used against all possible targets. Id Insinuation costs 2 HP to use and does 3d6 psionic damage and the target must save vs. Fear or be affected as a fear spell for 1d6 rounds. Psychic Crush costs 5 HP to use and does 4d6 psionic damage and 2d6 physical (HP) damage.

Deities and Divine Intervention

Characters will find it helpful to follow one of the gods. Although Clerics, Druids, and Paladins have special access to the deities, other classes may receive advice and assistance at times as well. A character may select any deity (or pantheon in some campaigns) to follow from the campaign allowed by the GM.

Divine Intervention: Deities will occasionally assist their followers when petitioned for aid. There is a chance of angering the deity and a strong possibility that the deity will not deign to take an interest in mortal affairs at that time. The petitioner may thus receive aid, suffer harm, or get no response at all. Petitioning for divine intervention more often than once a week results in automatic retribution.

Petitioning for divine intervention can be done at any time provided the character is capable of thought. A d100 roll on the appropriate table using the column for the characters level below will determine the result. Clerics, Druids, and Paladins add 5 to their level before consulting the chart.

Greater Deity					
Result	1-5	6-10	11-15	16-20	21+
Retribution	01-80	01-70	01-60	01-50	01-40
No Effect	81-95	71-90	61-85	51-80	41-70
Intervention	96-00	91-00	86-00	81-00	71-00

Major Deity					
Result	1-5	6-10	11-15	16-20	21+
Retribution	01-70	01-60	01-40	01-30	01-20
No Effect	81-90	61-80	41-70	31-60	21-50
Intervention	91-00	81-00	71-00	61-00	51-00

Minor Deity					
Result	1-5	6-10	11-15	16-20	21+
Retribution	01-60	01-40	01-30	01-20	01-15
No Effect	61-85	41-75	31-65	11-55	16-45
Intervention	86-00	76-00	66-00	56-00	46-00

Demi-God					
Result	1-5	6-10	11-15	16-20	21+
Retribution	01-50	01-30	01-20	01-10	01-05
No Effect	51-80	31-65	11-55	11-45	06-35
Intervention	81-00	66-00	56-00	46-00	36-00

Characters may make an offering to their deity before rolling for divine intervention. All offerings must be in the possession of the petitioner at the time of the request (deities do not accept IOUs). This table lists the die roll modifier for various types of offerings:

Offering	Die Roll Modifier
Treasure (1000gp)	+1
Each Potion	+2
Magic Weapon/Armor	+Bonus
Magic Scroll (per spell)	+2
Magic Ring, wand, or rod	+5
Magic Staff	+10
Miscellaneous Magic item	+10
Minor Artifact	+15
Minor Artifact	+25
Accept Minor Quest	+10
Accept Major Quest	+20
Intelligent Being Sacrificed	+Level or HD

Only evil deities accept the sacrifice of intelligent beings. A minor quest will take 4 to 8 months. A major quest will take 1 to 3 years. The quest will be imposed by the deity (and need not involve actual questing).

There is an additional modifier of -15 if the character does not regularly donate at least 10% of income to the deity's temple. Characters who ignore their deity except when in need of help suffer a die roll modifier of -10 to -30 as determined by the GM.

If the result is intervention, the deity will do the minimum needed to answer the request. For Demi-Gods, the maximum would be about the ability of a limited wish spell. For Minor Deities, the maximum would be about the power of a single wish spell. For Major Deities, the maximum would be about the about ability of several wish spells. There is no effective limit for what Greater Deities can do.

If the result is retribution, the petitioner takes his level in D6 of damage (plus Body Point damage equal to the character's level if Body Points are being used).

Conversion (Optional): Characters may not willingly change their allegiance to another deity/pantheon except at a full temple of the new deity and then only with a favorable reaction roll from the new deity's priests (large donations to the temple will give favorable modifications to the roll). Lay people accepted by a new god must spend 1d4 weeks (at their own expense) at the temple learning the basic rituals and dogma of their new faith before they can receive any benefits from that faith. Clerics and Druids must spend 1d6 months (plus their level in weeks) in such study before they can cast divine spells above 2nd level again. Druids can only convert to another nature deity.

Spell Level Availability (Optional): A character's deity may limit the level of Divine Spells the character may cast. If the character's deity is a Demi-God, the maximum level of Divine Spells the character has access to is 5th level. If the character's deity is a Minor Deity, the maximum level of Divine Spells the character has access to is 6th level. If the character's deity is a Major or Greater Deity, the maximum level of Divine Spells the character has access to is 7th level.

Special Spells by Deity (Optional): Deities may not offer all of the standard Divine Spells (Cleric) to their clerics. They may simply not provide some of the standard spells, substitute special spells for some of the standard spells, or even add additional spells to the standard spells.



Microlite81 Spell Lists

Arcane (Magic-User/Elf) Spells

For expanded spell descriptions see B/X or a B/X retro-clone. R: is range. D: is duration.

1st Level

Charm Person: Makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly). Undead creatures are not affected by this spell, nor are humanoid monsters larger than ogres. R: 120 feet. D: until dispelled or saved against.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Floating Disk: Creates a small shield sized floating energy disc that follows the caster. Holds up to 500 lbs. R: 5 feet D: 60 minutes.

Hold Portal: Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.

Light: object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/level.

Magic Missile: Creates magic arrow which hits its target for 1d6 damage. An additional 2 missiles are created every 5 levels (e.g. total 3 at level 5, total 5 at level 10). R: 150 feet. D: 10 minutes.

Protection from Evil: +1 to AC and saves, counter mind control, hedge out summoned and enchanted monsters. Attacking a creature negates protection against that creature. Moves with caster. R: shell around caster. D: 1 hour.

Read Languages: Read any written language. D: 1 or 2 readings.

Read Magic: Read scrolls, spell books, other magical writing. R: caster only. D: one reading (two scrolls or equivalent).

Shield: Improves caster's armor class to 17 versus missile attack and to 15 versus melee attacks. R: caster. D: 20 minutes.

Sleep: Puts 4d6 HD of beings into magical slumber. Undead and creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's 4d4 x 10 minutes.

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes.

2nd Level

Continual Light: object lights circle with 120 ft. radius until dispelled, not full daylight. R: 120 feet.

Detect Evil: Reveals evil thoughts/intent or evil items. R: 60 feet. D: 20 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

ESP: Allows Caster to read surface thoughts of target. Undead are immune. R: 60 feet. D: 2 hours.

Invisibility: Target is invisible until spell broken by caster, some outside force, or until it attacks. R: 240 feet.

Knock: Unlocks/unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant.

Levitate: Caster floats up and down as he desires. Speed: 20 feet up/down per minute. D: 60 minutes + 10 minutes/level.

Locate Object: Senses direction toward an object (specific or type) D: 20 minutes. R: 60 + 10/level feet.

Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.

Web: Sticky webs fill a 10x10x10 foot area. Burning through the webs takes 6+1d4 minutes. Large creatures push through in 14+1d6 minutes. Human-sized creatures take 20+3d6 minutes. R: 10 feet. D: 8 hours.

Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell. R: 10 feet. D: instant.

3rd Level

Clairvoyance: See through eyes of one creature. Caster can change creatures once every 10 minutes. R: 60 feet. D: 120 minutes.

Dispel Magic: Cancels magic effects and spells in a 20x20 foot area. (If cast by higher level caster, Magic Attack vs. Spell's DC for success) Range: 120 feet. Duration: instant but effects permanent.

Fire Ball: Missile of fire that bursts when hits target for 1d6/level fire damage, 20 foot burst radius. R: 240 feet. D: instant.

Fly: Target can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/level. (GM rolls secretly.)

Haste Spell: Subjects (up 24 beings in a 60 foot radius of target) double in speed, taking two actions at a time. (Counters Slow) R: 240 feet. D: 30 minutes.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 10 minutes/level.

Infravision: See in the dark. R: touch. D: 1 day. Sight Range: 30 + (1d3 x 10) feet.

Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Lightning Bolt: 1d6/level electrical damage. Bolt bounces off walls, etc. R: 240 feet, bolt is 5 feet wide, 60 feet long. D: instant.

Protection from Evil, 10' radius: +1 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to caster and all allies within 10 foot circle around caster. D: 120 minutes.

Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 120 minutes.

Water Breathing: Subject can breathe water. R: 30 feet. D: 1 day.

4th Level

Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest. R: 120 feet.

Confusion: Subjects (up to 3d6 hit dice in a 60 foot circle, only 2+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Dimension Door: Teleports subject a short distance (up to 360 feet) from current location. Fails if destination not open air. R: 10 feet. D: instant.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet.

Massmorph: Makes up to 100 humanoids in a 240 foot diameter circle appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.

Plant Growth: Plants in an area up to 3000 square feet (entire area must be within range) become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.

Polymorph Others: Change one creature (but not self) into the form of another being. Change is complete and includes gaining special abilities and mind of creature. New form cannot have more than 2x the hit dice of original. R: 60 feet. D: until dispelled.

Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only. D: 60 + 10/level minutes.

Remove Curse: Frees subject from a single curse. Does not remove curse from object, but frees user to get rid of the cursed object. R: 10 feet. D: instant but effects permanent.

Wall of Fire: Creates thin wall of fire up to 1200 square feet. Blocks sight and creatures under 4 hit dice cannot pass. Passing through wall deals 1d6 damage (2d6 for undead or cold-using creatures). Wall lasts as long as caster concentrates on it. R: 60 feet.

Wall of Ice: Creates translucent wall of ice 20 feet tall and 60 feet long (or equivalent). Creatures under 4 hit dice cannot pass. Passing through wall deals 1d6 damage (2d6 for undead or fire-using creatures). Wall lasts as long as caster concentrates on it. R: 60 feet.

Wizard Eye: Allows sending an invisible eye that can see in the dark up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute. D: 60 minutes.

5th Level

Animate Dead: Create undead skeletons or zombies under control of caster from dead bodies, up to 1 hit die of undead per caster level. R: 60 feet. D: permanent.

Cloudkill: creates a moving, opaque, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter, moves with wind or 6 feet per minute. Effects (suffered each minute within cloud): if under 5HD, save vs poison or die, suffer 1 hp damage if save made. 5HD or more, suffer 1 hp damage. D: 60 minutes.

Conjure Elemental: Conjures one 16 HD elemental who will serve the caster until dispelled/dismissed/caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.

Contact Higher Plane: Lets Caster ask yes/no question of other planar entity. There are 10 levels (from 3-12) of higher planes. Caster chooses which level to contact. 1 question per level. Chance of correct answer 45 + 5% per level, maximum 95%. Chance of going insane from the contact is 5% per level, maximum 50%. Range: caster. Duration: 1 minute per question.

Feeblemind: Subject's MIND drops to 1. Save at -4. R: 240 feet. D: until dispelled.

Hold Monster: As Hold Person, but any creature. R: 120 feet. D: 1 hour plus 10 minutes/level.

Magic Jar: Moves caster's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs. DC of (10 + MIND bonus + target level or hit dice). New save every level days. Range: 30 feet. Duration: until dispelled or caster ends spell.

Pass-Wall: Creates a 5 foot wide passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.

Rock-Mud: Transforms rock to mud or vice-versa, up to 3000 square foot area 10 feet deep. R: 120 feet. D: 3d6 days.

Telekinesis: Moves object by mental power. Up to 20 pounds per level. Object moves 20 feet per minute. Living creatures get a saving throw if they do not wish to be moved. R: 120 feet. D: 1 hour.

Teleport: Instantly transports subject up to 100 miles/level. Caster must know target location exactly. The less exactly one knows the target, the greater the chance of appearing too high or too low. Too low is usually fatal as creature and ground do not mix.

Wall of Stone: Creates a wall of stone in any shape up to 1000 cubic feet. R: 60 feet. D: until destroyed or dispelled.

6th Level

Anti-Magic Shell: Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours.

Control Weather: Caster can adjust weather in a 240 yard radius. D: concentration.

Death Spell: Kills 4d8 hit dice of creatures with less than 8 hit dice with a 60 foot cube. R: 240 feet. D: instant but effect permanent.

Disintegrate: Makes one creature or non-magical object (or part of a large object, up to a 10 foot cube) vanish, turning it to fine dust. R: 60 feet. D: instant but effects permanent.

Geas: Force a creature to obey one long-term order, similar to the clerical Quest spell. R: 30 feet. D: until order completed.

Invisible Stalker: Summons an invisible stalker, an extra-dimensional monster, under the control of the Magic-User who may give it a single mission which it will carry out until it is finished.

Lower Water: Lowers the depth of 10,000 square feet of water by 50%. R: 240 feet. D: 10 turns.

Move Earth: Move 60 cubic feet of loose soil per turn within the range of the spell. Neither solid stone nor large boulders may be moved. R: 240 feet. D: permanent.

Part Water: Creates a dry path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. Caster can terminate spell early. R: 240 feet. D: 1 hour.

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Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 60 minutes.

Reincarnation: Restores dead person to life in a random (usually humanoid) form. R: touch. D: instant.

Stone-Flesh: Turns subject into a stone statue (or vice versa). R: 120 feet. D: permanent.

Arcane (Illusionist) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Change Self: Illusion makes the caster appear to be a different creature. The illusionary guise must share the same general size and shape as the illusionist. R: caster. D: 10 x (1d6 + 10 + level) minutes.

Color Spray: A sheet of bright conflicting colors affecting 1-6 levels/hit dice of creatures (plus 1 level/hit dice for every 5 levels of the caster), rendering them unconscious (for 1 minute/caster level) through confusion. Targets selected randomly. No saving throw if fully affected. Creatures not fully affected get a save with +1 per level/die after the first not affected. Creatures over 6th level not affected. R: 240 feet.

Darkness: Magical darkness which even blocks infravision and darkvision within a circle with 30 ft. radius. R: 120 feet. D: 1 hour+10 min/caster level.

Detect Illusion: Detects any illusion for what it is. R: 60 feet. D: 30 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

Hypnotism: Acts like a Charm person spell with a +2 chance of success, it is necessary for the subject to look the Illusionist in the eyes. R: 80 ft.

Light: Object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/caster level.

Magic Aura: Alters item's aura so that it appears to detection magic as though it were non-magical or the subject of a spell you specify. Identify Spell will reveal the false aura. Limited effect on very powerful items. R: touch D: 1 day/caster level.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if the target believes illusion. R: 240 feet.

Read Magic: Read scrolls, spell books, other magical writing. R: Caster Only. D: one reading (two scrolls or equivalent).

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 90 feet. D: 50 minutes.

Wall of Fog: Creates an opaque wall of rolling, boiling fog with no other effect than blocking vision. Wall lasts as long as caster concentrates on it. R: 160 feet.

2nd Level

Blindness: Causes the target to become blind (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.

Blur: Caster's appearance is blurred, making -2 on being hit, and +2 on saves vs. magic. R: self. D: 10 times 1d4+4 minutes.

Deafness: Causes the target to become deaf (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Fog: A cloud of opaque fog that acts like a Cloudkill except that it has no effect but to obstruct vision. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.

Hypnotic Pattern: A pattern that the Illusionist projects in front of him that will hold anyone looking at the pattern motionless. It can catch 4d6 1st level types, 3d6 2nd level types, 2d6 3rd or 4th level types, 1d6 5th or 6th level types. Range: 120 feet. D: as long as caster concentrates plus 1d6+3 turns afterwards.

Improved Phantasmal Forces: As regular Phantasmal Forces but the caster can move while employing the spell and the illusion will last up to 30 minutes after the caster has stopped concentrating. R: 360 feet.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until subject attacks. R: 240 feet.

Magic Mouth: Mouth appears on target object and delivers up to 30 word message when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.

Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Misdetection: cause a detect spell (Detect Good, Evil, Magic, etc.) to malfunction. (Magic Attack vs. Spell's DC for success) R: 120 feet. D: instant but effects permanent.

Phantom Trap: Makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. R: touch. D: permanent.

3rd Level

Continual Darkness: Magical darkness which even blocks infravision and darkvision within a circle with 120 ft. radius until dispelled. R: 120 feet.

Continual Light: Object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.

Dispel Illusion: Automatically dispels any illusion caused by a non-Illusionist. Versus those created by Illusionists, it functions like Dispel Magic. R: 120 feet.

Displacement: Target appears to be about 2 feet away from its true location. Attacks on target automatically miss 50% of the time and are at -2 to hit the rest of the time. R: touch. D: 1 minute/caster level.

Fear: Causes creatures who fail their saving throw to flee fear. Affect 4d10 1st level types, 3d10 second level types, 2d10 3rd level types, 1d10 4th level types, 1d6 5th level types, 1d4 6th level types. R: 180 feet. D: 10 times 1d6+level minutes.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet

Illusionary Script: Allows the caster to write in a script which can only be read by whom the caster sets it to be read by (like Magic Mouth), any others who attempt to read it must save vs. magic or be confused for 6d10 minutes. One spell is suitable for a full page per level of the caster of writing.

Invisibility 10' Range: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Non-Detection: Prevents Detection spells from working against the target using it and acts like an Amulet vs. ESP and Crystal Balls. R: touch. D: 20 minutes/caster level.

Paralyzation: Paralyzes twice as many hit dice as the caster's level. R: 180 feet. D: until dispelled or caster removes it.

Rope Trick: Caster tosses rope into the air. It hangs there. Caster and up three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/caster level.

Spectral Forces: As Improved Phantasmal Forces, but includes sound, smell and temperature illusions. Spectral Forces are not destroyed by touch and they last up to 50 minutes after the caster has stopped concentrating. R: 360 feet.

Suggestion: Caster makes 1-2 sentence hypnotic suggestion to target. If save failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.

4th Level

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Dispel Magic: Cancels magic effects and spells in a 20x20 foot area. (If cast by higher level caster, Magic Attack vs. Spell's DC for success) Range: 120 feet. Duration: instant but effects permanent.

Emotions: Projects a selected emotion. The emotions that can be projected are: Fear (as the spell), Battle Lust (makes men fight as Berserkers, can be countered by Fear; if Fear is thrown first, Battle Lust does not counter it), Deprivation (lowers morale by

75%), Bravado (give immunity from Fear, Bravado which can counter Deprivation), Hate (interpretation by the subject is variable, roll d20: 1-4: hate any enemy around; 5-8: hate each other; 9-14: hate both enemy/each other; 15-16: hate selves, 17-20: hate caster. A person under the influence of a hate will attack whoever the die roll indicates). R: 180 feet. D: concentration.

Illusory Wall: Creates the illusion of a wall, floor, ceiling, or similar surface which appears real when viewed, but physical objects pass through without difficulty. Detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature, but does not cause the illusion to disappear. R: 30 feet. D: permanent.

Improved Invisibility: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until 1d4+caster level minutes after the first attack is made by one under this spell.

Massmorph: Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.

Minor Creation: Allows the caster to create materials up to a hardness comparable to wood (much like a Djinn). The total amount of weight an illusionist may create in a day equals 5 pounds times the caster's level. R: touch. D: 4 + level days (longer for softer materials).

Rainbow Pattern: A pattern that the Illusionist projects in front of him that will hold anyone looking at the pattern motionless. It can catch 8d6 1st level types, 6d6 2nd level types, 4d6 3rd or 4th level types, 2d6 5th or 6th level types, or 1d6 7th or 8th level types. D: as long as caster concentrates plus 1d6+3 turns afterwards. Range: 120 feet.

Seeming: Like Change Self, except can change the appearance of other people as well. Affected creatures resume their normal appearances if slain. R: 30 feet. D: 10 x (1d6 + 10 + level) minutes.

Shadow Magic: This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 4 caster levels) or Death Spell (Affects 1d8 creatures of 1 HD). R: as original spell D: instant but effects permanent.

Shadow Monsters: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.2. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 9 [10], and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute/caster level.

5th Level

Chaos: This spell affects a 30 foot x 30 foot area. All those caught within the affected area will become confused until they leave the area. Fighters and Illusionists over the caster's level are not affected by this spell. R: 120 feet. D: concentration.

False Vision: Any divination/scrying magic used to view anything within the area of this spell instead receives a false image (as the Spectral Forces spell), as defined by you at the time of casting. While the spell lasts, you can concentrate to change the image as desired. R: 40 feet radius. D: 1 hour/caster level.

Major Creation: Allows the caster to create materials up to a hardness comparable to iron (much like a Djinn). The total amount of weight an illusionist may create in a day equals 15 pounds times the caster's level. R: touch. D: 4 + level days (for wood hardness, longer for softer materials, shorter for harder materials).

Mirage: As Hallucinatory Terrain, except that it enables the caster to make any area appear to be something other than it is. Unlike Hallucinatory Terrain, the spell can alter the appearance of structures (or add them where none are present). R: 240 feet. D: 1 hour/caster level.

Phantasmal Killer: Creates an illusionary horrible beast formed from the target's own fears whose touch causes death. The beast is visible only to the target and is immune from all attacks and barriers as it exists only in the target's mind. Target must save vs. magic twice. If the target fails one save, he is unconscious for 1d6 hours. If both saves fail, the target is dead. Range: 60 feet.

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 1 hour.

Shadow Magic II: This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 2 illusionist levels) or Death Spell (Affects 1d8 creatures of up to 2 HD).

Shadow Monsters II: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 40% the number of HD of the original (Original HP X 0.4. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 11, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 1.5 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level.

Summon Shadows: Similar to an Invisible Stalker spell, but summons Shadows instead. The number of Shadows summoned is equal to 1 + 1 per level over 5. D: until mission completed.

6th Level

Conjure Animals: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the caster. R: 30 feet. D: 100 minutes.

Illusionary Double: Caster becomes invisible as Improved Invisibility (for one minute/caster level) and a Programmed Illusion of the caster unnoticeably takes his place. R: caster. D: 2 hours.

Mass Suggestion: Area version of the suggestion spell, affecting 1d8 creatures or 1 creature at -4 saving throw. The same suggestion must be made to all on whom it is cast. R: 30 feet. D: 1 week.

Permanent Illusion: As Spectral Forces, but lasts until dispelled. R: 360 feet. D: Until dispelled.

Programmed Illusion: As Spectral Forces, but illusion performs pre-set instructions without the caster's concentration. For example, a dragon flies to the camp, circles it for 30 minutes, roars every other pass, then flies off while the Illusionist escapes. R: 720 feet. D: 120 minutes.

Shadow Monsters III: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.6. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 12, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 2 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level.

True Sight: Spell increases target's sight. A polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his alignment, class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. R: touch. D: (level - 10) + 1d6 10 minute turns.

Veil: Like Change Self, except can change the appearance of other people as well and the new appearance can be anything. Affected creatures resume their normal appearances if slain. R: 30 feet. D: 10 x (1d6 + 10 + level) minutes.

Divine (Cleric) Spells

For expanded spell descriptions see B/X or a B/X retro-clone. R: is range. D: is duration.

1st Level

Cure Light Wounds (Reversible): Cure 1d2+1 body points (1d6+1 hit points on beings without BP) or cures paralysis. R: touch. D: instant but effects permanent.

Detect Evil: Reveals evil thoughts/intent or evil items. R: 120 feet. D: 1 hour.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Light (Reversible): object lights circle with 30 ft. radius, not full daylight. R: 60 feet. D: 2 hours.

Protection from Evil (Reversible): +1 to AC and saves, counter mind control, hedge out summoned and enchanted monsters. Attacking a creature negates protection against that creature. Moves with caster. R: shell around caster. D: 2 hours.

Purify Food & Water (Reversible): Purifies food and water for up to 12 people. R: 10 feet. D: instant but effects permanent.

Remove Fear (Reversible): Calms one creature, removing all normal fear. If magical fear, grants immediate save with a bonus equal to caster's level. R: touch D: 20 minutes.

Resist Cold: Targets immune to effects or normal cold, have a +2 to save vs. cold, and have damage from magical cold reduced by 1 point per damage die (minimum damage: 1 point per die). R: 30 feet. D: 60 minutes.

2nd Level

Bless (Reversible): Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast in combat. R: 10 feet. D: 1 hour.

Find Traps: Notice traps within 30 feet. R: caster. D: 20 minutes.

Know Alignment: Caster knows alignment of a character or monster within range (if target saves, no effect). Alignment of magic items or the nature of a holy (or unholy) place will be revealed.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 180 feet. D: 90 minutes.

Resist Fire: Targets immune to effects of normal fire/intense heat, have a +2 to save vs. fire/heat, and have damage from magical fire/heat reduced by 1 point per damage die (minimum damage: 1 point per die). R: 30 feet. D: 60 minutes.

Silence, 15' Radius: Magical silence for 15 feet around target, moving with target. No sound within area can be heard from outside it. R: 180 feet. D: 2 hours.

Snake Charm: 1d6 snakes/level charmed and will obey caster's commands. R: 60 feet. D: 20 minutes + 1d4 x 10 minutes.

Speak with Animals: Can understand and speak with animals. R: 30 feet. D: 1 hour.

3rd Level

Animal Growth: One non-magical normal or giant animal will be doubled in size. R: 120 feet. D: 120 minutes.

Continual Light (Reversible): object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.

Cure Disease (Reversible): Cures person of any diseases, including magical diseases. Kills Green Slime. R: 30 feet. D: instant but effects permanent.

Locate Object: Senses direction toward an object (specific object or object type) D: 60 minutes. R: 90 feet.

Remove Curse (Reversible): Frees subject from a single curse. Does not remove curse from object, but frees user to get rid of the cursed object. R: 10 feet. D: instant but effects permanent.

Striking: Enchants weapon to do extra 1d6 damage and be able to hit creatures only affected by magic weapons. R: 30 feet: D: 10 minutes.

4th Level

Create Water: Creates water, enough for up to 12 people and their horses for one day. For each level the caster has above 8, water for 12 more people and horses is produced. R: 10 feet. D: instant but effects permanent.

Cure Serious Wounds (Reversible): Cures 3d2+3 body points (3d6+3 hit points on beings without BP) and cures paralysis. R: touch. D: instant but effects permanent.

Neutralize Poison: Cancels all effects of poison (including death if cast within 10 minutes of poison death). R: touch. D: instant but effects permanent.

Protection from Evil, 10' radius (Reversible): +1 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to caster and all allies within 10 foot circle around caster. R: caster. Moves with caster. R: shell around caster. D: 2 hours.

Speak with Plants: Can understand and speak with plants. Plants will perform simple tasks like allow passage if asked. R: 30 feet. D: 30 minutes.

Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 60 minutes.

5th Level

Commune: Cleric's Deity truthfully answers three yes-or-no questions. Only once per week. Double questions once per year. R: caster. D: 10 minutes.

Create Food: Creates food, enough for up to 12 people and their horses for one day. For each level the caster has above 8, food for 12 more people and horses is produced. R: 10 feet. D: instant but effects permanent.

Dispel Evil (Reversible): Dispel any enchanted, summoned, or undead creature in range that fails save. If save made, creatures must flee for duration so long as caster concentrates. If used against one creature, save at -2. R: 30 feet. D: instant (flee effects up to 10 minutes).

Insect Plague: Insect swarms (60 feet in diameter) obscure vision and attack creatures. Creatures under 3 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.

Quest (Reversible): Force a creature to obey one long-term order or suffer curse that can only be removed by completing quest or by the reverse of this spell. R: 30 feet. D: until order completed.

Raise Dead (Reversible): Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. R: line of sight. D: instant but effects permanent.

Divine (Druid) Spells

For expanded spell descriptions see B/X or a B/X retro-clone. R: is range. D: is duration.

1st Level

Calm Animals: Soothes and quiets (2d4 + level) HD of normal animals, rendering them docile and harmless. R: 30 feet. D: 1 minute/caster level.

Charm Animal: Like charm person, except that it affects one normal animal. R: 60 feet. D: until dispelled.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Detect Snares/Pits: This spell allows the caster to discover snares, pits, and other outdoor traps. R: 10 feet/caster level. D: caster level + 1 hours.

Endure Elements: Target (and equipment) can exist comfortably in hot or cold environments (between -50 and 140 degrees F). R: touch. D: 24 hours.

Faerie Fire: Lines the target in a luminescent glow. R: 60 feet. D: 1 hour.

Locate Animals: Senses direction toward an animal (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.

Predict Weather: Forecast the weather in the caster's location with 95% accuracy. D: instant.

Purify Water: Purifies water for up to 12 people. R: 10 feet. D: instant but effects permanent.

2nd Level

Animal Messenger: Compels a small animal to go to a spot you designate, carrying a scroll or other small item, and allow others to take that item. R: touch. D: 1 day/caster level.

Create Water: Creates water, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

Cure Light Wounds: Cure 1d2+1 body points (1d6+1 hit points on beings without BP). R: touch. D: instant but effects permanent.

Detect Poison: Detects whether a creature, object, or area (5 foot cube) has been poisoned or is poisonous. R: 30 feet. D: Instant.

Heat Metal: Spell makes 1 metal item (weighing up to 0.5 pounds per level of the caster) extremely warm. Creatures take damage if holding or wearing equipment that is targeted by this spell. Take 1d2 damage on the first round and 1d2+1 additional damage on the second round. 50% chance per round that a target object being held in the hand is dropped. R: 30 feet. D: 2 combat rounds.

Locate Plants: Senses direction toward a plant (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.

Obscurement: A misty vapor arises near the druid. It is stationary once created. The vapor obscures all sight beyond 5 feet. The cloud covers 100 cubic feet per druid level. R: 20 feet. D: 10 minutes/caster level.

Produce Flame: Produces a small flame in the palm of Druid's hand which illuminates as a small lantern. The flame may be hurled and causes inflammables to combust. R: caster. D: 20 minutes/caster level.

Speak with Animals: Can understand and speak with animals. R: caster. D: 1 hour.

Warp Wood: Causes straight wooden shafts to bend. The spell effects an amount of wood equal to 1 spear shaft (or 6 arrows) per 2 druid levels. R: 30 feet. D: instant but effects permanent.

Wood Shape: Forms one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. R: touch. D: instant but effects permanent.

3rd Level

Call Lightning: Call down one lightning bolt (8d6 + level damage) per turn. The caster may target anyone within the spell's range. This spell is only usable outdoors within 360' of stormy weather. R: 360 ft. D: 1 turn/caster level.

Cure Disease: Cures person of any diseases, including magical diseases. R: touch D: instant but effects permanent.

Dominate Animal: Enchant an animal and direct it with simple mental commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature considerably larger than the dominated animal) are simply ignored. R: 30 feet. D: 1 minute/caster level.

Hold Animal: Paralyzes 1-4 animals. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Neutralize Poison: Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: touch.

Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 240 feet.

Protection/Fire: Cast upon a non-druid, this spell renders the target invulnerable to normal fire. Cast upon a druid, this spell also protects from magical fire, but such magical flames will immediately cancel the spell on the next turn. R: touch. D: 30 + 10/caster level minutes.

Pyrotechnics: Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.

Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Control Temperature, 10' radius: Allows the druid to vary the temperature in a given area (10' radius) by +/- 50 degrees. Mistletoe is required to cast this spell. R: 60 feet. D: 30 + 10/caster level minutes.

Cure Serious Wounds: Cures 3d2+3 body points (3d6+3 hit points on beings without BP). R: touch. D: instant but effects permanent.

Dispel Magic: Cancels magic effects and spells. (Magic Attack vs. Spell's DC for success). R: 120 feet. D: instant but effects permanent for spells or 10 minutes for items.

Hallucinatory Forest: This spell creates an illusionary forest covering an area of 30' x 30' per level. Creatures within this area will absolutely believe they are in a forest, acting and reacting appropriately to their surroundings. Other druids, magical woodland creatures, and treants are never fooled by this spell. R: 60 feet to forest edge. D: until dispelled.

Insect Plague: Insect swarms (20 x 20x 20 feet) attack creatures. Creatures under 2 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.

Plant Door: Allows the druid to pass through thick/dense vegetation. This 3' X 6' "door" is usable only by the caster, but another druid or a dryad may follow. This spell may also be used to pass through solid tree trunks. The druid may decide to stay within the truck for up to the duration of the spell to hide from others. R: caster. D: 30 + 10/caster level minutes.

Produce Fire: Creates normal fire covering an area of 10' X 10'. This spell may be reversed to extinguish fires covering the same area. R: 30 feet. D: 10 minutes.

Protection from Lightning: This spell negates the effects of electrical attacks upon the target. The spell ceases after such an attack. R: touch D: 1 hour + 10/caster level minutes.

Speak with Plants: Can understand and speak with plants. R: 30 feet. D: 1 hour.

5th Level

Animal Growth: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.

Anti-Plant Shell: Similar to the magic-user spell Anti-Magic Shell but instead of protecting from spells, it protects against attacks from plants and living vegetables. R: caster. D: 2 hours.

Charm Plants: Charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. R: 120 feet. D: until dispelled.

Commune with Nature: Same as the cleric spell Commune but must be performed outdoors and the answers received will only pertain to Nature. R: caster. D: 3 questions.

Control Winds: A druid may employ this spell to increase the force of, or calm, winds within 120' of the druid. The center-point of the spell's effect is the druid and follows the druid's movements. Such affected winds may influence flying creatures and sailing ships (forcing them out of the air or halting their maritime travel). A Control Winds spell cast upon an existing Control Winds spell will negate it. The spell's range is increased to 320 at 11th level, 400 at 12th level, and 480 at 12th druid level. R: 120 feet. D: 1 hour + 10/caster level minutes.

Hold Plant: Similar to the magic-user spell Hold Monster but affects living, magical or animated plants. This spell affects both treants and fungoid life forms. R: 30 feet + 10 feet/caster level. D: 1 hour + 10/caster level minutes.

Pass Plant: Allows the druid to enter one tree and emerge from another of the same species. The base distance travelled this way is 480 yards + modifier based on the tree type (Oak +120 yards. Ash, yew, linden, and elm -120 yards. Other deciduous trees -180 yards. Coniferous trees -240 yards). The tree's girth must be large enough to engulf the druid. Travel must be from one living tree to another. If no such tree exists within the range of the spell, then the spell fails and the druid re-emerges from the starting tree. R: see above. D: 10 minutes.

Rock-Mud: Transforms rock to mud or vice-versa, up a 300x300 foot area. R: 120 feet. D: 3d6 days.

Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/caster level. Wall lasts as long as caster concentrates on it. R: 60 feet.

Monsters

AC=Armor; HD=Hit Dice; AT=Attacks; MR=Morale Rating; ST=Saving Throw; TC=Treasure Class; S=Special Abilities
Undead Immunities=Immune to sleep, charm, fear, paralysis

ANT, GIANT: AC: 16 HD: 3d8 AT: bite +3 (1d6) MR: 12 ST: F2 TC: 6 S: acid (2d6)

APE, ALBINO: AC: 13 HD: 4d8 AT: 2 claw+4 (1d4) MR: 7 ST: F2 TC: 0 S: throw rocks (1d6)

BABOON, HIGHER: AC: 13 HD: 2d8 AT: 1 bite+2 (1d3), 1 club+2 (1d6) MR: 8 ST: F2 TC: 6

BASILISK: AC: 15 HD: 6d8+1 AT: bite +6 (1d10) MR: 9 ST: F6 TC: 17 S: petrifies onlookers

BAT, NORMAL: AC: 13 HD: 1hp AT: none MR: 6 S: Confuse (10 or more cause confusion -2) ST: Human TC: 0

BAT, GIANT: AC: 13 HD: 2d8 AT: bite+2 (1d4) S: 5% vampire (paralysis 1d10 minutes, drain 1d4 blood/minute) ST: F1 TC: 0

BEAR, BLACK: AC: 13 HD: 4d8 AT: 2 claws+4 (1d3), 1 bite+4 (1d6) MR: 7 ST: F2 TC: 6

BEAR, CAVE: AC: 14 HD: 7d8 AT: 2 claws+7 (1d3), 1 bite+7 (1d6) MR: 9 ST: F3 TC: 7

BEAR, GRIZZLY: AC: 13 HD: 5d8 AT: 2 claws+5 (1d3), 1 bite+5 (1d6) MR: 8 ST: F2 TC: 6

BEAR, POLAR: AC: 13 HD: 6d8 AT: 2 claws+6 (1d3), 1 bite+6 (1d6) MR: 8 ST: F3 TC: 6

BEE, GIANT KILLER: AC: 12 HD: 1d4 AT: sting+0 (1d3) MR: 9 ST: F1 TC: 0 S: poison sting (save or die)

BEETLE, GIANT FIRE: AC: 15 HD: 1d8+2 AT: bite +1 (2d4) MR: 7 ST: F1 TC: 0 S: Light glands glow for 1d6 days after death.

BEETLE, GIANT SPITTING: AC: 15 HD: 2d8 AT: bite +2 (1d6) MR: 8 ST: F1 TC: 0 S: toxic spray (5 foot range) -2 to all rolls for 24 hours or until cure spell used.

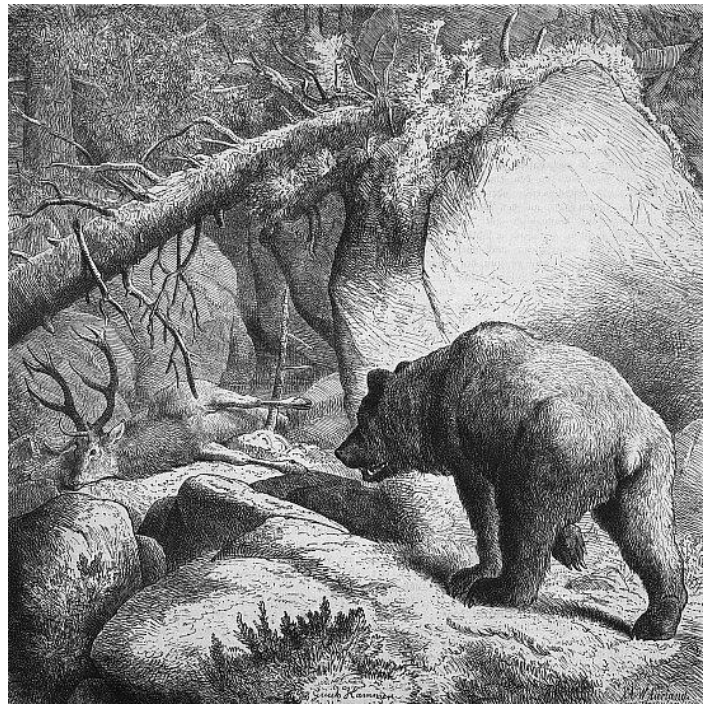
BEETLE, GIANT CARNIVOROUS: AC: 16 HD: 3d8+1 AT: bite +3 (2d6) MR: 9 ST: F1 TC: 6

BLACK PUDDING: AC: 13 HD: 10d8 AT: slam +10 (3d8) MR: 12 ST: F5 TC: 0 S: immune to everything but fire, divides when hit, corrodes metal.

BLINK DOG: AC: 14 HD: 4d8 AT: bite +4 (1d6) MR: 6 ST: F4 TC: 20 S: blink (teleport) 1d4x10 feet both before and after attacking.

BOAR: AC: 12 HD: 3d8 AT: gore +3 (3d4) MR: 9 ST: F2 TC: 0

BUGBEAR: AC: 14 HD: 3d8+1 AT: bite +3 (2d4) or weapon +3 MR: 9 ST: F3 TC: 21 S: surprise foes on a 1-3.



CAMEL: AC: 12 HD: 3d8 AT: 1 bite+3 (1), 1 kick+3 (1d4) MR: 7 ST: F1 TC: 0
 CARCASS SCAVENGER: AC: 12 HD: 3d8 AT: 8 tentacles +3 (paralysis) MR: 9 ST: F2 TC: 21 S: walk on walls and ceilings.
 CAT, MOUNTAIN LION: AC: 13 HD: 3d8 AT: 2 claws+3 (1d3), bite+3 (1d6) MR: 8 ST: F2 TC: 6
 CAT, PANTHER: AC: 15 HD: 4d8 AT: 2 claws+4 (1d4), bite+4 (1d8) MR: 8 ST: F2 TC: 6
 CAT, LION: AC: 13 HD: 5d8 AT: 2 claws+5 (1d4+1), bite+5 (1d10) MR: 9 ST: F3 TC: 6
 CAT, TIGER: AC: 13 HD: 6d8 AT: 2 claws+6 (1d6), bite+6 (2d6) MR: 9 ST: F3 TC: 6 S: surprise 1-4 in woods
 CAT, TIGER SABRE-TOOTH: AC: 13 HD: 8d8 AT: 2 claws+8 (1d8), bite+8 (2d8) MR: 10 ST: F4 TC: 7
 CENTAUR: AC: 14 HD: 4d8 AT: 2 kick +4 (1d6) or weapon +4 MR: 8 ST: F4 TC: 22
 CENTIPEDE, GIANT: AC: 10 HD: 1d4 AT: bite +0 (poison) MR: 7 ST: human TC: 0 S: poison causes 1d10 days sickness, reducing movement, etc. by 50%.
 CHIMERA: AC: 15 HD: 9d8 AT: 2 claws +9 (1d3), goat gore +9 (1d4), lion bite +9 (2d4), dragon bite +9 (3d4) MR: 9 ST: F9 TC: 17 S: breathes fire (3d6), flies.
 COCKATRICE: AC: 13 HD: 5d8 AT: bite +5 (1d6) MR: 7 ST: F5 TC: 19 S: touch causes paralysis.
 CRAB, GIANT: AC: 17 HD: 3d8 AT: 2 pinchers+3 (2d6) MR: 7 ST: F2 TC: 0
 CROCODILE, ORDINARY: AC: 14 HD: 2d8 AT: 1 bite+2 (1d8) MR: 7 ST: F1 TC: 0
 CROCODILE, LARGE: AC: 16 HD: 6d8 AT: 1 bite+6 (2d8) MR: 7 ST: F3 TC: 0
 CROCODILE, GIANT: AC: 18 HD: 15d8 AT: 1 bite+15 (3d8) MR: 9 ST: F8 TC: 0
 CYCLOPS: AC: 14 HD: 13d8 AT: club+11 (3d10), thrown rock+11 (3d6) MR: 9 ST: F13 TC: 18 (+5000gp) S: one eyed reduced attack rolls (already calculated in).
 DJINN: AC: 14 HD: 7d8+1 AT: fist (2d8) or weapon +7 MR: 12 ST: F14 TC: 0 S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.
 DOPPELGANGER: AC: 14 HD: 4d8 AT: claw +4 (1d12) MR: 10 ST: F10 TC: 18 S: imitate humanoids, immune to sleep and charm.
 DRAGON, BLACK: AC: 17 HD: 7d8 AT: 2 claws +7 (1d4+1), bite +7 (2d10) MR: 8 ST: F7 TC: 15 S: flies, breathes line of acid (hp total).
 DRAGON, BLUE: AC: 19 HD: 9d8 AT: 2 claws +9 (1d6+1), bite +9 (3d10) MR: 9 ST: F9 TC: 15 S: flies, breathes line of lightning (hp total).
 DRAGON, GOLD: AC: 21 HD: 11d8 AT: 2 claws +11 (2d4), bite +11 (6d6) MR: 11 ST: F11 TC: 15 S: flies, breathes cloud of poisonous gas or cone of fire (hp total), uses magic as MU of level 1 to 8 (by age), assume human form.
 DRAGON, GREEN: AC: 18 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (3d8) MR: 9 ST: F8 TC: 15 S: flies, breathes cloud of chlorine gas (hp total).
 DRAGON, RED: AC: 20 HD: 10d8 AT: 2 claws +10 (1d8), bite +10 (3d8) MR: 10 ST: F10 TC: 15 S: flies, breathes cone of fire (hp total), uses magic as MU of level 1 to 6 (by age -2).
 DRAGON, SEA: AC: 18 HD: 8d8 AT: bite +8 (3d8) MR: 9 ST: F8 TC: 15 S: swims, breathes 20 ft diameter gob of poison.
 DRAGON, WHITE: AC: 16 HD: 6d8 AT: 2 claws +6 (1d4), bite +6 (2d8) MR: 9 ST: F6 TC: 15 S: flies, breathes cone of cold (6d8).
 DRAGON TURTLE: AC: 21 HD: 30d8 AT: 2 claws +15 (1d8), bite +15 (1d6 x 10) MR: 10 ST: F15 TC: 15 S: swims well, slow on land, breathes steam cloud (hp total).
 DRYAD: AC: 14 HD: 2d8 AT: weapon +2 MR: 6 TC: 19 S: charm person. Die after 10 minutes if more than 240 feet from tree.
 DWARF: AC: 15 HD: 1d8 AT: warhammer +1 (1d8) MR: 8 ST: D1 TC: 16 S: standard dwarf abilities.

EFREET: AC: 16 HD: 10d8 AT: slam +10 (2d8) MR: 12 ST: F14 TC: 0 S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons.

ELEMENTAL, AIR: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 ST: F12 TC: 0 S: whirlwind, extra damage against foes in the air.
 ELEMENTAL, EARTH: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 ST: F12 TC: 0 S: tear down stone, extra damage against foes standing on the ground (1d8).
 ELEMENTAL, FIRE: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 S: F12 TC: 0 S: ignite materials.
 ELEMENTAL, WATER: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 ST: F12 TC: 0 S: overturn boats, extra damage against swimming foes (1d6).
 ELEPHANT: AC: 14 HD: 9d8 AT: 2 Tusks +9 (2d4) or Trample +9 (4d8) MR: 8 ST: F5 TC: 0 S: can make charge attack for 2x tusk damage.
 ELF: AC: 14 HD: 1d8+1 AT: weapon+1 MR: 8 ST: E1 TC: 18 S: standard elf abilities.
 ETTIN: AC: 16 HD: 10d8 AT: 1 club +9 (2d8), 1 club+9 (3d8) MR: 9 ST: F10 TC: 19 S: two heads (one controlling each arm), surprised only on roll of 1.
 FERRET, GIANT: AC: 14 HD: 1d8+1 AT: bite+1 (1d8) MR: 8 ST: F1 TC: 0
 FISH, GIANT CATFISH: AC: 15 HD: 8d8+3 AT: 1 bite+8 (1d8) 4 feelers+8 (1d4) MR: 8 ST: F4 TC: 0
 FISH, GIANT PIRANHA: AC: 13 HD: 3d8+3 AT: 1 bite+3 (1d8) MR: 7 ST: F2 TC: 0 S: blood causes feeding frenzy (morale becomes 12)
 FISH, GIANT ROCKFISH: AC: 12 HD: 5d8+5 AT: 4 spines+5 (1d4 x 4. Poison) MR: 8 ST: F3 TC: 0 S: only 30% seen if in rocky area.
 FISH, GIANT STURGEON: AC: 19 HD: 10d8+2 AT: 1 bite+10 (2d10) MR: 9 ST: F5 TC: 0 S: target swallowed on 18+ hit (2d6 damage/minute, save vs paralysis)
 FLY, GIANT CARNIVOROUS: AC: 13 HD: 2d8 AT: 1 bite+2 (1d8) MR: 8 ST: F1 TC: 6 S: flies, surprise on 1-4, can jump 30 feet.
 GARGOYLE: AC: 14 HD: 4d8 AT: 2 claws +4 (1d3) or bite +4 (1d6), horns +4 (1d4) MR: 11 ST: F8 TC: 20 S: flies, immune to non-magic weapons.
 GELATINOUS CUBE: AC: 11 HD: 4d8 AT: slam +4 (2d4) MR: 12 ST: F2 TC: 7 S: touch paralyzes, immune to lightning and cold, surprise foes on a 1-4.
 GHOUL: AC: 13 HD: 2d8 AT: 2 claws +2 (1d3) or bite +2 (1d3) MR: 9 TC: 21 S: undead immunities, touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours.
 GIANT, CLOUD: AC: 15 HD: 12d8+3 AT: weapon +12 (6d6) or hurl rocks +12 (3d6) MR: 10 TC: 18 (+5000gp) S: only surprised on a 1.
 GIANT, FIRE: AC: 15 HD: 11d8+2 AT: weapon +11 (5d6) or hurl rocks +11 (3d6) MR: 9 ST: F11 TC: 18 (+5000gp) S: immune to fire.
 GIANT, FROST: AC: 15 HD: 10d8+1 AT: weapon +10 (4d6) or hurl rocks/ice +10 (3d6) MR: 9 ST: F10 TC: 18 (+5000gp) S: immune to cold.
 GIANT, HILL: AC: 15 HD: 8d8 AT: weapon +8 (2d6) MR: 8 ST: F8 TC: 18 (+5000gp)
 GIANT, STONE: AC: 15 HD: 9d8 AT: stone club +9 (3d6) or hurl rocks +9 (3d6) MR: 9 ST: F9 TC: 18 (+5000gp)
 GIANT, STORM: AC: 17 HD: 15d8 AT: weapon +15 (8d6) or hurl rocks +15 (3d6) MR: 10 ST: F14 TC: 18 (+5000gp) S: summon thunderstorm (10 minutes to arrive); in storm, 1 lightning bolt/5 minutes (hp total), immune to lightning
 GNOLL: AC: 14 HD: 2d8 AT: weapon +2 MR: 8 ST: F2 TC: 19
 GNOME: AC: 14 HD: 1d8 AT: weapon +1 MR: 8 ST: D1 TC: 20
 GOBLIN: AC: 13 HD: 1d8-1 AT: weapon +1 MR: 7 ST: human S: -1 to hit in sunlight. TC: 3 (lair: 20)
 GOLEM, AMBER: AC: 12 HD: 10d8 AT: 2 claws+10 (2d6) bite+10 (2d10) MR: 12 ST: F5 TC: 0 S: detect invisibility (60 foot range), can track any being. Immune to hold, charm, sleep.
 GOLEM, BONE: AC: 17 HD: 8d8 AT: 4 weapons+8 MR: 12 ST: F4 TC: 0 S: Four arms, can attack 2 opponents, Immune to hold, charm, sleep and to electrical, fire, or cold-based attacks.

GOLEM, BRONZE: AC: 19 HD: 20d8 AT: 1 fist+15 (3d10) MR: 12 ST: F10 TC: 0 S: touch causes 1d10 heat damage, hit by edged weapon cause 2d6 damage to attacker for molten metal (save vs death to avoid). Immune to hold, charm, sleep.

GOLEM, WOOD: AC: 12 HD: 2d8+2 AT: 1 fist+2 (1d8) MR: 12 ST: F1 TC: 0 S: halfling sized, clumsy (-1 initiative), susceptible to fire (-2 save). Immune to hold, charm, sleep.

GORGON: AC: 17 HD: 8d8 AT: gore +8 (2d6) MR: 8 ST: F8 TC: 18 S: breathes petrifying gas.

GRAY OOZE: AC: 12 HD: 3d8 AT: strike +3 (2d8) MR: 12 ST: F2 TC: 0 S: acid slime: destroys armor in one round, deals automatic damage after the first hit, immune to fire and cold-based attacks.

GRAY WORM: AC: 13 HD 6d8 AT: bite+6 (1d8) MR: 9 ST: F3 TC: 21 S: 30 foot long, target swallowed on 19+ hit (1d8 damage/minute, swallowed target can only attack with fists or dagger)

GREEN SLIME: AC: n/a HD: 2d8 AT: organics and metal turn to green slime if touched MR: 12 ST: F1 TC: 0 S: killed by cold or fire. Cure Disease stops transformation to green slime.

GRIFFON: AC: 14 HD: 7d8 AT: 2 claws +7 (1d4), bite +7 (2d8) MR: 8 ST: F4 TC: 18 S: flies, if horses within 120 feet must pass morale check or attack them.



HALFLING: AC: 12 HD: 1d8-1 AT: weapon+1 (1d6) MR: 7 ST: H1 TC: 7 (lair: 21) S: nearly invisible in outdoor cover.

HARPY: AC: 12 HD: 3d8 AT: 2 claws +3 (1d4) or weapon +3 MR: 7 ST: F3 TC: 20 S: flies, siren-song (Charm person), save vs magic +2.

HAWK, ORDINARY: AC: 11 HD 1d4 AT: 1 claw/bite+0 (1d2) MR: 7 ST: human TC: 0 S: initial attack does double damage (if surprised)

HAWK, GIANT: AC: 13 HD 3d8+3 AT: 1 claw/bite+3 (1d6) MR: 8 ST: F2 TC: 0 S: initial attack does double damage (if surprised), may grab and fly off with halfling or smaller.

HELL HOUND: AC: 15 HD: 3 to 7 d8 AT: bite +HD (1d6) MR: 9 MR: F3 to F7 TC: 20 S: breathe fire (1d6 per HD), detect invisible 60 foot range 75% success.

HERD ANIMALS: AC: 7 HD 1 to 4 d8 AT: butt +HD (varies) MR: 5 ST: F1 TC: 0 Examples: antelope, deer, and goats (1 or 2 HD, 1d4 butt); caribou, cattle, and oxen (3 HD, 1d6 butt); buffalo, elk and moose (4 HD, 1d8 butt).

HIPPOGRIFF: AC: 14 HD: 3d8+1 AT: 2 claws +3 (1d6), bite +3 (1d10) MR: 8 ST: F2 TC: 0 S: flies.

HOBGOBLIN: AC: 14 HD: 1d8+1 AT: weapon+1 MR: 8 ST: F1 TC: 20

HORSE, DRAFT: AC: 12 HD: 3d8 AT: none MR: 6 ST: F2 TC: 0

HORSE, RIDING: AC: 12 HD: 2d8 AT: 2 hooves+2 (1d4) MR: 7 ST: F1 TC: 0 S: also wild horses

HORSE, WAR: AC: 12 HD: 3d8 AT: 2 hooves+3 (1d6) MR: 9 ST: F2 TC: 0

HYDRA: AC: 14 HD: 5 to 12 d8 AT: 5-12 bites +HD (1d10) MR: 9 ST: F5 to F12 TC: 21 S: 1 HD per head, each 8 points of damage taken destroys one head.

INSECT SWARM: AC: 7 HD: 2 to 4 d8 AT: bites (2hp) MR: 11 ST: human TC: 0 S: 10 x 30 foot cloud of insects any being in cloud takes 2 hp damage per minute (4 hp if not wearing armor).

INVISIBLE STALKER: AC: 16 HD: 8d8 AT: 1 bash +8 (4d4) MR: 12 ST: F8 TC: 0 S: flies, invisible (surprise on 1-5)

KOBOLD: AC: 12 HD: 1d4 AT: weapon -1 MR: 6 ST: human TC: 1 (lair: 13)

LEECH, GIANT: AC: 12 HD: 6d8 AT: bite+6 (1d6) MR: 10 ST: F3 TC: 0 S: attaches to target when hits draining 1d6 blood per round.

LIZARD, GIANT DRACO: AC: 14 HD: 4d8+2 AT: bite+4 (1d10) MR: 7 ST: F3 TC: 6 S: glides.

LIZARD, GIANT GECKO: AC: 14 HD: 3d8+1 AT: bite+3 (1d8) MR: 7 ST: F2TC: 6 S: walks on walls/ceilings.

LIZARD, GIANT HORNED CHAMELON: AC: 17 HD: 5d8 AT: bite+5 (2d4), horn+5 (1d6) MR: 7 ST: F3 TC: 6 S: blends in (surprise on 1-5), sticky tongue (5 foot range, victim pulled in and bitten), tail attack+5 causes knock down

LIZARD, GIANT TUATARA: AC: 15 HD: 6d8 AT: 2 claws+6 (1d4) bite+6 (1d6) MR: 6 ST: F4 TC: 7 S: see in dark 90 foot range.

LIZARDFOLK: AC: 14 HD: 2d8+1 AT: claws +2 (1d6+1) or weapon +2 (+1 damage) MR: 12 ST: F2 TC: 19

LOCUST, SUBTERRANEAN: AC: 15 HD: 2d8 AT: bite+2 (1d2) or slam+2 (1d4) or spit+2 (special) MR: 5 ST: F2 TC: 0 S: jump 60 feet, spit vs AC 9 (incapacitated for 10 minutes)

LYCANTHROPE, DEMON BOAR: AC: 16 HD: 9d8 AT: tusks +9 (2d6) MR: 9 ST: F9 TC: 20 S: lycanthropy, Charm Person at -2, 3/day. 75% of 1d3 charmed humans.

LYCANTHROPE, WEREBEAR: AC: 17 HD: 6d8 AT: 2 claws +6 (2d4), bite +6 (2d8) MR: 10 ST: F6 TC: 20 S: lycanthropy, hug: extra 2d8 damage if both claws hit.

LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d8+1 AT: tusks +4 (2d6) MR: 9 ST: F4 TC: 20 S: lycanthropy, if enraged, attack +2 until all enemies dead or they are killed.

LYCANTHROPE, WERERAT: AC: 12 HD: 3d8 AT: bite+3 (1d4) or weapon +3 MR: 8 ST: F3 TC: 20 S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WERETIGER: AC: 16 HD: 5d8 AT: 2 claws+5 (1d6), bite+5 (2d6) TC: 20 S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d8 AT: bite+4 (2d4) MR: 8 ST: F4 TC: 20 S: lycanthropy.



MANTICORE: AC: 15 HD: 6d8+1 AT: 2 claws +6 (1d4), bite +6 (2d4) MR: 9 ST: F6 TC: 19 S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total, range 180 feet.

MASTODON: AC: 16 HD: 15d8 AT: 2 tusks+15 (2d6) or trample+15 (4d8) MR: 8 ST: F8 TC: 0

MEDUSA: AC: 11 HD: 4d8 AT: weapon +6 MR: 8 ST: F4 TC: 17 S: onlookers turn to stone, hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks. Save vs. magic at +2.

MEN, BERSERKER: AC: 12 HD: 1d8+1 AT: weapon+3 MR: 12 ST: F1 TC: 1 (lair: 21) S: battle rage provides the above to-hit and morale.

MEN, BRIGAND: AC: by type HD: 1d8 AT: weapon+1 MR: 8 ST: F1 TC: 22

MEN, PIRATE: AC: by type HD: 1d8 AT: weapon+1 MR: 6 ST: F1 TC: 22

MEN, MERCHANT: AC: 14 HD: 1d8 AT: weapon+1 MR: 7 ST: F1 TC: 22

MEN, NOMAD: AC: by type HD: 1d8 AT: weapon+1 MR: 8 ST: F1 TC: 22

MERFOLK: AC: 13 HD: 1d8 AT: weapon+1 MR: 8 ST: F1 TC: 12 S: breathe water, swim.

MINOTAUR: AC: 13 HD: 6d8 AT: weapon +6 or bite +6 (1d6) or Head gore +6 (1d6) MR: 12 ST: F6 TC: 20 S: never lost in mazes, +2 weapon damage.

MORLOCK: AC: 8 HD: 1d8 AT: weapon+1 MR: 9 ST: F1 TC: 20 S: attack at -2 in daylight.

MULE: AC: 12 HD: 2d8 AT: Kick+2 (1d4) or bite+2 (1d3) MR: 8 ST: human TC: 0

MUMMY: AC: 16 HD: 5d8+1 AT: touch +5 (1d12) MR: 12 ST: F5 TC: 19 S: mummy rot curse if hit (no more magic healing, natural healing at 10% normal), undead immunities, hit only by magic weapons, spells, and fire. Causes terror on sight: save vs paralysis or paralyzed with dread



NEANDERTHAL: AC: 11 HD: 2d8 AT: stone spear/blade+2 (2d4) MR: 7 ST: F2 TC: 20

NIXIE: AC: 12 HD: 1d4 AT: weapon +1 (1d4) MR: 6 ST: E1 TC: 21 S: swims, 10+ nixies can cast charm. Can cast 24 hour breathe water on target. Can summon fish.

OCHRE JELLY: AC: 11 HD: 5d8 AT: acid strike+6 (2d6) MR: 12 ST: F3 TC: 0 S: a hit destroys organic material, lightning or weapon attacks divides jelly into 1d4+1 smaller (2 HD) jellies, each doing +2 (1d6) damage.

OCTOPUS, GIANT: AC: 12 HD: 8d8 AT: 8 tentacles+8 (1d3) or bite+8 (1d6) MR: 7 ST: F4 TC: 0 S: swims, a tentacle grabs target on hit, reduces victims attack by 1 and doing 1d3 damage per minute (6 points damage cuts off a tentacle). Can shoot cloud of black ink to cover escape.

OGRE: AC: 14 HD: 4d8+1 AT: club+4 (1d10) MR: 10 ST: F4 TC: 20 (+1000gp)

ORC: AC: 13 HD: 1d8 AT: weapon+1 MR: 8 ST: F1 TC: 19

OWL BEAR: AC: 14 HD: 5d8 AT: 2 claws+5 (1d8), bite+5 (1d8) MR: 9 ST: F3 TC: 20 S: hug for additional 2d6 if both claws hit.

PEGASUS: AC: 13 HD: 2d8+2 AT: 2 hooves +2 (1d6) MR: 8 ST: F2 TC: 0 S: flies.

PHASE TIGER: AC: 15 HD: 6d8 AT: 2 tentacles+6 (2d4) MR: 8 ST: F6 TC: 19 S: attackers at -2 as it phases in and out.

PIXIE: AC: 16 HD: 1d8 AT: weapon +1 (1d4) MR: 7 ST: E1 TC: 3 +4 S: flies, charm, naturally invisible, always surprises.

PTERODACTYL: AC: 12 HD: 1d8 AT: bite+1 (1d3) MR: 7 ST: F1 TC: 0

PTERANODON: AC: 13 HD 5d8 AT: bite+5 (1d12) MR: 8 ST: F3 TC: 0

PURPLE WORM: AC: 13 HD: 15d8 AT: bite+15 (2d8) or sting+15 (1d8) MR: 10 ST: F8 TC: 19 S: poison sting, swallows whole on roll 4 higher than needed to hit, swallowed creatures take 3d6 automatic damage every round.

RAT, ORDINARY: AC: 10 HD: 1 hp AT: bite+0 (1d6, 5% disease) MR: 5 ST: human TC: 11 S: fear fire, 1 attack per 10 rats, if diseased: save vs poison or fall ill after 1d6 days, bedridden 30 days, 25% chance fatal

RAT, GIANT: AC: 12 HD: 1d4 AT: bite +1 (1d3, 5% chance disease) MR: 8 ST: F1 TC: 20 S: : fear fire, if diseased: save vs poison or fall ill after 1d6 days, bedridden 30 days, 25% chance fatal

RHAGODESSA, GIANT: AC: 14 HD: 4d8+2 AT: leg+4 (special) or bite+4 (2d8) MR: 9 ST: F2 TC: 6 S: leg hit pulls target to mandibles for auto hit by bite next round

RHINOCEROS, ORDINARY: AC: 14 HD: 6d8 AT: butt+6 (2d4) or trample+6 (2d8) MR: 6 ST: F3 TC: 0 S: can charge for 2x damage, herd stampedes if random direction if threatened

RHINOCEROS, WOOLY: AC: 15 HD: 8d8 AT: butt+8 (2d6) or trample+8 (2d12) MR: 6 ST: F4 TC: 0 S: can charge for 2x damage, herd stampedes if random direction if threatened

ROC, SMALL: AC: 15 HD: 6d8 AT: 2 claws+6 (1d4+1), bite+6 (2d6) MR: 8 ST: F3 TC: 14 S: flies, -2 reaction to chaos, -1 reaction to neutral.

ROC, LARGE: AC: 17 HD: 12d8 AT: 2 claws+12 (1d8), bite+12 (2d10) MR: 9 ST: F6 TC: 14 S: flies, -2 reaction to chaos, -1 reaction to neutral.

ROC, GIANT: AC: 19 HD: 36d8 AT: 2 claws+15 (3d6), bite+15 (8d6) MR: 10 ST: F9 TC: 14 S: flies, -2 reaction to chaos, -1 reaction to neutral.

ROT GRUB: AC: 10 HD: 1 hp AT: special MR: 12 S: human TC: 0 S: Upon contact rot grubs burrow into the body. Fire applied to contact location at once kills them (but does 1d6 fire damage) the rot grubs from burrowing further. Otherwise rot grubs reaches heart in 1d3 x 10 minutes causes death. Cure Disease destroys all rot grubs in body.

RUST MONSTER: AC: 17 HD: 5d8 AT: touch +5 (special) MR: 7 ST: F3 TC: 0 S: touch of (or touching) the rust monster causes metal items to turn to rust. Magic items first lose bonuses (+1 per touch, each =1 gives a 10% chance of ignoring touch)

SALAMANDER, FLAME: AC: 17 HD: 8d8 AT: 2 claws+8 (1d4), bite +8 (1d8) MR: 8 ST: F8 TC: 17 S: heat does 1d8 to creatures within 20 feet, immune to sleep, charm, fire and non-magical weapons.

SALAMANDER, FROST: : AC: 16 HD: 2d8 AT: 4 claws+12 (1d6), bite +12 (2d6) MR: 9 ST: F12 TC: 18 S: cold does 1d8 to creatures within 20 feet, immune to sleep, charm, cold and non-magical weapons.

SCORPION, GIANT: AC: 17 HD: 4d8 AT: 2 claws+4 (1d10), sting +4 (1d4, poison) MR: 11 ST: F2 TC: 8 S: poison causes paralysis and loss of 1d4 hp per minute.

SEA SERPENT: AC: 14 HD: 6d6 AT: bite+6 (2d6) or constrict+6 (special) MR: 8 ST: F3 TC: 0 S: wraps around ships for 1d10 constriction damage to ship structure.



SHADOW: AC: 12 HD: 2d8+2 AT: touch+2 (1d4, special) MR: 12 ST: F2 TC: 17 S: drains 1 STR per hit (regained after 80-minutes), hit only by magical weapons, surprise on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow. Not undead but immune to charm and sleep.

SHARK, BULL: AC: 15 HD: 2d8 AT: bite+2 (2d4) MR: 7 ST: F1 TC: 0

SHARK, MAKO: AC: 15 HD: 4d8 AT: bite+4 (2d6) MR: 7 ST: F2 TC: 0

SHARK, GREAT WHITE: AC: 15 HD: 8d8 AT: bite+8 (2d10) MR: 7 ST: F4 TC: 0

SHREW, GIANT: AC: 15 HD: 1d8 AT: 2 bite+1 (1d6) MR: 10 ST: F1 TC: 0 S: Win initiative on first round, fear: 3 HD or less must save or flee.

SHRIEKER: AC: 12 HD: 3d8 AT: none MR: 12 ST: F1 TC: 0 S: large toadstool, if disturbed (light 60 feet/movement 30 feet) emits loud shriek for 1d3 minutes.

SKELETON: AC: 12 HD: 1d8 AT: weapon +1 MR: 12 ST: F1 TC: 0 S: undead immunities.

SNAKE, SPITTING COBRA: AC: 12 HD: 1d8 AT: bite+1 (1d3, poison) or spit+1 (blinded) MR: 7 ST: F1 TC: 0 S: spit causes blindness (save vs. poison); bite: save vs. poison or die in 1d10 x 10 minutes.

SNAKE, PIT VIPER: AC: 13 HD: 2d8 AT: bite+2 (1d4, poison) MR: 7 ST: F1 TC: 0 S: always win initiative, bite: save vs. poison or die.

SNAKE, SEA: AC: 13 HD: 2d8 AT: bite+2 (1d4, poison) MR: 7 ST: F1 TC: 0 S: bite: save vs. poison or die in 1d4 x 10 + 20 minutes (neutralize poison only 75% successful). If unaware of snake, 50% chance does not notice bite.

SNAKE, GIANT PYTHON: AC: 13 HD: 5d8 AT: bite+5 (1d4), constrict+5 (2d4) MR: 8 ST: F3 TC: 0 S: successful bite allows constrict attack, once successful, constriction damage suffered every round.

SNAKE, GIANT RATTLESNAKE: AC: 14 HD: 4d8 AT: 2 bite+4 (1d4, poison) MR: 8 ST: F2 TC: 0 S: bite: save vs. poison or die in 1d6 x 10 minutes; bites twice per round, second at end of round.

SPECTRE: AC: 17 HD: 6d8 AT: touch+6 (1d6) MR: 11 ST: F6 TC: 18 S: undead immunities, immune to non-magic weapons, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.

SPIDER, GIANT BLACK WIDOW: AC: 13 HD: 3d8 AT: bite+3 (2d6, poison) MR: 8 ST: F2 TC: 6 S: web, bite: save vs. poison or die in 10 minutes.

SPIDER, GIANT CRAB: AC: 12 HD: 2d8 AT: bite+2 (1d8, poison) MR: 7 ST: F1 TC: 6 S: surprise on 1d4, bite: save vs. poison at +2 or die in 1d4 x 10 minutes.

SPIDER, GIANT TARANTULA: AC: 14 HD: 4d8 AT: bite+4 (1d8, poison) MR: 8 ST: F2 TC: 6 S: bite: save vs. poison or spasm dance for 2d6 x 10 minutes (-4 to all actions. Others hit at +4), after 50 minutes paralyzed. Any seeing dance must save vs poison or suffer same effect. Effects counter by dispel magic.

SPRITE: AC: 14 HD: 1d4 AT: none MR: 7 ST: E1 TC: 4 S: 5 sprites can curse (effects funny rather than dangerous)

SQUID, GIANT: AC: 12 HD: 6d8 AT: 8 small tentacles+6 (1d4), bite+6 (1d10), 2 large tentacles+6 (special) MR: 7 ST: F3 TC: 7 S: large tentacles constrict ships of 1d10 structural damage (beak can do 2 structural); small tentacles constrict victims (damage taken each round). Small tentacles take 6 hp (large 10 hp) to chop off. Can shoot cloud of black ink to cover escape.

STEGOSAURUS: AC: 16 HD: 11d8 AT: tail+11 (2d8) or trample+11 (2d6) MR: 7 ST: F6 TC: 0

STATUE, ANIMATED CRYSTAL: AC: 15 HD: 3d8 AT: 2 fists+3 (1d6) MR: 11 ST: F3 TC: 0

STATUE, ANIMATED STONE: AC: 15 HD: 5d8 AT: 2 fists+5 (2d6) MR: 11 ST: F5 TC: 0 S: fists do lava damage

STATUE, ANIMATED IRON: AC: 15 HD: 4d8 AT: 2 fists+4 (1d8) MR: 11 ST: F4 TC: 0 S: when hit by non-magical metal weapon, attacker must save vs. spells or weapon lodged in statue, statue must be killed to retrieve.

STIRGE: AC: 12 HD: 1d8 AT: bite+1 (1d3) ST: 18 MR: 9 ST: F2 TC: 11 S: first attack at +2, attaches on a hit and will deal 1d3 automatically damage every round.

THROGHHRIN: AC: 13 HD: 3d8 AT: 2 claws+3 (1d3) or weapon+3 MR: 10 ST: F3 TC: 20 S: troll/hobgoblin/ghoul hybrid, touch paralyzes as ghoul, regenerate 1 hp each round as troll.

TITANOTHERE: AC: 14 HD: 12d8 AT: butt+12 (2d6) or trample+12 (2d8) MR: 7 ST: F6 TC: 0 S: charge for double butt damage.

TOAD, GIANT: AC: 12 HD: 2d8+2 AT: bite+2 (1d4+1) MR: 6 ST: F1 TC: 0 S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue pulls victims in to bite.

TREANT: AC: 17 HD: 8d8 AT: 2 branches+8 (2d6) MR: 6 ST: F8 TC: 20 S: Surprise on 1-3; Control 2 trees and can make them move and attack as a treant.

TRICERATOPS: AC: 17 HD: 11d8 AT: gore+11 (3d6) or trample+11 (3d6) MR: 8 ST: F6 TC: 0

TROGLODYTE: AC: 14 HD: 2d8 AT: 2 claws+2 (1d4), bite+2 (1d4) MR: 9 ST: F2 TC: 22 S: surprise on 1-4; horrid stench: save vs. poison or suffer -2 to attack rolls

TROLL: AC 15 HD: 6d8+3 AT: 2 claws+6 (1d6), bite+6 (1d10) MR: 10 ST: F6 TC: 19 S: regenerate 3 hp per round (except acid or fire damage).

TYRANNOSAURUS REX: AC: 16 HD: 20d8 AT: bite+15 (6d6) MR: 11 ST: F10 TC: 8 (x3) S: generally ignores creatures smaller than halfling.



UNICORN: AC: 17 HD: 4d8 AT: 2 hoofs+4 (1d8) or horn+4 (1d8) MR: 7 ST: F8 TC: 0 S: double horn damage for charge, 25% magic resistance, teleport once per day, horn can cure damage or disease.

VAMPIRE: AC: 17 HD: 7 to 9 d8 AT: touch+HD (1d10, special) or weapon+HD. MR: 11 ST: F7 to F9 TC: 17 S: undead immunities, hit only by magical weapons, electricity and cold do half damage, regenerate 3 hp per round, drains 2 levels per hit, immense strength, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart (must then have head cut off to die), drowns under water in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator.

WEASEL, GIANT: AC: 12 HD: 4d8+4 AT: bite+4 (2d4) MR: 8 ST: F3 TC: 7 S: successful bite allows damage to continue each round.

WAR DOG: AC: 12 HD: 2d8 AT: bite+2 (1d6) MR: 9 ST: F2 TC: 0

WHALE, KILLER: AC: 13 HD: 6d8 AT: bite+6 (1d20) MR: 10 ST: F3 TC: 7 S: on attack roll of 20: swallow target (up to halfling size), swallowed creature suffers 1d6/minute, drowns after 10 minutes.

WHALE, NARWHAL: AC: 12 HD: 12d8 AT: bite+12 (2d6) or horn+12 (1d8) MR: 8 ST: F12 TC: 0 S: highly intelligent, ivory horn worth 1d6 x 1000gp.

WHALE, SPERM: AC: 13 HD: 36d8 AT: bite+15 (3d20) MR: 7 ST: F14 TC: 8 S: : on attack roll 4 higher than needed: swallow target (up to human size), swallowed creature suffers 3d6/minute, can slam into ships for 6d6 structural damage.

WIGHT: AC: 14 HD: 3d8 AT: touch+3 (special) MR: 12 ST: F3 TC: 21 S: undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 1d4 days later as a wight.

WOLF, ORDINARY: AC: 12 HD: 2d8+2 AT: bite+2 (1d6) MR: 8 ST: F1 TC: 0 S: when 50% of pack lost, MR drops to 6.

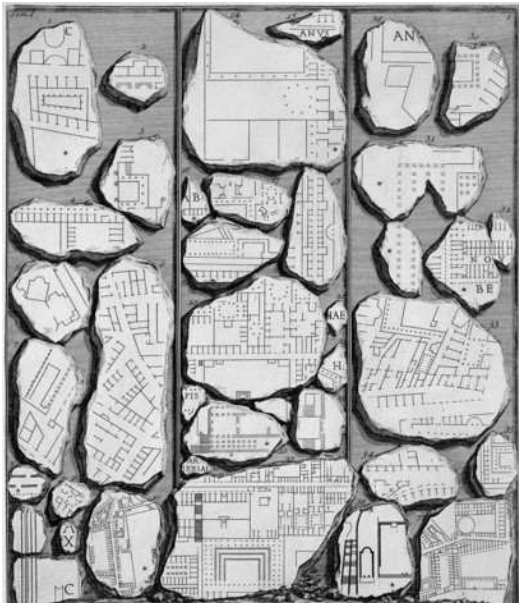
WOLF, DIRE: AC: 13 HD: 4d8+1 AT: bite+4 (2d4) MR: 8 ST: F2 TC: 0 S: used by goblins as mounts.

WRAITH: AC: 16 HD: 4d8 AT: touch+4 (1d6, special) MR: 12 ST: F4 TC: 18 S: undead immunities, only hit by magic or silver weapons, silver does half damage, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wraith.

WYVERN: AC: 16 HD: 8d8 AT: bite +8 (2d8) or sting +8 (1d6) MR: 9 S: poison sting (1d6 STR), flies.

YELLOW MOLD: AC: n/a HD: 2d8 AT: 1d6 if touched MR: n/a ST: F2 TC: 0 S: if struck, 50% releases spore cloud (choke to dead in 6 rounds unless cure disease), immune to all attacks except fire (a torch does 1d4 damage).

ZOMBIE: AC: 11 HD: 2d8 AT: weapon+2 or claws+2 (1d8) MR: 12 ST: F1 TC: 0 S: undead immunities; always attack last.



Sample Wandering Monster/Dungeon Stocking Tables

Dungeon Wandering Monster Level Table						
Random Monster Table						
Dungeon Level	1	2	3	4	5	6
1	1-6	7	8	-	-	-
2	1-2	3-6	7	8	-	-
3	1	2	3-6	7	8	-
4	-	1	2	3-6	7	8
5	-	-	1	2	3-6	7-8
6	-	-	-	1	2	3-8

Random Monsters by Level

Roll	Monster Lvl 1	Monster Lvl 2	Monster Lvl 3
1	Goblin (2d4)	Hobgoblin (2d6)	Lycanthrope, Wererat (1d8)
2	Kobold (4d4)	Lizardman (2d4)	Throghrin (1d6)
3	Morlock (1d12)	Gnoll (1d6)	Ogre (1d6)
4	Orc (2d4)	Troglodyte (1d8)	Bugbear (2d4)
5	Snake, Spitting Cobra (1d6)	Locust, Cavern (2d4)	Spider, Giant Tarantula (1d3)
6	Centipede, Giant (2d4)	Toad, Giant (1d4)	Ape, White (1d6)
7	Rat, Giant (3d6)	Fly, Giant Carnivorous (1d8)	Ant, Giant (2d4)
8	Beetle, Fire (1d8)	Spider, Giant Crab (1d4)	Gelatinous Cube (1)
9	Skeleton (2d4)	Zombie (2d4)	Harpy (1d6)
10	Stirge (1d10)	Neanderthal (1d10)	Wight (1d6)
11	Men, Brigand (1d8)	Ghoul (1d6)	Medusa (1d3)
12	NPC Party (Lvl 1) (1d4+2)	NPC Party (Lvl 2) (1d4+2)	NPC Party (Lvl 4) (1d4+2)
Roll	Monster Lvl 4	Monster Lvl 5	Monster Lvl 6
1	Lycanthrope, Werewolf (2d4)	Lycanthrope, Weretiger (1d8)	Lycanthrope, Werebear (2d6)
2	Minotaur (1d6)	Troll (1d8)	Giant, Cloud (1d8)
3	Lycanthrope, Wereboar (1d8)	Giant, Stone (1d6)	Giant, Fire (1d8)
4	Giant, Hill (1d4)	Lycanthrope, Werebear (1d8)	Giant, Storm (1d8)
5	Bear, Cave (1d3)	Black Pudding (1)	Purple Worm (1d2)
6	Ochre Jelly (1d3)	Gorgon (1d2)	Chimera (1d6)
7	Rhagodessa, Giant (1d6)	Scorpion, Giant (2d8)	Salamander, Flame (1d4+1)
8	Caecilian (1d3)	Phase Tiger (2d6)	Salamander, Frost (1d3)
9	Hell Hound (5 HD) (2d4)	Hydra (9 HD) (1)	Demon Boar (1d4)
10	Cockatrice (1d4)	Spectre (1d4)	Vampire (9 HD) (1d4)
11	Wraith (1d8)	Dragon (10 HD) (1)	Dragon (16 HD) (1)
12	NPC Party (Lvl 5) (1d4+2)	NPC party (Lvl 7) (1d4+2)	NPC party (Lvl 9) (1d4+3)

Wilderness Monster Encounter Table

Roll d20	Desert	Forest/Wooded	Grassland	Inhabited Lands	Jungle
1	Beetle, Fire	Bee, Giant Killer	Ant, Giant	Dragon, Gold	Ant, Giant
2	Beetle, Spitting	Boar	Baboon, Higher	Dwarf	Bugbear
3	Blink Dog	Bugbear	Boar	Elf	Cat, Panther
4	Camel	Cat, Panther	Dragon, Green	Gargoyle	Dragon, Green
5	Cat, Lion	Cockatrice	Fly, Giant Carnivorous	Giant, Hill	Elephant
6	Dragon, Blue	Dryad	Giant, Hill	Goblin	Fly, Giant Carnivorous
7	Dragon, Red	Dragon, Green	Halfling	Halfling	Giant, Fire
8	Goblin	Elf	Hippogriff	Lycanthrope, Weretiger	Gnoll
9	Hawk, Giant	Ghoul	Horse, Riding (wild)	Men, Brigand	Gray Worm
10	Hobgoblin	Hobgoblin	Men, Merchant	Men, Merchant	Lizardfolk
11	Lizard, Giant Gecko	Lycanthrope, Werewolf	Men, Nomad	NPC Party	Lycanthrope, Wereboar
12	Lizard, Tuatara	Men, Brigands	Ogre	Ogre	Medusa
13	Men, Nomad	Orc	Orc	Orc	Men, Brigand
14	Mummy	Roc, Small	Scorpion, Giant	Rat, Giant	Men, Merchant
15	NPC Party	Spider, Giant Crab	Spider, Giant Black Widow	Rhagodessa	Neanderthal
16	Ogre	Troll	Stirge	Skeleton	Phase Tiger
17	Scorpion, Giant	Unicorn	Troll	Wolf	Rat, Giant
18	Snake, Pit Viper	Wight	Throghrin	Vampire	Scorpion, Giant
19	Snake, Giant Rattler	Wolf	Weasel, Giant	Wight	Snake, Giant Python
20	Spider, Giant Tarantella	Wolf, Dire	Wyvern	Zombie	Troll
Roll d20	Mountains/Hills	Rivers/Lakes	Sea	Swamp	Village/Town
1	Ape, Albino	Bee, Giant Killer	Crab, Giant	Basilisk	Boar
2	Beetle, Spitting	Boar	Crocodile, Giant	Boar	Dwarf
3	Cat, Sabre-Tooth Tiger	Cat, Panther	Dragon, Green	Dragon, Black	Elf
4	Chimera	Crab, Giant	Dragon, Sea	Ghoul	Ghoul
5	Dragon, Red	Crocodile	Dragon Turtle	Gnoll	Giant, Hill
6	Dragon, White	Dragon, Black	Fly, Giant Carnivorous	Goblin	Gnoll
7	Dwarf	Dragon, Green	Harpy	Leech, Giant	Goblin
8	Giant, Hill	Elf	Hawk, Giant	Lizard, Giant Draco	Halfling
9	Giant, Stone	Fish, Giant Piranha	Hydra, Aquatic	Lizardfolk	Lycanthrope, Werewolf
10	Griffon	Fly, Giant Carnivorous	Men, Merchant	Medusa	Men, Brigand
11	Halfling	Hydra, Aquatic	Men, Pirate	Men, Brigand	Men, Merchant
12	Lycanthrope, Werewolf	Leech, Giant	Merfolk	Nixie	Morlock
13	Men, Brigand	Lizardfolk	NPC Party	Ogre	NPC (any class)
14	Men, Merchant	Merfolk	Octopus, Giant	Orc	NPC Party
15	Morlock	NPC Party	Roc, Giant	Rhagodessa	Ogre
16	Neanderthal	Ogre	Sea Serpent	Spider, Giant Black Widow	Orc
17	Ogre	Rat, Giant	Shark (any)	Stirge	Rat, Giant
18	Orc	Stirge	Snake, Sea	Toad, Giant	Spectre
19	Phase Tiger	Toad, Giant	Squid, Giant	Troglodyte	Vampire
20	Roc, Giant	Troll	Whale (any)	Troll	Zombie

Microlite81 Treasure

Here is a list of sample treasure items appropriate to a Microlite81 campaign. Maps to possible hoards of such treasures are also a common treasure item. Of course, any magic item you like from the SRD can be used, but higher powered items may be too powerful for most Microlite81 games.

Money: 1 platinum piece (pp) = 5 gold pieces; 1 gold piece (gp) = 10 silver pieces; 1 electrum piece (ep) = 5 silver pieces; 1 silver piece (sp) = 10 copper pieces (cp).

Gems: Most range in value from 10gp to 1000gp, with 50% of gems being worth about 100gp. 1% are worth 1d20 times as much. 0.1% are worth 5d20 times as much.

Jewelry: Most pieces of jewelry are worth 3d6 x 100gp. 1% are worth 1d20 times as much. 0.1% are worth 5d20 times as much.

Artwork (statues, tapestries, paintings, drawings, etc.): Most art items are worth 10d10 x 10gp. 1% are worth 1d20 times as much. 0.1% are worth 5d20 times as much.

Magic Item Descriptions:

Potions:

There is a 70% chance that a potion bottle holds 1 dose, otherwise 1d6 doses. A quick taste of a potion can be used to identify it without consuming a dose. There is a 5% that a potion has decayed with age and has become a potion of delusion (60% chance) or poison (40% chance). Useless otherwise noted, the effects of a dose will last 1d6+6 10 minute turns.

Animal Control: The drinker may control one or more animals with a total hit dice of 3d6 or less. When the effect of the potion wears off, the animals will flee.

Antidote: The drinker becomes immune to all poisons of up to a specific strength for the duration of the potion. Poison from non-creature sources (e.g. a Potion of Poison) should be considered to be as if from a 7HD creature. The strength of the potion should be determined by rolling 1d10: 1-4 = Poison from 3HD creatures, 5-7 = Poison from 7HD creatures, 8-9 = Poison from 15HD creatures, 10 = All poison.

Clairaudience: While concentrating, the drinker may listen as if at any point within 60' of their current location.

Clairvoyance: While concentrating, the drinker may see as if at any point within 60' of their current location.

Climbing: The drinker may walk on walls and ceilings as if a spider.

Delusion: This potion will have no effect when drunk. However, if tasted, it will falsely give the taster the impression that it is another type of potion from this list. Multiple tasters will all get the same impression. An Analyze spell will correctly identify this potion as one of Delusion rather than as the type it tastes like.

Diminution: The drinker shrinks down to 6" in height. While in this state they cannot hurt creatures larger than 1' tall with physical attacks, and have a 90% chance of being able to hide. If this potion is drunk while a Potion of Growth is in effect, they will simply cancel each other rather than making the drinker sick.

Dragon Control: The drinker of this potion can control up to three dragons of sub-adult or younger. The dragons do not get saving throws, but older dragons are not affected. Each potion of dragon control will only control one type of dragon. The controlled dragons will do anything that is commanded (other than suicidal commands) although they are not capable of casting spells. When the control ends, the dragons will become hostile to the drinker and will either flee or attack depending on their impression of the drinker's power. Roll 1d10 to see which type of dragon is affected: 1-2 = Black, 3-4 = Blue, 5-6 = Green, 7-8 = Red, 9-10 = White.

ESP: This potion has the same effect as the spell of the same name.

Extra-Healing: This potion will cure 3d2+3 body points (3d6+3 hit points on beings without BP) of damage to the drinker and cure their paralysis. Can be used as 3 doses of Healing potion. This potion has an instant effect, rather than a duration.

Fire Resistance: The drinker becomes immune to normal fire, gains a +2 bonus on all saving throws against fire or heat based attacks, and takes -1 point of damage per die (to a minimum of 1 point per die) from magical fire attacks.

Flying: This potion has the same effect as the Fly spell.

Gaseous Form: The drinker's body transforms to a cloud of gas for up to 1 hour, causing all their equipment and carried items to fall to the floor. The drinker keeps control of their body, and can move through any non-airtight barrier. While in gaseous form, the drinker cannot attack, but has an armor class of -2 and can only be hit by magical weapons.

Giant Control: The user may control up to four giants of a certain type, but each one gets a saving throw. The giants will normally be hostile once control ends. To determine the type of giant affected, roll 1d6: 1 = Cloud, 2 = Fire, 3 = Frost, 4 = Hill, 5 = Stone, 6 = Storm.

Giant Strength: The drinker gains the strength of a giant, and can do double damage with melee weapons or throw large rocks (range: 60/130/200) for 3d6 damage. This potion does not stack with other strength enhancing items such as Gauntlets of Ogre Power.

Growth: The drinker grows to twice normal size, and be able to do double damage with melee attacks. If this potion is drunk while a Potion of Diminution is in effect, they will simply cancel each other rather than making the drinker sick.

Healing: This potion will either cure 1d2+1 body points (1d6+1 hit points on beings without BP) of damage to the drinker or cure their paralysis. This potion has an instant effect, rather than a duration.

Heroism: Dwarves, Halflings, and Fighters who drink this potion will temporarily gain one or more levels as follows:

Common Man (no class): +4 Fighter levels.
Dwarves, Halflings, and Fighters: Level 1-3: +3 levels; Level 4-7: +2 levels; Level 8-10: +1 level; Level 11+: no effect

All damage (including energy drains) is taken from the extra levels and hit points first.

Human Control: The drinker may control up to 6 levels of humans, similar to a Charm Person spell. The targets can only be controlled while within 60' of the drinker, and the effect lasts only for the duration of the potion.

Invisibility: This potion has the same effect as the spell of the same name.

Invulnerability: The drinker gains a +2 bonus to armor class and all saving throws for the duration of the potion. If a second Potion of Invulnerability is drunk within a week, the only effect is sickness.

Levitation: This potion has the same effect as the spell of the same name.

Longevity: The drinker immediately becomes 10 years younger. The effect is an instant one rather than an ongoing one, and

therefore cannot be dispelled. This potion will not reduce the age of the drinker below 15 years old.

Mana: This potion gives the drinker temporary hit points that can only be used to cast spells. These temporary hit points disappear in 10+1d10 minutes if not used. The strength of this potion is determined by rolling 1d6: 1-3: adds 1d6 temporary hit points, 4-5: adds 2d6 temporary hit points, 6: adds 3d6 temporary hit points.

Oil of Etherealness: This thin oil is applied to the character and all of his belongings in order to achieve an ethereal state for 4+1d4 x 10 minutes. It takes 3 minutes for the potion to produce effect, and can be negated earlier than the duration by applying a mildly acidic liquid. When ethereal, a character is invisible and can pass through any objects that are not also ethereal.

Oil of Slipperiness: Any creature coated in this thin oil cannot be restrained or grabbed, and neither wrapped in the grip of constrictor snakes or any other grasping attacks, including binding ropes, chains, or cuffs, magical or otherwise. Simply put, nothing can get a grip on a character coated in this oil. Objects can be coated with the oil, and if a floor is coated any individual even standing on the floor will have a 95% probability each round of falling, due to slipping. The effects of the oil last 8 hours, but the oil can be cleaned off early with liquid containing alcohol.

Philter of Love: Drinker becomes charmed by the next person or creature he or she lays eyes upon. However, the drinker will actually become charmed and besotted by the person or creature if it is of the preferred sex and of similar racial stock. The charm aspect of this potion lasts for 4+1d4 x 10 minutes, but only dispel magic will make the drinker cease to be enthralled by a member of a preferred sex.

Plant Control: The drinker may control all mundane plants and all plantlike creatures in a 30'x30' area up to 60' away. Mundane plants may entangle creatures in their area, but cannot otherwise attack.

Poison: This potion looks like any other, but it is poisonous. Anyone taking even a taste of the potion must save vs STR or die. Philter of Love:

Polymorph: This potion has the same effect as the polymorph self spell.

Speed: The drinker may move at double normal speed and attack twice per round.

Super-Heroism: Dwarves, Halflings, and Fighters who drink this potion will temporarily gain one or more levels for 5d6 minutes as follows:

Common Man (no class): +6 Fighter levels.
Dwarves, Halflings, and Fighters: Level 1-3: +5 levels; Level 4-7: + 4 levels; Level 8-10: +3 level; Level 11+: + 2 levels

All damage (including energy drains) is taken from the extra levels and hit points first.

Sweet Water: Used to cleanse water (including turning saltwater into fresh water) or otherwise transform poisons, acid, etc. into drinkable liquid. Sweet water will destroy other potions. For most liquids, this potion will affect up to 100,000 cubic feet. However, only 1,000 cubic feet of acid can be neutralized. The effects of sweet water are permanent, and once treated, liquid will resist spoilage or contamination for 5d4 rounds.

Treasure Finding: When the drinker concentrates, they can detect the distance and direction to the largest amount of treasure within 360'. The drinker gains no insight about the nature of the treasure or how to get to it.

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Undead Control: The drinker can control up to 3d6 HD in total of undead creatures as the charm person spell. Effects last 5d4 minutes and intelligent undead will be hostile when the duration ends.

Water Breathing: This potion lasts for 1 hour plus 1d10 minutes, and has the same effect as the spell of the same name.

Scrolls

Most scrolls contain spells and can only be used by spell casters although a few spell scrolls can be used by any intelligent being. Special scrolls (warding, curse, etc.) can generally be used by anyone able to read them.

Spell Scroll (Clerical): These scrolls can be read by anyone but only used by clerics. They contain 1d3 spells. Roll 1d20 to determine the level of each spell: 1-8: level 1; 9-14: level 2; 15-17: level 3; 18-19: level 4; 20: level 5 (or GM choice). Each spell may be cast once then it fades from the scroll.

Spell Scroll (Magic-User/Elf): These scrolls can only be read with the read magic spell and can only be cast by magic-users or elves. They contain 1d3 spells. Roll 1d20 to determine the level of each spell: 1-6: level 1; 7-11: level 2; 12-14: level 3; 15-17: level 4; 18-19: level 5; 20: level 6 (or GM choice). Each spell may be cast once then it fades from the scroll.

Ward against Elementals: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Elementals cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 30 minutes, or until someone inside the zone attacks an elemental in hand-to-hand combat.

Ward against Lycanthropes: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Lycanthropes cannot enter the zone, but can use missile and spell attacks against those inside the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks a lycanthrope in hand-to-hand combat.

Ward Against Magic: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Mortal level magic (whether from spells or items) cannot enter or leave the zone. The zone lasts for 60 minutes, and can only be broken extremely powerful magic, like a wish.

Ward Against Undead: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Undead cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks an undead in hand-to-hand combat.

Treasure Map: GM will construct the map and the treasure it leads to. The map is likely to lead to a treasure within the dungeon/area the characters find the map, or the map may lead to another, sometimes remote, location. Difficulty in attaining the treasure should reflect its value. There may be traps, riddles, or other challenges. The map itself may be enchanted so that it requires read magic to decipher or may be written in a different (or even dead) language.



Curse: Anyone who reads this scroll and who fails a save is cursed (GM's choice of effects or use table below) until a Remove Curse is successfully cast.

d6 Roll Effect of Curse

1	Victim loses random magic item.
2	Random Stat suffers a -4 penalty.
3	Victim does not gain experience.
4	Victim's level reduced by 1.
5	Victim turns in a small animal (as Polymorph Other)
6	Victim is rendered blind.

Wands and Staves

Most wands and all staves are magical devices that contain spell-like enchantments.

Wands are normally thin sticks around 18 inches long. They can only be used by magic-users and elves. A wand will hold 2d10 charges, and each time it is used one charge will be used up. Once all the charges are used up, a wand is simply a non-magical stick. Treat the effects produced a wand as if created by a 4th level caster.

Staves are the bigger cousins of wands. They are normally 5-6 feet long, and made of wood. Staves may be used by either magic-users/elves or clerics. A staff will have 3 d10 charges when found, and each use of the staff may use one of more of these charges. Once all the charges are used up, a staff is simply a non-magical stick, even powers that do not use a charge fail. Treat the effects produced a staff as if created by a 5th level caster. A staff can be used in melee as if a quarterstaff. When a staff is described, the name of the item will be followed by either "C" if it is usable by a cleric, or "MU/E" if it is usable by elves and magic-users.

Rods are as thick as as staff but only about 3 feet long. A rod will have 2d6 charges when found. Rods can be used by any class, unless otherwise noted.

Wand of Cold: Each time a charge is expended, this wand creates a cone of cold, 60 feet long and 30 feet wide at the end. All creatures within the cone must take 3d6 damage.

Wand of Detecting Enemies: Each time a charge is expended, all creatures with hostile intent towards the user within 60' will glow as if on fire. This includes Invisible or hidden enemies. The glow lasts for 10 minutes before fading.

Wand of Detecting Magic : Each time a charge is expended, all magical items and active spells within a 20 foot radius will glow blue for 6 rounds (1 minute).

Wand of Detecting Metals: Each time a charge is expended, the wand will point in the direction of any concentration of metal that weighs 100 pounds or more if it is within 20 feet. The wielder is aware of the kind of metal detected.

Wand of Detecting Secret Doors: When this wand is activated, it will point the user towards all secret doors within 20 feet. This expends one charge per use.

Wand of Detecting Traps: When this wand is activated, it will point the user towards all traps within 20 feet. This expends one charge per use.

Wand of Device Negation: Each time a charge is expended, this wand will cancel the effects of another wand or staff. If the effect that is being negated is an effect with a duration, it will be negated for a single round.

Wand of Fear: Each time a charge is expended, this wand creates a cone of fear, 60' long and 30' wide at the end. All creatures

within the cone must make a saving throw or flee in terror for 5 minutes.

Wand of Fireballs: Each time a charge is expended, this wand creates a Fireball up to 240' away. Anyone in the area of effect takes 6d6 damage. Save for half damage.

Wand of Illusion: Each time a charge is expended, this wand creates a Phantasmal Force as the spell of the same name. The caster must concentrate to maintain the illusion.

Wand of Lightning Bolts: Each time a charge is expended, this wand creates a Lightning Bolt up to 240' away and then extending 60' from that point. Anyone in the path of the lightning takes 6d6 damage. Save for half damage.

Wand of Magic Missiles: This wand fires one or two magic missiles (user's choice) per round as the magic-user/elf spell of the same name. The missiles inflict 1d6+1 hit points of damage each, and always strike. Each individual missile fired expends one charge.

Wand of Paralyzation: Each time a charge is expended, this wand creates a cone 60' long and 30' wide at the end. All creatures within the cone must make a saving throw or be paralyzed for 1 hour.

Wand of Polymorphing: Each time a charge is expended, this wand produces the effect of either a Polymorph Self on the user of the wand or a Polymorph Other on a target that the wand is pointed at. Unwilling targets may make a saving throw to avoid the effect.

Rod of Cancellation: This rod may be used by any character, but may only be used once. When activated, it will permanently drain any magical item (except an artifact) that is touched by it of all power. The GM may require an attack roll to touch a magic item carried or worn by another creature, normally against armor class 10.

Rod of Energy: This rod may be used by any spell-caster. It holds a reservoir of hit points which the wielder can use to cast spells instead of (or in addition to) his own. This reservoir will hold 10d10 hit points. When the reservoir drops below 50% capacity, the rod will automatically use a charge and refill the next day (at dawn).

Rod of Resurrection: A cleric of any level may use this rod one time per day to raise beings from the dead as the resurrection spell. A cleric using this rod does not need to rest after expending charges from the rod. Different kinds of characters may be resurrected, and each type requires a different number of charges (Cleric, 2 charges; Dwarf, 4 charges; Elf, 7 charges; Halfling, 3 charges; 0-level Human 1 charge; Magic-User, 4 charges; Thief, 4 charges). When all charges from the rod are used, it crumbles into dust.

Staff of Commanding [C]: This staff may be used by a cleric to command plants, animals, and humans in the same manner as the rings command human, animal command, and command plant. Each use requires one charge.

Staff of Healing [C]: A cleric may activate the staff to cure 1d2+1 body points (1d6+1 hit points on beings without BP) of damage to a target, but it can only be used one time per creature per day. This staff may heal an unlimited number of creatures in a day. The staff may also be used to cure paralysis on an unlimited number of creatures an unlimited number of times per day.

Staff of Power [MU/E]: This powerful staff has several abilities. First, it can be used to cast the spells cone of cold, lightning bolt, and fireball (each dealing 8d6 hp of damage). In addition, the staff may be used to cast continual light and telekinesis (with a weight limit of 250 pounds). Finally, this staff can also be used with the same effect as a staff of striking.

Staff of Striking [C]: Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 2d6 damage to the creature in addition to the normal damage that the staff does.

Staff of Withering [C]: This staff functions as a +1 staff that deals 2d4+1 hit points of damage when a charge is used. By using 2 charges and successfully striking an opponent, the staff ages a victim by 10 years. If three charges are spent in this attack, one of the victim's limbs will shrivel into a mummified, useless member (saving throw versus spell-like devices is allowed). The aging effect will automatically kill most creatures that have a short lifespan. Also note that effects of spent charges are cumulative, such that if 3 charges are used, the victim will not only receive damage, but he will be aged and have a withered limb.

Staff of Wizardry [MU/E]: This staff functions as a +1 staff. In addition, the staff may be used to cast the spells conjure elementals, invisibility, passwall, and web. The staff has the similar spell-like effect of a djinni to create a whirlwind and can be used as a wand of paralyzation. Each of these abilities requires one charge. The staff may be broken for a final blow. The results of a final blow depend on the number of charges in the staff. For each charge, 8 hit points of damage are dealt in a grand fireball to all monsters and characters (even the owner of the staff) within 30'. The staff is then broken and useless.

Staff of the Serpent [C]: This staff does not employ charges. It strikes as a +1 staff. The user can command the staff to grow to become a giant constrictor snake and constrict around a victim. The command for the staff to become a snake is uttered as it strikes a victim. The victim must succeed in a saving throw versus spell-like devices or be held immobile by the constricting snake for 1d4 turns, or until the owner commands the snake to release him. The serpent returns to the owner and returns to staff form after it has constricted around an opponent. If the snake form is slain, it will not return to staff form and the staff is destroyed. When the snake returns to staff form, all damage it has sustained in combat is automatically healed.

Rings

Magical rings like those listed below are generally beyond the ability of current civilizations to create. They are the creations of ancient and/or lost civilizations.

A magical ring must be worn on a finger or thumb to operate, and a character can only wear one magical ring per hand. If a second ring is put on the same hand as an existing ring, neither ring will function (with the exception of a Ring of Weakness). Rings are usually either constant in effect or are activated by twisting the ring..

Animal Command: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Animal Control with the exception that the wearer only gets a single attempt to control creatures per use.

Command Human: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Human Control with the exception that the wearer only gets a single attempt to control people per use.

Command Plant: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Plant Control with the exception that the wearer only gets a single attempt to control creatures per use.

Delusion: This ring will appear to function as a different type of ring if an Analyze spell is used on it. Once the ring is worn, it will be completely nonfunctional, but cannot be removed without a Remove Curse being cast on it.

Djinn Summoning: Once per day, the wearer of this ring can summon a djinn, who will serve them for 24 hours. If the djinn is killed, the ring loses its magical power.

Fire Resistance: This ring makes its wearer immune to natural fire, gives a +2 bonus to all saving throws against magical fire, and reduces all magical fire damage done to the wearer by one point per die (to a minimum of one point per die).

Invisibility: This ring may only be used once per turn. When activated it affects the wearer as if they had cast an Invisibility spell on themselves.

Protection: This ring gives a bonus to its wearer's armor class and to all saving throws equal to its magical bonus. If a character wears a Ring of Protection on both hands, only the larger of the two bonuses applies. Roll a d100 to determine the ring's protection bonus: 01-80: +1; 81-91: +2 92: +2, 5 foot radius; 93-99: +3; 00: +3, 5 foot radius.

If a radius is given, the power of the ring, as it applies to saving throws only, extends to all creatures within the radius.

Regeneration: The wearer of this ring will recover 1 body point per 10 minute turn (or 1 hit point per minute for beings without body points), and can slowly re-grow lost body parts. A limb will re-grow over the course of a week, whereas a finger or ear would re-grow over the course of a single day. This ring will not stop working when the wearer is at 0 body points (or 0 hit points), but not prevent the wearer from dying. It will also not heal damage from fire or acid (although will re-grow limbs lost to fire or acid).

Spell Storing: This ring will contain 1d6 different spells (determined randomly as if spells on a Spell Scroll) when found. The wearer of the ring can cast these spells once each, even if not a spell caster. The spells will always be cast as if by a caster of the minimum level needed to cast them, even if the wearer of the ring is a caster of higher level. Each spell slot can be recharged by having a spell caster cast a spell directly into the ring. The ring cannot "catch" spells generally cast at the wearer; the spells must be cast directly at the ring with the purpose of charging it.

Spell Turning: Each day, this ring will reflect the first 2d6 spells (roll each day) cast at the wearer back at their caster. This only affects actual spells, not the spell-like powers of monsters or magic items. Once it has absorbed as many spells as it can, the ring has no other powers until the following day.

Telekinesis: This ring can be activated to produce an effect identical to the Telekinesis spell but with no duration limit.

Water Walking: This ring allows its wearer to walk on the surface of any liquid without sinking.

Weakness: 1d6 rounds after this ring is worn, it will immediately lower its wearer's strength score to 3. The ring cannot be removed until it has had a Remove Curse spell cast on it.

Wishes: This ring will grant from one to four wishes (as the Wish spell) before crumbling into dust. To determine the number of wishes contained in the ring, roll 1d10: 1-4 = 1, 5-7 = 2, 8-9 = 3, 10 = 4.

X-Ray Vision: The wearer of this ring can see up to 30' through stone or up to 60' through wood. It cannot be used to see through metal. To use the ring, the wearer must stand still and concentrate and can view a 10'x10' area per use. It takes 10 minutes to scan such an area, and the ring can only be used once per hour.

Ancient and Wondrous Items

Rings of power were not the only magic items produced in ancient times by civilizations all-but-forgotten today. Many wonderful magic items existed then. Most of these items are very rare today even if they were fairly common ages ago. Some of these items may be one of a kind or have never existed outside of legends. Like magic rings, the methods used to create these items are generally lost to the mists of time.

Amulet of Scrying Protection: This item protects its wearer from being scried on via a Crystal Ball, and makes them immune to all types of ESP.

Bag of Devouring: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5'x1'x1' or smaller). Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn. However, any item left in the bag for more than two hours will vanish completely. This will not affect living creatures that are stuffed into the bag.

Bag of Holding: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5'x1'x1' or smaller). Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn.

Boat, Undersea: This boat can be operated as a fully functional skiff. However, when a command word is given, it will dive under the water while simultaneously radiating a Water Breathing effect that protects all passengers who are touching the boat. The pilot of the boat can control its movement underwater as if on the surface.

Boat, Folding: A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship. In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease. A third word of command causes the boat or ship to fold itself into a box once again. The necessary command words may be present, either visible or invisible, etched into the box. Alternatively, the command words may need to be sought through an NPC or a small quest.

Boots of Levitation: The wearer of these boots may Levitate as per the spell of the same name. There is no limit to the duration of the levitation.

Boots of Speed: When travelling overland, the wearer of these boots travels at the speed of a riding horse. However, the wearer can only move at this speed for a single day and then must rest for a day.

Boots of Speed: These boots allow the wearer to move 240' per turn for up to 12 hours. The wearer is exhausted after this activity, and is required to rest for 24 hours.

Boots of Travelling and Springing: While these boots are worn, the wearer need not rest if engaged in ordinary movement. Further, he may spring up to 10 feet high, and to a distance of 30 feet.

Bowl of Water Elementals: Once per day, this bowl can be filled with water and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice water elemental. Conjuring the elemental takes 10 minutes.

Bracers of Armor: Wrist or arm guards that grant the wearer an AC as though he were wearing armor. Both bracers must be worn for the magic to be effective, and no other armor may be worn with the bracers (magical or non-magical). Dexterity modifiers do apply. The protection offered by the bracers can be combined with other magical effects that alter AC, such as a ring of protection or cloak of protection. Roll d100 to determine the which kind of bracers are found: 01-06: AC 11; 07-16: AC 12; 17-36: AC 13; 37-51: AC 14; 52-71: AC 15; 72-86: AC 16; 87-00: AC 17.

Brazier of Commanding Fire Elementals: Once per day, this brazier can be lit and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice fire elemental. Conjuring the elemental takes 1 minute.

Brooch of Shielding: A piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell, device, or spell-like ability. A brooch can absorb up to 101 hit points of damage from magic missiles before it melts and becomes useless.

Broom of Flying: This broom will carry its owner through the air at a speed of 80' per round. The owner of the broom must concentrate to move, and the broom will hover if the owner stops concentrating. The broom can also carry a passenger, but in this case its speed is reduced to 60' per round.

Censer of Controlling Air Elementals: Once per day, this censer can be filled with incense and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice air elemental. Conjuring the elemental takes 1 minutes.

Chime of Opening: A chime of opening is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A chime of opening also automatically dispels a hold portal spell or even an arcane lock cast by a wizard of lower than 15th level. The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and arcane locked, it takes four uses of a chime of opening to get it open. A silence spell negates the power of the device. Each use requires a charge, and a chime contains 2d4x10 charges before it cracks and becomes useless.

Cloak of Protection: This magical cloak appears to be an ordinary brown cloth or leather cloak. The cloak functions much like a ring of protection, offering a bonus to the wearer's AC and all saving throws. These bonuses are cumulative if the cloak is worn with a ring of protection. Roll 1d100 to determine AC bonus: 01-80: +1; 81-91: +2; 92-100: +3.

Crystal Ball: A crystal ball is a scrying device that can only be used by an arcane spellcaster. The crystal ball can be used three times per day to see any place or object that they desire; and a current image of that place or object will appear and last for 10 minutes. The clarity of the image will be based on the familiarity that the user has with the object or area.

Crystal Ball with Clairaudience: This works just as a normal Crystal Ball, except that by concentrating the user can hear what is going on at the far end as if through the ears of any living creature shown in the ball. Only an arcane spellcaster can use this item.

Crystal Ball with ESP: This works just as a normal Crystal Ball, except that by concentrating the user can read the thoughts of the main subject of the vision if it is a living creature. Only an arcane spellcaster can use this item.

Cube of Frost Resistance: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 turn (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a turn, the cube is destroyed.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type, as well as the volume and velocity. "Stream" pours out 1 gallon per round. "Fountain" produces a 5' long stream at 5 gallons per round. "Geyser" produces a 20' long, 1' wide stream at 30 gallons per round.

The geyser effect causes considerable backpressure, requiring the holder to be on stable ground and braced to avoid being knocked down. The force of the geyser kills small creatures. The command word must be spoken to stop it.

Displacer Cloak: This item makes the wearer appear to be 5' from their actual position. This makes all attacks against the wearer take a -2 penalty to their to hit rolls, and gives the wearer a +2 bonus to all saving throws.

Drums of Panic: These are a pair of large kettle drums. When played, they have no effect on creatures within 10' of them, but creatures from 10' to 240' from them must make a saving throw vs MIND or flee in terror for 30 minutes.

Dust of Appearance: This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats all objects within a 10' radius, making them visible even if they are invisible. If the dust is blown through a tube it covers an area in the shape of a cone 20' long and 15' wide at its terminal end. The dust likewise negates the effects of mirror image, cloak of displacement, and elven cloaks. The dust's effect lasts for 2d10 turns. Dust of appearance is typically stored in small silk packets or hollow bone tubes, and 5d10 of these tubes or packets will be found at a time.

Dust of Disappearance: This dust looks just like dust of appearance and is typically stored in the same manner. A creature or object touched by it becomes invisible. Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including detect invisible. Dust of appearance, however, does reveal people and objects made invisible by dust of disappearance. The invisibility bestowed by the dust lasts for 2d10 turns, and the invisibility is not dispelled if the enchanted character makes attacks

Efrete Bottle: This 3' tall heavy jug contains an efreet. The stopper may be opened once per day, and the efreet will come forth and serve the opener. If the efreet is slain, the bottle becomes non-magical. The efreet is reluctant to serve, and will do its best to use loopholes in the commands that it is given in order to cause harm to the owner of the bottle.

Elven Boots: These boots give their wearer a Move Silently ability of 75%, like a thief.

Elven Cloak: This cloak is just like a Ring of Invisibility except that its invisibility is not perfect. When the wearer is in the presence of creatures that might notice them, their faint outline will be seen if a 1 is rolled on 1d6.

Eyes of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to use charm person (one target per round) merely by meeting a target's gaze. Those failing a saving

throw versus spells are charmed as per the spell. If the wearer has both lenses, there is a penalty of -2 to the saving throw. If the wearer has only one lens, the saving throw is made with a bonus of +2.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses allow the wearer to see 100 times further than normal. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as he covers his other eye.

Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. When a being places the eyes on, he instantly turns to stone as the spell, with no saving throw. About 1/4 (01-25 on d00) of these eyes allow the wearer to use a petrification gaze attack. Both lenses must be worn for the magic to be effective, and the victim is allowed a saving throw versus petrify.

Flying Carpet: This carpet will carry one passenger at a speed of 100' per round, two at a speed of 80' per round, three at a speed of 60' per round, four at a speed of 40' per round, or five at a speed of 20' per round. The owner of the carpet must concentrate to make it move, and the carpet will hover in place if the owner stops concentrating.

Gauntlets of Ogre Power: The owner of these gauntlets has a strength of 18 while wearing the gauntlets, but taking them off return's the owner's strength back to its normal value.

Girdle of Giant Strength: Anyone who wears this girdle does double damage with whatever melee attacks they make.

Helm of Alignment Changing: This ornate helmet instantly changes the alignment of the being that places it on. The change is random. The helmet cannot be removed except by the spell remove curse. The wearer will not desire for the helmet to be removed, but once it has been taken off he reverts back to his original alignment.

Helm of Blindness: Anyone wearing this helmet is immediately made blind. The blindness cannot be cured until the helmet has been removed, and the helmet cannot be removed without a Remove Curse spell being cast on it.

Helm of Comprehend Languages and Read Magic: Appearing as a normal helmet, a helm of comprehend languages and read magic grants its wearer the ability to understand the spoken words of any creature, and to read text in any language or any magical writing. Note that understanding a magical text does not necessarily imply spell use unless the magic is usable by the character's class and level.

Helm of Reading: This helmet allows the wearer to read any language or cipher, and allows them to identify magical scrolls. However, it does not allow the wearer to use Spell Scrolls if they are not normally able to do so. This helmet is rather delicate, and has a 10% chance of being broken each time its wearer is struck in combat.

Helm of Telepathy: The wearer of this helmet can transmit their thoughts to any creature within 60'. The target creature will understand the thoughts of the wearer despite language differences. The wearer may also use the ESP spell to read the thoughts of others.

Helm of Teleportation: This helm is only usable by arcane spellcasters. The wearer of the helm may use the Teleport spell as often as they like to teleport themselves, with the normal chances of failure. The wearer may also use the helm to Teleport another creature (again, as if casting the spell). However, doing this discharges the helmet and it can no longer be used for any

teleporting until it is recharged by having a Teleport spell cast into it.

Horn of Blasting: This horn can be blown once per ten minutes. When it is blown, it creates a cone of sound 100' long and 20' wide at the end. Everyone in the area must take 2d6 damage and make a saving throw vs STR or be deafened for ten minutes. Buildings and ships in the area of effect take 1d8 damage.

Medallion of ESP: This medallion allows the wearer to use the ESP spell at will, with a range as given in the item listing (either 30' or 90'). However, each time it is used, there is a 1 in 6 chance that instead of letting its wearer read minds, it will broadcast its all of its wearer's thoughts out loud for the next ten minutes.

Mirror of Life Trapping: If the owner of this mirror presents it to a creature of human size or smaller and activates it, the creature must make a saving throw vs MIND or be sucked into the mirror, complete with everything they are wearing and carrying. The mirror can hold up to 20 creatures, who exist in a state of suspended animation while in the mirror, not needing food, drink or air and completely unable to take any actions.

Anyone looking into the mirror can see the reflections of the faces of all those trapped inside, and can wake any of them up temporarily to talk with them. No special communication powers are granted, so the viewer and victim need to share a common language to talk in. If the mirror is broken, all the creatures inside are instantly freed. However, the only way to free a single creature without breaking the mirror is to is a Wish spell.

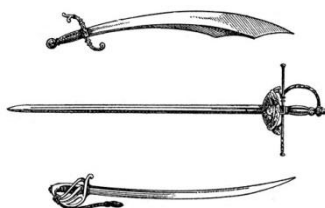
Mirror of Opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. If a creature is reflected in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and its items disappear completely.

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases. The bubble can enable the wearer to survive in an environment without air for 1 week.

Rope of Climbing: On command, this 50' rope will wriggle along the ground like a snake, and even up walls and on ceilings. It can fasten itself onto any solid protrusion on a surface that it is climbing up, and will support up to 10,000cn of weight. A second command will cause the rope to loosen itself and re-coil.

Scarab of Protection: This charm has 2d6 charges. Each time a curse is placed on the wearer, it will immediately target the wearer with a Remove Curse as if by a 36th level caster. Each Remove Curse uses up one charge. Additionally, it will block any Finger of Death or Obliterate spell (the reverse of the Raise Dead and Raise Dead Fully spells) cast at the wearer; and this also uses up one charge. When the scarab has run out of charges, it crumbles to dust.

Stone of Controlling Earth Elementals: Once per day, this stone can be buried in the earth and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice earth elemental. Conjuring the elemental takes 10 minutes.



Magic Weapons and Armor

Magical weapons and armor follow the same class restrictions as all normal weapons and armor. Magic items will have a "+" value, or if cursed they will have a "-" negative value. When an item has a plus, such as a dagger +1, this means that rolls to hit and damage rolls receive a +1 bonus. Armor with a plus will reduce the AC by the amount specified. For example, leather armor +1 would reduce AC to 6 rather than 7.

Cursed items have the opposite effect, incurring penalties based on the negative value provided. Cursed items, once possessed by a character, can only be disposed of with a dispel evil or remove curse spell. The owner of a cursed item will not believe the item is cursed, and will resist efforts to get rid of the item until one of these spells is cast. Furthermore, the possessor of a cursed weapon will prefer to use this weapon in combat above any other weapon.

Magical armor of the non-cursed variety is lighter and less cumbersome than other armor. Refer to the table below for magical armor weights and for rolling up the kind of armor found by a party.

d100 Roll	Armor Type	Unmodified AC	Magic Weight (lbs)
01-10	Banded mail	15	15
11-30	Chain mail	14	20
31-60	Leather	12	10
61-67	Padded	11	5
68-85	Plate mail	16	25
86-90	Scale mail	13	15
91-95	Splint mail	15	20
96-00	Studded leather	13	15

Magic Swords

Other powers beyond having a "+" to their attacks and damage sometimes apply to swords and other weapons. They also may have more than one bonus listed, where the first bonus applies to all attacks and damage, and the second applies only to an exclusive group of creatures. Some of these are detailed below, and others listed in the treasure tables are self-explanatory. Other weapons have powers that the wielder is able to command. These weapons are detailed below.

Sword +1, Flame Tongue: This sword is +2 against monsters that regenerate, +3 against avian monsters or monsters that have a cold-based attack, or are immune to fire, and this sword is +4 against all undead. When the wielder utters a command, the sword becomes engulfed in flame. The flames provide the same amount of light as a torch, and can be used to ignite anything flammable.

Sword +1, Life Drinker: This sword drains a hit die or a life level from any target struck if the wielder utters a command. This sword has 1d4+4 charges, and each use of this ability drains one charge. Once the charges have been used, the sword performs as a normal sword +1.

Sword +1, Locate Objects: The wielder may locate objects as the magic-user/elf spell one time each day, to a range of 120'.

Sword +1, Luck Blade: This sword grants its possessor a +1 bonus on all saving throws. In addition, a luck blade will contain 1d4+1 wishes. When the last wish is used, the sword remains a sword +1 and still grants the +1 saving throw bonus.

Sword +1, Wish Blade: In addition to functioning as a sword +1, this sword contains 1d4 wishes. Refer to the magic-user spell wish for guidelines on granting wishes. Once the wishes have been used, the sword performs as a normal sword +1.

Sword +2, Charm Person: In addition to functioning as a sword +1, this sword grants the wielder the ability to charm person, as the magic-user/elf spell, 3 times in a week.

Sword +3, Frost Brand: This sword is a +6 sword against monsters that live in a hot environment or use a fire-based attack. The sword sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire in the same manner as wearing a ring of fire resistance. A frost brand extinguishes all non-magical fires in a 10' area when touched to a flame.

Other Magic Weapons

War Hammer +2, Dwarven Thrower: In the hands of a dwarf, the war hammer gains an additional +1 bonus (for a total bonus of +3) and gains the returning special ability. It can be hurled with a 60' range. When hurled, it deals triple damage against giants, ettins, ogres, and trolls. It does double damage when thrown against any other target.

Arrow +3, Slaying Arrow: This arrow +3 is keyed to a particular type of creature. If it strikes such a creature, the target instantly dies, with no saving throw. Against any other target the arrow functions as an arrow +3. These arrows are often adorned with decorations that imply the creature they can slay. To determine the type of creature the arrow is keyed to, roll on the table below. The GM may add to this list, or choose an appropriate creature type for the situation.

d20 Roll	Type	d20 Roll	Type
1	Avians	11	Giant animals
2	Chimera	12	Golems
3	Clerics	13	Halflings
4	Dragons	14	Magic-users
5	Dwarves	15	Mammals
6	Efreeti	16	Reptiles
7	Elementals	17	Sea creatures
8	Elves	18	Spiders
9	Fighters	19	Thieves
10	Giants	20	Undead

Sentient Swords

Particularly powerful magical swords are sometimes sentient, or thinking and intelligent entities. These weapons have motivations of their own, and may or may not be hostile to their wielder. The GM plays the personalities of these items in the same manner as an NPC. To create a sentient sword, refer to the categories below, which include Mental Character and Alignment, and Powers.

Intelligence: The first step to creating a sentient sword is to roll for its intelligence. The intelligence ability score will determine how many additional powers the sword possesses. Consult the table below.

d6 Roll	INT	Detection Powers	Spell-Like Powers	Communication
1	7	1	0	Empathy
2	8	2	0	Empathy
3	9	3	0	Empathy
4	10	3	0	Verbal
5	11	3	0	Verbal, Read Magic
6	12	3	1	Verbal, read Magic

When a sword communicates through empathy, no actual words are exchanged between it and its wielder, but the wielder becomes intuitively aware of the powers the sword possesses and how

these can be employed. A sword capable of verbal communication actually produces an audible voice and speaks to those around it. Sentient swords capable of read magic do so as the magic-user/elf spell, but the ability is always active. Further, swords with the ability to read magic may also read the ordinary written language of any languages known.

Alignment: Every sentient sword will have an alignment. This alignment is undetectable until the sword is touched. A character may only wield a sword that shares the same alignment, and if he attempts to handle a sword of a different alignment he will suffer damage each round. The severity of the damage is related to the degree of difference of alignment. For each degree of difference, the character will suffer 1d6 hit points of damage. For example, a chaotic sword will inflict 1d6 hp damage to a neutral character; it will inflict 2d6 hp damage to a lawful character. For this reason, a neutral sword will only ever inflict 1d6 hp of damage. Roll 1d10 to determine the sentient sword's alignment: 1-4: Chaotic; 5-6: Neutral; 7-10: Lawful.

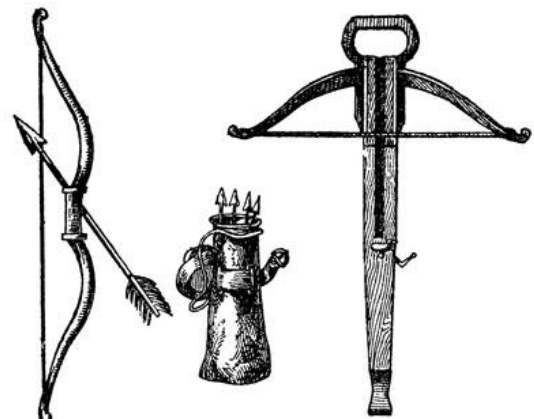
Psyche and Willpower: Sentient swords have a psyche rating from 1-12 (roll 1d12). This rating represents the overall strength of character that the sword has. In addition, sentient swords have a base willpower rating equal to the sum of its INT and psyche. A bonus of +1 is added to this rating for each spell-like power the sword possesses. Spell-like powers are discussed below.

A sentient sword may mentally wrestle for dominance with its wielder, depending on the sword's personality and desires. Under certain situations, the GM will need to make an influence check. This may be made in the following situations:

1. The wielder first touches the sword
2. The sword's motivation comes into play
3. A character of a differing alignment touches the sword
4. Another magical sword is found
5. A character has lost 50% of his hp

When an influence check is called for, the willpower of the sword and the willpower of the character are compared, and the highest score wins the test. A character's willpower is determined by summing his WIS and STR. The character subtracts 1d4 from this total if he is wounded but has more than or equal to 50% of his hp. If he has less than 50% of his hp, 2d4 is subtracted from willpower. The sword receives a bonus of 1d10 to its willpower if its alignment is not the same as the character's.

If the character loses, then he loses control of his actions for an amount of time determined by the LL. The sword will force the character to perform a task, such as disposing of or ignoring magic items if a second magical sword is found. Other actions include compelling the wielder into combat or surrender with a nearby foe, or making the character perform another action that serves the desires and goals of the sword. Usually, the duration of control will only be for several rounds until the task is completed.





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Sentient Sword Motivations: Sentient swords have a 5% probability of having a particular motivation (roll 01-05 on d00). These motivations involve the destruction of particular creatures, classes, or alignments. If a sword has a motivation, raise its INT and psyche each to 12. When a sentient sword is used to attack a being that fits its motivation, a special power is used against the opponent. These powers are determined by the alignment of the sword. A chaotic sword will turn an opponent to stone if the opponent is lawful. Likewise, a lawful sword will paralyze an opponent of chaotic alignment. Saving throws versus spells are allowed for each of these effects. A neutral sword grants the sword wielder a bonus of +1 to all saving throws when combating a creature of the motivational type (regardless of its alignment).

Roll 1d6 to determine a sentient sword's motivation, or the GM may choose an opponent type based on differing characteristics (all reptiles, beings of a certain religion, etc.): 1 – Clerics; 2 – Dwarves, fighters, and halflings; 3 – Elves and magic-users; 4 – Chaotic beings (if sword lawful); 5 – Lawful beings (if sword chaotic); 6 – Monster type (determine randomly).

Powers: Sentient swords can have two kinds of additional powers. These include detection powers and spell-like powers. Detection powers allow the sword to detect any of a number of possible items or inclinations. Spell-like powers often mimic spell effects. To use any of the powers detailed below, the sword wielder is required to be holding the sword and concentrating on the effect. All of the detection powers may only be used once in a round, and all spell-like powers may only be used 3 times total in one day. Roll on the detection powers table and ignore identical results, if required to roll more than once. The same holds true if required to roll on the spell-like powers table.

Detection Powers Table

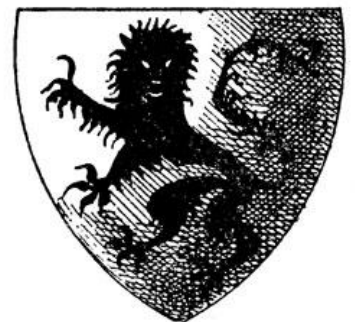
Roll d00	Detect	Additional Details
01-05	Evil	20' range
06-10	Good	20' range
11-15	Gems and Jewelry	60' range
16-25	Invisible or hidden	20' range
26-35	Secret doors	10' range, 3 usages per day
36-45	Metals (any specified)	60', lead blocks this ability
46-60	Moving walls and rooms	10' range
61-80	Sloping passages	10' range
81-96	Traps	10' range, 3 usages per day
97	Roll two times	
98-00	Spell-like Power (1)	

Spell-Like Powers Table

Roll d00	Power	Additional Details
01-10	Clairaudience	As clairvoyance below, but audible instead of visual
11-20	Clairvoyance	As the magic-user spell
21-25	Double damage	See below*
26-35	ESP	As the magic-user spell
36-40	Fly	As the magic-user spell, for 3 turns
41-45	Regenerate	See below**
46-50	Levitate	As the magic-user spell, for 3 turns
51-57	Phantasmal Force	As the magic-user spell
58-67	Telekinesis	As the magic-user spell, up to 200 pounds
68-77	Telepathy	As a <i>helm of telepathy</i>
78-86	Teleportation	As the magic-user spell
87-96	X-Ray Vision	As a <i>ring of x-ray vision</i>
97-99	Roll twice	
00	Roll three times	

* Damage is doubled for 1d10 rounds. This table result can be combined if rolled more than once. If rolled twice, damage is x4, if rolled three times, damage is x6. This effect does not influence the roll to hit.

** The sword can regenerate hit points with a rate of 1 hp per round, to a maximum of 6 hp per day. This table result can be combined if rolled more than once. If rolled twice, up to 12 hp may be healed, if rolled three times, up to 18 hp may be healed. Note that the rate of healing does not change.



Treasure Class Table

Small Treasure Hoards (Individuals)

Treasure Class	CP	SP	EP	GP	PP	Gems	Jewelry	Magic
0	-	-	-	-	-	-	-	-
1	4d6	-	-	-	-	-	-	-
2	-	2d8+1	-	-	-	-	-	-
3	-	-	1d10+1	-	-	-	-	-
4	-	-	-	1d8	-	-	-	-
5	-	-	-	-	1d6	-	-	-
6	1d00 (70%)	1d00 (5%)	-	1d00 (5%)	-	1d6 (7%)	1d4 (3%)	1 (3%) any
7	-	1d00 (15%)	1d00 (7%)	1d00 (8%)	1d00 (5%)	1d6 (15%)	1d4 (5%)	1 (7%) any

Large Treasure Hoards (Lairs)

Treasure Class	CP x1000	SP x1000	EP x1000	GP x1000	PP x100	Gems	Jewelry	Magic
8	-	-	-	-	-	-	-	1d4 scrolls (45%)
9	-	-	-	-	-	-	-	2d4 potions (45%)
10	-	-	-	1d8 (50%)	3d12 (40%)	2d8+4 (60%)	1d12 (40%)	-
11	-	-	-	-	-	1d6 (40%)	-	-
12	-	1d8 (25%)	1d4 (20%)	-	-	-	-	-
13	1d6 (25%)	1d4 (15%)	-	-	-	-	-	-
14	-	-	-	-	2d4 (30%)	1d12 (55%)	1d12 (45%)	1 (20%) any
15	2d12 (25%)	1d00 (60%)	1d8x10 (40%)	1d4x10 (60%)	4d6 (30%)	1d8x10 (55%)	1d8x10 (45%)	6 (18%) any 4, 1 potion, 1 scroll
16	-	-	-	1d6x10 (55%)	1d4 (45%)	2d8 (30%)	1d10 (20%)	6 (30%) any 5, 1 scroll
17	-	3d6 (15%)	1d6 (25%)	2d6 (45%)	1d4 (25%)	4d6 (25%)	1d8 (10%)	5 (30%) any 3 (no weapons), 1 potions, 1 scroll
18	2d6 (7%)	1d10 (35%)	1d6 (20%)	1d6 (30%)	-	1d8 (15%)	1d8 (10%)	4 (30%) any 3, 1 scroll
19	1d10 (10%)	1d10 (15%)	-	1d8 (55%)	-	1d6 (40%)	1d6 (40%)	4 (15%) any 2, 2 potions
20	1d12 25%	1d6 (30%)	1d6 (15%)	-	-	1d6 (20%)	1d6 (20%)	2 (12%) any
21	1d10 (45%)	1d4 (25%)	1d4 (30%)	1d4 (20%)	-	1d8 (30%)	1d4 (20%)	1 (12%) armor, sword, or miscellaneous weapon
22	1d8 (30%)	1d4 (20%)	1d6 (25%)	1d12 (40%)	1d4 (20%)	5d8 (55%)	5d8 (45%)	3 (25%) any

The GM chooses the appropriate row in the Treasure Class table, and for each column rolls the appropriate dice to determine whether certain treasure occurs, and if so in what quantity. When magic items are indicated, the GM either selects appropriate items or rolls randomly to determine items. To determine a random type of magic item roll 1d100: 01-20: Potions; 21-25: Rings; 26-56: Scrolls; 57-61: Rods, Staves, and Wands; 62-66: Ancient and Wondrous Items; 67-87: Swords; 88-92: Miscellaneous Weapons, 93-00: Armor.

Donate to the RetroRoleplaying Cancer Fund and Get Some PDF Goodies

Many Microlite81 gamers know that Randall Stukey, the author of Microlite81 and other M20-based old school games is trying to raise funds to pay the bills from [his wife's oral cancer](#) treatments and that he worked on the original Microlite81 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna's cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the RetroRoleplaying Cancer Fund (via PayPal) and help them pay their bills.

Can You Help Pay the Cancer Bills?

Everyone who donates any amount at all get a password giving them access to a number of special downloads. *Some* of the currently available downloads include:

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 (<http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html>) and The Grimoire #2 (<http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html>)
- Pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECM1 campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite81 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård. This Special Edition incorporates the rules from the first supplement. The text has been reformatted into a single column in a large enough font to easily read.

To get access to these downloads and access to a private donor forum where you can get advance information on upcoming Microlite81 releases, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

<http://www.retroroleplaying.com/node/153>

Support Microlite81: Please donate if you can!

Notes on "Old School" Play

While Microlite81 is designed using tried and true "D20" systems filtered through the Microlite20 rules, it is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This section will give a brief overview of "old school" play.

What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character's skills and abilities and the rules to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

Heroic, not Superheroic: Old school play, especially at low to mid levels, is about fairly normal people put in situations where they can be heroes, not about extraordinary people doing things that would make a four-color comic book superhero proud -- and at first level yet. Just like in the real world, the more a character improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level the more effort and time (and XP) it takes to advance to the next level.

Achievement, not Advancement. Many modern games are often all about what special feats, extra classes and special game mechanics the players wish to obtain for their characters as they increase in level. In old school games, a character's abilities are generally predetermined by his character class, so old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of character success.

No Skills: Unlike in most modern RPGs, there aren't any skills in Microlite81 -- not even the streamlined four skills of Microlite20. Players are intended to have their characters act like adventurers. So don't search your character sheet or the rules for the perfect solution in Microlite81. Instead, you just tell the GM what your character is trying to do. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

Limited Magic Items: Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale (and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create -- often requiring rare ingredients that the characters must quest to find. Therefore characters are usually limited to the magic items they find in treasures or take from defeated enemies on adventures.

No Assumption of "Game Balance": Old style game sessions aren't about carefully balanced characters (who are all able to

shine equally at all times) who only run into situations carefully designed by the GM to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party's current abilities or which will waste the party's resources for little gain can be avoided. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Microlite81 takes this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience – and monsters don't have to be killed to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. "Reality/Common Sense" as interpreted by the GM always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don't have a top and bottom (so prone penalties make no sense) and a 10 foot cube can't fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game, the GM ignores the rule because it makes no sense in the specific situation.

Forget "Rules Mastery": As some of the above differences have hinted, player skill in "old school" style games isn't about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Microlite81 tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. GM rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll (terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the GM. They are just guidelines for the GM, not something written in stone that the GM must obey. If something herein does not work right in your campaign (or the GM just does not like a rule), the GM is well within his right to change it. Microlite81 is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

No Script Immunity: In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon's hoard.

Not Mentioned does not mean Prohibited: Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn't make much sense given that no set of rules could ever cover everything that characters might attempt to do in an adventure, it seems to be a very common way to view RPG rules. In an old school game like Microlite81, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the GM to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their GM instead of simply assuming it is prohibited because the rules do not mention it.

Styles of "Old School" Play

If you read some "old school" blogs, forums, and web sites, you might get the impression that there is only one "old school" style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old "Tomb of Horrors" module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as "Killer GMs" (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor's Hammer to knock him out. Then I cut off his head with my vorpal blade.") There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This is probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure. Characters in pure wargaming campaigns often were considered expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things counterproductive to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investments made in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" by having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article "Aspects of Adventure Gaming" in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of "old school" play back in the "old school" days – not just the single style stressed in some "old school" blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the wargaming camp. Most successful campaigns back in "old school" days were a mixture of all four major styles – and a heaping helping of minor styles.

Advice for the New Old School Game Master

If you are comfortable running a rules-light game like standard Microlite20, you'll probably have no trouble running Microlite81 as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You've learned to just make a ruling that you think fits the situation and keep the game moving.

Running a Game Without Skills

The greatest change between Microlite20 and Microlite81 is the removal of all character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if their description of

what they are doing a) would most likely solve the problem, b) wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only option d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough; the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

Guidelines Not Rules

Finally, remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite81 so please change anything you do not like.

Adventures and Settings

There are a large number of adventures and campaign settings available for TSR editions of the world's most popular fantasy RPG. Playing copies of most of original adventures from TSR can be found on eBay for very low prices. TSR era adventures can be used with any pre-WOTC edition or retroclone with only very minor conversion.

There are also a large number of free and low cost adventures available in PDF format on the web. A good place to start looking for free adventures is on the Dragonsfoot forum web site (see the link under Old School Internet Resources below).

The best settings and adventures, however, are those you create yourself for your campaign. They don't need to be nearly as elaborate as those produced for use by others, let alone as fancy as those written for professional publication. Many B/X GM adventure location keys (including those of the game's original designers) were nothing but room/location numbers with something like "8 hobgoblins, leader has 20gp, trapdoor in floor hides skeleton with silver dagger (animates if dagger touched)" or "Small village, 27 families, 10 orc slaves, Headman: Mongar the Brown (Ftr 4th lvl, +1 sword) Mongar's wife, Rose is a 3rd lvl Cleric of Odin)." You can do that.

Microlite20 Notes

Microlite20 is a trimmed down sub-miniature version of the OGL 3.5 SRD. In its most basic form, Microlite20 has only two pages of rules but can be used with most fantasy OGL and d20 adventures and supplements with little or no conversion. Since M20 was published in 2006, many people who prefer rules-lite games have been using it for their d20 games and/or writing expansions, supplements and other material especially for M20. You can find out more about the original Microlite20 and find more variants like Microlite81 on the Microlite20 web site: <http://microlite20.net/>

Retroroleplaying Web Site

The author of Microlite81 maintains a web site devoted to out of print and out of style tabletop roleplaying games. He is always willing to discuss and answer questions about Microlite81 in the Microlite81 board on the RetroRoleplaying forum.

Web Site: <http://www.retroroleplaying.com/>
Forum: <http://www.retroroleplaying.com/forum/>
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Old School Internet Resources

Old-School Blogs

There are a lot of old-school blogs. Even a selection of just the ones I currently read regularly would fill up a page or two and would likely be out of date quickly. Fortunately, there is a great place to find old school RPG blogs -- the RPG Blog Network, check the Legacy D&D category:
<http://www.rpgbloggers.com/>

Major Old-School Forums

Dragonsfoot

Very large forum discussing 1e and earlier, related games like retro-clones, Hackmaster, and Castles & Crusades. Many people who worked for TSR in the early days post here. Many free downloads including Footprints magazine and adventures.

<http://www.dragonsfoot.org/>

Knights & Knaves Alehouse

Discussions of B/X and 1e.
<http://knights-n-knaves.com/phpbb/>

Original D&D Discussion

Mainly discussions of B/X. Home of Fight On! Magazine.
<http://odd74.proboards76.com/>

The Piazza: Old D&D Campaign Worlds

Discussions of old published campaign worlds including many no longer officially supported.
<http://www.thepiazza.org.uk/bb/index.php>

Old School Product

A number of publishers are producing new material for old school games (using the OGL and retro-clones for compatibility). Many of these products are available through Lulu's Old School Renaissance group. Some downloadable products are free.
<http://stores.lulu.com/oldschoolren>

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Microlite81 Extended
Version 1.0 (March 23, 2014)

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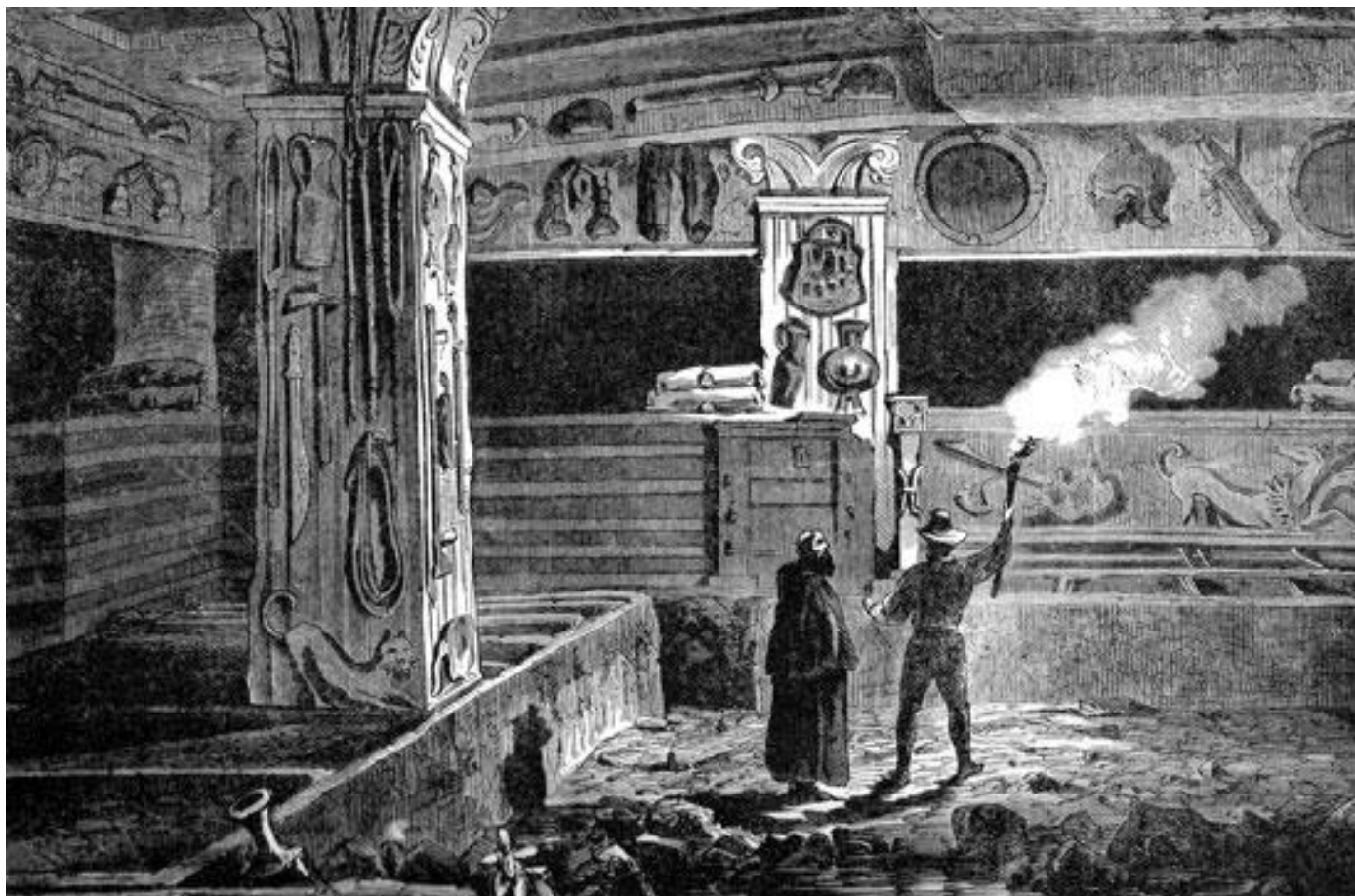
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Microlite81 Extended

Microlite81 games are trimmed-down miniature versions of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite81* games is to recreate the style and feel of the "B/X" edition of the world's first fantasy roleplaying game published back in 1981 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite81 Extended* rules are based on the Basic and Expert boxed sets published in 1981, often referred to as B/X. The rules are not intended to be a clone of the B/X rules, but rather a conversion of them (plus the designer's house rules from the late 1970s and some optional modern additions like Dragonborn and Tieflings) to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. These rules assume that the GM understands the basic concepts of roleplaying games, but provides information for both the GM and the players on the various "old school" styles of play. *Microlite81* games can easily use adventures and material from early editions of the world's most popular tabletop fantasy roleplaying game or modern clones.

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Gryphons & Gramarye

Basic Edition

Public Playtest 1.0

Guidelines for Tabletop Fantasy Roleplaying Campaigns in the Old School Style



Gryphons & Gramarye – Basic Edition

Public Playtest 1.0 (September 15, 2015)

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What is Gryphons & Gramarye Basic?

You are holding in your hands (or more likely, reading on your screen) an early public playtest version of a new OSR game-style (based on my *Microlite74* and *Microlite81* games) I'm developing for my home campaign. While this is very early in the development and playtest cycle, *Gryphons & Gramarye Basic* is playable in its current form – thanks to starting the system as a variant of *Microlite74*.

The most noticeable changes so far are the classes:

- **Fighter:** a warrior powerful who is more likely to hit and deal damage (a great deal of damage, especially at higher levels) than any other class in the game, and easily powerful than the standard Oe fighting-man.
- **Scout:** In combat, about the equal of the standard Oe fighter, but with outdoorsman and thieving abilities.
- **Paladin:** Like the scout, this class is the equal of the standard Oe fighter, but has the ability to call on the divine through prayers, turns undead, and is better able to fight chaos. Can heal through prayer.
- **Magician:** Limited to light armor and weapons, the magician isn't a powerful warrior, but he is a master of illusion and nature-based magic.
- **Wizard:** Very similar to the standard Oe magic-user: horrible in physical combat but wields powerful magic.

There may be more or different classes in the final version of *Gryphons & Gramarye*. That's what playtesting is all about, after all. The final game will be complete with full descriptions of spells, monsters, treasures and many things not included in this early *Microlite74*-based draft.

Comments on this game are welcome. Future public playtest versions of this game will come out at irregular intervals – depending on what gets done and when I have time to release a coherent public playtest version. You can get all the playtest versions (along with playtest versions of other projects I work on) by making a donation to the RetroRoleplaying Cancer Fund. See the sidebar explaining the RetroRoleplaying Cancer Fund just before the spell lists in this pdf file or visit its home page at <http://www.retroroleplaying.com/content/retroroleplaying-cancer-fund-special-downloads>

Note that you will be given the option to remain anonymous. About 50% of donors wanted to remain anonymous when I was developing *Microlite78* and *Microlite81*.

Whether you wish to donate or not, I hope you like this free early playtest of *Gryphons & Gramarye*. You can also download free copies of my other games (including the various versions of *Microlite74*, *Microlite78*, and *Microlite81*) at <http://www.retroroleplaying.com/> or in the download section of the <http://microlite20.org/> web site.

INTRODUCTION

Gryphons & Gramarye, like its parent game, *Microlite20*, is a trimmed-down, sub-miniature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal of *Microlite74* games, however, is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974.

The *Gryphons & Gramarye* rules are based on three little booklets found in the boxed set of the 1974 0e edition. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Gryphons & Gramarye* is loosely based on the third edition of the original *Microlite74* rules.

These rules assume a basic familiarity with tabletop role-playing games in general and with the basic principles of "D20" based rules. If you are completely new to tabletop role-playing games, you will want to start by playing with someone who is familiar with how they work.

CHARACTER CREATION

Stats

There are 6 stats: Strength (STR), Dexterity (DEX) and INT (INT), Wisdom (WIS), Constitution (CON) and Charisma (CHR).

Roll 3d6, Total the 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/4, round toward zero.

Strength measures your character's muscle and physical power.

Dexterity measures hand-eye coordination, agility, reflexes, and balance.

Constitution represents your character's health and stamina.

Intelligence is a measure of a PC's formal education and knowledge and not a measure of how smart the character is – as a PC's wit and cleverness are that of the player. For NPCs and monsters, however, this stat is also a measure of raw intelligence.

Wisdom describes a character's willpower, common sense, perception, and intuition. This stat represents being in tune with and aware of one's surroundings.

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This stat represents actual strength of personality, not merely how one is perceived by others in a social setting.

Races

Humans can be any class (suggested maximum level 14).

Dwarves can be Fighters or Hunters, max level 12.

Special Abilities: +4 to magic saves; note slanting passages, traps, shifting walls and new construction in underground settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Elves can be Fighters, Scouts, or Magicians, max level 10.

Special Abilities: Can switch between a single selected warrior class (fighter or scout) and Magician between adventures and can use any magic armor and any magic weapon when acting as a Magician (however, their max level is reduced to 8 if they multiclass like this); +2 to hit and damage goblinoid monsters; note secret/hidden doors (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

Halflings can be Fighters (max level 8) or Scouts (max level 12).

Special Abilities: +4 to magic saves; +2 to hit and damage with slings and light bows; can blend in background (d20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors – this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do).

Classes

The classes are Fighter, Scout, Magician, and Wizard. Characters normally begin at Level 1 (unless directed otherwise by the GM).

Fighters are soldiers, champions, and other warriors who are exclusively trained in the arts of combat and war. They are specialists in dealing damage with weapons and in the other arts of physical combat. They are trained to lead others in battle. Prime Requisite: STR. Requirements: none.

Weapons and Armor: Fighters may use any kind of armor or weapon and may use shields.

Combat Machine: Against foes of one hit dice (HD) or fewer, Fighters get one attack per level each combat round. At 6th level, this applies to foes of two hit dice or less. At 12th level, this applies to foes of three hit dice or less.

Cleave: After a fighter kills an opponent in melee combat, he may immediately make another attack against any still-standing foe in range. The maximum number of attacks he can make in one round is equal to his level. Cleave only applies to foes too powerful for the Combat Machine effect.

Weapon Mastery: At first level a fighter selects one specific type of weapon (daggers, short swords, maces, spears, etc.) that he has mastered and selects another every odd level (level 3, 5, 7, etc.). When using a mastered weapon, the fighter adds his Combat Bonus to weapon damage, may hit monsters requiring silver weapons with a normal weapon, and scores a critical hit on a natural roll of 19 or 20 (which would otherwise hit). A fighter may select a specific weapon twice. When using a twice mastered weapon, the fighter adds his Combat Bonus to weapon damage, may hit monsters that require a silver weapon or a +1 magic weapon with a normal weapon, and scores a critical hit on a natural roll of 18, 19, or 20 (which would otherwise hit).

Saving Throw: Fighters receive a +2 bonus on saving throws vs. death and poison (unless the alternative "Saving Throw Matrix" is used).

Magic Use: Fighters may attempt to cast spells from scrolls. To successfully cast a spell from a scroll the fighter must be able to read the language the scroll is written in and roll against his Use Magic score on a D20, adjusting the roll by both his INT bonus and the level of the spell being attempted (- spell level). If successful, the spell functions normally and fades from the scroll. If unsuccessful, the spell fades from the scroll and the fighter loses 1d6+2 hit points.

Recruiting: When rolling for reactions from perspective henchmen or hirelings, the fighter has a +1 bonus to the roll.

Battlefield Prowess: At 4th level, a fighter inspires those under his command. Any hirelings or mercenaries hired by the fighter have a +1 bonus to their morale when personally led by the fighter. At 8th level, any hirelings or mercenaries hired by the fighter never need to check morale when personally led by the fighter and foes must make a morale check to attack the fighter.

Stronghold: At level 9 a fighter may become a great leader of men, taking control of a parcel of land and a leadership rank in his society. A fighter will, assuming money is at hand, build a castle. He may ultimately control several villages and towns, but must be a good, strong leader and provide protection.

Experience Base: 2000

Fighter Advancement Table

Level	Hit Points	Combat Bonus	Magic Use	Melee	Saves	XP
1	2d8	+3	18+	0	13	0
2	3d8	+4	18+	0	12	2000
3	4d8	+5	17+	0	11	4000
4	5d8	+6	17+	0	10	8000
5	6d8	+7	16+	0	9	16000
6	7d8	+8	16+	0	8	32000
7	8d8	+9	15+	0	8	64000
8	9d8	+10	15+	0	7	128000
9	9d8+3	+11	14+	0	7	256000
10	9d8+6	+12	14+	0	6	512000
11	9d8+9	+13	13+	0	6	768000
12	9d8+12	+14	13+	0	5	1024000
13	9d8+15	+15	12+	0	5	1280000
14	9d8+18	+15	12+	0	4	1536000

Scouts are warriors who are at home in the wilderness and are trained to be sent out ahead of a main force so as to gather information about the enemy's position, strength, or movements. While they are capable in combat their forte is stealthy actions and special operations. In addition to their military use, they make excellent guides, spies, and even thieves. Prime Requisite: DEX. Requirements: none.

Weapon and Armor Restrictions: Scouts are trained in warfare and, as such, have no restrictions on the kind of weapons or armor they can use. However, if they are wear metal armor their chance of success with stealth activities is at -4.

Cleave: After a scout kills an opponent in melee combat, he may immediately make another attack against any still-standing foe in range. The maximum number of attacks he can make in one round is equal to his level.

Back Stab: Any time a Scout attacks an opponent who is unaware of their presence, the Scout receives a +2 "to hit" bonus. If the attack is successful, the Scout may roll his weapon damage twice to calculate damage.

Stealth Abilities: Scouts possess a number of very specific abilities to assist them in their scouting duties. These abilities include proficiency at opening locks and disarming traps, moving without a sound, and using shadows to conceal themselves. They also possess a greater facility for detecting sounds and noises from beyond closed doors. To successfully use these abilities the player must roll 1d20 + any Dexterity ability modifiers and achieve a result greater than or equal to the target number on the Scout Abilities table.

Wilderness Survival (WS): Scouts are most at home in the wilderness, among the flora and fauna of the world. A scout's Wilderness roll may be used to track both humanoids and animals in natural environments. When in these natural environments, wilderness survival may also be used to remain both unseen and silent. Finally, when a ranger encounters a natural wild beast he may utilize this ability in an attempt to sooth and calm such an animal. A Scout may hunt for 1d4 hours and with a successful roll find enough food and water to feed himself and twice his level additional people and horses. To successfully use these abilities the player must roll 1d20 + any Wisdom ability modifiers and achieve a result greater than or equal to the target number on the Scout Abilities table.

Climb Sheer Surfaces (CSS): Scouts may climb incredibly sheer surfaces. As hardy adventurers, anyone may attempt to climb vertical surfaces but only the scout may ascend impossibly difficult surfaces or attempt unthinkable climbs. To successfully use this abilities the player must roll 1d20 + any Dexterity ability modifiers and achieve a result greater than or equal to the target number on the Scout Abilities table.

Scout Abilities Table

Level	W S	CS S	Open Locks	Disarm Traps	Move Silently	Hide in Shadows
1	9+	11+	17+	18+	16+	18+
2	9+	11+	16+	17+	15+	17+
3	8+	10+	15+	16+	14+	16+
4	8+	10+	14+	15+	13+	15+
5	7+	9+	13+	14+	12+	14+
6	7+	9+	12+	13+	11+	13+
7	6+	8+	11+	12+	10+	12+
8	6+	8+	10+	11+	9+	11+
9	5+	7+	9+	10+	8+	10+
10	5+	7+	8+	9+	7+	9+
11	4+	6+	7+	8+	6+	8+
12	4+	6+	6+	7+	5+	7+
13	3+	5+	5+	6+	4+	6+
14	2+	4+	3+	4+	3+	5+

Escape Trouble: Scouts tend to throw themselves in dangerous situations, but also develop the ability to escape them fast and unscathed. Scouts can retreat and flee from a combat (or other threatening circumstances) at twice their base normal speed for a number of rounds equal to 1d6 + their level. If they win the initiative, or if they lose initiative but succeed a Dexterity saving throw, scouts don't suffer any attack of opportunity (such as rear attacks for fleeing an opponent), when using this ability for flight. Scouts can use this ability once per combat/encounter.

Saving Throw: Scouts receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane (unless the alternative "Saving Throw Matrix" is used).

Magic Use: Scouts may attempt to cast spells from scrolls. To successfully cast a spell from a scroll the scout must be able to read the language the scroll is written in and roll against his Use Magic score on a D20, adjusting the roll by both his INT bonus and the level of the spell being attempted (- spell level). If successful, the spell functions normally and fades from the scroll. If unsuccessful, the spell fades from the scroll and the scout loses 1d6+2 hit points.

Establish Stronghold: At ninth level, a scout who chooses to build (or otherwise obtains) a castle or fortified manor is considered to have reached the rank of "Baron" or "Baroness," bestowed by the local ruler or monarch. The character may choose to attract a body of men-at-arms, who will swear their fealty as loyal followers.

Experience Base: 2000

Scout Advancement Table

Level	Hit Points	Combat Bonus	Use Magic	Melee	Saves	XP
1	2d6	+2	12+	0	15	0
2	3d6	+2	12+	0	14	2000
3	4d6	+3	12+	0	13	4000
4	5d6	+3	11+	0	12	8000
5	6d6	+4	11+	0	11	16000
6	7d6	+4	11+	0	10	32000
7	8d6	+5	10+	0	9	64000
8	9d6	+5	10+	0	8	128000
9	9d6+2	+6	10+	0	7	256000
10	9d6+4	+6	9+	0	7	512000
11	9d6+6	+7	9+	0	7	1024000
12	9d6+8	+7	9+	0	6	1536000

13	9d6+1 0	+8	8+	0	6	204800 0
14	9d6+1 2	+8	8+	0	6	256000 0

Paladins are representatives of one or more of the Lords of Law, deities who support the existence of reality and oppose its return to formless chaos. The character might be a s witch-hunter, an exorcist of demons, a shining knight of her faith, or a secret agent of some temple hierarchy. While many of a Paladin's abilities are oriented toward healing and protecting, they tend to play a support role during combat, they are able to stand shoulder-to-shoulder with the party's Fighters if need be—at least for a while. Prime Requisite: CHR. Requirements: must be lawful.

Weapon and Armor Restrictions: **In general, Paladins** may use any kind of armor or weapon and may use shields. Certain deities may have different weapon and armor restrictions.

Cleave: After a paladin kills an opponent in melee combat, he may immediately make another attack against any still-standing foe in range. The maximum number of attacks he can make in one round is equal to one-half of his level (round up).

Smite - A paladin may imbue his normal weapon with holy power allowing it to hit monsters that normally require silver or even magical weapons to hit. Spending 1 HP before making the attack roll will allow hitting monsters that require silver (or other special non-magical) weapons to hit. Spending 2 HP before making the attack roll will allow hitting monsters that require magical weapons to hit.

Law Powers: The paladin is protected at all times by a Protection from Chaos spell and can Detect Chaos (effects as the spell) at will by concentrating.

Prayers: Paladins may pray to gain divine help. This is considered a full round action, the player must roll the dice listed below (adding their Wisdom modifier). For a minor prayer, any roll over a DC of 1 succeeds. For a major prayer, any roll over a DC of 6 succeeds. For a greater prayer, any roll over a DC of 12 succeeds. Each subsequent prayer during the same day adds a cumulative +1 penalty to the DC. For example, if a character is praying for the third time that day, the player must roll over a 3 in order to continue receiving aid (assuming the third prayer request in a minor prayer, over 8 would be needed if it were a major prayer and over 14 would be needed if it were a greater prayer). A failure indicates that the prayer is unanswered, that no more aid will be granted for 1d6 hours (GM rolls in secret). At GM's discretion, praying for unjust causes or creatures will incur a penalty to the roll (maximum: -4), but praying for a just and urgent cause may grant a bonus to the roll (maximum: +4). Prayer rolls use a d6 at 1st and 2nd level, then a d8 at 3rd and 4th level, a 1d12 at 5th and 6th level, a d16 at 7th and 8th level, a d20 at 9th and 10th level and a d24 at 11th level and above.

If possible the GM should design 10-12 minor prayers specific to each cult (as well as 2-4 major prayers and 1-3 greater prayers). If this is not done, the following generic list of prayers may be used for any cult that does not have a special list:

Minor Prayers

Blessing: Beneficiary is granted a +4 bonus for a single particular task (one die roll), or the next saving throw against a particular threat or creature, within one day.

Counter Prayer: Cancels sound-associated magical effects (e.g. harpy songs) within 30 feet, so long as the character loudly prays.

Dispel Charm: Dispels a mind-affecting spell or effect if the character rolls 1d20 + level vs. 10 + caster's level (or creature's HD).

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Encouragement: All allies within 30 feet get a +1 bonus to attack rolls and saving throws vs. fear for 1 round per level of the Initiate or Acolyte. At 9th level, the bonus increases to +2.

Exorcism: Expels a malignant spirit from an unwilling host (use a Turn Undead roll, but after 30 minutes of loud prayers).

Guidance: Answers a question with a short vision, a few words, a coincidental sign, etc.

Healing Touch: Cures 1 BP/3 levels (round up), or grants a new save (at + the paladin's level) to cure a disease or neutralize poison.

Sanctuary: No creature can attack the character so long as he prays silently during that combat. Common creatures get no save, but supernatural foes get a save.

Turn Undead: Repels or even utterly destroys undead and sometimes demonic creatures (use the Turn Undead Table below).

Major Prayers

Cure Disease: Touch cures person of any diseases, including magical diseases.

Neutralize Poison: Touch immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject.

Remove Curse: Touch frees subject from a single curse.

Greater Prayers

Raise Dead: Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago.

Restoration: Restores one level lost to an energy drain attack or restores one limb destroyed or maimed.

Immunity to Disease: At 3rd level, a paladin is immune to all mundane diseases. At 5th level, a paladin is also immune to all magical diseases.

Saving Throw: Paladins receive a +2 bonus to any saving throw made to reduce or avoid the effects of black magic or chaos powers (unless the alternative "Saving Throw Matrix" is used).

Scroll Use: Paladins may attempt to cast spells from scrolls. To successfully cast a spell from a scroll the scout must be able to read the language the scroll is written in and roll against his Use Magic score on a D20, adjusting the roll by both his INT bonus and the level of the spell being attempted (- spell level). If successful, the spell functions normally and fades from the scroll. If unsuccessful, the spell fades from the scroll and the paladin loses 1d6+2 hit points. Attempts to cast any spell of black magic will always fail, even if the Paladin does not know the spell is black magic.

Establish Stronghold: At ninth level, a Paladin who chooses to build (or otherwise obtains) a fortified martial monastery (called a "priory") is considered to have reached the rank of "Prior" (equivalent to a "Baron"). So long as the cleric is in favor with his god, he may buy or build his priory at half the normal price due to divine intervention. Once a priory is established, the paladin's reputation will spread and he will attract 5d6x10 0th level soldiers armed with various weapons, plus another 1d6 paladins of 1st-3rd level of the same religion to serve the order. They are completely loyal (morale +4). While in the paladin's service, these soldiers and followers must be provided food and lodging, but need not be paid wages.

Turn Undead Table

	Paladin Level						
Monster HD	1	2	3	4	5	6	7

1	7	5	3	T	T	D	D
2	9	7	5	3	T	T	D
3	11	9	7	5	3	T	T
4	-	11	9	7	5	3	T
5	-	-	11	9	7	5	3
6	-	-	-	11	9	7	5
7	-	-	-	-	11	9	7
8	-	-	-	-	-	11	9
9	-	-	-	-	-	-	11
10	-	-	-	-	-	-	-
11-12	-	-	-	-	-	-	-
13-15	-	-	-	-	-	-	-
16-19	-	-	-	-	-	-	-
20+	-	-	-	-	-	-	-

Monster HD	Paladin Level						
	8	9	10	11	12	13	14+
1	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D
4	T	D	D	D	D	D	D
5	T	T	D	D	D	D	D
6	3	T	T	D	D	D	D
7	5	3	T	T	D	D	D
8	7	5	3	T	T	D	D
9	9	7	5	3	T	T	D
10	11	9	7	5	3	T	T
11-12	-	11	9	7	5	3	T
13-15	-	-	11	9	7	5	3
16-19	-	-	-	11	9	7	5
20+	-	-	-	-	11	9	7

On the Turn Undead Table, there will be a dash, a "T", a "D", or a number corresponding to the HD of the undead and the level of the priest. A dash means that the priest has not attained high enough level to turn the undead type. A "T" means that the priest automatically turns the undead, and a "D" means that the undead will be destroyed (dispelled, returned to own plane, etc.) automatically. A number indicates that the player must roll that number or higher on 2d6 in order to turn the undead. If this roll is successful, or there is a "T" in the chart, the player rolls 2d6 again and the result equals the number of total hit dice of undead turned. A "D" in the chart requires the same roll to determine how many HD of undead are destroyed. No matter what the dice roll result, at least one monster will always be turned or destroyed, as appropriate, on a successful use of Turn Undead.

Experience Base: 2500

Paladin Advancement Table

Level	Hit Points	Combat Bonus	Scroll Use	Mem	Save	XP
1	2d6	+2	16+	0	16	0
2	3d6	+2	16+	0	15	2500
3	4d6	+3	15+	0	14	5000
4	5d6	+3	15+	0	13	10000
5	6d6	+4	14+	0	12	20000
6	7d6	+5	14+	0	11	40000
7	8d6	+5	13+	0	10	80000
8	9d6	+5	13+	0	9	160000
9	9d6+2	+6	12+	0	9	320000
10	9d6+4	+6	12+	0	8	640000
11	9d6+6	+7	11+	0	8	960000
12	9d6+8	+7	11+	0	7	1280000
13	9d6+10	+8	10+	0	7	1600000
14	9d6+12	+8	10+	0	6	1920000

Magicians (sometimes called white wizards or white witches) study arcane secrets and cast spells. Magicians focus on illusion and natural magic. While less spectacular than wizardry, experienced magicians are able to cast a great number of useful spells. Prime Requisite: WIS. Requirements: none.

Weapons and Armor: Magicians may only wear non-metallic light armor and may only use light weapons.

Minor Magic - Magicians can cast minor "everyday/non-combat" magic at will. Basically, any everyday thing someone could do mundanely, a magician can do with minor magic. Attempting something the GM considers abusive fails and causes the magic-users wand to explode (doing 1d6 backfire damage to the magic-user unless a WIL save is made). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

Some examples: Light a candle or pipe with a flame from the wand tip. Dust things – at first level a minor magic spell might be needed for each shelf or piece of furniture, while at third level a single spell might dust a room and at sixth level the magic-user's the entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-users coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.

Mnemonic Magic: Magicians memorize and can cast spells from the Magician spell list. At 2nd level, magicians can scribe quick scrolls of any spell they have in their spell book and are able to cast.

Scroll Use: Magicians may automatically cast spells from scrolls if the spell is on the Magician spell list, provided the spell is written in a language the Magician can understand. Magicians may also attempt to cast Wizardry spells from scrolls. To successfully cast a Wizardry spell from a scroll the Magician must be able to read the language the scroll is written in and roll against his Use Magic score on a D20, adjusting the roll by both his INT bonus and the level of the spell being attempted (- spell level). If successful, the spell functions normally and fades from the scroll. If unsuccessful, the spell fades from the scroll and the magician loses 1d6+2 hit points.

Magical Research: At 5th level, a magician is able to research spells, scribe true scrolls, and brew potions. When a magician reaches the 9th level, he is able to create magic items.

Stronghold: A magician may build a stronghold, often a great tower, when he reaches level 9. He will then attract magician apprentices (1d6), who will range from level 1-3.

Experience Base: 2500

Magician Advancement Table

Level	Hit Points	Combat Bonus	Scroll Use	Mem	Save	XP
1	1d6	+0	10+	1	16	0
2	2d6	+0	10+	2	15	2500
3	3d6	+0	9+	3	14	5000
4	4d6	+1	9+	4	13	10000
5	5d6	+1	8+	5	12	20000
6	6d6	+1	8+	6	11	40000
7	7d6	+1	7+	7	10	80000
8	8d6	+1	7+	8	9	160000
9	9d6	+2	6+	9	9	320000
10	9d6+1	+2	6+	10	8	640000
11	9d6+2	+2	5+	12	8	960000
12	9d6+3	+2	4+	14	7	1280000
13	9d6+4	+2	3+	17	7	1600000
14	9d6+5	+3	2+	20	6	1920000

Wizards (sometimes called Sorcerers) study arcane secrets and cast spells. While early in their career magic-users have only limited power, experienced magic-users are able to cast a great number of powerful spells. Prime Requisite: INT. Requirements: alignment may not be law.

Weapons and Armor: Wizards wear no armor and can only use daggers, slings, or staves as weapons.

Arcane Blast – A Wizard can shoot a dart of magic energy from the tip of their handmade wand once per round provided no other action is taken. They must roll to hit the target normally.

Range: short 60; medium 120; long 180. Usable once per round if no other action taken and does 1d4 damage if it hits. No saving throw is allowed. Requires pointing a handmade wand at the target and costs 1 HP per use. The visible effects can be whatever the Wizard desires; note that this does not affect damage, it only adds color to the ability.

Minor Magic - Wizards can cast minor "everyday/non-combat" magic at will. Basically, any everyday thing someone could do mundanely, a wizard can do with minor magic. Attempting something the GM considers abusive fails and causes the magic-users wand to explode (doing 1d6 backfire damage to the magic-user unless a WIL save is made). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

Some examples: Light a candle or pipe with a flame from the wand tip. Dust things – at first level a minor magic spell might be needed for each shelf or piece of furniture, while at third level a single spell might dust a room and at sixth level the magic-user's the entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-users coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.

Mnemonic Magic: Wizards can memorize and cast spells from the Wizard spell lists. At 2nd level, wizards can scribe quick scrolls of any spell they have in their spell book and are able to cast.

Scroll Use: Wizards may automatically cast spells from scrolls if the spell is on the Wizard spell list, provided the spell is written in a language the Wizard can understand. Wizards may also attempt to cast Magician spells from scrolls. To successfully cast a Magician spell from a scroll the Wizard must be able to read the language the scroll is written in and roll against his Scroll Use score on a D20, adjusting the roll by both his INT bonus and the level of the spell being attempted (- spell level). If successful, the spell functions normally and fades from the scroll. If unsuccessful, the spell fades from the scroll and the Wizard loses 1d6+2 hit points.

Magical Research: At 5th level, a Wizard is able to research spells, scribe true scrolls, and brew potions. When a Wizard reaches the 9th level, he is able to create magic items.

Stronghold: A Wizard may build a stronghold, often a great tower, when he reaches level 9. He will then attract Wizard apprentices (1d6), who will range from level 1-3.

Experience Base: 3000.

Wizard Advancement Table

Level	Hit Points	Combat Bonus	Scroll Use	Me	Sav	XP
1	1d6	+0	10+	1	16	0
2	2d6	+0	10+	2	15	3000
3	3d6	+0	9+	3	14	6000
4	4d6	+1	9+	4	13	12000
5	5d6	+1	8+	5	12	24000
6	6d6	+1	8+	6	11	48000
7	7d6	+1	7+	7	10	96000
8	8d6	+1	7+	8	9	192000
9	9d6	+2	6+	9	9	384000
10	9d6+1	+2	6+	10	8	768000
11	9d6+2	+2	5+	12	8	1152000
12	9d6+3	+2	4+	14	7	1536000
13	9d6+4	+2	3+	17	7	1920000
14	9d6+5	+3	2+	20	6	2304000

Additional Character Class

Information

The following other information is available:

Determining Hit Points: Each class has an HP column on their Class Advancement Table. XdY means roll X dice of type Y and add the character's Constitution bonus to each die rolled. The minimum roll (after adding the Constitution stat bonus) is 1. After level nine, a few hit points (1, 2, or 3 are added at each level. Constitution stat bonuses are not added for levels greater than 9.

For example, a first level fighter has a Constitution of 15 for a CON stat bonus of +1. At first level, the player rolls 1d8 and adds +1 to determine his maximum hit points. At second level, the player would roll another 1d8+1 and add the result to his first level hit point maximum to get the character's second level hit points.

Max at First Level (Optional): Instead of rolling a die for first level characters, assume the die roll was the highest possible roll for the type of die. *This option is strongly recommended.*

Reroll All Dice at Every Level (Optional): Instead of just rolling a single die at every level and adding the result to the character's previous hit points, reroll all the dice every time the character gains a new level, using the higher of the new roll or the previous hit point total +1.

Weapons and Armor Limitations: As noted, many classes are limited in what weapons and armor they can utilize. Regardless of such class limitations, characters of any class may purchase, carry, and use any weapons or armor desired. However, characters who equip themselves with weapons and armor unusable by their class will fight as 0th level characters while so equipped. They also will receive no bonus on their attack rolls or armor class from ability scores or equipment, may not use any of their class powers, and do not gain XP.

Determining Experience Points Required to Advance: The XP column of each class table lists the minimum XP a character needs to reach a given level in a class for standard characters. This table will need to be recalculated from the Experience Base numbers of the class if any optional rules that modify the experience base are used for a character.

Experience Base: An Experience Base is listed for each class, for example, the Fighter's Experience Base is 2000. Optional rules may have Experience Base modifiers. If a character possesses an optional ability the experience Base modifier (+100, for example) is added to the listed Experience Base for the character's class. If a Fighter had the example optional ability, his final Experience Base would be: 2100.

Calculating Experience Points per Level: To calculate a character's custom XP advancement schedule, start the number from the character's final Experience Base (including his class base plus all modifiers from optional rules). That is the experience point total required to advance to 2nd level. The experience required to advance doubles each level thereafter until 9th level reached.

After 9th level, the amount of experience points required to advance no longer doubles. Instead of doubling, it increases by a flat amount each level: the total amount of experience needed to reach 9th level. For example if it takes 300,000 xp to reach 9th level, it would take 600,000 to reach 10th level, 900,000 to reach 11th level, etc..

The standard XP advancement charts listed for each class were calculated by this method and should serve as examples of this calculation.

Background

Characters should select, with the approval of the GM, a background that represents their race, culture, and their previous (non-adventuring) training/experience. The selection of a character's background is as important as the selection of a

class as a character's background gives the character a broad base of skills and knowledge.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Human (Holy Panamon Imperium) Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background – and an even better chance if that creek is in the territory of the Holy Panamon Imperium where the character knows more about the terrain and likely has contacts who could help.

Races and cultures are generally limited to those the GM has defined for the campaign setting although most setting will at least have humans, elves, dwarves, and halflings available as races.

For the prior training/experience part of a character's background, anything that fits the campaign setting may be selected. For example: A few possibilities include: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, desert nomad, goblin exterminator, hunted outlaw, knight errant, priest, refugee, scout, shaman, shepherd, soldier, spy, temple acolyte, thief, torturer, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, poet, and so on. This part of a character's background need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

Players should discuss their background ideas with their GM to both to be sure it will be a good fit for both the campaign setting and the group's play style as well as to be sure the player and the GM are both on the same general page as to what skills and knowledge the background provides the character. For example, if a player picked a "thief" background, the GM might be thinking "expert treasure finder" while the player is thinking "cat burglar."

Alignment

Basic Alignment: There are three basic alignments: Law, Chaos, and Neutral. Alignment is basically "which side would you fight for in the final battle over the fate of reality." Only intelligent beings have alignment and the vast majority of those tend to be neutral. Player Characters should select an alignment for their characters.

Law: Law aligned characters will fight for law and order against chaos. They may be good or evil, but they oppose chaos and all it stands for. All the sane deities are of this alignment.

Chaos: Chaos aligned characters will fight against law and order in the universe, desiring to return it to the randomness and disorder than surround and constantly attempt to reclaim it. They may be good or evil, but they oppose law and all that it stands for.

Neutral: The vast majority of intelligent beings are neutral in the cosmic battle between law and chaos. While they enjoy the benefits of the ordered universe and civilization, they believe that a total victory by either law or chaos would be bad for the average person. Some may strive for balance between law and chaos, but most just ignore the issue – leaving the battle between law and chaos to those they tend to see as fanatics.

Virtues and Vices (Optional): As in real life, each character has virtues (admirable character traits) and vices (not so admirable character traits). Players select six traits from the lists below before play starts – with no more than four traits from one list. Players can select virtues and vices not on the list with GM approval

Virtues	Vices
Academic	Arrogant
Austere	Bigoted

Bold	Capricious
Cheerful	Cowardly
Compassionate	Egoistical
Courageous	Fearful
Daring	Hateful
Determined	Hidebound
Fair	Impulsive
Faithful	Insensitive
Friendly	Lazy
Generous	Manipulative
Gregarious	Miserly
Honest	Petty
Hopeful	Power Hungry
Industrious	Rude
Just	Self-Centered
Kind	Spendthrift
Patriotic	Stubborn
Thoughtful	Thoughtless
Thrifty	Vengeful

Character Tagline (Optional)

Each character should have one fairly unique feature in his personality or background that sets him or her apart from other characters and npcs in the campaign (and from other characters the player may play or have played in the campaign. This feature should not be something that would give a mechanical bonus in play, but something interesting and unique in the character's personality, background, or history. The GM should work with the player to ensure the character's tagline is appropriate to the campaign setting. A tagline can also be a "catch phrase" that sums up the character in some way.

Some examples of a simple character taglines from history and literature would be "never tells a lie" for George Washington, "the lionheart" for Richard I of England, "demands his martinis be shaken not stirred" for James Bond, "cultivates a grandfather image but quietly manipulates others to achieve the greater good" for Dumbledore, and "I didn't do it, nobody saw me, you can't prove anything" for Bart Simpson.

STANDARD RULES

Skills

There are no skills in *Gryphons & Gramarye*. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation, taking into account the characters' classes and backgrounds. If the GM decides a random success chance is truly needed he may resolve the situation with a throw or roll of his choice or he may call for one of the following skill throws from the table below:

Primary Class Throw: if the character is attempting something directly related to their class.

Secondary Class Throw: if the character is attempting something only loosely related to their class.

Primary Background Throw: if the character is attempting something that is not related to their class but is directly related to their background.

Secondary Background Throw: if the character is attempting something that is not related to their class but is at least loosely related to their background.

Unrelated Skill Throw: if the character is attempting something that anyone should be able to try with at least a small chance of success but is not really related to their class or background.

When the GM calls for a skill throw, he will declare the type of skill throw, which stat the skill throw falls under (add Stat bonus to throw), and any situational modifiers and the player will make a skill throw. The GM should make the throw in secret if seeing the result would give the player more information than his character should have.

Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Class, Secondary Class, or Primary Background Roll. The following situational modifiers are suggested for task difficulty: Easy: +1, Normal: 0, Difficult: -1, Hard: -2, Very Hard: -4, Legendary: -6, Unbelievable: -8.

If the skill throw is a success, the character's attempt to perform the task succeeds. Otherwise, the character's attempt to perform the task fails, meaning the character makes no progress toward the task's objective (or -- if the GM wishes -- makes progress but suffers a setback determined by the GM).

Skill Throw Table

Lv	Primary Class	Secondary Class	Primary Background	Secondary Background	Unre
1	10+	12+	14+	16+	19+
2	9+	11+	13+	15+	18+
3	9+	11+	13+	15+	18+
4	8+	10+	12+	14+	17+
5	7+	9+	11+	13+	17+
6	7+	9+	11+	13+	16+
7	6+	8+	10+	12+	16+
8	5+	7+	9+	11+	15+
9	5+	7+	9+	11+	15+
10	4+	6+	8+	10+	14+
11	3+	5+	7+	9+	14+
12	3+	5+	7+	9+	13+
13	2+	4+	6+	8+	13+
14	1+	3+	5+	7+	12+

Basic Adventuring Skills: Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and have a rough idea of the value of common coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions. If there are such unusual conditions, basic adventuring skills should be considered loosely related to the character's class for the purpose of a skill throw.

Languages: All character races speak common. Other intelligent beings speak their own languages (20% chance of also speaking common). Beings with a INT over 10 may speak one additional language per point of INT over 10 (these are in addition to any languages known by race). If a roll is needed, a character's native language(s) should be considered directly related to the character's background and any other languages known should be considered loosely related to the character's background.

Saving Throws

When subject to an unusual or magical attack, characters generally get a saving throw to avoid or reduce the effect. To make a saving throw, roll 1d20, add modifiers based on the type of saving throw (and any circumstantial modifiers set by the GM). A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, the saving throw is successful if the total of the roll and modifiers is greater than the saving throw listed for the character's level. Unless noted otherwise, monsters save as a Fighter of a level equal to one-half their hit dice, rounded up.

Saving Throw Modifiers: What a character is saving against modifies the saving throw die roll. In cases where multiple types apply, use the first one listed below:

Breath Weapons: Breath Weapons and other blast-like effects give a -1 modifier to the saving throw.

Poison: Dwarves get a +3 bonus.

Death Magic: This includes negative energy attacks. Clerics get +3 due to their link with the higher and lower planes.

Rod, Staff, Wand: All magical effects created by a rod, staff, or wand give +1 bonus.

Spells: +2 bonus for Magic-Users.

Special Saving Throw Modifiers: Where applicable, these modifiers are applied in addition to those listed above:

Charm and Illusion Magic: Add MIND stat bonus.

All Magical Effects: Dwarves and Halflings receive a +4 bonus to all saving throws against a magical effect.

Magic

Magic-using characters can cast any spell from their respective spell list with a spell level equal or below 1/2 their class level, rounded up. A Magic-Using character starts with Read Magic and 1d2 additional first levels spells in his spell book (which must be approved by the GM) and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book.

A magic-using character can memorize up to his memory limit ("Mem" on the appropriate Level Advancement Table) in spells at one time. A spell-caster requires his spell book and one hour of time to change the spells he has memorized.

Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	1	2	3	4	5	6	7
HP Cost	3	5	7	9	11	13	15

Spell Difficulty Class: For purposes of things like dispelling, the Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Signature Spells: Select one 'signature' spell per spell level from first upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round. Characters casting spells in combat must remain stationary.

Quick Scrolls: Quick scrolls take one day per level of the spell being scribed to write and cost 100gp per spell level for supplies. Unlike true scrolls, the writing in a quick scroll fades in (1d8-4) + the scribe's level weeks (minimum: 1 week). There is no way to tell in advance how long before a quick scroll fades. A quick scroll can only be used by the caster who scribed it, it appears as complete gibberish to anyone else. Casting a spell via a quick scroll costs HP just as if the spell was being cast from memory and the spell fades from the quick scroll when cast.

Ritual Magic: A spell-caster can perform ritual magic to cast spells of any level available to his class (and other special rituals that might be found in old books or scrolls) provided the caster has a written copy of the spell or ritual, any needed materials (mainly required by special rituals), and the time and space needed to perform the ritual.

Ritual casting of a spell of a level the caster is able to cast normally takes 10 minutes and costs 1 HP per level of the spell being ritually cast. Ritual casting of a spell of a level the caster is not yet able to cast normally takes 10 minutes per level of the spell and costs twice as much in hit points as it would to cast directly. Ritual casting of a special ritual takes as long and costs as many HP as the ritual states (that is, the GM assigns these as

needed when he creates the special ritual). Multiple Magic-Users and/or Clerics may participate in a casting a special ritual with the HP cost of casting divided among them.

Optional Sacrifices: One or more beings with human or better intelligence may be sacrificed during ritual magic. Each sacrifice made adds 10 minutes to the ritual and provides 10 plus the being's level or hit dice in HP to power the ritual. This amount is tripled if the being is truly a willing sacrifice. Some special rituals may require the sacrifice of intelligent beings. The sacrifice of intelligent beings is normally against the law in civilized societies.

Hit Points and Healing

Hit Points: Hit Points are an abstract measure of the amount of damage a character can suffer before falling unconscious and taking severe injuries. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduces Body Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. Optional: To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

Body Points (BP): All characters have 10 Body Points. If Body Points reach 0, the character is dead. Each point of body damage an Adventurer has suffered gives a -1 to all attack, success, saving, and similar rolls (also to strike speed).

Recovering Hit Points: All characters recover all hit points after six hours of total rest. If a character has lost Body Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

Healing Body Point Damage: Body points lost recover at a rate equal to the character's STR Bonus (minimum of 1 point regained) per full day of rest. If a character with up to 50% Body Point damage (up to 5 points of BP damage if the standard 10 BP is used) performs more than very light activity or careful travel during a day, he has a 50% chance of losing an additional body point. If a character with more 50% of Body Point damaged (6 or more points of BP damage if the standard 10 BP is used) does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional body point.

Bleeding (optional): A character who has been reduced to 0 hit points by weapon or other trauma-related damage will eventually bleed out and die if their wounds are not bound. A bleeding character must make a STR Save every minute or suffer one body point of additional damage. Binding wounds takes 1 minute per point of body damage taken, but no further bleeding rolls are needed (including while the wounds are being bound). Any healing spell cast on a bleeding character will effectively stop the bleeding.

Healing Magic (Optional): Healing magic is not instantaneous, 1 body point will be cured per 10 minutes of rest after the spell is cast (up to the maximum the spell will cure), if the rest is interrupted any remaining points of healing are lost.

Second Wind (Optional): Once per day, characters may regain 20% of their total hit points (round up) by resting in a safe place for an hour while eating a meal. This amount is reduced by 2 hp per point of body damage (to a minimum of 0 hp recovered).

Monster Body Points (Optional): If the GM does not mind the added complexity, monsters may have Body Points as well. A monster's Body Points are equal to twice the number of hit dice the monster has. This option is not recommended.

Combat

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round. If attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. A side cannot be surprised if it is aware of the other.

Initiative: Each side rolls a d6 (reroll ties). High roll wins

initiative. The combat order is: 1) Side that lost initiative declares actions. 2) Side that won initiative declares actions. 3) Side that won initiative acts. 4) Side that lost initiative acts. 5) Any bookkeeping is done. This ends a combat round. If the combat continues, roll initiative again and repeat.

Fighting Classes: The Fighting Classes are Fighter, Scout, and Paladin.

Combat Stance: Any character able to act may select a combat stance. Any character who does not announce their combat stance when declaring their actions for the round is assumed to select the "Standard" Combat Stance. Combat Stances (and their effects) are *Full Defense* (Attack: no attack possible; AC: +2 bonus, +4 bonus with shield, +6 bonus with large shield), *Active Defense* (Attack: -2 penalty; AC: +1 bonus, +2 with shield), *Standard* (Attack: Normal; AC: Normal), *Active Attack* (Attack: +1 bonus; AC: -1 penalty), and *Full Attack* (Attack: +2 bonus; AC: -2 penalty). Spell casters casting a spell cannot select the Full Defense or Active Defense Stance.

Actions: Combat is very abstract. Each combat round lasts 10 seconds and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. Drawing a weapon, speaking or similar activities are "free" and do not count as an action.

Attack Rolls: Add attack bonus to d20 roll. A natural roll of 1 always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage.

Melee attack bonus = STR bonus + Physical Combat Bonus
Missile attack bonus = DEX bonus + Physical Combat Bonus
Magic attack bonus = MIND bonus + Magical Combat Bonus

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2.

Critical Hits: A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage and doing a number of body points damage equal to the number of damage dice rolled (normally 1). Most monsters do not have body points, so a critical hit will do maximum damage plus a normal damage roll to them and cause them to lose their next attack.

Critical Hit Special Effects (optional): When a Fighting Class character (or a monster, at the GM's option) has selected the Active Attack or Full Attack combat stance for a round and scores a critical hit in melee combat during that round, one of the following special effects may be imposed at the attacker's option:

- *Trip:* Target is knocked prone.
- *Disarm:* Target's weapon or shield is knocked away in a random direction a number of feet equal to half the damage you dealt.
- *Reposition:* Force your target to move to a new location of your choice, up to a number of feet equal to half the damage you dealt (plus attacker's STR bonus). Attacker may move with target if attacker desires.
- *Shield Slam:* If wielding a shield, bludgeon your target with it, dealing damage as a shield bash. Target is then forced back from you a number of feet equal to half the damage dealt by the original attack (plus the attacker's STR bonus).
- *Disorient:* Blow leaves your opponent off-guard. Until the end of his next turn, target is confused.
- *Hinder:* Target is briefly slowed, reducing his speed to five feet until the end of his next turn.

If the movement effect of Reposition or Shield Slam would force

the target over a cliff, into a pool of dangerous liquid, or the like, the target gets a DEX save to stop safely at the edge.

Critical Miss Special Effects (optional): When a Fighting Class character (or a monster, at the GM's option) has selected the Active Defense or Full Defense combat stance for a round and an enemy attacking him during that round rolls a natural 1 on their attack roll, one of the following special effects may be imposed at the defender's option:

- **Counterattack:** You make a melee attack against your attacker. This is in addition to any other attacks you might make during the round.
- **Disengage:** You dart away from your attacker, moving up to your movement, but you cannot engage another by doing so.
- **Blind:** You spit, throw sand, or otherwise attack your enemy's eyes. Until the end of the next round, he is blinded.
- **Redirect Attack:** Your opponent's attack automatically strikes another creature of your choice within reach of your enemy's weapon.
- **Feint:** You quickly feign an attack against your foe. Until the end of his next turn, your enemy has a negative modifier equal to your level to all actions.
- **Steal:** You pluck a small unprotected item--usually no more cumbersome than a weighty coin purse--from your foe.

Light Weapons: Fighting classes can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead of wielding a light weapon. Fighting classes can wield 2 light weapons and attack with both in a round (making one attack roll at -2). Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Cover: Characters behind an object gain +2 to +10 to their AC against ranged attacks, depending on the extent of the cover (light cover = +2 to nearly complete = +10). In some situations, the GM may allow half this AC bonus to apply to saves.

Damage: Light weapons do 1d4 damage. Medium weapons do 1d6 damage. Heavy weapons do 1d8 damage. Add STR bonus and any class damage bonus to Melee damage (x2 for two-handed weapons). **Option:** Weapons do the damage listed for the specific weapon on the equipment table.

Shield Special: A character with a shield may choose to have it completely absorb all the damage from any attack (including a critical hit). A non-magical shield shatters when it does so. A magical shield permanently loses one point of its magical AC bonus when it does so, becoming a non-magical shield if its magical AC bonus is reduced to zero.

Special Combat Situations:

Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack is in addition to their normal attack for the round. If the attack is successful, the opponents take damage and can move no further that round.

Ranged Attack into Melee: Shooting or throwing into a crowded melee is not a good idea: there is a 50% chance you'll hit a friend instead of an opponent. Fighting classes may take -4 to hit to avoid hitting a friend.

Dodge: A character who is not making an Active or Full Attack may forgo his next attack at any time and dodge out of the way. Roll 1d20 + DEX bonus + Physical Combat Bonus (PCB). The total is the character's effective AC until his next attack. If it's

lower than his real AC, well, the character zipped when he should've zagged. The GM may modify the roll by +2 or -2 (or more) to reflect the terrain and cover of the area.

Aid Another: A character who can make a melee attack on an opponent engaging an ally in melee combat can help that character attack or defend by distracting or interfering with an opponent. Make an attack roll against AC 10. If successful, the ally gains either a +2 (Fighter Bonus +1 for fighting classes) bonus on his next attack roll against that opponent or a +2 (Fighter Bonus +1 for fighting classes) bonus to AC against that opponent's next attack (aiding character's choice), as long as that attack comes before the beginning of the aiding character's next turn. Multiple characters can aid the same ally.

Grapple: A character can make a grapple attack on an adjacent target. A successful attack roll means they are then grappled with their target. When grappled, both the attacker and the defender's AC becomes 10 and neither can make move actions. When grappled, the defender can't make normal actions and must make opposed rolls (1d20 + PCB) against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

Knockout Blow: A character can attempt an armed melee attack against an adjacent creature to stun them. On a successful hit the target is stunned one minute for every point the attacker rolled higher than their defense. Rogues add their level in minutes to this time.

Combat Tricks/Stunts: Declare what the trick/stunt attack is going to do. It could be anything from knocking a weapon from your opponent's hand to blowing his hat off or extinguishing a lantern. Other possibilities could be stapling the target to the wall through his clothing with a thrown weapon, tying him up with a bola, tripping him and so on.

The attack roll is made as normal, if the attack roll is a hit, the player rolls 1d6. If he rolls his Fighter Bonus or less on the D6, the combat trick works. If the combat trick roll fails, the character still hits for normal damage.

Characters with a Fighter Bonus of zero, however, will only succeed with a combat trick if they roll at least a 20 on their attack roll (and the roll would hit the target). If they fail to at least roll a 20 and hit the target, both the combat trick and the attack fail.

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Monsters are assigned a Morale Rating (from 2 to 12, with 2 being a complete coward and 12 being totally fearless) to help the GM make these decisions. If the GM wishes, he may simply roll 2d6 and have the monsters break off combat if the number rolled is greater than the monster's Morale Rating.

Energy Drain: Certain undead and demonic monsters can drain energy levels from characters. Each energy level drained reduces the character's level by one, the character may regain the level normally via experience.

Hirelings

Players may find it useful to have their characters hire bearers to carry light sources into ruins and dungeons (and to carry treasure out) and men-at-arms to aid in combat. In some areas there may be a guild where such people may be found and hired, in other areas characters may have to advertise. Pay must be negotiated and what will be asked will depend on the situation the hirelings think they may get into and the reputation of the characters hiring them.

Bearers have 2 hit points and generally will only fight if cornered and there is no other choice – even then their effective level (used in attack rolls) is -2. They will carry light sources and

baggage willingly so long as they are paid, fed, treated well, and not exposed to much mortal danger. Minimum pay: 1 SP/day.

Men-at-Arms will fight but consider being used as a bearer (except of treasure they get a share of) to be beneath them. Green Men-At-Arms have 4 hit points, an effective combat level (used in attack rolls) of 0 and can use whatever armor and weapons their employers provide. Minimum pay: 5 SP/day plus 1/20 of a share of any non-magical treasure found. Veteran Men-at-Arms have 7 hit points, an effective combat level (used in attack rolls) of 1 and can use whatever armor and weapons their employers provide. Minimum pay: 1 GP/day and 1/10 a share of any non-magical treasure found. Men-at-Arms will serve willingly as long as they are fed, paid, treated well, and not asked to take unusual risks that their employers are not taking with them.

Monsters

See the Microlite74 Monster List or use the monster descriptions in any Oe game (substituting d6 for hit dice and damage if needed). To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d6 per level, magic save = 10 + level, all attack bonuses = level, damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Monster Reactions: Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the MIND bonus (and any other appropriate modifiers) to the roll and consulting this table.

Adjusted Reaction Roll	Result
2 or less	Very Unfavorable
3-6	Unfavorable
7	Neutral/Uncertain
8-11	Favorable
12 or more	Very Favorable

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

Mooks (optional): Sometimes a GM may want to use a large number of monsters but not want to carefully track each one. Mooks are "cannon fodder" monsters that have 1 hit point per hit die, never make a saving throw, and always run away or surrender if the battle is obviously going against them. Any hit from a Fighting Class character will likely kill a mook. Mooks cannot be told at a glance from non-mook monsters. Mooks make excellent minions for powerful leaders as they are very effective against normal people even if they cannot stand long against PCs and NPCs with class levels.

Optional Rules

The following rules are optional. The GM decides if they will be used.

Demi-Human Restrictions: If you do not like the level and class restrictions, Demi-Humans can instead have a higher Experience Base than Humans. Halflings have a +3 to Experience Base, Dwarves have a +5 to Experience Base and Elves have a +7. Elves can no longer switch between Magic-User

and Fighter classes, but retain the ability to use magic armor and all magic weapons no matter which class they select.

Encumbrance: Characters can carry twelve (plus STR bonus) items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item.

Energy Drain: If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

EXPERIENCE POINTS & LEVEL ADVANCEMENT

Experience Points (XP): Characters get Experience Points (XP) through adventuring, defeating monsters, spending money from treasure, etc.

XP from Defeating Monsters: Each monster defeated is worth a base XP equal to the monster's hit dice squared multiplied by 5. If a monster has both hit dice and a character level the higher is used as "hit dice" in this formula. Many monsters have special abilities which make them more dangerous than their hit dice indicate. For each such special ability, add 50% (round down) of the monster's base XP. Example: A party defeats 3 Hippogriffs. Hippogriff has 3 hit dice and one special ability (flight), so each hippogriff is worth 67 XP for a total of 201 XP.

At the end of an adventure, the total XP earned from defeating monsters is divided by the number of characters in the party. Henchmen/Retainers count as 1/2 person and hirelings count as 1/10 person (round up for PCs, round down for others). Example: A party of 5 player characters, 2 retainers, and 10 men-at-arms and other hirelings earns 1200 XP from defeating monsters. Each PC earns 172 XP from defeating monsters, each retainer earns 85 XP, and each hireling earns 17 XP. (Note that XP for hirelings is earned but usually not actually tracked.)

XP from Treasure Spent: Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns XP equal to the treasure so spent in gp divided by his current level. Note that XP from treasure is an abstract method of rewarding the various adventuring actions like finding traps that allow one to get treasure. Example: A 2nd level Fighter spending 1000gp on wine, women, and song earns 500 XP.

XP from Exploration: The GM may reward exploration with XP by designing special points on the map as worthy of XP for reaching them. The GM should generally not inform players in advance as to what, if any, special locations on the map are worth XP. Example: reaching the top of the tallest mountain on the map for the first time might be worth 150 or 200 XP for each character making it to the top or entering a well-hidden sub-level of a dungeon might be worth 50 XP.

XP from other Activities: The GM may award XP for excellent roleplaying, other important actions in the game (successfully completing a quest, for example), etc. In general, the total award from this category for any one session should not be

more than 100 XP times the character's current level. No XP may be awarded in this category if the character refuses to even attempt to play his virtues and vices or other character limitations.

Prime Requisite Effects (Optional): Each class has one stat listed as its Prime Requisite. If a character's highest stat is not the Prime Requisite for his class, the character suffers a 10% penalty to all XP earned.

Level Advancement: At the end of every adventure (or, at the GM's option, at the end of every session of play), total up the XP earned and added them to your character's total XP. If a character's XP total is higher than that the *Minimum Experience Points Required* for the next level on the character's class chart. The character goes up a level and gains all the benefits thereof (increased HP, PCB, MCB, improved Saving Throw, etc.). Note that a character may only go up one level per session. Any additional XP earned in that session that would put the character above 50% in his new level are lost.

Each level adds a die roll or a fixed amount after 9th level to Hit Points and the character's Physical Combat Bonus, Magical Combat Bonus, Fighter Bonus, etc. may change as indicated in the Advancement table for the character's class.

Magicians and Wizards gain access to new spell levels at levels 3, 5, 7, 9, 11 and 13.

WEAPONS & EQUIPMENT

Money

Money takes the form of coins, with the gold piece being the standard unit. 1 platinum piece (pp) = 5 gold pieces; 1 gold piece (gp) = 10 silver pieces; 1 electrum piece (ep) = 5 silver pieces; 1 silver piece (sp) = 10 copper pieces (cp). Coins from different areas may look different and in some areas only coins from that area are acceptable, other coins will have to be exchanged for proper coins at a moneychanger who will take at least a 10% exchange fee.

To put the value of a gold piece into perspective, a single gold piece is enough for a peasant to subsist at a wretched quality of life for a month. Early in their career, adventurers will typically live on a few dozen gold pieces per month, enough to eat and sleep at an inn. A dragon's treasure hoard of 50,000gp might keep a village of peasants alive for decade, but merely cover a prince's monthly budget.

Equipment Packs

Suggested starting packs for new characters:

Pack A	Pack B	Pack C
normal clothing	normal clothing	normal clothing
backpack	backpack	backpack
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
10 oil flasks	10 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
water skin	water skin	water skin
iron rations for four days	iron rations for four days	iron rations for four days

Finally, add the following, based on your Class:

Fighter: Vial of holy water, medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces.

Scout: Lock picks, light armor (AC +2), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces.

Paladin: Silver holy symbol, prayer book, medium armor (AC +4), a one handed weapon + shield, and 5 gold pieces

Magician: Spell book with all spells known, light armor (AC +2), a one handed weapon, and 5 gold pieces.

Wizard: Spell book with all spells known, a dagger, and 5 gold pieces.

Standard Equipment List

Players, with the permission of the GM, may elect to roll their starting wealth in gold pieces and buy equipment piece by piece from the equipment list below. If this is done, each character starts with 120 + (3d6 x 5) gold pieces. The GM is free to modify the equipment list to suit the starting location in his campaign.

Armor	Cost	AC
Clothing Only	-	10
Hide and Fur Armor	10gp	11
Leather Armor	20gp	12
Ring Mail or Scale Armor	30gp	13
Chain Mail Armor	40gp	14
Banded Plate or Lamellar Armor	50gp	15
Plate Armor	60gp	16
Shield	10gp	+1
Leather Barding	40gp	11
Scale Barding	75gp	12
Chain Barding	150gp	13
Lamellar Barding	300gp	14
Plate Barding	600gp	15

Weapons	Cost	Damage*
Axes:		
Battle Axe	7gp	1d6/1d8
Great Axe (two-handed)	10gp	1d10
Hand Axe	4gp	1d6
Bows and Crossbows:		
Arbalest	50gp	1d8
Crossbow	30gp	1d6
Case with 20 quarrels	2gp	
Composite Bow	40gp	1d6
Longbow	7gp	1d6
Shortbow	3gp	1d6
Quiver with 20 arrows	1gp	
1 silver-tipped arrow	5gp	
Catapults and Ballista:		
Ballista (1,800lb)	80gp	3d6
Ballista Shot	4gp	
Heavy Catapult (1,200lb)	200gp	4d6
Light Catapult (1,800lb)	100gp	3d6
Catapult Shot (25lb)	5gp	
Catapult Shot, Pitch (25lb)	25gp	
Flails, Hammers, and Maces:		
Club	1gp	1d4
Flail	5gp	1d6/1d8
Mace	5gp	1d6/1d8
Morning Star (two-handed)	10gp	1d10
War Hammer	5gp	1d6/1d8
Spears and Pole Arms		
Lance (mounted)	1gp	1d10
Javelin	1gp	1d6
Pole Arm (two-handed)	7gp	1d10
Spear	3gp	1d6/1d8
Swords and Daggers:		
Dagger	3gp	1d4
Silver Dagger	30gp	1d4
Short Sword	7gp	1d6
Sword	10gp	1d6/1d8
Two-Handed Sword	15gp	1d10
Other Weapons:		
Bola	5gp	1d2
Darts (5)	2gp	1d4
Net	1gp	-
Sling with 30 Sling Bullets	2gp	1d4

Sap	1gp	1d4
Staff (two-handed)	1gp	1d6
Whip	5gp	1d2

*Where two damage values are listed, the first is for one handed and the second is for two-handed use.

Adventuring Equipment	Cost
Backpack (holds 4 stone)	2gp
Barrel (20 gallon)	3sp
Belladonna (1lb)	10gp
Blanket (wool, thick)	2gp
Birthwort (1lb)	10gp
Candle (tallow, 1lb)	2sp
Candle (wax, 1lb)	6sp
Chest (ironbound, holds 20 stone)	22gp
Comfrey (1lb)	10gp
Crowbar	1gp
Flask of Oil (common, 1 pint)	3sp
Flask of Oil (military, 1 pint)	2gp
Garlic (1lb)	5gp
Goldenrod (1lb)	10gp
Grappling Hook	25gp
Hammer (small)	2gp
Holy Symbol	25gp
Holy Water (1 pint)	25gp
Ink (1 oz.)	8gp
Iron Spikes (12)	1gp
Lantern	10gp
Lock	20gp
Mirror (hand-sized, steel)	5gp
Musical instrument	25–100gp
Pouch/Purse (holds 1/2 stone)	5sp
Pole, Wooden (10' long)	1sp
Rations, Iron (one week)	1–6gp
Rations, Standard (one week)	3sp–3gp
Rope (50' length)	1gp
Sack (small, holds 2 stone)	3sp
Sack (large, holds 6 stone)	8sp
Spell Book (blank)	20gp
Stakes (4) and Mallet	3gp
Tent	20gp
Thieves' Tools	25gp
Tinder Box (flint & steel)	8sp
Torches (6)	1sp
Water/Wine Skin	6sp
Wolfsbane (1lb)	10gp
Woundwort (1lb)	10gp

Foodstuffs	Cost
Ale/Beer (cheap, 3 pints)	1cp
Ale/Beer (good, 1 pint)	2cp
Bread (white, 4lb)	1sp
Bread (wheat, 8lb)	1sp
Bread (coarse, 12lb)	1sp
Cheese (1lb)	5cp
Cinnamon (clover, pepper, sugar) (1lb)	3gp
Dried Fruit (1lb)	1sp
Eggs (1 dozen)	5cp
Meal (1 person, poor to feast)	1cp-10gp
Meat (beef, chicken, mutton, or pork, 1lb)	1sp
Saffron (1lb)	15gp
Wine (cheap, 1 pint)	2cp
Wine (good, 1 pint)	1sp
Wine (rare, 1 pint)	5sp

Livestock	Cost
Chicken (3lb)	1sp
Cow (550lb)	10gp
Dog (hunting)	10gp
Dog (war)	75gp
Goat (125lb)	3gp
Hawk (trained)	20gp
Pig (125lb)	3gp
Sheep (80lb)	2gp

Land Transport	Cost
Camel	100gp

Caparison (warhorse)	20gp
Cart (small)	25gp
Cart (large)	50gp
Donkey	8gp
Horses:	
Heavy Draft Horse	40gp
Heavy Warhorse	700gp
Medium Draft Horse	30gp
Medium Riding Horse	40gp
Medium Warhorse	250gp
Light Riding Horse	75gp
Light Warhorse	150gp
Mule	20gp
Ox (2,000lb)	40gp
Saddle and Tack (draft)	5gp
Saddle and Tack (riding)	10gp
Saddle and Tack (war)	25gp
Saddlebags (leather)	5gp
Stabling (draft/riding horse, one night)	2sp-5sp
Stabling (warhorse, one night)	5sp-1gp
Wagon	200gp

Clothing	Cost
Belt / Sash (leather)	4sp
Boots (leather, low)	6sp
Boots (leather, high)	3gp
Cassock (cleric / mage)	7gp
Cloak (fur-lined, winter)	15gp
Cloak (long, hooded)	1gp
Dress (crafter / freeholder)	4gp
Dress (armiger)	20gp
Gown (lady-in-waiting / noble)	100gp
Gown (duchess)	1000gp
Hat (armiger)	10sp
Linen (cheap, 1 yard)	1gp
Linen (fine, 1 yard)	7gp
Robe (cleric / mage)	6gp
Silk (1 yard)	15gp
Sandals / Shoes (leather)	4sp
Tunic and Pants (serf)	2gp
Tunic and Pants (crafter / freeholder)	4gp
Tunic and Pants (armiger)	20gp
Tunic and Pants (noble)	100gp
Wool (cheap, 1 yard)	6sp
Wool (fine, 1 yard)	6gp

Maritime Transport	Cost
Barge/raft	1gp/sq ft
Boat (river)	4000gp
Boat (sailing)	2000gp
Canoe	40gp
Galley (large)	30,000gp
Galley (small)	10,000gp
Galley (war)	60,000gp
Longship	15,000gp
Sailing Ship (large)	20,000gp
Sailing Ship (small)	5,000gp
Troop Transport (large)	40,000gp
Troop Transport (small)	10,000gp

Lodging	Cost
Cottage (wood)	300gp
Inn (one person, one night, slum)	1sp
Inn, one person, one night, average)	5sp
Inn (one person, one night, superb)	2gp
Hut (wattle)	25gp
Hut (wooden)	50gp
Townhouse (stone)	1,200gp

ADVENTURING

Old School Conventions

Almost any material you come across for 0e, B/X, or other early editions of the world's most popular roleplaying game can be used in Gryphons & Gramarye with little modification. However, there are some descriptive conventions that these early editions used that may need explanation.

Time Conventions: Early editions talks about time in terms of rounds (combat rounds) and turns. A round was 10 seconds and a turn was 10 minutes, so there were 60 rounds in a turn.

Movement/Distance Conventions: Early editions gave distances in inches. When underground or in buildings or the like, one inch equaled 10 feet. When outdoors, however, one inch was 10 yards. Yes, this meant spell and weapon ranges were greater outdoors than indoors. Normal human movement (when carefully exploring) was 12" per move, with two moves per turn. Carrying too much weight cut this down to 9" or even 6". Running movement was double the above.

Descending Armor Class: Early editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Gryphons & Gramarye uses the ascending Armor Class system used in the OGL SRD. If you have old adventures using the original descending AC system and wish to use them, it is easy to convert descending ACs to ascending ACs.

Unarmored AC is 9: If the adventure is for 0e, B/X, or other edition where the unarmored AC is 9, subtract the descending AC listed in the adventure from 19 to get the ascending AC used by Gryphons & Gramarye.

Unarmored AC is 10: If the adventure is for 1e or 2e (where the unarmored AC is 10), subtract the descending AC listed in the adventure from 20 to obtain the ascending AC used by Gryphons & Gramarye.

Dungeon Exploration

Exploring dungeons is an iconic part of old school roleplaying games. The guidelines in this section will help the GM run adventures in dungeons, castles, caverns, and other "indoor" spaces.

Light: Humans and many other races require a light source (or magical ability) to see in the dark. Torches, lanterns, etc. will produce limited areas of light (generally 20 feet of bright light and a further 10 feet of dim light), but they also make it easy for monsters to see the party coming, making surprise impossible. Torches can be blown out by strong gusts of wind (d6 roll: blown out on a 1 or 2). Lanterns use flasks of oil as fuel, and a lantern can burn continuously on 1 flask of oil for 24 turns (4 hours). Torches burn continuously for 6 turns (1 hour) before burning out. Most monsters living in a dungeon have infravision or some other means of seeing in the dark; however these methods do not work in the presence of a light source.

Seeing Monsters: Unless surprised, characters will see monsters when they are 2d6 x 10 feet apart. Surprise distance is 1d3 x 10 feet.

Wandering Monsters: The GM should roll 1d6 every 2 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow their

orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue if there is less than 120 feet between the two groups. Monsters will only pursue around a corner or through a door on roll of 1 or 2 on a d6 (1 if a secret door is used). Fire will deter many monsters. Food will distract many monsters: unintelligent monsters 90% of the time, semi-intelligent monsters 50% of the time, intelligent monsters 10% of the time. Treasure may also distract monsters: unintelligent monsters 10% of the time, semi-intelligent monsters 50% of the time, and intelligent monsters 90% of the time. All chances may be adjusted by the GM depending on circumstances. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

Rest: One turn in six must be sent in rest or all characters suffer a -1 to all d20 rolls and to damage rolls per rest missed. Time spent searching is not time spent resting.

Doors: Dungeons often have many doors, some secret and others obvious. Many are locked, and a thief will need to attempt to pick locks. However, characters can attempt to break a door down. In this case, the player rolls 1d6. A result of 2 or less means the door has been broken down. Strength adjustments apply, but no matter what the adjustment there must always be a chance of success or failure. Bonuses cannot take the success range above 5 or below 1 on 1d6.

Players will sometimes want their character to listen at a door to hear any noises beyond. Again, the GM rolls 1d6. A roll of 1 results in success, and a roll of 1 or 2 succeeds for demi-humans due to their keen hearing. A thief has specially trained for this task, and succeeds on a roll of 1-2 (Level 1-4), 1-3 (Level 5-8), 1-4 (Level 9-12), and 1-5 (Level 13+). This attempt may only be made one time at any door by a character. Note that some creatures, such as undead, do not make noise.

Traps and Trap Detection: A trap will usually spring on a d6 roll of 1 or 2 when a character passes over or by them or otherwise triggers them.

Characters of all classes can search for non-magical traps. All characters except dwarves and thieves can succeed in spotting a trap on a roll of 1 on 1d6. Dwarves succeed on a roll of 1 or 2 on 1d6. Thieves are specially trained for this task, and succeed on a roll of 1-2 (Level 1-4), 1-3 (Level 5-8), 1-4 (Level 9-12), and 1-5 (Level 13+). Players must declare that their characters are actively looking for traps, and they must be looking in the right place. This roll may only be made once in a particular location, and it takes 1 turn per effort made. Since the GM rolls the dice, the player never know if the roll failed or if there simply is no trap in the area searched.

Secret/Hidden Doors: Secret (and hidden) doors can only be spotted if characters are specifically looking for them. The GM rolls 1d6 when a player declares that his character is looking for secret doors. A result of 1 on 1d6 is a success, except that elves have better vision and succeed on a roll of 1 or 2 on 1d6. Thieves are specially trained for this task, and succeed on a roll of 1-2 (Level 1-6), 1-3 (Level 7-10), and 1-4 (Level 11+). A character can only attempt to look for secret doors once in any given area, and it takes 1 turn. A second attempt cannot be made in the same area. On a roll of 1 on 1d6 an Elf will notice a secret door even if he is not actively searching for secret doors. Since the GM rolls the dice, the player never know if the roll failed or if there simply is no door in the area searched.

Wilderness Exploration

Exploring the wilderness is an iconic part of old school roleplaying games. The guidelines in this section will help the GM run adventures in the great outdoors, whether exploring new lands or simply go from one place to another along well-travelled routes.

Time and Wilderness Movement: The wilderness is not cramped like in a dungeon, and characters can usually see

further ahead and not be as wary of obstacles. For this reason, movement is measured in yards rather than feet in the wilderness.

A character that could move 120' per turn in a dungeon can move 120 yards (360') per turn in the wilderness. Further, characters can move, per day, their movement rate divided by 5 in miles per day. So a character that moves at 120 (feet or yards, depending on environment) can move 24 miles in the wilderness per day. It's likely that not all characters will have the same movement, so if they wish to stay together they must move as fast as the slowest character. Also note that the number of miles characters can move in 1 day presented here assumes a clear trail and easy travel. Other conditions will reduce the distance traveled in a day by fractions, as detailed below.

Terrain	Movement Modifier
Desert, hills, wooded areas	-1/3
Thick jungle, swamps, mountains	-1/2
Road travel, clear wide trails	+1/2

For example, if characters can travel 24 miles normally, but are following roads, they can travel 36 miles a day (24 + 12). If they are traveling through swampy land, they travel 12 miles (24 – 12) per day. Furthermore, certain kinds of terrain can slow travel at the GM's discretion, such as if the characters have to cross canyons, large rivers, or other formations. In addition to these conditions that can influence travel rates, characters may engage in a forced march. A forced march is a day of hard, tiring travel, but increases travel speed by +1/2. However, the characters must rest for 24 hours after a forced march. Otherwise, during wilderness travel the characters have to rest one day per six days of travel. Weather can also affect travel rates or even prevent safe travel altogether.

Missile weapon and spell ranges are measured in yards in the wilderness also, but note that areas of effect remain the same for spells and other effects.

Unless there is an encounter, the GM will direct players through time in increments of days while traveling in the wilderness. When an encounter occurs, time is measured in rounds. Unlike in labyrinths, wilderness adventures do not often measure time in turns.

Seeing Monsters: Unless surprised, characters will see monsters when they are 4d6 x 10 yards apart. Surprise distance is 1d3 x 10 yards.

Wandering Monsters: The GM should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made at night. If a wandering monster is indicated (roll varies by terrain, see terrain table below), wandering monsters stumble across the party from a random direction and distance. At night, the GM should randomly determine which watch is on duty when the attack is made.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 50% chance monsters faster than the party will catch it (30% chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught by 25%. Monsters will pursue into another hex on the map 50% of the time. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the GM depending on circumstances. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

Becoming Lost: A group travelling off a well-marked trail or road without an accurate map or a knowledgeable guide may become lost. The chance of becoming lost is rolled on a d6 and

depends on the type of terrain the party is in (see table below). If lost, the party actually moves in a random direction but believes they have moved in the direction intended.

Terrain Type	Chance Lost	Chance of Encounter
Plains	1	1
Woods	1-2	1-2
Forest	1-3	1-2
River	1	1-2
Swamp	1-3	1-3
Hills	1	1-2
Mountains	1-2	1-3
Desert	1-3	1-2

Strongholds: Characters may encounter a stronghold during their wilderness travels. If the GM decides the characters pass near a castle or other kind of stronghold, he can roll on the following table to randomly determine how any patrol that spots them might react. These rolls may be modified one way or another if the characters are acting suspicious, or if they are approaching peacefully and potentially with offerings.

Ruler			Reaction (1D6)		
Class	Level	Patrol Type	Ignore	Chase	Friendly
Cleric	6+1d8	Lt mounted, 2d6	1-2	3-4	5-6
Dwarf	8+1d4	Hvy infantry, 2d6	1-4	5	6
Elf	9 or 10	Lt mounted, 2d6	1-4	5	6
Fighter	8+1d6	Hvy mounted, 2d6	1-2	3-5	6
Halfling	6+1d2	Lt infantry, 2d6	1-3	3	4-6
MU	10+1d4	Hvy infantry, 2d6	1-4	5	6

Rations and Foraging: When adventuring in a dungeon, there may be very little available to eat. Characters must take rations with them to cover the extent of time they expect to be away from town. However, they may occasionally kill an edible monster.

When in the wilderness, characters can hunt or scavenge for food. Scavenging for food is an activity that can be accomplished without hindering travel by gathering fruit, nuts, or small animals. For each day of travel while scavenging, roll 1d6. A result of 1 indicates that sufficient food for 1d6 human sized beings has been acquired. Hunting follows the same roll, but succeeds on 1-2, and must be engaged as the sole activity for a day. No traveling is possible. In addition, there will be one Wandering Monster check, from the table appropriate for the terrain, while the group is hunting.

Characters that go without food and/or water will soon begin to suffer from the effects of starvation and/or dehydration:

Starvation: Characters generally need 2 pounds of food per day. After 2 days without food, a character takes 1d6 damage per additional day without food and no longer heals lost HP.

Dehydration: Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25% of his full HP in damage (and can no longer heal).

Other Hazards

Falling: 1d6 damage per 10 feet fallen, save for half damage.

Spikes: add +1 point to falling damage per 10' fallen, max +10
Extreme Heat & Cold: If not wearing suitable protection, save once every 10 minutes (-1 per previous check), taking 1d6 damage on each failed save.

Ocean Exploration

On occasion, characters will need to travel by sea, whether to find a lost island full of riches, or simply to get from one coast to another. The rules in this section also cover travel on rivers. Characters might have to travel by river deep into impenetrable forest or jungle to reach a set of ruins.

Water Vessels: The characters might employ any number of watercraft. Some vessels are small, and they can steer them on their own, while others require a great number of people to operate. The Watercraft Table details different kinds of water vessels, as well as their speeds when rowed or sailed, their structural hit points and armor class, and maximum cargo load.

Hit points operate in the same manner as hit points do for monsters and characters. If a vessel is damaged to 0 or fewer hit points, it will no longer move and ship weapons no longer function. The ship has 1d10 rounds before it will sink.

Ship Weaponry: Galleys are capable of having a ram, but only a war galley automatically has one. Galleys that are not equipped with a ram can be purchased with a ram at +30% of the normal cost for the ship. All galleys and longships may be equipped with a catapult. Catapults must be equipped with shot, which weighs 200 pounds per 20 shot.

Water Conditions: When traveling on rivers, the listed distances various vessels can travel in a day can be modified if the current is particularly fast or if vessel is moving up stream. Adjust the average miles traveled each day up or down by 1d8 +4 miles, as appropriate. The Gamemaster might invoke other penalties, depending on what hardships a vessel encounters on a river. Shallow water, waterfalls, twisting waters, rapids, or sand bars might impact travel times.

When traveling at sea far from shore, smaller boats, including all galleys, are not appropriate and cannot handle the potential difficulties the open sea can offer. These vessels are restricted to water voyages in rivers, lakes, and near the shore at sea. There are many possible conditions at sea that might impact the average travel times listed for each vessel. The Gamemaster will check water conditions at the start of each day by rolling 2d6. A result of 12 indicates strong winds and storms, and a 2 means that the day is completely devoid of wind and a ship that is incapable of rowing cannot move all day. Any vessel with sails can attempt to move with the wind to avoid damage from strong winds. However, this may not carry the ship in the direction of preferred travel. The direction will be chosen by the Gamemaster. The vessel travels at the average speed x3. If the ship encounters land during this travel, it has a 25% chance of finding a safe place to hide along the shore. Otherwise, the ship is destroyed on the shore, by landing too fiercely or otherwise hitting shallow waters and rocks. In these windy, stormy conditions a galley has an 80% chance of being overrun with water and sinking. If it is near shore when the storm hits, a galley can find a safe harbor 100% of the time if the shore relatively clear of physical dangers. Otherwise, a galley will find a safe harbor on a roll of 1 or 2 on 1d6. Note that if the roll indicates no wind for the day, ships that can move by rowing can move their normal rowing speed for the day. Sailing ships are unable to move significantly under these conditions.

The system outlined above is a simple system for deciding conditions at sea. If the Gamemaster desires a more detailed set of guidelines, he should roll 2d6 at the start of each game day and consult the Wind Conditions table.

Wind Conditions Table

Roll Result	Movement Adj.	Wind Conditions
2-4	None	Normal
5	No sailing, -2/3 rowing	No wind
6	-2/3 all movement	Slightly unfavorable

Watercraft Table

	Required Crew	Sailing Feet per Round	Rowing Feet per Round	Sailing Miles per Day	Rowing Miles per Day	Cargo (lbs.)	Armor Class	Structural Hit Points
Boat, river	10	-	60	-	36	3,000	8	20 to 45
Boat, sailing	1	120	-	72	-	2,000	8	20 to 45
Canoe	1	-	60	-	18	600	9	5 to 10
Galley, large	250	120	90	72	18	4,000	7	95 to 120
Galley, small	100	150	90	90	18	2,000	8	75 to 100
Galley, war	400	120	60	72	12	6,000	7	125 to 150
Lifeboat	1	-	30	-	18	1,500	9	12 to 18
Longship	75	150	90	90	18	4,000	8	65 to 80
Raft	1	-	30	-	12	5 per sq. foot	9	5 per sq. foot
Sailing Ship, large	70	120	-	72	-	30,000	7	125 to 180
Sailing Ship, small	12	150	-	90	-	10,000	8	65 to 90
Sailing Ship, transport	12	120	-	72	-	30,000	7	125 to 180

7	-1/2 all movement	Unfavorable
8	-1/3 all movement	Greatly unfavorable
9	+1/3 all movement	Light favorable
10	+1/2 all movement	Medium favorable
11	All movement x2*	Extremely favorable
12	All movement x3**	Fierce wind

***All ships have a 10% probability of taking on water (20% for galleys), which will incur a penalty of -1/3 to movement. The ship will need to seek maintenance at a dock to remove the water.**

****The ship will travel in a random direction determined at the Gamemaster's discretion, as discussed previously.**

Encounters at Sea: Monsters can surprise a ship, but because monsters native to the water cannot generally be seen, or "sneaked up on," a ship may never surprise a monster. When the Gamemaster rolls for a random encounter, the distance the monster is from the group is the same as in other wilderness encounters (4d6 x10 yards).

Assuming weather conditions are normal, other ships can be seen when up to 300 yards away and land can be seen from up to 24 miles. These visibility distances could be reduced by 90% their normal distance when in harsh weather or dense fog, or some other penalty might be used depending on conditions.

Waterborne Chases: When two waterborne vessels, or a ship and a monster, encounter one another, one party may choose to flee. The distance between each of the groups is determined as a normal encounter. Success depends entirely on luck and the difference between the two groups speeds.

If the fleeing party is faster than the pursuer, the base chance of escape is 80%. The base is 50% if both parties have the same movement, and decreases by 10% for every 30' movement the escapee is slower than the pursuer (minimum of 10%). If the fleeing party is successful, the pursuing group cannot try to catch up with the fleeing party for 24 hours, and then only if a random encounter roll indicates an encounter. If a party fails their roll to flee, the pursuer will gain on the fleeing party at a rate of 10 yards per round if the pursuer is slower than the other party or if the pursuer's speed is no greater than 30' more than the fleeing party. If the pursuer's speed is more than 30' faster than the fleeing party, the pursuer will gain on the fleeing party at a rate equal to the pursuer's speed per round.

Waterborne Combat: Time and movement functions in the same way in water combat as it does in other encounters. However, one of the major differences to note is that attacks and damage may be directed at water vessels in addition to characters and monsters. Structural hit points (shp) belonging to vessels are slightly different than hit points (hp) belonging to characters and monsters. They translate at a rate of 1 to 5, or 1 shp = 5 hp. This is important to note, because some monster or spell descriptions list shp damage when directed at vessels.

Vessels and Damage: It takes 5 crewmembers 1 turn to repair 1 shp. This task requires full attention, so any crew involved in repair cannot take any other action during a turn repairing a vessel. Only half of all damage sustained to a ship can be repaired at sea by the crew, the remaining damage can only be repaired by facilities at dock.

Damage to a vessel also impacts vessel movement, due to taking on water and structural damage influencing how the ship passes through water. In 10% increments of damage to shp maximum, the ship's movement will be reduced by an equal percentage. For example, if a ship loses 20% of its shp, its movement will also be reduced by 20%. Movement is also affected in a similar manner when the number of rowers is reduced, such as when rowers are used to repair damage. For example, if 10% of the number of rowers are being used to

repair vessel damage, the ship can move at -10% of its normal speed.

Ship-to-Ship Combat: Combat between ships is usually fought by either catapults or rams, both of which are detailed below. Some ships may be equipped with these weapons, as indicated previously.

Catapult

Rate of fire: variable; 1/5 rounds with 4 crew; 1/8 rounds with 3 crew; 1/10 rounds with 2 crew

Range: 150-300 yards

Attacks as: Fighter level equal to crew number firing

Area effect: 10' square

Damage: 3d6 shp or 1d6 shp fire per turn

Catapults can be operated by a variable number of crew, and this will affect rate of fire and attack ability as indicated above. The standard 3d6 damage reflects firing a solid missile. Burning damage from combustible loads and pitch do the indicated fire damage. It takes a minimum of 5 crewmembers 3 turns to extinguish flames caused by a fire attack. For every five additional crewmembers, this time can be reduced by 1 turn to a minimum of 1 turn. A catapult cannot be used to attack a ship that is closer than the minimum range indicated.

Ram

Range: Touch

Attacks as: Monster of under 1 HD

Damage: (1d4 +4) x10 shp or 3d8 hp; (1d6+5) x10 shp or 6d6 hp

The different damages listed for a ram apply as follows. The first shp value listed applies to rams on small vessels when attacking another vessel. The first hp value listed applies to attacking large aquatic monsters. Similarly, the second damage values apply to rams on larger ships to other ships or large aquatic monsters, respectively.

Boarding Vessels: When the occupants of both side-by-side vessels wish to board one another, their mutual intent makes the action succeed with no chance of failure. If only one side wishes to board the other, then the side that wishes to board has a 35% chance (1-35 on d00) of being able to successfully maneuver the two ships to a boarding position and clamp them together with grappling hooks. Once crewmembers come into contact with one another, combat ensues following the standard combat rules. When characters are in the act of boarding another ship, they suffer a penalty of -2 to attack rolls and armor class.

Donate to the RetroRoleplaying Cancer Fund and Get Some PDF Goodies

Many gamers know that Randall Stuke, the author of Microlite74, Microlite78, Microlite81 and other M20-based old school games is trying to raise funds to pay the bills from [his wife's oral cancer](#) treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna (successful so far) cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the RetroRoleplaying Cancer Fund (via PayPal) and help them pay their bills.

Can You Help Pay the Cancer Bills?

Everyone who donates any amount at all get a password giving them access to a number of special downloads. *Some* of the currently available downloads include:

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 (<http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html>) and The Grimoire #2 (<http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html>)
- Pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECM1 campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite74 Extended 3.0 Special Edition – three PDFs designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård. This Special Edition incorporates Companion II: Treasure. The text has been reformatted into a single column in a large enough font to easily read.

To get access to these downloads and access to a private donor forum where you can get advance information on upcoming Microlite74 releases, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

<http://www.retroroleplaying.com/node/153>

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Gramarye:
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GRYPHONS & GRAMARYE SPELL LISTS

Wizardry Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Charm Person: Puts one living humanoid totally under your influence. R: 120 feet. D: until dispelled.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Hold Portal: Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.

Light: object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/level.

Magic Missile: Creates magic arrow which hits its target for 1d6 damage. An additional 2 missiles are created every 5 levels (e.g. total 3 at level 5, total 5 at level 10). R: 150 feet. D: instant.

Protection from Evil: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 1 hour.

Read Languages: Read any written language. D: 1 or 2 readings.

Read Magic: Read scrolls, spellbooks, other magical writing. R: Caster Only. D: one reading (two scrolls or equivalent).

Shield: Improves caster's armor class to 17 versus missile attack and to 15 versus melee attacks. R: caster. D: 20 minutes.

Sleep: Puts 4d6 HD of beings into magical slumber. Creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's discretion.

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes.

2nd Level

Continual Light: object lights circle with 120 ft. radius until dispelled, not full daylight. R: 120 feet.

Darkness, 15' Radius: Magical darkness which even blocks infravision and darkvision. R: 120 feet. D: 1 hour.

Detect Evil: Reveals evil thoughts/intent or evil items. R: 60 feet. D: 20 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

ESP: Allows Caster to read surface thoughts of target. R: 60 feet. D: 2 hours.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until it attacks. R: 240 feet.

Knock: Unlocks/Unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant.

Levitate: Caster floats up and down as he desires. Speed: 6 feet/minute. R: 20 feet up/down per level. D: 10 minute/level.

Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 60 + 10/level feet.

Magic Mouth: Mouth appears on target object and delivers up to 30 word message when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.

Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.

Pyrotechnics: Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.

Strength: Adds 1d6+1 to a single Fighter's Strength or 1d6-1 to a single Magician's. Maximum Strength is 18. R: touch D: 8

hours.

Web: Sticky webs fill a 10x10x20 foot area. Burning through the webs takes 6+1d4 minutes. Large creatures push through in 14+1d6 minutes. Human-sized creatures take 20+3d6 minutes. R: 30 feet. D: 8 hours.

Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell. R: 10 feet.

3rd Level

Clairaudience: Hear at a distance for 2 hours. R: 60 feet.

Clairvoyance: See at a distance for 2 hours. R: 60 feet.

Dispel Magic: Cancels magic effects and spells. (Magic Attack vs. Spell's DC for success) Duration: instant but effects permanent for spells or 10 minutes/level for items. Range: 120 feet.

Fire Ball: 1d6/level fire damage, 20 foot burst. R: 240 feet. D: instant.

Fly: Subject can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/level. (GM rolls secretly.)

Haste Spell: Subjects (up 24 beings in a 60 foot radius of target) double in speed, taking two actions at a time. (Counters Slow) R: 240 feet. D: 30 minutes.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/level.

Infravision: See in the dark. R: touch. D: 1 day. Sight Range: 30 + (1d3 x 10) feet.

Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Lightning Bolt: 1d6/level electrical damage. R: 240 feet, bolt is 10 feet wide, 60 feet long. D: instant.

Monster Summoning I: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d6 giant rats, 2-1d3 goblins, 3-1d3 hobgoblins, 4-1d6 kobolds, 5-1d3 orcs, 6-1d3 skeletons. D: 6 minutes.

Protection from Evil, 10' radius: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around subject. D: 2 hours.

Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 2 hours.

Rope Trick: Caster tosses rope into the air. It hangs there. Caster and up three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/level.

Slow Spell: Subjects (up 24 beings in a 60 foot radius of target) slowed by 50%. (Counters Haste) R: 240 feet. D: 30 minutes.

Suggestion: Caster makes 1-2 sentence hypnotic suggestion to target. If save failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.

Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest. R: 60 feet.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Dimension Door: Teleports subject a short distance (up to 360 feet). D: instant. R: 10 feet.

Fear: 240 ft. long cone of fear (120 ft. width at far end) extends from caster. Creatures within must save or flee in fear/horror for 1 hour. R: as above. D: 1 hour of fear.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet.

Ice Storm: 30 foot cubic vortex of ice, snow, and hail appears doing 5d6 damage to all within. R: 120 feet. D: 1 minute.

Massmorph: Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.

Monster Summoning II: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain

or the spell duration is up. Sample monsters (1d6): 1-1d2 hobgoblins, 2-1d2 zombies, 3-1d2 gnolls, 4-1d2 bugbears, 5-1d6 orcs, 6-1d6 skeletons. D: 6 minutes.

Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.

Polymorph Others: Change another into another being. Change is complete and includes gaining special abilities and mind of creature. R: 60 feet. D: until dispelled.

Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only. D: 60 + 60/level minutes.

Remove Curse: Frees subject from a curse. R: touch. D: instant but effects permanent.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level. Wall lasts as long as caster concentrates on it. R: 60 feet.

Wall of Ice: Creates wall of ice with 15 hp +1/level. Wall lasts as long as caster concentrates on it. R: 60 feet.

Wizard Eye: Allows sending an invisible eye up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute. D: 1 hour.

5th Level

Animal Growth: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.

Animate Dead: Create undead skeletons or zombies under control of caster from dead bodies, 1d6 per level over 8. R: GM discretion. D: permanent.

Cloudkill: creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.

Conjure Elemental: Conjures one 16 HD elemental who will serve the caster until dispelled/dismissed/caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.

Contact Higher Plane: Lets Caster ask yes/no question of other planar entity, 1 question per level. Chance of correct answer 5% per level, maximum 95%.

Feeblemind: Subject's MIND drops to 1. R: 240 feet. D: until dispelled.

Hold Monster: As Hold Person, but any creature. R: 120 feet. D: 1 hour plus 10 minutes/level.

Magic Jar: Moves caster's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs. DC of (10 + MIND bonus + target level or hit dice). R: 30 feet. D: until dispelled, the target makes his save (a new saving throw is allowed every caster level days), or the caster ends spell.

Monster Summoning III: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d4 bugbears, 2-1d2 harpies, 3-1d2 ochre jellies, 4-1d2 wererats, 5-1d2 wights, 6-1d2 wild boars. D: 6 minutes.

Pass-Wall: Creates a human-sized passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.

Rock-Mud: Transforms rock to mud or vice-versa, up a 300x300 foot area. R: 120 feet. D: 3d6 days.

Telekinesis: Moves object by mental power. Up to 20 pounds per level. R: 120. feet D: 1 hour.

Teleport: Instantly transports subject up to 100 miles/level. Caster must know target location exactly.

Wall of Iron: creates a wall of iron in any shape. 1000 square feet (3 inches thick). R: 60 feet. D: 2 hours.

Wall of Stone: Creates a wall of stone in any shape. 1000 square feet (2 inches thick). R: 60 feet. D: until destroyed or dispelled.

6th Level

Anti-Magic Shell: Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours.

Control Weather: Caster can adjust weather. D: GM decision.

Death Spell: Kills 2D8 beings with less than 7 hit dice with a 60 foot radius. R: 240 feet. D: instant but effect permanent.

Disintegrate: Makes one creature or non-magical object vanish, turning it to fine dust. R: 60 feet. D: permanent.

Geas: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.

Invisible Stalker: Summons an invisible stalker, an extra-

dimensional monster, under the control of the Magic-User who may give it a single mission which it will carry out until it is finished.

Legend Lore: A complex process taking 1d100 days allows caster to gain knowledge of a legendry person, place, or thing. Information is accurate but may be in a cryptic form. R: caster. *Lower Water:* Lowers bodies of water 50%. R: 240 feet. D: 10 turns.

Monster Summoning IV: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1 gargoyles, 2-1 ogre, 3-1 owlbear, 4-1 shadow, 5-1 werewolf, 6-1 wraith. D: 6 minutes.

Move Earth: Move small hills, dig ditches and moats, other surface features, etc. Land moves at 6 feet per minute. R: 240 feet. D: permanent.

Part Water: Parts bodies of water up to 10 feet deep. R: 240 feet. D: 1 hour.

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 1 hour.

Reincarnation: Restores dead person to life in a random (usually humanoid) form. R: touch. D: instant.

Repulsion: Any being trying to move toward spell target finds itself moving away instead. R: 120 feet. D: 1 hour.

Stone-Flesh: Turns subject into a stone statue (or vice versa). R: 120 feet. D: permanent.

7th Level

Cacodemon: Summons a demon or other fiend (such as a devil) from the lower planes of existence. The spell provides no protection against the summoned creature, so the magic user should use other spells or items of protection. As the summoned creature is not forced to aid or obey the caster, that is a matter of negotiations and threats between the caster and the fiend. This spell may only be cast as a ritual. R: 10 feet. D: variable.

Charm Plants: Charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. R: 120 feet. D: until dispelled.

Delayed Blast Fireball: 1d6/caster level fire damage, 20 foot burst. The actual blast can be delayed for up to 10 minutes as set by the caster. R: 240 feet. D: instant.

Limited Wish: An extremely weak version of the "wish" spell. It is not even powerful enough to create or bring treasure to the caster, and under some circumstances only a part of the wish might actually be fulfilled. The spell does have the power to reach for a limited period of time into the past or future as well as the present. R: variable. D: variable.

Mass Invisibility: Up to 6 dragon-sized objects or 300 men and horses are invisible until spell broken by caster, some outside force, or until one attacks. R: 240 feet

Monster Summoning V: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Cockatrice, 2: 1 Manticore, 3: 1 Minotaur, 4: 1 Ogre Mage, 5: 1 Salamander, 6: 1 Troll. D: 6 minutes.

Mind Blank: Makes the target immune to any form of detection by magic or psionics including ESP, Clairvoyance, Clairaudience, Crystal Ball gazing or any other form of scrying), Wishing, Commune, Contact Higher Plane, etc. R: 10 feet. D: 1 day.

Phase Door: Creates an invisible door that can only be opened by the caster. Similar to a Passwall but invisible and only the caster can open the door. R: 10 feet. D: 7 uses

Power Word Stun: A single powerful word that stuns those hearing it for 2d6 10-minute turns if the creature has up to 35 hit points or for 1d6 10-minute turns if the creature has between 36 and 70 hit points. The word has no effect on creatures who are currently over 70 hit points. R: 120 feet.

Reverse Gravity: Within a 30 foot cube gravity reverses itself. Those within the area fall upwards with the force of a normal fall, and then fall again when the spell expires. R: 90 feet. D: 1 minute.

Rune: Creates a magical trap in the shape of an arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

Rune of Death: Deals 80 hit points of damage

Rune of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Rune of Fear: Casts a Fear spell.

Rune of Insanity: Up to 100 HD of creatures are driven insane by a curse.

Rune of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Rune of Stunning: 150 hit dice (HD) of creatures are affected as by a Power Word, Stun.

Simulacrum: Creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (Animate Dead will work). A Limited Wish (along with the actual simulacrum spell) is then used to imbue the animated form with intelligence and knowledge of the person being simulated. The simulacrum gains 1d4+2 times 10% of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. A simulacrum is not a perfect copy of the original. Side by side, the differences are obvious, and the simulacrum is detectable with a Detect Magic spell. If the original of the simulacrum dies, the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).

Magician Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Calm Animals: Soothes and quiets (2d4 + level) HD of normal animals, rendering them docile and harmless. R: 30 feet. D: 1 minute/caster level.

Change Self: Illusion makes the caster appear to be a different creature. The illusionary guise must share the same general size and shape as the Magician. R: caster. D: 10 x (1d6 + 10 + level) minutes.

Charm Animal: Like charm person, except that it affects one normal animal. R: 60 feet. D: until dispelled.

Detect Evil (Reversible): Reveals evil thoughts/intent or evil items. R: 120 feet. D: 1 hour.

Detect Illusion: Detects any illusion for what it is. R: 60 feet. D: 30 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Endure Elements: Target (and equipment) can exist comfortably in hot or cold environments (between -50 and 140 degrees F). R: touch. D: 24 hours.

Faerie Fire: Lines the target in a luminescent glow. R: 60 feet. D: 1 hour.

Light (Reversible): object lights circle with 20 ft. radius, full daylight. R: 60 feet. D: 2 hours.

Locate Animals: Senses direction toward an animal (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.

Magic Fang: One natural weapon of target creature gets +1 on attack and damage rolls (and counts as a magic weapon). R: touch. D: 1 minute/caster level.

Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if the target believes illusion. R: 240 feet.

Protection from Evil (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 2 hours.

Purify Food & Water (Reversible): Purifies food and water for up to 12 people. R: 10 feet. D: instant but effects permanent.

Read Magic: Read scrolls, spellbooks, other magical writing. R: Caster Only. D: one reading (two scrolls or equivalent).

2nd Level

Animal Messenger: Compels a small animal to go to a spot you designate, carrying a scroll or other small item, and allow others to take that item. R: touch. D: 1 day/caster level.

Augury: Tells, for the immediate future, whether the result of an action will be good or bad. R: caster. D: 1 minute trance.

Blindness: Causes the target to become blind (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.

Blur: Caster's appearance is blurred, making -2 on being hit, and +2 on saves vs. magic. R: self. D: 10 times 1d4+4 minutes.

Deafness: Causes the target to become deaf (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.

Delay Poison: Stops poison from harming subject for 1 hour/caster level. R: 30 feet.

Dispel Illusion: Automatically dispels any illusion caused by a non-Magician. Versus those created by Magicians, it functions like Dispel Magic. R: 120 feet.

Find Traps: Notice traps within 30 feet. R: caster. D: 20 minutes.

Hypnotism: Acts like a Charm person spell with a +2 chance of success, it is necessary for the subject to look the Magician in the eyes. R: 80 ft.

Hypnotic Pattern: A pattern that the Magician projects in front of him that will hold anyone looking at the pattern motionless. It can catch 4d6 1st level types, 3d6 2nd level types, 2d6 3rd or 4th level types, 1d6 5th or 6th level types. R: 120 feet. D: as long as caster concentrates plus 1d6+3 turns afterwards.

Improved Phantasmal Forces: As regular Phantasmal Forces but the caster can move while employing the spell and the illusion will last up to 30 minutes after the caster has stopped concentrating. R: 360 feet.

Invest: Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast in combat. R: 10 feet. D: 1 hour.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until subject attacks. R: 240 feet.

Locate Plants: Senses direction toward a plant (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.

Misdirection: cause a detect spell (Detect Good, Evil, Magic, etc.) to malfunction. (Magic Attack vs. Spell's DC for success) R: 120 feet. D: instant but effects permanent.

Obscurement: A misty vapor arises near the caster. It is stationary once created. The vapor obscures all sight beyond 5 feet. The cloud covers 100 cubic feet per caster level. R: 20 feet. D: 10 minutes/caster level.

Silence, 15' Radius:* Magical silence for 15 feet around target, moving with target. No sound within area can be heard from outside it. R: 180 feet. D: 2 hours.

Snake Charm: 1d6 snakes/level charmed and will obey caster's commands. R: 60 feet. D: 20 minutes + 1d4 x 10 minutes.

Speak with Animals: Can understand and speak with animals. R: 30 feet. D: 1 hour.

Wood Shape: Forms one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. R: touch. D: instant but effects permanent.

3rd Level

Bane: Gives saving throw penalty of 1 per ten levels of caster to enemies in 20x20 foot area. R: 30 feet. D: next melee round.

Continual Light (Reversible): Creates magical light equal top full daylight within a circle with 120 ft. radius until dispelled. R: 120 feet.

Dispel Exhaustion: This spell temporarily gives its recipient the illusion of being well rested and healthy, restoring the target to full hit points, but the target will be totally exhausted and unable to do anything for 8 hours when the spell expires. If the target has taken body damage, the target immediately suffers an additional 1d2 points of body damage. D: 4 hours

Dominate Animal: Enchant an animal and direct it with simple mental commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature considerably larger than the dominated animal) are simply ignored. R: 30 feet. D: 1 minute/caster level.

Fear: Causes creatures who fail their saving throw to flee fear. Affect 4d10 1st level types, 3d10 second level types, 2d10 3rd level types, 1d10 4th level types, 1d6 5th level types, 1d4 6th level types. R: 180 feet. D: 10 times 1d6+level minutes.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet

Hold Animal: Paralyzes 1-4 animals. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Illusory Script: Allows the caster to write in a script which can only be read by whom the caster sets it to be read by (like Magic Mouth), any others who attempt to read it must save vs. magic or be confused for 6d10 minutes. One spell is suitable for a full page per level of the caster of writing.

Invisibility 10' Range: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 90 feet.

Non-Detection: Prevents Detection spells from working against the target using it and acts like an Amulet vs. ESP and Crystal Balls. R: touch. D: 20 minutes/caster level.

Paralyzation: Paralyzes twice as many hit dice as the caster's level. R: 180 feet. D: until dispelled or caster removes it.

Phantasmal Killer: Creates an illusory horrible beast formed from the target's own fears whose touch causes death. The beast is visible only to the target and is immune from all attacks and barriers as it exists only in the target's mind. Target must save vs. magic twice. If the target fails one save, he is unconscious for 1d6 hours. If both saves fail, the target is dead. Range: 60 feet.

Remove Curse (Reversible): Frees subject from a single curse. R: 10 feet. D: instant but effects permanent.

Speak with Dead: Ask three questions of a corpse. Age of corpse affected: Magician under level 8: 1d4 days, level 9-14: 1d4 months, level 15+: any age. R: 10 feet. D: 3 questions.

Spectral Forces: As Improved Phantasmal Forces, but includes sound, smell and temperature illusions. Spectral Forces are not destroyed by touch and they last up to 50 minutes after the caster has stopped concentrating. R: 360 feet.

Suggestion: Caster makes 1-2 sentence hypnotic suggestion to target. If save failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.

4th Level

Animal Summoning I: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the caster. R: 30 feet. D: 1 hour.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Create Water: Creates water, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

Control Temperature, 10' radius: Allows the caster to vary the temperature in a given area (10' radius) by +/- 50 degrees. R: 60 feet. D: 30 + 10/caster level minutes.

Emotions: Projects a selected emotion. The emotions that can be projected are: Fear (as the spell), Battle Lust (makes men fight as Berserkers, can be countered by Fear; if Fear is thrown first, Battle Lust does not counter it), Deprivation (lowers morale by 75%), Bravado (give immunity from Fear, Bravado which can counter Deprivation), Hate (interpretation by the subject is variable, roll d20: 1-4: hate any enemy around; 5-8: hate each other; 9-14: hate both enemy/each other; 15-16: hate selves, 17-20: hate caster. A person under the influence of a hate will attack whoever the die roll indicates). R: 180 feet. D: concentration.

Improved Invisibility: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until 1d4+caster level minutes after the first attack is made by one under this spell.

Massmorph: Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.

Minor Creation: Allows the caster to create materials up to a hardness comparable to wood (much like a Djinn). The total amount of weight an Magician may create in a day equals 5

pounds times the caster's level. R: touch. D: 4 + level days (longer for softer materials).

Protection from Evil, 10' radius (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around caster. R: caster. D: 2 hours.

Protection from Lightning: This spell negates the effects of electrical attacks upon the target. The spell ceases after such an attack. R: touch D: 1 hour + 10/caster level minutes.

Shadow Magic: This spell allows the Magician to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 4 caster levels) or Death Spell (Affects 1d8 creatures of 1 HD). R: as original spell D: instant but effects permanent.

Shadow Monsters: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.2. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 9 [10], and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet: D: 1 minute/caster level.

Speak with Plants: Can understand and speak with plants. R: 30 feet. D: 1 hour.

Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour.

5th Level

Animal Summoning II: Conjures 2 large animal (elephant, hippo, rhino, etc.), 6 medium sized animals (lions, tigers, bears, etc.) or 12 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the caster. R: 30 feet. D: 1 hour.

Anti-Plant Shell: Similar to the magic-user spell Anti-Magic Shell but instead of protecting from spells, it protects against attacks from plants and living vegetables. R: caster. D: 2 hours.

Charm Plants: Charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. R: 120 feet. D: until dispelled.

Chaos: This spell affects a 30 foot x 30 foot area. All those caught within the affected area will become confused until they leave the area. Fighters and Magicians over the caster's level are not affected by this spell. R: 120 feet. D: concentration.

Create Food: Creates food, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

Dispel Evil (Reversible): Works like Dispel Magic, but affects any evil sending or evil spell. R: 30 feet. D: instant but effects permanent.

Insect Plague: Insect swarms (20 x 20x 20 feet) attack creatures. Creatures under 2 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.

Major Creation: Allows the caster to create materials up to a hardness comparable to iron (much like a Djinn). The total amount of weight an Magician may create in a day equals 15 pounds times the caster's level. R: touch. D: 4 + level days (for wood hardness, longer for softer materials, shorter for harder materials).

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 1 hour.

Quest: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.

Shadow Magic II: This spell allows the Magician to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 2 Magician levels) or Death Spell (Affects 1d8 creatures of up to 2 HD).

Shadow Monsters II: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 40% the number of HD of the original (Original HP X 0.4. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 11, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 1.5 times the caster's level may be created. Shadow Monsters take double

damage from silver weapons. R: 30 feet. D: 1 minute per level.

Summon Shadows: Similar to an Invisible Stalker spell, but summons Shadows instead. The number of Shadows summoned is equal to 1 + 1 per level over 5. D: until mission completed.

6th Level

Animal Summoning III: Conjures 4 large animal (elephant, hippo, rhino, etc.), 12 medium sized animals (lions, tigers, bears, etc.) or 24 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the caster. R: 30 feet. D: 60 minutes.

Animate Object: "Brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the caster's commands, attacking his foes or performing other actions on his behalf. GM determines the combat attributes of the objects, such as armor class, speed, hit dice, and hit bonuses as needed as no the object animated. A stone statue would be considerably more sturdy and dangerous than wooden furniture, for example. R: 60 feet. D: 1 hour.

Anti-Animal Shell: Same as the Anti-Plant Shell spell, but focuses on natural or giant animals. While affected by this spell, those inside the shell are protected from all animal attacks (excluding fantastic or magical creatures), but are unable to attack, be it by normal or magical means. R: 20 foot hemisphere. D: 30 + 10/caster level minutes.

Blade Barrier: Creates a barrier of whirling blades up to 30 feet in diameter which do from 7d10 points of damage upon anyone or anything which attempts to pass through it. R: 60 feet. D: 120 minutes.

Conjure Animals: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the Magician. R: 30 feet. D: 100 minutes.

Find the Path: This spell shows the caster the fastest and safest way out of a trap maze, wilderness, underworld, etc. It will, for example, allow the caster to free himself from a Maze spell in a single turn after casting the spell. D: Indoors: 1 hour + 10 minutes/caster level; Outdoors: 1 day.

Mass Suggestion: Area version of the suggestion spell, affecting 1d8 creatures or 1 creature at -4 saving throw. The same suggestion must be made to all on whom it is cast. R: 30 feet. D: 1 week.

Permanent Illusion: As Spectral Forces, but lasts until dispelled. R: 360 feet. D: Until dispelled.

Programmed Illusion: As Spectral Forces, but illusion performs pre-set instructions without the caster's concentration. For example, a dragon flies to the camp, circles it for 30 minutes, roars every other pass, then flies off while the Magician escapes. R: 720 feet. D: 120 minutes.

Shadow Monsters III: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.6. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 12, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 2 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level

Speak with Monsters: Allows the target to speak with and understand any monster. R: 10 feet. D: 3d4 questions.

Transport via Plant: Allows the caster to pass from one plant to any other plant of similar species anywhere, as long as the caster has seen the plant at one time. Should the emergence fail, the caster will instead emerge from another plant which may be miles away. The caster may choose to remain inside a plant instead of transporting from it, and may remain so for up to 24 hours. While within a plant in this manner, the caster is completely aware of his surroundings. D: instant or up to 24 hours.

True Sight: Spell increases target's sight. A polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. R: touch. D: (level - 10) + 1d6 10 minute turns

Word of Recall: The Magician teleports without error back to his

previous prepared sanctuary. R: infinite. D: instant.

7th Level

Aerial Servant: Summons a servant from the elemental plane of air to fetch and return one thing (or creature) to the caster.

Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC 3 [16], Atk Bonus +17, Atk 1 (4d4), Move 240 ft. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him. D: until task completed or insanity.

Alter Reality: Works like the Magic-User spell Limited Wish, but the caster must first cast an illusion of what is being wished for, then cast the Alter Reality spell on the illusion to turn it into reality. R: variable. D: variable.

Astral Spell: The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 2% chance per spell level that the spell will fail. Additionally, there is a 1% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet per 10-minute turn. With special study, this spell can also be used to travel to other planes.

Earthquake: Causes a powerful earthquake in an area 60 feet x 60 feet plus an additional 10 feet (in both length and width) per three levels above 17th. The quake topples walls, causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and being killed. No effect beyond the spell's area of effect. R: GM discretion. D: instant but effects permanent.

Great Shout: A great shout affects all those within the range as follows: creatures of less than 5 hit dice are slain, creatures of 5 to 8 hit dice are stunned for 2d10 turns, and creatures with 9-12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected. R: 40 feet.

Maze: This spell puts its victim in an extra-dimensional maze. After the determined time has elapsed the creature will reappear at the spot where it disappeared. Creatures with intelligence of 12 or better will require 1d4 10 minute turns to escape, those with intelligence under 6 will require from 1d4+8 10 minute turns to escape, others require 1d4+4 10 minute turns to escape. R: 60 feet.

Part Water: Creates a gap through water, to a depth of 20 feet lasting for 2 hours. At 18th and every level thereafter, the Magician adds 10 feet to the depth of water parted, and 1 additional hour to the spell's duration. R: 240 feet. D: see above.

Symbol: Creates a magical trap in the shape of a holy rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible but none may cause permanent harm to the target.

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are affected as by a Power Word, Stun.

Wind Walk: Allows the caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles, traveling at 48 ft. per minute indoors (or in subterranean settings) and much faster outdoors. R: touch. D: 1 day or until dispelled.

Weather Summoning: The caster may call for any weather desired, limited by the current season and climate. Extreme weather conditions may only be summoned by an 11th level caster. The altered weather is not under the control of the caster. It takes 3 + 5d4 - caster level 10 minute turns for the altered weather to arrive, but will be noticeable after 30 minutes. The duration of this spell varies according to the climactic changes brought about by the caster. A tornado may last a few turns, while torrential rains might last a few hours or day (GM's choice). R: 5 mile radius. D: variable.

MONSTERS

AC=Armor; HD=Hit Dice; AT=Attacks; MR=Morale Rating;

S=Special Abilities

Undead Immunities=Immune to sleep, charm, fear, paralysis

ANT, GIANT: AC: 16 HD: 3d8 AT: bite +3 (1d6) MR: 12 S: acid (2d6).

ANHKEG: AC: 16 HD: 5d8 AT: bite +5 (1d10) MR: 8 S: Squirt acid (3d6).

BADGER, GIANT: AC: 15 HD: 3d8 AT: 2 claws +3 (1d6), bite+3 (1d6) MR: 8

BANSHEE: AC: 20 HD: 7d8 AT: claw +7 (1d8) MR: 12 S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments.

BASILISK: AC: 15 HD: 6d8 AT: bite +6 (1d10) MR: 9 S: petrifies onlookers.

BAT, GREATER: AC: 12 HD: 4d8 AT: bite +4 (1d10) MR: 8 S: Human-sized.

BAT, MONSTER: AC: 13 HD: 8d8 AT: bite +8 (2d8), claws +8 (1d6) MR: 8 S: Twice the size of a human.

BEETLE, GIANT FIRE: AC: 15 HD: 1d8 AT: bite +1 (2d6) MR: 7 S: Light glands glow for 1d6 days after death.

BLACK PUDDING: AC: 13 HD: 10d8 AT: slam +10 (3d8) MR: 12 S: immune to everything but fire, divides when hit, corrodes metal.

BLINK DOG: AC: 15 HD: 4d8 AT: bite +6 (1d6) MR: 6 S: teleports, hate coeurls.

BOAR, WILD: AC: 12 HD: 3d8 AT: gore +3 (3d4) MR: 9 S: attacks for 2 rounds after death.

BRAIN EATER: AC: 14 HD: 8d8 AT: mouth tentacles +8 (1d6, special) or weapon +8 MR: 7 S: on hit by tentacles 1d4 turns later tentacles reach brain, killing victim; Psi Blast (8d6 cone of mental force, save to confused), 90% magic resistant.

BROWN HULK: AC: 17 HD: 8d8 AT: 2 claws (2d6) or bite +8 (2d4) MR: 9 S: burrows through rock, eyes cause confusion.

BUGBEAR: AC: 14 HD: 3d8 AT: bite +3 (2d4) or weapon +3 MR: 9 S: surprise foes on a 1-3.

CATOBLEPAS: AC: 12 HD: 6d8 AT: tail +6 (1d3 + stun) MR: 8 S: gaze (save vs. death).

CARCASS CREEPER: AC: 16 HD: 3d8 AT: 8 tentacles +3 (paralysis) MR: 8 S: walk on walls and ceilings.

CENTAUR: AC: 15 HD: 4d8 AT: 2 kick +4 (1d6) or weapon +4 MR: 8

CENTPEDE, GIANT: AC: 14 HD: 4d8 AT: bite +4 (1d6) MR: 7 S: poison (1d6 DEX).

CHIMERA: AC: 15 HD: 9d8 AT: 2 claws +9 (1d3), goat gore +9 (1d4), lion bite +9 (2d4), dragon bite +9 (3d4) MR: 9 S: breathes fire (3d6), flies.

COCKATRICE: AC: 13 HD: 5d8 AT: bite +5 (1d3) MR: 7 S: petrifying bite.

COEURL: AC: 15 HD: 6d8 AT: tentacles +6 (2d6) MR: 9 S: appear 3 feet from actual position (+2 to defense and saves), hate blink dogs.

DEMON, BAAL-ROG: AC: 17 HD: 9d8 AT: sword or flaming whip+9 (2d6) MR: 9 S: flies, flaming (3d8 damage to all in contact), darkness, 10 ft. r., 75% magic resistance, immune to non-magic weapons. Spell-like powers: cause fear, detect magic and invisible, read magic and languages, pyrotechnics, dispel

magic, suggestion, telekinesis, symbols (fear, discord, sleep), gate demons 70%.

DEMON, LEMURE: AC: 17 HD: 3d8 AT: claws (1d6) MR: 7 S: regenerate 1 HP/minute.

DEMON, SUCCUBUS: AC: 10 HD: 6d8 AT: 2 claws (1d6) or kiss (drain 1 energy level) MR: 9 S: immune to non-magic weapons, 70% magic resistance, darkness 5 ft. r. Spell-like powers:

Ethereal, charm person, ESP, clairaudience, suggestion, shape change (humanoid forms only), gate demons 40%.

DJINN: AC: 15 HD: 7d8 AT: fist or weapon +7 MR: 12 S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.

DOPPELGANGER: AC: 14 HD: 4d8 AT: claw +4 (1d12) MR: 8 S: imitate humanoids, immune to sleep and charm. +5 on magic saves.

DRAGON, BLACK: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (3d6) MR: 9 S: flies, breathes line of acid (7d8).

DRAGON, BLUE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) MR: 9 S: flies, breathes line of lightning (9d8).

DRAGON, BRASS: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (4d4) MR: 9 S: flies, breathes cloud of sleep or fear gas.

DRAGON, BRONZE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) MR: 9 S: flies, breathes lightning (9d8) or repulsion.

DRAGON, COPPER: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (5d4) MR: 9 S: flies, breathes acid cloud (8d8) or slow.

DRAGON, GREEN: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (2d10) MR: 9 S: flies, breathes cloud of chlorine gas (8d6).

DRAGON, GOLD: AC: 19 HD: 11d8 AT: 2 claws +11 (1d6), bite +11 (3d12) MR: 10 S: flies, breathes cloud of poisonous gas or cone of fire (11d8), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, RED: AC: 17 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) MR: 9 S: flies, breathes cone of fire (10d8), uses magic as MU of level 1 to 6 (by age -2).

DRAGON, SILVER: AC: 18 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) MR: 9 S: flies, breathes cloud of poisonous gas or cone of cold (10d8), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, WHITE: AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (2d8) MR: 9 S: flies, breathes cone of cold (6d8).

DRAGON TURTLE: AC: 21 HD: 20d8 AT: 2 claws +15 (1d8), bite +15 (10d6) MR: 10 S: swims well, slow on land, breathes steam cloud (20d8) only when in water.

DRYAD: AC: 14 HD: 2d8 AT: weapon +2 MR: 6 S: charm.

DWARF: AC: 15 HD: 1d6+1 AT: warhammer +1 (1d8) MR: 10 S: standard dwarf abilities.

EFREET: AC: 16 HD: 10d8 AT: slam +10 (2d8) MR: 12 S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons.

ELEMENTAL, AIR: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 S: whirlwind, extra damage against foes in the air.

ELEMENTAL, EARTH: AC: 19 HD: 12d8 AT: slam +12 (4d8) MR: 10 S: tear down stone, extra damage against foes standing on the ground (1d8).

ELEMENTAL, FIRE: AC: 19 HD: 12d8 AT: slam +12 (3d8) MR: 10 S: ignite materials.

ELEMENTAL, WATER: AC: 19 HD: 12d8 AT: slam +12 (3d10) MR: 10 S: overturn boats, extra damage against swimming foes (1d6).

ELEPHANT: AC: 14 HD: 9d8 AT: 2 Tusks +9 (2d4) or Trample +9 (4d8) MR: 8 S: can make charge attack

ELF: AC: 14 HD: 1d8 AT: sword or longbow (1d6) MR: 8 S: standard elf abilities.

EYE GLOBE: AC: 17 (Eye Stalks: 15) HD: Body 40 HP, Eye Stalk 10 HP each AT: 1d4 eyes MR: 8 S: floats about; large body eye generates anti-magic ray; 12 smaller eyes do: 1-charm person ray, 2-charm monster ray, 3-death ray, 4-2d6 damage ray, 5-sleep ray, 6-telekenesis ray, 7-slow ray, 8-fear ray, 9-stoning ray, 10-disintegration ray, 11-turn/control undead ray, 12-mind reading ray.

GARGOYLE: AC: 14 HD: 4d8 AT: 2 claws +4 (1d3) or bite +4 (1d6), horns +4 (1d4) MR: 11 S: fly.

GELATINOUS CUBE: AC: 11 HD: 4d8 AT: slam +4 (2d4) MR: 12 S: touch paralyzes, immune to lightning and cold, surprise foes on a 1-4.

GHAIST: AC: 13 HD: 3d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) MR: 9 S: undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours. Regenerate 1 HP/minute until slain.

GHOUL: AC: 13 HD: 2d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) MR: 9 S: undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours.

GIANT, CLOUD: AC: 17 HD: 13d8 AT: weapon +13 (6d6) or hurl rocks +13 (3d6) MR: 10 S: only surprised on a 1.

GIANT, FIRE: AC: 16 HD: 12d8 AT: weapon +12 (5d6) or hurl rocks +12 (3d6) MR: 9 S: immune to fire.

GIANT, FROST: AC: 15 HD: 11d8 AT: weapon +11 (4d6) or hurl rocks/ice +11 (3d6) MR: 9 S: immune to cold.

GIANT, HILL: AC: 15 HD: 8d8 AT: weapon +8 (2d6) or hurl rocks +8 (3d6) MR: 8

GIANT, STONE: AC: 20 HD: 9d8 AT: stone club +9 (3d6) or hurl rocks +9 (3d6) MR: 9

GIANT, STORM: AC: 18 HD: 16d8 AT: weapon +16 (8d6) or hurl rocks +16 (3d6) MR: 10 S: control weather.

GNOLL: AC: 14 HD: 2d8 AT: weapon +2 MR: 8

GNOME: AC: 14 HD: 1d8 AT: weapon +1 MR: 8

GOBLIN: AC: 12 HD: 1d6-1 AT: weapon +1 MR: 7 S: -1 to hit in sunlight.

GOLEM, FLESH: AC: 10 HD: 12d8 AT: 2 fists +12 (2d8) MR: 11 S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.

GOLEM, IRON: AC: 16 HD: 13d8 AT: fists or weapon +13 (4d10) MR: 11 S: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

GOLEM, STONE: AC: 14 HD: 16d8 AT: fist +15 (4d8) MR: 11 S: Unaffected by +2 or lesser weapons, slowed by fire, healed/damaged by rock to mud, immune to most magic.

GORGON: AC: 17 HD: 8d8 AT: gore +8 (2d6) MR: 8 S: breathes petrifying gas.

GREEN SLIME: AC: n/a HD: n/a AT: organics and metal turn to green slime if touched MR: n/a S: killed by cold or fire. Cure Disease stops transformation to green slime.

GREMLIN: AC: 12 HD: 1d8 AT: weapon +1 MR: 12 S: chaos aura causes physical actions with 10 feet to fail 50% of the time in a chaotic manner.

GREY OOZE: AC: 12 HD: 3d8 AT: strike +3 (1d6) MR: 12 S: acid. destroys armor in one round, deals automatic damage after the first hit, immune to blunt/crushing attacks, spells, fire and cold.

GRIFFON: AC: 16 HD: 7d8 AT: 2 claws +7 (1d4), bite +7 (2d8) MR: 8 S: flies.

HALFLING: AC: 12 HD: 1d6 AT: weapon+1 (1d6) MR: 8 S: nearly invisible in outdoor cover.

HARPY: AC: 12 HD: 3d8 AT: 2 talons +3 (1d4) or weapon +3 MR: 7 S: flies, siren-song (Charm person).

HELL HOUND: AC: 15 HD: 5d8 AT: bite +5 (1d6) MR: 9 S: breathe fire (10 HP damage)

HIPPOGRIFF: AC: 14 HD: 3d8 AT: 2 claws +3 (1d6), bite +3 (1d10) MR: 8 S: flies.

HOBGOBLIN: AC: 14 HD: 1d8+1 AT: weapon +1 MR: 8

HORSE, RIDING: AC: 12 HD: 2d8 AT: bite +2 or kick +2 (1d4) MR: 7

HORSE, WAR: AC: 12 HD: 3d8 AT: bite +3 (1d6) or kick +3 (2d6) MR: 9

HUMAN, BANDIT/SOLDIER: AC: 12 HD: 1d8 AT: weapon +1 MR: 8

HUMAN, BERSERKER: AC: 12 HD: 1d6+2 AT: weapon +1 MR: 12 S: Berserking (+2 to hit)

HUMAN, COMMON MAN: AC: 10 HD: 1d8-2 AT: weapon +0 MR: 6

HUMAN, SERGEANT-AT-ARMS: AC: 14 HD: 3d8 AT: weapon +3 MR: 8

HYDRA: AC: 14 HD: 5-12d6 AT: 5-12 bites +HD (1d6) MR: 11 S: 1 HD per head, 20% chance fire-breathing or regenerating.

INVISIBLE STALKER: AC: 16 HD: 8d8 AT: 1 bash +8 (4d4) MR: 12 S: flies, invisible.
 KOBOLD: AC: 13 HD: 1d4 AT: weapon +0 (1d6) MR: 9
 LEPRECHAUN: AC: 11 HD: 1d4 AT: theft, magic MR: 7 S: invisible, polymorph non-living objects, illusions and ventriloquism at will; steal small valuable item (75% successful, 25% chance if dropping per turn chased), 80% magic resistant, never surprised.
 LICH: AC: 20 HD: 12-18d6 AT: touch +HD (1d10) or weapon +HD MR: 10 S: undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD, Magic-User or cleric level equals hit dice.
 LIZARDMAN: AC: 14 HD: 2d8 AT: claws +2 (1d6) or weapon +2 MR: 11 S: breathe underwater.

LURKER RAY: AC: 13 HD: 10d8 AT: wing smother +10 (1d8) MR: 9 S: those hit take 1d8 damage/turn and smother in 1d6 turns.
 LYCANTHROPE, WEREBEAR: AC: 17 HD: 7d8 AT: 2 claws +7 (2d4), bite +7 (1d8) MR: 10 S: lycanthropy, extra 2d6 damage if both claws hit.
 LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d8 AT: tusks +6 (2d6) MR: 9 S: lycanthropy, attack +6 instead of +4 because of rage.
 LYCANTHROPE, WERERAT: AC: 13 HD: 3d8 AT: bite (1d4) or weapon +3 MR: 8 S: lycanthropy, surprise foes on a 1-4.
 LYCANTHROPE, WERETIGER: AC: 16 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d6) S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d8 AT: 2 claws +4 (1d4) bite +4 (2d4) MR: 8 S: lycanthropy.
 MANTICORE: AC: 15 HD: 6d8 AT: claws +6 (1d4) or bite +6 (2d4) MR: 9 S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total.
 MEDUSA: AC: 14 HD: 6d8 AT: weapon +6 MR: 8 S: onlookers turn to stone, hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks.
 MERMAN: AC: 13 HD: 1d8 AT: weapon +1 MR: 8 S: breathe water, swim.
 MINOTAUR: AC: 13 HD: 6d8 AT: weapon +6 or bite +6 (1d6) or Head gore +6 (1d6) MR: 12 S: never lost in mazes.

MULE: AC: 12 HD: 2d8 AT: Kick +2 (1d4) MR: 8
 MUMMY: AC: 16 HD: 6d8 AT: touch +6 (2d6) MR: 12 S: mummy rot curse if hit (no more healing), undead immunities, hit only by magic weapons (for half damage), spells, and fire.
 NAGA, GUARDIAN: AC: 14 HD: 12d8 AT: bite +12 (1d4 + poison), spit +12 (30 range, poison), constrict +12 (1d8/rd until freed) MR: 9 S: spells as 6th level Cleric.
 NAGA, SPIRIT: AC: 14 HD: 10d8 AT: bite +10 (1d4 + poison) MR: 8 S: spells as 6th level Cleric and 7th level Magic-User, gaze (permanent charm).
 NAGA, WATER: AC: 14 HD: 8d8 AT: bite +10 (1d3 + poison) MR: 7 S: spells as 5th level Magic-User (no fire or lightning).

NIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d6) MR: 6 S: swims, charm.
 OCHRE JELLY: AC: 11 HD: 6d8 AT: acid strike +6 (2d6) MR: 6 S: a hit destroys organic material, lightning divides jelly into three jellies, each doing +2 (1d6) damage.
 OGRE: AC: 14 HD: 4d8 AT: weapon +4 (2d6) MR: 10
 OGRE MAGE: AC: 15 HD: 5d8 AT: weapon +5 (2d6) MR: 9 S: flies, magic use (turn invisible, darkness 10' radius, sleep, charm person, cone of frost).
 ORC: AC: 13 HD: 1d8 AT: weapon +1 MR: 8

OWLBEAR: AC: 14 HD: 5d8 AT: 2 claws or bite +5 (1d8) MR: 9 S: hug for additional 2d6 if both claws hit.
 PEGASUS: AC: 13 HD: 4d8 AT: 2 hooves +4 (1d6) MR: 8 S: flies.
 PHOENIX: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (2d6) MR: 10 S: +3 or better weapon to hit, immune to charm/hold/fire attacks, 3d6 fire damage to all within 10 feet.
 PIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d4) MR: 7 S: flies, charm, naturally invisible.
 PURPLE WORM: AC: 13 HD: 15d8 AT: bite +15 (2d8) or sting +15 (1d8) MR: 10 S: poison sting (1d6 STR), swallows whole on

roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every round.

RAT, GIANT: AC: 12 HD: 1d8 AT: bite +1 (1d3) MR: 8 S: 1 in 20 chance of disease from bite.
 RAT, MONSTROUS: AC: 13 HD: 3d8 AT: bite or claws +3 (1d6) MR: 7 S: 1 in 20 chance of disease from bite.
 ROC: AC: 15 HD: 12d8 AT: 2 claws +12 (1d8) or bite +12 (2d10) MR: 9 S: flies
 RAKSHASA: AC: 23 HD: 7d8 AT: claws, bite +7 (1d8) or weapon +7 MR: 8 S: spells as 1d3 level Magic-User and 1st level cleric, immune to non-magic weapons, below +3 weapons do 50% damage, blessed crossbow bolt kill instantly.
 RUST MONSTER: AC: 17 HD: 5d8 AT: touch +5 (special) MR: 7 S: touch of (or touching) the rust monster causes metal items to turn to rust.

SALAMANDER: AC: 15 HD: 7d8 AT: bite +8 (1d6) or constrict +8 (1d8) S: heat does 1d8 to nearby creatures, immune to fire.
 SCORPION, GIANT: AC: 17 HD: 4d8 AT: 2 claws +4 (1d10), sting +4 (1d4, poison) MR: 11 S: poison causes paralysis and loss of 1d4 hp per minute.
 SCORPIONMAN: AC: 17 HD: 8d8 AT: weapon +8 (1d10), sting +4 (1d4, poison) MR: 9 S: poison causes paralysis and loss of 1d4 hp per minute.
 SEA SERPENT: AC: 17 HD: 30d6 AT: bite +15 (4d6) MR: 9 S: swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn.
 SHADOW: AC: 12 HD: 3d8 AT: touch +3 (1d4, special) MR: 12 S: drains 1 STR per hit, hit only by magical weapons, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow. Not undead.

SHARK: AC: 15 HD: 4d8 AT: bite +4 (2d6) MR: 7
 SHARK, GIANT: AC: 16 HD: 10d8 AT: bite +10 (3d10) MR: 7
 SHRIEKER: AC: 11 HD: 3d8 AT: none MR: 12 S: large toadstool, if disturbed (light 60 feet/movement 30 feet) emits loud shriek for 1d3 minutes which stuns small (tat-sized) creatures.
 SKELETON: AC: 12 HD: 1d8 AT: weapon +1 MR: 12 S: undead immunities.
 SLUG, GIANT: AC: 11 HD: 12d8 AT: bite +12 (2d6) MR: 10 S: spits acid (2d6).

SNAKE, CONSTRICTOR: AC: 14 HD: 2d6, AT: constriction (1d3) MR: 7 S: On successful attack, automatic 1d3 damage thereafter until dead.
 SNAKE, GIANT CONSTRICTOR: AC: 14 HD: 6 AT: constriction +4 (1d6) M&: 7 S: On successful attack, automatic 1d6 damage thereafter until dead.
 SNAKE, GIANT VIPER: AC: 14 HD: 4d8 AT: bite +4 (1d3 + poison) MR: 7 S: Poison bite does 2d4 hp per minute.
 SNAKE, VIPER: AC: 14 HD: 1d8 AT: bite +1 (1hp + poison) MR: 7 S: Poison bite does 1d4 hp per minute.
 SPECTRE: AC: 17 HD: 7d8 AT: touch +7 (1d6) MR: 11 S: undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.

SPHINX: AC: 19 HD: 12d8 AT: 2 claws +12 (3d6), bite +12 (2d8) MR: 10 S: Males are level 12 magic-users. Females are level 12 clerics. Roar (2/day) save or flee in terror
 SPIDER, GIANT: AC: 13 HD: 2d6+2 AT: bite +2 (1d6) MR: 8 S: bite causes paralysis via poison, surprise on 1-5.
 SPRITE: AC: 14 HD: 1d4 AT: none MR: 7 S: can curse (effects funny rather than dangerous, wears off after 1d20 hours)
 STIRGE: AC: 12 HD: 1d8 AT: sting +1 (1d4) MR: 9 S: attaches on a hit and will deal 1d4 automatically damage every round.
 TREANT: AC: 17 HD: 10d8 AT: branches +10 (3d6) MR: 9 S: Control trees and can make them move and attack.

TICK, GIANT: AC: 15 HD: 3d8 AT: bite+3 (1d6) MR: 7 S: attaches on a hit and will deal 1d6 damage automatically every round.
 TITAN: AC: 22 HD: 16d8 AT: weapon+15 (5d6) S: Spells.
 TOAD, GIANT: AC: 12 HD: 2d8 AT: bite +2 (1d6) MR: 6 S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue pulls victims in to bite making bite attack like pole arms.

TROLL: AC 15 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (1d10) MR: 10 S: regenerate 3 hp per round (except acid or fire damage).
UNICORN: AC: 17 HD: 5d8 AT: 2 hoofs +5 (1d8) or horn +5 (1d8) MR: 7 S: double damage for charge, 25% magic resistance, teleport, horn can cure damage or disease.

VAMPIRE: AC: 17 HD: 9d8 AT: bite +9 (1d6) or weapon +9 MR: 11 S: undead immunities, hit only by magical weapons, regenerate 3 hp per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator.
WAR DOG: AC: 12 HD: 2d8 AT: bite +2 (1d6) MR: 9
WIGHT: AC: 14 HD: 3d8 AT: claw +3 (1d6) MR: 12 S: undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wight.
WILL-O-THE-WISP: AC: 27 HD: 9d8 AT: shock +9 (1d6+4) MR: 10 S: flies.
WOLF: AC: 12 HD: 2d8 AT: bite +2 (1d6) MR: 8

WORG: AC: 13 HD: 4d8 AT: bite +4 (2d6) MR: 8
WRAITH: AC: 16 HD: 4d8 AT: touch +4 (1d6) MR: 11 S: undead immunities, only hit by magic or silver weapons, arrows do a max 1 HP damage, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wraith.
WYVERN: AC: 16 HD: 8d8 AT: bite +8 (2d8) or sting +8 (1d6) MR: 9 S: poison sting (1d6 STR), flies.
YELLOW MOLD: AC: n/a HD: n/a AT: 1d6 if touched MR: n/a S: if struck, 50% releases spore cloud (choke to dead in 6 rounds unless cure disease), destroyed by fire.
ZOMBIE: AC: 11 HD: 2d8 AT: weapon +2 or claws +2 (1d8) MR: 12 S: undead immunities always lose initiative.

GRYPHONS & GRAMARYE TREASURE

Here is a list of sample treasure items appropriate to a *Microlite74* campaign. Maps to possible hoards of such treasures are also a common treasure item. Of course, any magic item you like from the SRD can be used, but higher powered items may be too powerful for most *Microlite74* games. This list is for GMs who want to select treasure themselves or generate their own lists of random treasure. See the *Microlite74* Random Treasure section at the end of this Companion volume for a sample random system of treasure generation using the magic treasures listed in this section.

Money: 1 gold piece (gp) = 10 silver pieces (sp); 1 silver piece = 5 copper pieces (cp).

Gems: Most range in value from 10gp to 1000gp, with 50% of gems being worth about 100gp.

Magic Items: Most magic items in a swords & sorcery setting will be potions and scrolls. Spell Wands and magic weapons and armor will also be somewhat common. The other items in the lists below will normally be very rare: perhaps even created by ancient or lost civilizations whose method of creation has been lost.

Mundane Items

The majority of most random treasures should be mundane, non-magical items. While coins, gems, and jewelry seem to make up the majority of mundane treasure in many published adventures, in reality many other types of treasure could and probably should be found. Here are some examples of other types of treasure items that should be common in many settings.

Art: paintings, tapestries, quilts, calligraphy, illustrated manuscripts, carvings (wood, bone, ivory, etc.), ceramics (pottery, statues, china, etc.), glasswork (decanter, goblets, bowls, window glass, stained glass, etc.), statues, metalwork, craft items, etc.

Clothing: from every day to exotic, from poor quality to clothing fit for royalty.

Furnishings: beds, wardrobes, benches, chairs, tables, desks, cupboards, etc. These can range from items that would be at home in a slum dwelling to items fit for a palace.

Trade Goods, Low Value: cotton, wool, flax, furs, hides, cloth, lumber, metal ingots (copper, iron, lead, tin), alcoholic beverages, grain, salt, sugar, spices, tobacco, foodstuffs, livestock, everyday items (wooden, pewter, bronze, copper, etc.), etc.

Trade Goods, High Value: armor, weapons, tea, exotic fruits and grains, silk, ingots (gold, silver, platinum, etc.), scrolls, books, narcotics, perfume, rare woods, religious items, everyday potions/medicines, poisons, laboratory equipment, crafting tools, magical components, exotic animals, luxury items, musical instruments, exotic animals, warhorses, etc.

Vehicles: carts, wagons, chariots, carriages, boats, ships, etc.

Magic Items

Potions

There is a 70% chance that a potion bottle holds 1 dose, otherwise 1d6 doses. A quick taste of a potion can be used to identify it without consuming a dose. There is a 5% that a potion has decayed with age and has become a potion of delusion (60% chance) or poison (40% chance). Useless otherwise noted, the effects of a dose will last 1d6+6 10 minute turns.

Most potions on the list below can be made by any arcane spellcaster (or non-spellcaster with the Alchemy advance from the *Microlite74 Companion I* Advantages and Disadvantages optional rule) who has the recipe for the potion and the materials and time, see the Potion Recipe scroll for more information. In addition to the potions listed here, those with the potion brewing talent can brew a large number of everyday potions (e.g. cures for specific diseases, antidotes for a specific natural poison, household cleaning potions, etc.). The brewer will know the specific formula for a specific everyday potion on a MIND-based skill roll. If he has the needed materials and brewing equipment, he may brew the everyday potion (succeeding on a MIND-based skill roll). The GM will set the time (generally ranging from a few hours to a week) and materials costs for everyday potions. Many everyday potions can be purchased at an apothecary.

Animal Control: The drinker may control one or more animals with a total hit dice of 3d6 or less. When the effect of the potion wears off, the animals will flee.

Antidote: The drinker becomes immune to all poisons of up to a specific strength for the duration of the potion. Poison from non-creature sources (e.g. a Potion of Poison) should be considered to be as if from a 7HD creature. The strength of the potion should be determined by rolling 1d10: 1-4 = Poison from 3HD creatures, 5-7 = Poison from 7HD creatures, 8-9 = Poison from 15HD creatures, 10 = All poison.

Blending: The drinker may change color to blend in with their surroundings. When hiding, the drinker will have a 90% chance to go unnoticed unless the viewer can see invisible creatures.

Bug Repellent: Any normal or giant bug (an insect, spider, scorpion, centipede, or other arthropod) will completely ignore the drinker unless magically controlled. If the bugs are magically controlled to attack the drinker, the drinker gets a

+4 bonus to any saving throws against the controlling effect that allow the damage done by the insects to be reduced.

Clairaudience: While concentrating, the drinker may listen as if at any point within 60' of their current location.

Clairvoyance: While concentrating, the drinker may see as if at any point within 60' of their current location.

Climbing: The drinker may walk on walls and ceilings as if a spider.

Defense: This potion only lasts 10 minutes. The drinker gets a bonus to their armor class based on the power of the potion. To determine the power of the potion, roll 1d10: 1-3 = +1, 4-5 = +2, 6-7 = +3, 8-9 = +4, 10 = +5.

Delusion: This potion will have no effect when drunk. However, if tasted, it will falsely give the taster the impression that it is another type of potion from this list. Multiple tasters will all get the same impression. A magical analysis of some type (spell or alchemical operation) will correctly identify this potion as one of Delusion rather than as the type it tastes like.

Diminution: The drinker shrinks down to 6" in height. While in this state they cannot hurt creatures larger than 1' tall with physical attacks, and have a 90% chance of being able to hide. If this potion is drunk while a Potion of Growth is in effect, they will simply cancel each other rather than making the drinker sick.

Dragon Control: The drinker of this potion can control up to three dragons of sub-adult or younger. The dragons do not get saving throws, but older dragons are not affected. Each potion of dragon control will only control one type of dragon. The controlled dragons will do anything that is commanded (other than suicidal commands) although they are not capable of casting spells. When the control ends, the dragons will become hostile to the drinker and will either flee or attack depending on their impression of the drinker's power. Roll 1d10 to see which type of dragon is affected: 1-2 = Black, 3-4 = Blue, 5-6 = Green, 7-8 = Red, 9-10 = White.

Dreamspeech: This potion only lasts for 10 minutes. The drinker can speak to one paralyzed, petrified or sleeping creature within 30' (only one creature can be spoken with per potion) and can hear the responses of the creature via ESP. The drinker will automatically understand the language of the target, but the target is under no compulsion to speak the truth (or even respond at all) if they do not wish to.

Elasticity: This potion only lasts for 10 minutes. The drinker may stretch and deform themselves and their equipment to fit through gaps as small as 1" and reach as far as 30'. The drinker cannot cast spells or attack while stretched, and items carried cannot be used or dropped unless they are in normal form. However, while stretched the drinker only takes half damage from blunt and bashing attacks.

ESP: This potion has the same effect as the spell of the same name.

Ethereality: This potion gives the drinker the ability to shift from the Prime Plane to the Ethereal Plane. The drinker may shift at any time before the potion's duration runs out, and may then spend up to 24 hours on the ethereal plane before shifting back. Once the drinker has shifted to the ethereal plane and back, the potion's duration immediately expires.

Fire Resistance: The drinker becomes immune to normal fire, gains a +2 bonus on all saving throws against fire or heat based attacks, and takes -1 point of damage per die (to a minimum of 1 point per die) from magical fire attacks.

Flying: This potion has the same effect as the Fly spell.

Freedom: The drinker is immune to paralysis and to all forms of Hold spell or effect.

Gaseous Form: The drinker's body transforms to a cloud of gas for up to 1 hour, causing all their equipment and carried items to fall to the floor. The drinker keeps control of their body, and can move through any non-airtight barrier. While in gaseous form, the drinker cannot attack, but has an armor class of -2 and can only be hit by magical weapons.

Giant Control: The user may control up to four giants of a certain type, but each one gets a saving throw. The giants will normally be hostile once control ends. To determine the type of giant affected, roll 1d6: 1 = Cloud, 2 = Fire, 3 = Frost, 4 = Hill, 5 = Stone, 6 = Storm.

Giant Strength: The drinker gains the strength of a giant, and can do double damage with melee weapons or throw large rocks (range: 60/130/200) for 3d6 damage. This potion does not stack with other strength enhancing items such as Gauntlets of Ogre Power.

Growth: The drinker grows to twice normal size, and be able to do double damage with melee attacks. If this potion is drunk while a Potion of Diminution is in effect, they will simply cancel each other rather than making the drinker sick.

Healing: This potion will either cure 1d3+1 body points of damage to the drinker or cure their paralysis. This potion has an instant effect, rather than a duration.

Heroism: The drinker will temporarily gain one or more levels as follows (roll 1d20):

Common Man (no class): +3 Fighter levels.

Fighting Classes: 1-8: +1 level, 9-14: +2 levels, 15-19: +3 levels, 20: +4 levels

Specialist Classes: 1-12: +1 level, 13-19: +2 levels, 20: +3 levels

Arcane Classes: 1-19: +1 level, 20: +2 levels

All damage (including energy drains) is taken from the extra levels and hit points first. Spellcasters do not gain additional spellcasting ability.

Human Control: The drinker may control up to 6 levels of humans, similar to a Charm Person spell. The targets can only be controlled while within 60' of the drinker, and the effect lasts only for the duration of the potion.

Invisibility: This potion has the same effect as the spell of the same name.

Invulnerability: The drinker gains a +2 bonus to armor class and all saving throws for the duration of the potion. If a second Potion of Invulnerability is drunk within a week, the only effect is sickness.

Levitation: This potion has the same effect as the spell of the same name.

Longevity: The drinker immediately becomes 10 years younger. The effect is an instant one rather than an ongoing one, and therefore cannot be dispelled. This potion will not reduce the age of the drinker below 15 years old.

Luck: This potion lasts only for 1 hour. The potion makes the drinker extremely lucky. The player of the drinking character may choose any one roll that they make on behalf of the drinking character within the duration and simply place the dice on the result of their choice rather than having to actually roll them.

Merging: This potion allows the drinker to merge other creatures into their own body. The drinker can merge up to seven other creatures, and both the drinker and the other creatures must be willing. Creatures simply step "into" the drinker and disappear along with their items and equipment. While merged with the drinker, the creatures do not take damage if the drinker is hit, and they cannot take any actions other than speaking. The merged creatures can step "out of" the drinker at any time.

Plant Control: The drinker may control all mundane plants and all plantlike creatures in a 30'x30' area up to 60' away. Mundane plants may entangle creatures in their area, but cannot otherwise attack.

Poison: This potion looks like any other, but it is poisonous. Anyone taking even a taste of the potion must save vs STR or die within 1d6 minutes. (Option: save vs Str or in a coma until poison is neutralized, lose 1d2 BP per day per day of coma.)

Polymorph Self: This potion has the same effect as the spell of the same name.

Sight: This potion lasts for 10 minutes. While this potion is in effect, the drinker can temporarily see despite any blindness conditions. Additionally, the drinker may see invisible things.

Speech: The drinker can understand all languages that they hear, and can respond in those same languages. This potion does not give the drinker the power to speak a language unless they first hear it spoken.

Speed: The drinker may move at double normal speed and attack twice per round.

Super Healing: This potion will either cure 2d3+3 body points of damage to the drinker. This potion has an instant effect, rather than a duration.

Treasure Finding: When the drinker concentrates, they can detect the distance and direction to the largest amount of treasure within 360'. The drinker gains no insight about the nature of the treasure or how to get to it.

Undead Control: The drinker can control up to 18HD in total of undead creatures of 9HD or less. The undead will be hostile when the duration ends.

Water Breathing: This potion lasts for four hours, and has the same effect as the spell of the same name.

Scrolls

Most scrolls contain spells and can only be used by arcane or divine casters although a few spell scrolls can be used by any intelligent being. Special scrolls (protection, etc.) can generally be used by anyone able to read them. Roll 1d20 to determine the type of scroll:

1-12: Spell Scroll (50% for Arcane Casters/50% chance for Divine casters); 13-15: Spell Scroll (Anyone); 16-20: Special.

Spell Scroll (Arcane Casters): These scrolls can only be used by arcane spellcasters. They contain 1d6 spells. Roll 1d20 to determine the level of each spell: 1-5: level 1; 6-10: level 2; 11-13: level 3; 14-16: level 4; 17-18: level 5; 19: level 6; 20: level 7 or higher. Each spell may be cast once (or copied into a spellcaster's spell book) then it fades from the scroll.

Spell Scroll (Divine Casters): These scrolls can only be used by divine casters. They contain 1d6 spells. Roll 1d20 to determine the level of each spell: 1-5: level 1; 6-9: level 2; 10-12: level 3; 13-15: level 4; 16-17: level 5; 18-19: level 6; 20: level 7 or higher. Each spell may be cast once (or copied into a spellcaster's spell book) then it fades from the scroll.

Protection from Demons: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Demons cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 20 minutes, or until someone inside the zone attacks a demon in hand-to-hand combat.

Protection from Drowning: All within a 10 foot radius of the reader gain the ability to breathe underwater (or similar non-harmful liquid) for 1 full day.

Protection from Elementals: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of

protection. Elementals cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 30 minutes, or until someone inside the zone attacks an elemental in hand-to-hand combat.

Protection from Lycanthropes: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Lycanthropes cannot enter the zone, but can use missile and spell attacks against those inside the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks a lycanthrope in hand-to-hand combat.

Protection from Magic: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Mortal level magic (whether from spells or items) cannot enter or leave the zone. The zone lasts for 60 minutes, and can only be broken extremely powerful magic, like a wish.

Protection from Metal: Metal weapons or other items cannot harm or damage the reader for a period of 60 minutes.

Protection from Poison: Poison cannot harm the reader for a period of 6 hours, and any poison in already in his system is completely removed.

Protection from Undead: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Undead cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks an undead in hand-to-hand combat.

Curse: Anyone who reads this scroll and who fails a save is cursed (GM's choice of effects) until a Remove Curse is successfully cast.

Special Ritual: This scroll contains a special ritual (see Ritual Magic) of the GM's design. The more powerful the ritual the more expensive and complex the ritual should be. Many such rituals should be black magic and require especially gruesome sacrifices.

Potion Recipe: This scroll contains a recipe for one of the potions listed in the above list specifying the materials and brewing procedure/time. Any spellcaster (or any non-caster with the Alchemy advantage) can follow the directions and brew the potion with a successful INT roll.

Wands and Staves

Most wands and all staves are magical devices that contain spell-like enchantments.

Wands are normally thin sticks around 18" long. They can only be used by spellcasters (normally only arcane casters, but there are exceptions). A wand will hold 5d10 charges, and each time it is used one charge will be used up. Once all the charges are used up, a wand is simply a non-magical stick. Treat the effects produced a wand as if created by a 4th level caster.

Staves are the bigger cousins of wands. They are normally 5'-6' long, and made of wood. They can only be used by spellcasters (normally only arcane casters, but there are exceptions). Staves tend to be more versatile and powerful than wands, although they still use charges. A staff will have 10d10 charges when found, and each use of the staff may use one of more of these charges. Once all the charges are used up, a staff is simply a non-magical stick, even powers that do not use a charge fail. Treat the effects produced a staff as if created by a 5th level caster. A staff can be used in melee as if a quarterstaff.

Some wands, called spell wands, simply have a spell impressed on them. A spell caster able to cast the type of spell (arcane or divine) contained in the wand can use the wand to directly cast the spell it is impressed with regardless of the spell's level for the normal cost in HP

Most wands and staves can only be made if instructions for the specific special ritual needed are discovered. The more powerful the wand or staff the more costly in time and material the ritual. Certain wands and staves may only be available as relics of ancient or lost civilizations (GM option) as the method of creating them has been lost.

Spell Wand: A spell wand contains one spell that a spell caster using the wand can directly cast for the normal HP cost (and corruption point cost if the spell is black magic). Determine the level of spell and the spell impressed in the wand randomly.
Spell level: 1-6: level 1, 7-12: level 2, 13-17: level 3, 16-17: level 4, 18: level 5, 19: level 6, 20: higher level (GM choice).

Wand of Cold: Each time a charge is expended, this wand creates a cone of cold, 60' long and 30' wide at the end. All creatures within the cone must take 6d6 damage.

Wand of Enemy Detection: This wand is usable by any spellcaster. Each time a charge is expended, all creatures with hostile intent towards the user within 60' will glow as if on fire. This includes Invisible or hidden enemies; in which case the glow may give away their positions. The glow lasts for 10 minutes before fading.

Wand of Fear: Each time a charge is expended, this wand creates a cone of fear, 60' long and 30' wide at the end. All creatures within the cone must make a saving throw vs MIND or flee in terror for 5 minutes.

Wand of Fireballs: Each time a charge is expended, this wand creates a Fireball up to 240' away. Anyone in the area of effect takes 6d6 damage. Save for half damage.

Wand of Illusion: Each time a charge is expended, this wand creates a Phantasmal Force as the spell of the same name. The caster must concentrate to maintain the illusion.

Wand of Lightning Bolts: Each time a charge is expended, this wand creates a Lightning Bolt up to 240' away and then extending 60' from that point. Anyone in the path of the lightning takes 6d6 damage. Save for half damage.

Wand of Magic Detection: This wand is usable by any spellcaster. Each time a charge is expended, all magical items and active spells within a 20' radius will glow for 6 rounds (1 minute).

Wand of Metal Detection: Each time a charge is expended, the wand will point towards a type of metal named by the user if there is at least 1,000cn of it within 20'.

Wand of Negation: Each time a charge is expended, this wand will cancel the effects of another wand or staff. If the effect that is being negated is an effect with a duration, it will be negated for a single round.

Wand of Paralyzation: Each time a charge is expended, this wand creates a cone 60' long and 30' wide at the end. All creatures within the cone must make a saving throw or be paralyzed for 1 hour.

Wand of Polymorphing: Each time a charge is expended, this wand produces the effect of either a Polymorph Self on the user of the wand or a Polymorph Other on a target that the wand is pointed at. Unwilling targets may make a saving throw to avoid the effect.

Wand of Secret Door Detection: When this wand is activated, it will point the user towards all secret doors within 20'. This expends one charge per secret door revealed.

Wand of Wizardry: This wand holds a reservoir of hit points which the wielder can use to cast spells instead of (or in addition to) his own. This reservoir will hold 10d4 hit points. When the reservoir drops below 50% capacity, the wand will automatically use a charge and refill the next day (at dawn).

Wand of Trap Detection: When this wand is activated, it will point the user towards all traps within 20'. This expends one charge per trap revealed.

Staff of Cancellation: This staff may be used by any character, but may only be used once. When activated, it will permanently drain any magical item (except an artifact) that is touched by it of all power. The GM may require an attack roll to touch a magic item carried or worn by another creature, normally against armor class 10.

Staff of Dispelling: This staff is usable by any spellcaster. When the staff is used and a charge is expended, it will cast Dispel Magic as if by a 5th level caster, except with a range of only touch. The staff can be used to dispel magic items. When it is used against an item and a charge is expended it will automatically destroy any potion or scroll; and will cause any other magic item to temporarily cease working for 1d4 rounds. Note that magic weapons and armor still work as mundane weapons and armor even when their magical properties are temporarily suppressed.

Staff of Harming: This staff is usable by divine casters only. Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 1d6+1 damage to the creature in addition to the normal damage that the staff does. The wielder of the staff can also activate it as normal to use any of the following effects as if casting the reverse of the curing spells (using up a variable number of charges):
2 charges = Cause Blindness
2 charges = Cause Disease
3 charges = Cause Serious Wounds
4 charges = Create Poison

Staff of Healing: This staff is usable by divine casters only. The wielder may activate the staff to cure 1d2 body damage to a target. This does not use a charge, but each target can only be cured once per day by the staff. The staff can also be activated to cure other things, although this uses charges as follows:
1 charge = Cure Blindness
1 charge = Cure Disease
2 charges = Neutralize Poison
3 charges = Restoration

Staff of Power: This staff holds a reservoir of hit points which the wielder can use to cast spells instead of (or in addition to) his own. This reservoir will hold 10d10 hit points. When the reservoir drops below 50% capacity, the staff will automatically use a charge and refill the next day (at dawn).

Staff of Striking: Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 2d6 damage to the creature in addition to the normal damage that the staff does.

Staff of Withering: The wielder of the staff may activate the staff and expend a charge to touch a target and cause the target to make a saving throw or age 10 years. This staff does not work on undead.

Rings

Magical rings like those listed below are generally beyond the ability of current civilizations to create. They are the creations of ancient and/or lost civilizations.

A magical ring must be worn on a finger or thumb to operate, and a character can only wear one magical ring per hand. If a second ring is put on the same hand as an existing ring, neither ring will function (with the exception of a Ring of Weakness). Rings are usually either constant in effect or are activated by a "use item" action.

Animal Control: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Animal Control with the exception that the wearer only gets a single attempt to control creatures per use.

Delusion: This ring will appear to function as a different type of ring if an Analyze spell is used on it. Once the ring is worn, it will be completely nonfunctional, but cannot be removed without a Remove Curse being cast on it.

Djinn Summoning: Once per week, the wearer of this ring can summon a djinn, who will serve them for a day. If the djinn is killed, the ring loses its magical power.

Ear: Three times per day this ring can be removed from its wearer's finger and placed against any surface. Until the wearer recovers the ring, they will be able to hear everything that happens around the ring as if their ear were in the ring's location.

Elemental Adaption: To determine the exact type of ring found, roll 1d100: 01-21 = Air, 22-42 = Earth, 43-63 = Fire, 64-84 = Water, 85-91 = Air and Water, 92-98 = Earth and Fire, 99-00 = All Elements.

The wearer of the ring is protected from environmental hazards in the elemental plane that matches the elemental alignment of the ring, and is able to breathe in those planes despite lack of air.

Fire Resistance: This ring makes its wearer immune to natural fire, gives a +2 bonus to all saving throws against magical fire, and reduces all magical fire damage done to the wearer by one point per die (to a minimum of one point per die).

Human Control: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Human Control with the exception that the wearer only gets a single attempt to control people per use.

Invisibility: This ring may only be used once per turn. When activated it affects the wearer as if they had cast an Invisibility spell on themselves.

Life Protection: This ring will protect its wielder from 1d6 levels worth of energy drain. If overloaded (for example if it has only a single level of protection left and the wearer is drained two levels) then it will successfully protect the caster and then turn to dust. If it is exactly used up without being overloaded, it will become a Ring of Protection +1 once its levels of protection have been used up.

Memory: This ring can only be used by a spell caster. Once per day, the caster may activate it to recover one spell that they have cast within the previous ten minutes. That spell will be available for casting again as if freshly prepared.

Plant Control: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Plant Control with the exception that the wearer only gets a single attempt to control creatures per use.

Protection: This ring gives a bonus to its wearer's armor class and to all saving throws equal to its magical bonus. If a character wears a Ring of Protection on both hands, only the larger of the two bonuses applies.

Quickness: Once per day, the wearer of this ring can move at double speed and take two actions per combat round for ten minutes.

Regeneration: The wearer of this ring will recover 1 hit point per ten minutes, and can slowly re-grow lost body parts. A limb will re-grow over the course of a week, whereas a finger or ear would re-grow over the course of a single day. This ring will not stop working when the wearer is on 0 hit points, and will not prevent the wearer from dying. It will also not heal damage from fire or acid (although will re-grow limbs lost to fire or acid).

Remedies: Once per day, this ring will duplicate the effect of a Cure Blindness, Cure Disease, Remove Curse or Neutralize Poison spell as if cast by a 6th level divine caster. The spell

can be cast on the wearer or on a target that the wearer touches.

Safety: This ring acts like a Potion of Luck except that it has 1d4 charges and uses up a charge each time a die is placed instead of rolled. Once all the charges have been used up, this ring becomes non-magical.

Seeing: Once per day this ring enhances the character's sight for 30 minutes: a polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his alignment, class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. Blindness is temporally "cured" when this ring is active.

Ring of Shooting Stars: Once per day, this ring can unleash 1d6 meteors that behave as the *Lightning Bolt* spell, but do 3d6 damage.

Spell Eating: This ring appears to Analyze spells to be a Ring of Spell Turning and operates as one. However, if the wearer of the ring casts a spell themselves, the ring immediately "eats" all the remaining prepared spells that the caster has. The ring can then no longer be removed except by the use of a Remove Curse cast by a 25th level caster. Once the curse has been activated, the wearer can prepare new spells as normal, but will lose them again when they next cast one.

Spell Storing: This ring will contain 1d6 different spells (determined randomly as if spells on a Spell Scroll) when found. The wearer of the ring can cast these spells once each, even if not a spell caster. The spells will always be cast as if by a caster of the minimum level needed to cast them, even if the wearer of the ring is a caster of higher level. Each spell can be recharged by having a spell caster cast it directly into the ring. The ring cannot "catch" spells generally cast at the wearer; the spells must be cast directly at the ring with the purpose of recharging it.

Spell Turning: Each day, this ring will reflect the first 2d6 spells (roll each day) cast at the wearer back at their casters. This only affects actual spells, not the spell-like powers of monsters or magic items. Once it has absorbed as many spells as it can, the ring has no other powers until the following day.

Survival: This ring will contain 1d100+100 charges when found. Each charge spent will allow the wearer to go for 24 hours without food and drink or for 1 hour without breathing. When the ring is down to its last five charges, it will turn black; and when it runs out of charges it will crumble to dust.

Telekinesis: This ring can be activated to produce an effect identical to the Telekinesis spell, capable of moving objects weighing up to 2,000cn.

Truth: Three times per day, this ring can be activated to telepathically warn its wearer whether a spoken statement that they have just heard is true in the opinion of the speaker. Note that there is a difference between the speaker being untruthful and the speaker merely being honestly wrong about something.

Truthfulness: This ring appears to be a Ring of Truth when examined with an Analyze spell, and will work as a Ring of Truth. However, once worn it cannot be removed except by a Remove Curse spell cast by a 26th level caster, and it compels its wearer to always speak the truth. The wearer may not knowingly lie while wearing the ring (but the ring doesn't prevent them from accidentally being wrong).

Truthlessness: This ring appears to be a Ring of Truth when examined with an Analyze spell, and will work as a Ring of Truth. However, once worn it cannot be removed except by a Remove Curse spell cast by a spellcaster of at least 12th level, and it compels its wearer to always speak lies. The wearer may not knowingly make any true statement while wearing the ring (but the ring does not prevent them from making a

statement that is accidentally true if they genuinely don't know that it is).

Water Walking: This ring allows its wearer to walk on the surface of any liquid without sinking.

Weakness: 1d6 rounds after this ring is worn, it will immediately lower its wearer's strength score to 3. The ring cannot be removed until it has had a Remove Curse spell cast on it.

Wishes: This ring will grant from one to four wishes (as the Wish spell) before crumbling into dust. To determine the number of wishes contained in the ring, roll 1d10: 1-4 = 1, 5-7 = 2, 8-9 = 3, 10 = 4.

X-Ray Vision: The wearer of this ring can see up to 30' through stone or up to 60' through wood. It cannot be used to see through metal. To use the ring, the wearer must stand still and concentrate and can view a 10'x10' area per use. It takes 10 minutes to scan such an area, and the ring can only be used once per hour.

Ancient and Wondrous Items

Rings of power were not the only magic items produced in ancient times by civilizations all-but-forgotten today. Many wonderful magic items existed then. Most of these items are very rare today even if they were fairly common ages ago. Some of these items may be one of a kind or have never existed outside of legends. Like magic rings, the methods used to create these items are generally lost to the mists of time.

Amulet of Scrying Protection: This item protects its wearer from being scried on via a Crystal Ball, and makes them immune to all types of ESP.

Bag of Devouring: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5'x1'x1' or smaller). Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn. However, any item left in the bag for more than two hours will vanish completely. This will not affect living creatures that are stuffed into the bag.

Bag of Holding: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5'x1'x1' or smaller). Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn. *Boat, Undersea:* This boat can be operated as a fully functional skiff. However, when a command word is given, it will dive under the water while simultaneously radiating a Water Breathing effect that protects all passengers who are touching the boat. The pilot of the boat can control its movement underwater as if on the surface.

Boat, Folding: This is an ordinary wooden rowboat or sailboat, but when it is not immersed in water, it can be collapsed into a 6-inch cube with a button on one side. If the button is pressed, the boat opens up instantly.

Boots of Dancing: These boots function as Boots of Speed until such time as the wearer is in combat or attempting to flee from same. At that point the wearer will be unable to do anything but dance, effectively reducing her speed by half.

Boots of Leaping: The wearer of these boots can make leaps of up to 10' vertically and up to 30' horizontally.

Boots of Levitation: The wearer of these boots may Levitate as per the spell of the same name. There is no limit to the duration of the levitation. *Boots of Speed:* When travelling overland, the wearer of these boots travels at the speed of a riding horse. However, the wearer can only move at this speed for a single day and then must rest for a day.

Boots of Speed: By speaking the command word, these boots double the wearer's speed, but they require the wearer to rest for twice as long as they were used.

Bowl of Water Elementals: Once per day, this bowl can be filled with water and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice water elemental. Conjuring the elemental takes 10 minutes.

Bracers of Armor: These leather bracers can be worn by anyone, regardless of their training in armor. While worn, they confer a bonus to AC. Roll 1d6 when found: 1-3: +1 AC, 4-5: +2 AC, 6: +3 AC.

Brazier of Fire Elementals: Once per day, this brazier can be lit and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice fire elemental. Conjuring the elemental takes 10 minutes.

Broom of Flying: This broom will carry its owner through the air at a speed of 80' per round. The owner of the broom must concentrate to move, and the broom will hover if the owner stops concentrating. The broom can also carry a passenger, but in this case its speed is reduced to 60' per round.

Cape of Escape: Three times per day, the wearer of this cape can, with a flourish, teleport up to 60 feet, leaving behind a bank of smoke in his wake similar to the *Obscurement* spell.

Censer of Air Elementals: Once per day, this censer can be filled with incense and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice air elemental. Conjuring the elemental takes 10 minutes.

Chime of Time: This simple metal chime can be commanded to keep track of time. It will sound every hour until commanded to stop, and can be clearly heard within a 60' radius. If the chime is in a Silence 15' Radius spell when it is time to chime, it will automatically dispel the spell as it chimes. The chime can also be used like a hourglass. If commanded, it will slowly change color from one end to the other taking exactly one hour to do so.

Crystal Ball: A crystal ball is a scrying device that can only be used by a spellcaster. The crystal ball can be used three times per day to see any place or object that they desire; and a current image of that place or object will appear and last for 10 minutes. The clarity of the image will be based on the familiarity that the user has with the object or area.

Crystal Ball of Suggestion: This Crystal Ball is being watched by a malevolent intelligence, which will show the user what it wants her to see rather than what she wants to see. It will finish by casting *Suggestion* on the user.

Crystal Ball with Clairaudience: This works just as a normal Crystal Ball, except that by concentrating the user can hear what is going on at the far end as if through the ears of any living creature shown in the ball. Only a spellcaster can use this item.

Crystal Ball with ESP: This works just as a normal Crystal Ball, except that by concentrating the user can read the thoughts of the main subject of the vision if it is a living creature. Only a spellcaster can use this item.

Decanter of Endless Water: On command, this glass bottle pours out one gallon of clean water, either fresh or salty according to the user's wishes. A rare few have a second function, producing a gushing torrent of water on command.

Deck of Illusions: When thrown down, this deck of cards creates illusions equal to the *Phantasmal Forces* spell. The face cards (Jack, Queen, King, and Ace) instead produce *Spectral Forces*. Each card only functions once, becoming a normal (if finely made) playing card forever after.

Deck of Many Things: This special deck of cards has only 20 cards, but each has an amazing power. The owner and anyone else present may draw as many times as they wants, but the deck shuffles after every draw. When all the cards have been drawn or everyone has agreed to stop drawing, they reassemble and vanish, leaving only the sound of mischievous laughter. Sample effects: Placed under a geas, granted one wish, instantly killed, gain one level instantly, add one point to a single stat.

Displacer Cloak: This item makes the wearer appear to be 5' from their actual position. This makes all attacks against the wearer take a -2 penalty to their to-hit rolls, and gives the wearer a +2 bonus to all saving throws.

Drums of Panic: These are a pair of large kettle drums. When played, they have no effect on creatures within 10' of them, but creatures from 10' to 240' from them must make a saving throw vs MIND or flee in terror for 30 minutes.

Dust of Disappearance: When this dust is sprinkled over a creature or object, it becomes invisible as if under the spell *Invisibility* for 1 turn.

Dust of Appearance, when sprinkled, reveals any invisible creature or object within 5 feet of where it settles.

Efreeti Bottle: This 3' tall heavy jug contains an efreeti. The stopper may be opened once per day, and the efreeti will come forth and serve the opener. If the efreeti is slain, the bottle becomes non-magical. The efreeti is reluctant to serve, and will do its best to use loopholes in the commands that it is given in order to cause harm to the owner of the bottle.

Egg of Wonder: This is a painted hollow eggshell. When dropped or throw (up to 60') it will break and an animal will emerge and grow to full size. For the next hour, the animal will obey the user of the egg to the best of its ability; and then it will disappear. To determine the type of animal that is summoned, roll 1d12: 1 = Ape (Rock Baboon), 2 = Bat (Giant), 3 = Bear (Black), 4 = Bear (Grizzly), 5 = Boar, 6 = Cat (Mountain Lion), 7 = Cat (Panther), 8 = Ferret (Giant), 9 = Lizard (Giant Gecko), 10 = Lizard (Giant Draco), 11 = Snake (Racer), 12 = Wolf.

Elven Boots: These boots give their wearer a Move Silently ability of 75%, like a thief.

Elven Cloak: This cloak is just like a Ring of Invisibility except that its invisibility is not perfect. When the wearer is in the presence of creatures that might notice them, their faint outline will be seen if a 1 is rolled on 1d6.

Figurine of Wonder: This is a small carved statuette of an animal. It works like an *Egg of Wonder*, but when time runs out (or if it dies), rather than disappearing it turns back into a figurine. It always produces the same kind of animal, and it can be used once per week.

Flask of the Alchemist: This flask can be filled with one pint of any ordinary liquid. Additionally, it can be used to produce a single dose of 1d4+1 randomly-selected potions. This latter ability only works as many times per week as the number of different potions it can make.

Flask of Curses: When the wax seal on this bottle is broken, the one who broke it will be affected by a random curse.

Flying Carpet: This carpet will carry one passenger at a speed of 100' per round, two at a speed of 80' per round, three at a speed of 60' per round, four at a speed of 40' per round, or five at a speed of 20' per round. The owner of the carpet must concentrate to make it move, and the carpet will hover in place if the owner stops concentrating.

Gauntlets of Ogre Power: The owner of these gauntlets has a strength of 18 while wearing the gauntlets, but taking them off return's the owner's strength back to its normal value.

Girdle of Giant Strength: Anyone who wears this girdle does double damage with whatever melee attacks they make.

Goggles of Infravision: While wearing these lenses, you can see in the dark as well as you can in light.

Hat of Disguise: Three times per day, the wearer of this hat can alter their appearance as *Change Self*, including their clothes.

Helm of Blindness: Anyone wearing this helmet is immediately made blind. The blindness cannot be cured until the helmet has been removed, and the helmet cannot be removed without a Remove Curse spell being cast on it.

Helm of Brilliance: At will, the wearer of this helm can cast *Light*. Three times per day, the wearer can cast *Wall of Fire*. Also, the wearer gains a +10 bonus to any saves against fire.

Helm of Reading: This helmet allows the wearer to read any language or cipher, and allows them to identify magical scrolls. However, it does not allow the wearer to use Spell Scrolls if they are not normally able to do so. This helmet is rather delicate, and has a 10% chance of being broken each time its wearer is struck in combat.

Helm of Telepathy: The wearer of this helmet can transmit their thoughts to any creature within 60'. The target creature will understand the thoughts of the wearer despite language differences. The wearer may also use the ESP spell to read the thoughts of others.

Helm of the Sea: While worn, this helmet allows the wearer to breathe and fight normally with any weapon she can use underwater, and grants her buoyancy enough to swim even if heavily armored.

Helm of Teleportation: This helm is only usable by arcane casters. The wearer of the helm may use the Teleport spell as often as they like to teleport themselves, with the normal chances of failure. The wearer may also use the helm to Teleport another creature (again, as if casting the spell). However, doing this discharges the helmet and it can no longer be used for any teleporting until it is recharged by having a Teleport spell cast into it.

Horn of Blasting: This horn can be blown once per ten minutes. When it is blown, it creates a cone of sound 100' long and 20' wide at the end. Everyone in the area must take 2d6 damage and make a saving throw vs STR or be deafened for ten minutes. Buildings and ships in the area of effect take 1d8 damage.

Horn of Valhalla: Once per day, this horn may be blown to summon the souls of 2d4 brave warriors, who fight alongside the one who blew it as Berserkers for one hour. Their weapons count as magical.

Horseshoes of Swiftness: Function as *Boots of Speed*, but can be attached to the feet of any horse, pony, donkey, or mule (including magical horse-like creatures such as pegasi). All four must be worn for it to work, but the horse will never throw a shoe while they are attached.

Hurricane Lamp: When this lamp is opened for the first time in a day, a hurricane of wind and rain emerge. Everyone within 30' of the lamp is knocked to the floor for three rounds, and must make a saving throw vs. DEX to avoid having all loose items or items held or carried by them (including weapons, but not including clothing) is scattered throughout the area. Once the hurricane has ended, the lamp may be used as a Lamp of Long Burning, although the hurricane will reset each day and must be triggered again before the lamp can be used.

Incense of Miracles: This incense can burn for up to four hours. A cleric or druid who prepares spells while the incense is lit does so as if she were two levels higher, up to and including having the next level of spells.

Ioun Stone: Mined from the core of a dead star, there are eight kinds of ioun stone, each with different effects. When activated, they can slowly orbit around their owner's body if she so desires. Roll 1d8 to determine type: 1-Red (+1 to STR) 2-Orange (Reduce all damage by 1) 3-Yellow (+1 to DEX) 4-Green (User does not need to eat, drink, sleep, or breathe unless they want to) 5-Blue (+1 to MIND) 6-Purple (+1 to CHA) 7-White (Regenerate 1 BP/turn) 8-Prismatic (+1 to all d20 rolls)

Item of Delusion: Roll randomly on the table again. Although this is in all other respects a perfectly normal example of a similar item, whoever touches it is cursed to believe it is the indicated item despite all logical evidence to the contrary. (For instance an ordinary broomstick might be mistaken for a *Broom of Flying*).

Lamp of Long Burning: This lamp must be filled with oil and lit like any other lantern, but it will burn forever without using any of the oil that it contains. The lamp can be put out and re-lit repeatedly like any other lamp. If the lamp is ever completely submerged in water while lit, it will immediately stop working and lose its magical properties.

Loadstone of Weight: Whoever touches this heavy rock is unable to discard it until the curse is removed. 20% of these loadstones are also *items of delusion* that lead the bearer to believe that it is actually an enormous and valuable gemstone.

Medallion of ESP: This medallion allows the wearer to use the ESP spell at will, with a range as given in the item listing (either 30' or 90'). However, each time it is used, there is a 1 in 6 chance that instead of letting its wearer read minds, it will broadcast its all of its wearer's thoughts out loud for the next ten minutes.

Mirror of Life Trapping: If the owner of this mirror presents it to a creature of human size or smaller and activates it, the creature must make a saving throw vs. MIND or be sucked into the mirror, complete with everything they are wearing and carrying. The mirror can hold up to 20 creatures, who exist in a state of suspended animation while in the mirror, not needing food, drink or air and completely unable to take any actions.

Anyone looking into the mirror can see the reflections of the faces of all those trapped inside, and can wake any of them up temporarily to talk with them. No special communication powers are granted, so the viewer and victim need to share a common language to talk in. If the mirror is broken, all the creatures inside are instantly freed. However, the only way to free a single creature without breaking the mirror is to is a Wish spell.

Muzzle of Training: This muzzle will automatically reshape and resize itself to fit any creature with a mouth. When put on a creature and locked with a command word, the creature is magically prevented from biting, talking and casting spells; but it can still eat, drink and breathe normally. The owner of the muzzle can unlock it with a second command word, but otherwise it is locked with the equivalent of a Wizard Lock cast by a 6th level caster.

Nail, Finger: This appears to be a Nail of Pointing if checked with an Analyze spell. However, when someone tries to use it as such it will disappear. The next time that person tries to be unnoticed (by disguise, Invisibility or hiding), an illusion of a large glowing hand will appear above their head pointing them out. After that first instance, there is a 25% chance each time the person tries to go un-noticed that the hand will re-appear. This will continue to happen until the victim has a Remove Curse spell cast on them.

Nail of Pointing: This appears to be a simple 6" iron nail. Once per day, it can be commanded to point to a mundane (not magical or living) object, and for the next ten minutes the nail

will point at the closest instance of that type of object (distance is irrelevant).

Ointment: This creamy white salve is normally found in small jars. To use the ointment, the whole jar must be applied to someone's skin. When the ointment is applied in this manner, it will have a random effect, rolled on 1d6: 1 = The user gets a +2 bonus to armor class and saving throws for the next ten minutes, 2 = The user is healed 2d6+2 points of damage, 3 = The user must make a saving throw vs. STR or die, 4 = The user takes 2d6 points of acid damage, 5 = The user is cured of all burn damage, whether magical or normal, 6 = The user's skin turns bright orange for the next 1d4 months.

Pouch of Security: If this large sack is stolen, it will shout "Help! I am being stolen!" in common repeatedly for the next hour. The sack's owner can command it to be quiet before the end of the duration.

Quill of Copying: When supplied with 1,000gp worth of rare inks, any spell user can command this quill to copy a Spell Scroll containing one or more spells of a type that they can cast onto a blank parchment. There is a 75% chance that the spells will be copied correctly, creating two identical Spell Scrolls, and a 25% chance that the quill will burst, becoming useless and depositing its ink over both parchments (both ruining the original and failing to make a copy).

Ring Gates: Anything that passes through one of these two silver hoops (assuming it can fit) comes out of the other gate, preserving its momentum as it does so. One gate is set with a sapphire, the other is set with a carnelian.

Rope of Climbing: On command, this 50' rope will wriggle along the ground like a snake, and even up walls and on ceilings. It can fasten itself onto any solid protrusion on a surface that it is climbing up, and will support up to 10,000cn of weight. A second command will cause the rope to loosen itself and re-coil.

Scarab of Protection: This charm has 2d6 charges. Each time a curse is placed on the wearer, it will immediately target the wearer with a Remove Curse as if by a 36th level caster. Each Remove Curse uses up one charge. Additionally, it will block any Finger of Death or Obliterate spell (the reverse of the Raise Dead and Raise Dead Fully spells) cast at the wearer; and this also uses up one charge. When the scarab has run out of charges, it crumbles to dust.

Ship, Flying: Anyone with skill at sailing can pilot this ship, which in the absence of wind (or when sailing into the wind) can magically prepare itself at around 15 miles per hour. Most flying ships are at Small Ships or Large Ships, but a few Galleys and Longships are known to exist.

Slate of Identification: This 3' square framed sheet of slate is used to identify magic items. The slate has ten charges per day, and is used by placing it on a horizontal surface and then placing a magic item on it. When activated, the slate will identify the magic item (if it has enough charges left to do so) and chalk writing will appear on the slate indicating type of magic item and what command words it has (if any). If asked to identify an artifact, the slate will shatter.

The slate is incapable of identifying cursed items, even those that fail to fool an Analyze spell (such as a Potion of Poison). If it is asked to identify a cursed item, the slate will identify it as being a random type of similar but useful item.

The number of charges needed to identify different types of item are: Potion = 2 charges, Scroll = 3 charges, Ammunition = 3 charges, Wand = 4 charges, Staff = 5 charges, Weapon = 6 charges, Armor or shield = 7 charges, Ring = 8 charges, Wondrous item = 9 charges.

Spoon of Sustenance: This wooden spoon, when placed in a bowl or pot and stirred three times, fills the container with

bland-tasting but highly nutritious gruel, which can be flavored with magic.

Stone of Earth Elementals: Once per day, this stone can be buried in the earth and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice earth elemental. Conjuring the elemental takes 10 minutes.

Talisman of Travel: This talisman allows the wearer to cast either a Conjure Elemental or Summon Elemental spell in reverse. Instead of the spell summoning an elemental to the caster, the reversed spell will transport the caster to the elemental plane of their choice. While the caster continues to wear the talisman, they are protected from environmental damage on the elemental plane, such as choking or burning, and can breathe normally.

Tome of the Archwizard: 75% of Tomes of the Archwizard contain every Magic-User spell ever invented. The rest contain every Illusionist Spell ever invented. Additionally, the book seems to have infinite pages for note-taking. Unlike other spellbooks, whoever possesses it is capable of reading the spells within (whether or not she can cast them) after one week of study.

Tome of Training: By spending one day studying the insights recorded in this book, a member of the indicated class instantly gains one level. Each Tome of Training only works once per reader.

Wheel of Floating: When put on a cart or wagon, this wheel will allow the cart to be pulled on the surface of water rather than sinking. A single Wheel of Floating will hold up a vehicle of up to 10,000cn in weight, with every additional Wheel of Floating adding 5,000cn to that weight. Although these wheels will keep the vehicle above water, they do not effect whatever animal or animals are pulling the vehicle.

Wheel, Square: This wheel is the size of a wagon or cart wheel, but is square rather than round. It cannot be used on normal terrain, but when fitted to a wagon or cart it will allow the cart to travel over desert or mountain as if being pulled along a road.

Magic Weapons and Armor

Basic magic weapons and armor can be made by any master weapon smith or master armorer, provided he or she has enough meteoric iron and time. A +1 item will take a full year to create. A +2 item will take 4 more years (total of 5 years). A +3 item is a lifework, requiring first creating a +2 item and doing 20 years additional work on it -- for a total of 25 years. +4 and +5 items are possible in theory but would be the work of generations of craftsmen as a +4 item would require 125 years to create and a +5 item 600 years to create, with the original/current craftsman's specially trained apprentice taking over the task -- if the chain of master training replacement gets broken, the item can no longer be successfully improved. Weapons can have a damage bonus as well. It takes 50% of the time listed above to enchant a magic weapon damage bonus. If a weapon is to have both a damage and a hit bonus, the damage bonus must be added first then the hit bonus -- but the entire procedure must be one continuous enchantment operation.

Some magic weapons and armor have special powers such as the ability to shed light, better attack or damage certain types of creatures, magic effects similar to spells, etc. Learning to enchant such weapons takes years or research (or finding someone else's research notes and figuring them out). The exact powers that can be enchanted in this manner are up to the GM, but some of these rare abilities are listed below.

Cursed Weapons: Until the curse is broken by a *Remove Curse* spell, the wielder of a cursed weapon cannot discard the weapon and cannot draw any other weapon unless they are already holding the cursed one.

Dancing Weapon/Shield: Weapon fights on its own within 30 feet of owner, as a +1 weapon during first round of combat, a +2 weapon during second round of combat, and a +3 weapon during third round of combat. Afterwards, its owner must direct it to sheathe itself or attack a new opponent or else it acts as an otherwise ordinary (i.e. non-dancing) +1 weapon for 24 hours. Dancing shields work similarly, but defend instead of attack.

Ethereal Armor: Wearer is able to become incorporeal and can only be hit by other incorporeal creatures such as wraiths. This ability functions 50 times.

Fire Brand: Weapon is covered in licking flames, dealing 1d6 extra fire damage on a hit. The flames shed light in a 30' radius.

Fiery Armor: Any creature that makes a melee attack against the wearer takes 1d3 fire damage if they hit.

Frost Brand: Weapon is always as cold as ice, dealing 1d6 extra cold damage on a hit. Also keeps rations fresh for longer due to refrigeration.

Intelligent weapon: 10% chance of being able to cast a random spell of level 1d3 1/day. Can communicate with owner, 1 in 4 chance of being able to talk. Some are petulant and act as a cursed weapon unless they get their way.

Armor of Invulnerability: The character is immune to critical hits (except by Vorpal weapons) and only hit by magic weapons.

Possessed Armor: Contains the ghost of a previous wearer, who may or may not be able to take the armor for a joyride when it's not being worn and may or may not be willing to cooperate with the new owner.

Vorpal Weapon: Only weapons with some sort of bladed edge can be Vorpal. On a critical hit, a vorpal weapon slices off the head of its target, so long as it has a head. Unless the target has another head or is something that doesn't rely on its head to survive, it dies instantly.

NOTES ON "OLD SCHOOL" PLAY

While Microlite74 is designed using tried and true "D20" systems filtered through the Microlite20 rules, it is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This section will give a brief overview of "old school" play.

What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character's skills and abilities and the rules to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

Heroic, not Superheroic: Old school play, especially at low to mid levels, is about fairly normal people put in situations where they can be heroes, not about extraordinary people doing things that would make a four-color comic book superhero proud -- and at first level yet. Just like in the real world, the more a character

improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level the more effort and time (and XP) it takes to advance to the next level.

Achievement, not Advancement. Many modern games are often all about what special feats, extra classes and special game mechanics the players wish to obtain for their characters as they increase in level. In old school games, a character's abilities are generally predetermined by his character class, so old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of character success.

No Skills: Unlike in most modern RPGs, there aren't any skills in Microlite74 -- not even the streamlined four skills of Microlite20. Players are intended to have their characters act like adventurers. So don't search your character sheet or the rules for the perfect solution in Microlite74. Instead, you just tell the GM what your character is trying to do. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

Limited Magic Items: Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale (and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create -- often requiring rare ingredients that the characters must quest to find. Therefore characters are usually limited to the magic items they find in treasures or take from defeated enemies on adventures.

No Assumption of "Game Balance": Old style game sessions aren't about carefully balanced characters (who are all able to shine equally at all times) who only run into situations carefully designed by the GM to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party's current abilities or which will waste the party's resources for little gain can be avoided. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Microlite74 takes this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before

you rush into combat. After all, it's not the only way to earn a good pile of experience -- and monsters don't have to be killed to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. "Reality/Common Sense" as interpreted by the GM always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don't have a top and bottom (so prone penalties make no sense) and a 10 foot cube can't fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game, the GM ignores the rule because it makes no sense in the specific situation.

Forget "Rules Mastery": As some of the above differences have hinted, player skill in "old school" style games isn't about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Microlite74 tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. GM rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll (terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the GM. They are just guidelines for the GM, not something written in stone that the GM must obey. If something herein does not work right in your campaign (or the GM just does not like a rule), the GM is well within his right to change it. Microlite74 is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

No Script Immunity: In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon's hoard.

Not Mentioned does not mean Prohibited: Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn't make much sense given that no set of rules could ever cover everything that characters might attempt to do in an adventure, it seems to be a very common way to view RPG rules. In an old school game like Microlite74, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the GM to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their GM instead of simply assuming it is prohibited because the rules do not mention it.

Styles of "Old School" Play

If you read some "old school" blogs, forums, and web sites, you might get the impression that there is only one "old school" style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old

"Tomb of Horrors" module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as "Killer GMs" (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor's Hammer to knock him out. Then I cut off his head with my vorpal blade.") There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This is probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure. Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investments made in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" by having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general

circulation publication in Glenn Blacow's article "Aspects of Adventure Gaming" in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of "old school" play back in the "old school" days – not just the single style stressed in some "old school" blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the wargaming camp. Most successful campaigns back in "old school" days were a mixture of all four major styles – and a heaping helping of minor styles.

Advice for the New Old School Game Master

If you are comfortable running a rules-light game like standard Microlite20, you'll probably have no trouble running Microlite74 as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You've learned to just make a ruling that you think fits the situation and keep the game moving.

Running a Game Without Skills

The greatest change between Microlite20 and Microlite74 is the removal of all character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if there description of what they are doing a) would most likely solve the problem, b) wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only option d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough, the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but

rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

Guidelines Not Rules

Finally, remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite74 so please change anything you do not like.

Adventures and Settings

There are a large number of adventures and campaign settings available for TSR editions of the world's most popular fantasy RPG. Playing copies of most of original adventures from TSR can be found on eBay for very low prices. TSR era adventures can be used with any pre-WOTC edition or retroclone with only very minor conversion.

There are also a large number of free and low cost adventures available in PDF format on the web. A good place to start looking for free adventures is on the Dragonsfoot forum web site (see the link under Old School Internet Resources below).

The best settings and adventures, however, are those you create yourself for your campaign. They don't need to be nearly as elaborate as those produced for use by others, let alone as fancy as those written for professional publication. Many of the GM adventure location keys (including those of the game's original designers) were nothing but room/location numbers with something like "8 hobgoblins, leader has 20gp, trapdoor in floor hides skeleton with silver dagger (animates if dagger touched)" or "Small village, 27 families, 10 orc slaves, Headman: Mongar the Brown (Ftr 4th lvl, +1 sword) Mongar's wife, Rose is a 3rd lvl Cleric of Odin." You can do that.

Microlite20 Notes

Microlite20 is a trimmed down sub-miniature version of the OGL 3.5 SRD. In its most basic form, Microlite20 has only two pages of rules but can be used with most fantasy OGL and d20 adventures and supplements with little or no conversion. Since

M20 was published in 2006, many people who prefer rules-lite games have been using it for their d20 games and/or writing expansions, supplements and other material especially for M20. You can find out more about the original Microlite20 and find more variants like Microlite74 on the Microlite20 web site: <http://microlite20.net/>

RetroRoleplaying Web Site

The author of Microlite74 maintains a web site devoted to out of print and out of style tabletop roleplaying games. He is always willing to discuss and answer questions about Microlite74 in the Microlite74 board on the RetroRoleplaying forum.

Web Site: <http://www.retroroleplaying.com/>

Forum: <http://www.retroroleplaying.com/forum/>

Blog: <http://blog.retroroleplaying.com/>

WHAT WOULD YOU LIKE TO SEE?

If you are reading this first Playtest version, I'd like to know what you would like to see tried in future Playtest versions (and perhaps make it into the final game). While the game will remain true to old school roots (fast character generation and fast combat, player skill more important than character skill, etc., there are still a large number of directions the game can go and a number of different ways to do those things.

If you have something you'd like to see or something you would hate to see, please let me know. RetroRoleplaying Cancer Fund Donors have a dedicated forum where they can communicate directly with me and other donors, but anyone can send me an email or comment on one of my blog posts *about Gryphons & Gramarye*.

Gryphons & Gramarye Basic
Public Playtest 1.0 (September 15, 2015)

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Gryphons & Gramarye Basic Public Playtest 1.0

The goal of *Gryphons & Gramarye* is to recreate the style and feel of early fantasy roleplaying games (e.g. 0e, B/X, 1e) published back in the 1970s or very early 1980s without trying to duplicate the exact features of any of those games. *Gryphons & Gramarye* will try to do some new things with old school while retaining basic compatibility with adventures for 0e, B/X, and 1e.

This first public playtest version of *Gryphons & Gramarye* reimages the classes but otherwise mainly uses *Microlite74 Extended* rules. Public Playtest 1.0 has five classes: Fighter, Scout, Paladin, Magician, and Wizard. The Fighter is a very powerful warrior (better than a 0e fighter). The Scout is a less powerful warrior with outdoorsman and "thief" abilities. The Paladin is a holy warrior with the ability to pray for miracles. The Magician has limited warrior abilities but wields illusion and nature magic. The Wizard is next to useless as a warrior, but can wield powerful magic.

These rules assume that the GM understands the basic concepts of roleplaying games, but provides information for both the GM and the players on the various "old school" styles of play. *Gryphons & Gramarye* can easily use adventures and material from early editions of the world's most popular tabletop fantasy roleplaying game or modern clones. Note this is a set of playtest rules, the final version of *Gryphons & Gramarye* will likely be much different. Your feedback is welcome and will help shape the final version.

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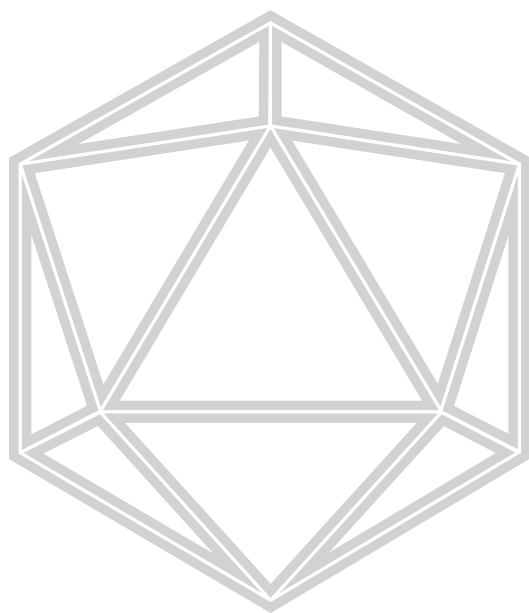
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Microlite 20



Golden Edition

Microlite 20



Golden Edition

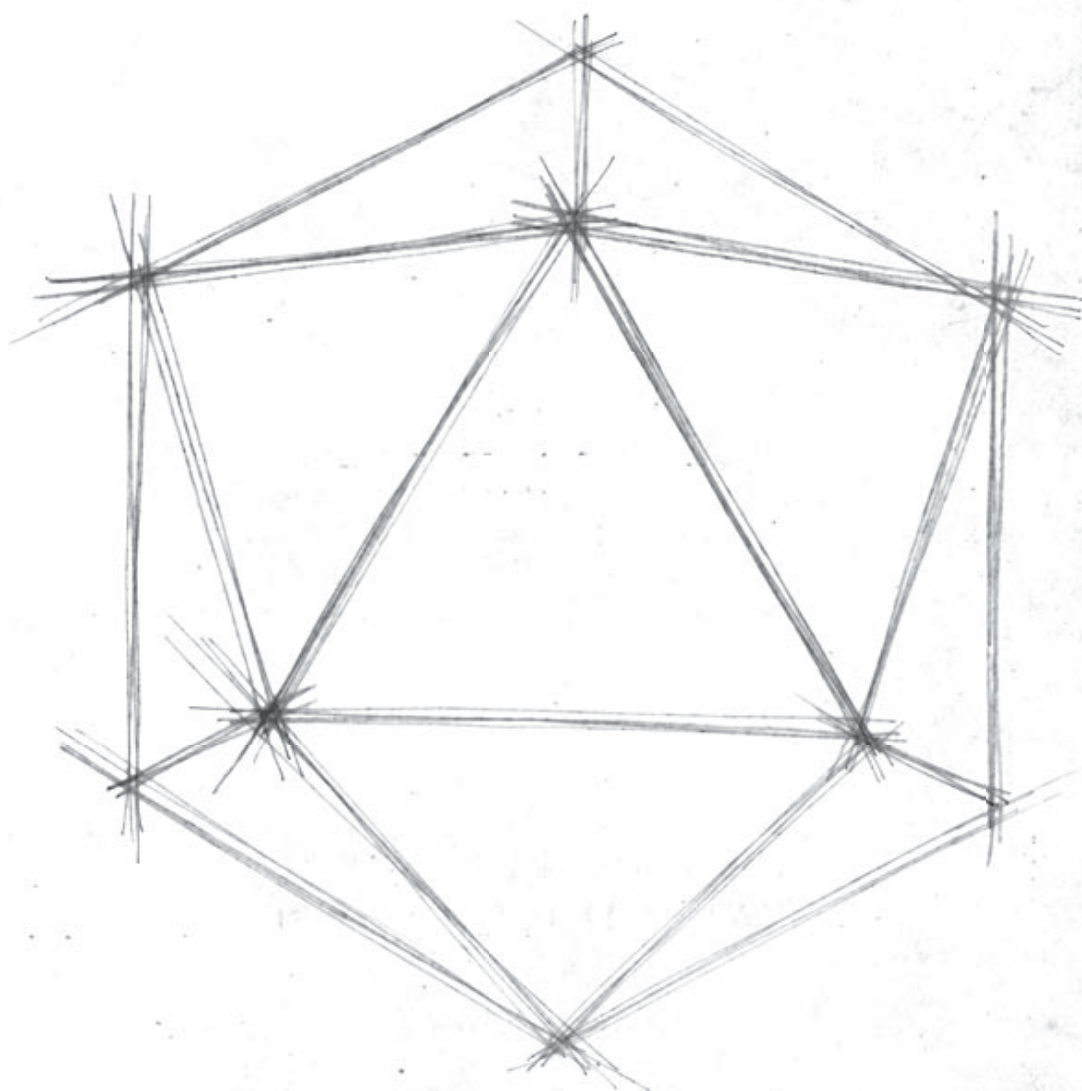
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by Massimo Baffoni

First Online Edition: October 2011

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FOREWORDS

What is Microlite20?

Do you remember when the gaming table was full of pizza and soda, not rulebooks, miniatures and dungeon tiles? Do you yearn for a role-playing game that doesn't require weight training to carry all the books? Do you want to be able to hold all the rules in your head - or in your back pocket? And do you still want to use all those lovely monsters, adventures and game worlds too?

So do we!! – Greywulf

Microlite20 is a minimalist role-playing game designed to be usable with the majority of the OGL/d20 supplements, rules and adventures with little or no advance preparation. The basic rules for character generation, combat, magic and level advancement take up a single sheet of paper, meaning it is perfect for introducing role-playing to new players, gaming oneshot adventures or tailoring into your own game system.

History of Microlite20

Microlite20 was designed by Robin V. Stacey (aka Greywulf) in 2006. The purpose of the rules were to strip the OGL/D20 system down to its bare minimum so that the world's most popular fantasy system could be played quickly and without thousands of pages of rules, but still be usable with all the adventures, campaign settings, and supplements that had been published for the 3.x edition of the world's most popular fantasy RPG.

Amazing, one page of basic rules (coupled with the Fantasy SRD for spells and monsters) really did allow for fast-playing games with just about every adventure and supplement published for the 3.x edition. Microlite20 was an immediate hit with players who liked the 3.x edition of the world's most popular fantasy RPG but did not like the complex and time-consuming (both to GM for and to play out combats) beast it had become. Microlite20 was a rules-light way to play that brought fun back to many game tables.

The Microlite20 rules were entirely open game content. Only the names "Microlite20" and "Robin V. Stacey" were listed as product identity. Having the entire system open game content sparked a flurry of gamer creativity. Simple variant rules and basic expansions came first – for example, lists of limited spells and monsters so Microlite20 could be played without lugging the huge SRD around. However, customized rule sets and complete games based on Microlite20 soon followed.

In the spring of 2010, Robin sold the rights to Microlite20 to Seth Drebitko. Seth has big plans for the game but even without big plans, the Microlite20 community

is still going strong, still producing new material and complete new games based on Microlite20.

About Microlite20 Golden Edition

This edition wants to transform the minimalist idea of the original Microlite20 in a full and complete Rulebook. While the original “one page rulesheet” was mainly aimed to already experienced players, the Golden Edition wants to extend the original idea to both new and expert players, giving them a framework that permits to play quickly, freely and virtually everywhere having all the rules and manuals at hand.

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FIRST STEPS



If you are a novice, the best and quickest way to learn playing is to find an experienced group of players, but if you and your friends are absolute newbies, a good start is to try directly: give yourselves a few tries, pick up a low-level adventure and go for it. Even if there are few rules, try to focus on having fun: rules will follow.

Equipment needed

You will need paper sheets, pencils and dices. Many times during the game you will need to roll dices to check if you can do certain types of actions or tasks. There are many types of dices, with 4, 6, 8 or more faces. It will be asked you to roll “xdy” that simply means “x dices with y faces” (“2d6” is “two 6-sided dices, while “1d20” is “one 20-sided dice”).

What is a role-playing-game

A role-playing game (RPG) is a cooperative narration game in which players assume the roles of characters in a fictional setting, deciding freely which action let them do and acting as their fictional alter-ego. The *Game Master*, the main narrator of the game, describes the game world and its inhabitants. The other players describe the intended actions of their characters, and the GM describes the outcomes. Actions taken within the game succeed or fail according to a formal system of rules and guidelines.

GM: “You’re walking along a path in a small wood when you hear noises coming from behind a large bush of vegetation. A sparkle of light reveals something shiny...”

Now it’s your turn: are you a fearful adventurer that decides to run for his life or are you brave enough to search in the wood? Maybe you’re a warrior that grabs

his sword, sure that this is an ambush, or maybe you're a smart thief, that climbs silently on a tree to look what's behind the plants. Or maybe you're a powerful wizard that casts a spell to clearly see through obstacles. Now it's up to you!

Simplicity

When you'll begin playing with Microlite20, especially if you have played role games before, you will surely feel that certain stats and skills don't represent fully and realistically all the possibilities you will encounter during the game. But while complessity means more realism, it also means slowing down the game itself for the need of checking continuously rulebooks and tables. The aim of Microlite20 is to focus on gameplay instead, forgiving sometimes a more realistic approach in favor of fluidity and freedom of choice.

CHARACTERS



The first thing to do before beginning your quest is to create a character, your alter-ego in the world described by the Game Master.

Stats

Each character can be described using some values, called *stats*, as reference. There are 3 stats :

Strength (STR): represents the physical status of the character, his strength and his toughness, his physical resistance and how hard he can hit.

Dexterity (DEX): represents his coordination, precision, agility, reflexes, balance and movement involved skills.

Mind (MIND): represents his analytical thinking, his lore and wisdom, memory and everything related to knowledge and intelligence.

Optional **Charisma** (CHAR): measures a character's persuasiveness, personal magnetism, and ability to lead. It is not a reflection of physical attractiveness, although attractiveness certainly plays a role. The skill bonus can then be used in place of your MIND bonus for any interactions with intelligent creatures.

Roll 4d6, drop lowest dice and sum the remaining 3 dices. Allocate this value to one of the stats. Repeat for remaining stats.

This value represents how the character is "gifted" in his traits. If this value is particularly high (or low) he will receive a proportional bonus that may help (or obstruct) his actions involving these personal characteristics. Stat bonus can be calculated as follows:

$$\text{Stat-bonus} = (\text{STAT} - 10) / 2, \text{ rounded down.}$$

Health Points (HP) represent the health level of the character: anytime you get wounded this number drops. Your total HP is STR + 1d6/Level.

Armour Class (AC) is a value representing how difficult is to hit you. Its base value is $10 + \text{DEX bonus}$. Your AC can be improved using armours, spells or other magical artefacts.

Melee attack bonus is $\text{Level} + \text{STR bonus}$ and **Missile attack bonus** is $\text{Level} + \text{DEX bonus}$.

Races

Many different species inhabit a fantasy world. Each of them have its common traits and characteristics, but you are not forced to stick to them. However, due to their innate traits, each race applies some modifiers to base stats. Game masters can limit the choice to only few races, if this suits their scenario, or add other races to the list.

You can find some special abilities descriptions in the "Special Abilities" section of the Bestiary (Appendixes).

Human

Humans are usually the most common race, thanks to their ability in adapting to every kind of environment. Due to this they can live in a wide range of habitats and can easily learn lots of competencies. Skin color and body type varies heavily.

- +1 to all skill rolls.
- Move 30' / per round or 20' / round in heavy armor.



Elf

Smaller than humans, have more angular and defined facial traits, pointy ears, and an unnatural beauty and grace. They seem detached from the world around them, seen by some as introversion or xenophobia. Elves are deeply connected to magic and nature and can live up to 500 years.

- +2 MIND, +1 DEX, -1 STR.
- Move 30' / per round or 20' / round in heavy armour.
- Darkvision.
- Immunity to magic sleep effects and ghoul paralysis.
- +2 on Listen, Search, and Spot checks. An elf who passes within 5 feet of a secret or concealed door can to a Search check to notice it as if she were actively looking for it.



Dwarf

Dwarves are four feet tall, with squat, broad bodies, proud of their long and thick beards. Dwarves mistrust half-orcs, and fail to appreciate elves, whom they only ally with in their many battles against orcs, goblins, gnolls, bugbears and trolls.



- +2 STR, -1 CHAR.
- Move 20' /per round even in heavy armour.
- Darkvision.
- Stonecunning.
- +4 on checks to resist being bull rushed/tripped when standing on the ground
- +2 racial bonus on saves against poison, spells and spell-like effects.
- +2 racial bonus on Appraise and Craft checks related to stone or metal items.

Halfling

They have thin lean bodies, no more than three and a half feet tall, have pointed ears, brown eyes and straight black hair held in a topknot which is a source of pride. Halflings are intensely curious, rambling and speaking very quickly when excited. They are masters at the art of insulting people.



- +2 DEX, -1 STR.
- Small Creature.
- Move 20' /per round or 15' /round in heavy armor.
- +1 size bonus to Armor Class .
- +4 size bonus on Subterfuge checks to hide in outdoor environments.
- +2 morale bonus to saves against fear effects.
- +2 racial bonus on Climb, Jump, Listen, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +1 racial bonus on attack rolls with thrown weapons and slings.

Gnome

Gnomes are 3-3½ feet tall, naturally friendly, highly social and fun loving people. They have a deep relationship with nature and in the eyes of a gnome, animals are people too. Gnomes can perform the spell-like abilities of dancing lights, ghost sound and prestidigitation, that play a large role in their games.

- +1 DEX, +1 MIND.
- Small creature.

- Move 20' /per round or 15' /round in heavy armor.
- +1 size bonus to Armor Class.
- +2 bonus to saving throws against illusions and +1 to DC for all saving throws against illusion spells cast by gnomes.
- +4 size bonus on Subterfuge checks to hide in underground environments.
- Once per day may speak with burrowing animals (duration 1 minute).
- Low-Light Vision.
- +2 racial bonus on Listen checks.
- +2 racial bonus on Craft (alchemy) checks.



Lizardmen

Primitive reptilian humanoids with scaly skin, normally dull, earthy colors such as green, brown, or gray. They use their tail for balance, which measures three to four feet long. There are several species of lizardmen, from small and skinny to tall and strong ones. Lizardfolk are usually neutral.

- 2 STR, +2 DEX, -2 MIND.
- Move 30' /per round or 20' /round in heavy armor.
- +5 natural armour bonus.
- Natural Weapons: 2 claws (1d4) and bite (1d4).
- A lizardfolk can hold its breath for 4xSTR rounds before it risks drowning.
- +4 racial bonus on Jump, Swim, and Balance checks because of their tails
- +1 on Fortitude rolls and +3 on Reflexes rolls



Half-Orc

Tall and strong, they see themselves gifted with strength and opportunities beyond those of either of their parent races. They tend toward a chaotic outlook drawing strength of character from the inequities they face. Half-orcs rarely have strong religious views.

- +3 STR, -1 MIND, -2 CHAR.
- Move 30' /per round.
- Darkvision.
- +4 racial bonus on intimidate checks.
- Orc Ferocity: Once per day, when brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to



above 0 hit points, he falls unconscious and begins dying.

- Rage: once a day can enrage and gain +2 to Strength and Fortitude. At the end becomes fatigued.
- Natural Weapons: bite (1d4).

Half-Elf

In them humans see the grace, the fair face and the pointy ears of elves while these see the opposite. A half-elf's skin is pale and their eyes have the bright green or blue hue common to elves. They have the curiosity and the ambitions of humans and the sense for magic and love for nature of elves.



- +1 MIND, +1 DEX, +1 Comm.
- Move 30' /per round or 20' /round in heavy armor.
- +1 to any 2 Skills.
- Immunity to magic sleep effects.
- Low-Light Vision.
- +1 racial bonus on Listen, Search, and Spot checks.
- +1 racial bonus to your Will defense.
- +2 racial bonus on Diplomacy and Gather Information checks.

Mul (Half-Dwarf)

They retain the height and cunning of humans, plus the durability, raw strength and constitution of dwarves. Born usually as slaves, they can perform heavy work for days and have gruff personality and violent reactions. Fair skinned, they have pale-colored eyes, no hair or beard. Muls are sterile.



- +2 STR, -1 MIND, -1 CHAR, +1 Physic.
- Move 30' /per round.
- Muls may be any chaotic alignment.
- Darkvision.
- +2 racial bonus on Intimidate checks.
- Muls are able to work longer and harder without rest than most other races. Regardless of the preceding type of exertion, eight hours of sleep will let a Mul become fully rested, ready to begin work again.

Thiefling

Their lineage can be traced back to to a fiend or demon. Tieflings have any of a number of features that reference (directly or indirectly) their fiendish lineage

including horns of various styles, pointed teeth, hooves, tails, and unusually colored eyes. They are not necessarily evil, but usually sneaky and subtle.

- +2 DEX, +1 MIND, -2 CHAR.
- Move 30' /per round or 20' /round in heavy armor.
- +2 racial bonus on Bluff and Hide checks.
- Darkvision out to 60 feet.
- Resistance to cold 5, electricity 5, and fire 5.
- Darkness: can use Darkness spell once per day.



Half-fiend

They born from fiends who have mated with a human. Often grotesque mockeries of humans, rarely one learns from and takes on characteristics of its non-fiendish parents, turning from its evil heritage. Never truly fitting into society, half-fiends are usually loners. They are outcasts, hated corrupters of the natural order.

- +3 MIND, -1 STR or -1 DEX, -2 CHAR
- Move 30' /per round or 20' /round in heavy armor.
- Darkvision out to 60 feet.
- Immunity to poison.
- Resistance to acid 10, cold 10, electricity 10, and fire 10.
- Darkness: can use Darkness spell once per day.
- Non-good alignment.
- Natural Weapons: claw (1d4) and bite (1d6)
- Bat wings: can fly at the base creature's base land speed.



Drow

Drows are black-skinned and pale haired relatives of elves, with sharp features, large eyes and pointed ears. Drows are silent and swift, highly resistant to magic and capable to use some innate magical abilities even if not spellcasters. They are described as chaotic or evil in alignment, and highly intelligent.

- +2 DEX, -2 STR, +2 MIND.
- Move 30' /per round or 20' /round in heavy armor.
- Immunity to magic sleep effects.
- +2 racial on Will saving throws against enchantment spells



or effects.

- Darkvision out to 120 feet.
- +2 on Listen, Search, and Spot checks. A drow who passes within 5 feet of a secret or concealed door can to a Search check to notice it as if she were actively looking for it.
- Spell-Like Abilities once per day: Dancing Lights, Darkness, Faerie Fire.
- Light Blindness: Abrupt exposure to bright light blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Minotaur

Their bodies (around 7ft tall) are humanoid and covered in short fur, but their heads are bovine and their back legs end in cloven hooves. They are proud, noble, tenacious and bold, deeply spiritual and respectful of their elders. Generally kind and benevolent, they become furious, savage and brutal in combat.



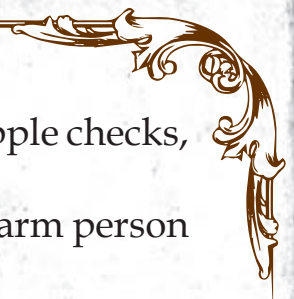
- +2 STR, +1 Physic, -2 MIND.
- Move 30' /per round.
- Large size: -1 to AC, -1 on attack rolls, -4 on Hide checks, +4 on grapple checks, double lifting and carrying limits.
- Darkvision: 60 feet.
- +2 racial bonus on Search, Spot, and Listen checks.
- +3 natural armor bonus.
- Natural Weapon: Gore (1d6+STR bonus if first attack, 1d6 if used as secondary).
- Powerful Charge: in addition to the normal benefits/hazards of a charge, allows the minotaur to make a single gore attack dealing 4d6 + STR bonus damages.
- Natural Cunning.
- Immune to Maze spell.
- Scent
- -2 on Balance, Escape Artist and Tumble skill checks.

Half-Giant

A cross between humans and giants (7/8 ft tall, weigh 250/400 pounds) usually held captive as warriors and laborers. As a result, nothing is more important to them than their freedom. Like humans they are curious, cooperative and communicative, with a general tendency toward kindness. They disdain religion.



- +2 STR, +2 Physic, -2 DEX.
- Move 30' /per round.

- 
- Large size: -1 to AC, -1 on attack rolls, -4 on Hide checks, +4 on grapple checks, double lifting and carrying limits.
 - Giant: not subject to spells or effects that affect only humanoids (charm person or dominate person).
 - Low-Light Vision.
 - +2 racial bonus on saving throws against all fire spells and effects.
 - Spell-Like Abilities once per day: Stomp - his foot stomp, precipitating a psychokinetic shock wave that travels along the ground, topples creatures (they become prone and take 1d4 non-lethal damages) and loose objects. Save DC is 10+half-giant STR modifier.

Alignment

The character's alignment is a guide to his basic moral and ethics used to provide a clear idea of how the character will handle moral dilemmas, but doesn't prevent a character from changing his beliefs, acting irrationally, or behaving out of character. Possible alignments are:

Lawful Good

An orderly, strong society with a well-organized government can work to make life better for the majority of the people. Lawful good characters strive for those things that will bring the greatest benefit to the most people and cause the least harm. Examples are an honest and hard-working serf, a kindly and wise king, or a stern but forthright minister of justice.

Lawful Neutral

Order and organization are of equal importance: they believe in a strong, well-ordered government, whether that government is a tyranny or benevolent democracy. The benefits of organization and regimentation outweigh any moral questions raised by their actions. Examples are an inquisitor determined to ferret out traitors at any cost or a soldier who never questions his orders.

Lawful Evil

They believe in using society and its laws to benefit themselves. Structure and organization elevate those who deserve to rule as well as define hierarchy between master and servant. They obey laws out of fear of punishment and are careful giving their word to not be forced to honour unfavorable oaths. They break their word only if they can find a way to do it legally.

Neutral Good

A balance of forces is important, but the concerns of law and chaos do not moderate the need for good. Since there are many creatures striving for different goals, a pursuit of good will counter-balance entropy. Social structure can be supported or thrown up: by itself it has no innate value to them. A baron who violates his king's order to destroy something he sees as evil is an example.



True Neutral

They believe in the ultimate balance of forces, and refuse to see actions as either good or evil. Since the majority of people in the world make judgments, true neutral characters are extremely rare. True neutrals do their best to avoid siding with the forces of either good or evil, law or chaos. It is their duty to see that all of these forces remain in balanced contention.

Neutral Evil

They are primarily concerned with themselves and their own advancement. If there is a quick and easy way to gain a profit, whether it be legal, questionable, or obviously illegal, they take advantage of it, even betraying friends and companions. They typically base their allegiance on power and money, like an unscrupulous mercenary, a common thief, and a double-crossing informer.

Chaotic Good

They are strong individualists marked by a streak of kindness and benevolence. They believe in all the virtues of goodness and right, but they have little use for laws and regulations. Their actions are guided by their own moral compass which, although good, may not always be in perfect agreement with the rest of society.

Chaotic Neutral

There is no order to anything, including their own actions: they tend to follow whatever whim strikes them at the moment. Good and evil are irrelevant when making a decision. Chaotic neutral characters are extremely difficult to deal with. They are almost totally unreliable. Lunatics and madmen tend toward chaotic neutral behavior.

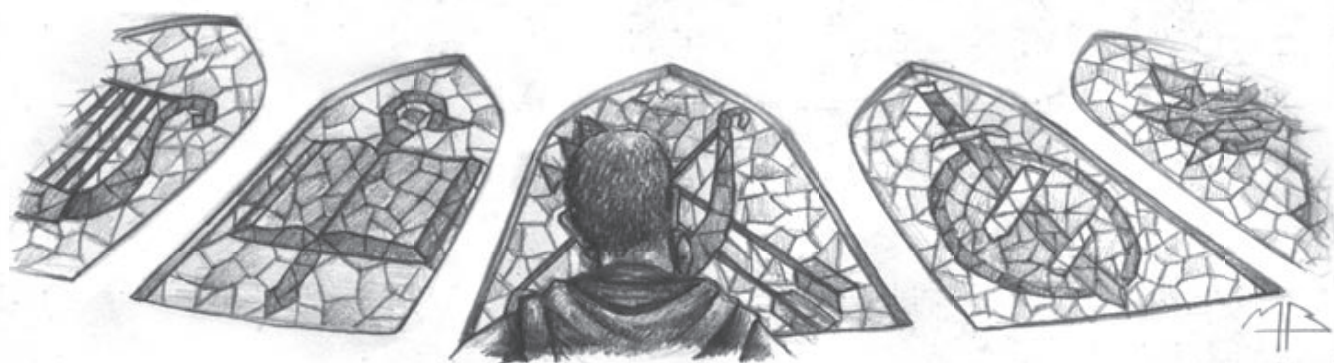
Chaotic Evil

There's nothing wrong with taking whatever they want by whatever means possible. Laws and governments are the tools of weaklings. The strong have the right to take what they want, and the weak are there to be exploited. They band together only to oppose powerful enemies. Such a group can be held together only by a strong leader capable of bullying his underlings into obedience.

Other Characteristics

It's not fundamental, but often useful, to know other things about your character: age, sex, weight and height are the most useful to take note of, since they will influence heavily your gameplay. In choosing these traits, keep always in mind the chosen race and age. Other sub-traits are hair colour, eyes colour, right or left handed, voice, body shape and so on. Talk with the Game Master about these traits: he (or you both) could choose to apply additional modifiers to stats to represent them.

CLASSES



A class are what your character is trained at. A sort of job, if you prefer. The basic ones are Fighter, Rogue, Mage, Cleric, but you can choose (if your Game Master allows them) between many more or invent them. Keep in mind what your stats are in order to choose a right class for you character: a mage with a really low MIND stat simply doesn't make sense, usually. Characters begin at Level 1.

Fighter

Fighters are voted in the study of armed fighting. They are though people, strong, but not necessarily rude. Some prefer the brute force and aggressiveness of the berserker, other prefer a classical way of fight, and others see fighting also as a form of art, like *bladedancers*.

- Wear any kind of armour and use shields.
- +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on.
- Every 6 levels the fighter gains an additional attack (e.g., at 6th level the fighter may attack twice in one combat round).
- +1 attack bonus (AB) to all attack rolls, increasing by +1 per level



Cleave

When facing more enemies, they can hit and maintain momentum to attack other foes. If you kill a creature in a single blow, you get an immediate bonus melee attack against another creature within reach (no movement allowed).

DEX Bonus

Their body moves swiftly during combat. Can use DEX bonus + Level as Melee attack bonus if wielding a light weapon.

Double Weapon

Can use 2 light weapons and attack with both in a round but with a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you can not wield two rapiers at the same time.

Rogue

They live by subterfuges, but not all of them are thieves (even if most of them are). They have a lot of personal and physical skills that help them to get in and out of troubles effortlessly. The less they have to toil and struggle like everyone else the better they think they are.

- Can use light armour.
- +3 bonus to Subterfuge.
- Bonuses on climbing even on difficult circumstances.
- +1 attack bonus (AB) to all attack rolls, increasing by +1 every 4 levels.
- Any alignment except lawful good. If possible at least partially neutral.



Pick Pockets

Rogues are swift of hand. They can perform or try to steal small items (also from pockets, sleeves, backpacks, purses) sneaking unnoticed or distracting people. A failed roll means they didn't get the object, but not that they have been noticed (another roll is required).

Open Locks

They have bonuses to solve puzzle locks (locks with sliding panels, hidden releases, and concealed keyholes) and they can try to pick locks in general using thief's tools. They can use improvised ones (iron wire, a thin dirk, a stick, etc.) but with a penalty.

Find/Remove Traps

They can try to find concealed traps or alarms on objects or places they can examine. The GM rolls a check: if it fails the rogue didn't find any trap. This could mean both there's no trap or he didn't see it. If found, the rogue can work out how it works and try to disarm it (see Open Locks).

Move Silently

Their step is smooth and soundless. Declaring the will to move silently, the GM rolls to check if the movement is silent or not, while the rogue always thinks to be quiet. Movement rate is 1/3 normal. Penalties can be applied depending on the

surface (leaves, cobbles...) and equipment (noisy objects, armours...)

Hide in Shadows

Experts in hiding, if noone looks at them, they can completely disappear in the darkness or behind other kinds of concealments (bushes, curtains...) as long as they don't move. The GM rolls a check and keeps it secret, but the rogue will always think he is successfully hidden.

Read Languages

Hearing and communicating with many different people every day helps rogues in understanding writings in other languages. If a successful check roll is achieved, the rogue manages to guess some bits of information. Is possible to try only once per level for each single document.

Sneak Attack

If unnoticed a rogue can attack someone from behind with a light weapon: the attack deals an extra 1d6 damage at 1st level, and increases by an additional 1d6 damage for every two rogue levels thereafter. If the enemy notices the rogue, the backstab becomes a normal attack from behind. To sneak attack, the victim must have a definable back-side and be easily reachable.

Mage

Mages are devote to the study of magic. Due this they generally lack in physical abilities, but with few words and gestures they can manipulate the magic energy, called "mana", and use it as their weapon, armour or tool, from entertaining people to fight demons and dragons.

- Wear no armour. If wear light armour they can't cast spells since it limits the movement.
- Use only light weapons or staff (or others requiring little skill and strength)
- +1 attack bonus (AB) every 6 levels.
- They can cast arcane spells
- +1 bonus to MIND.

Grimoire

The grimoire is the collection of spells and knowledge a mage always carries with him. It can be one or more books, scrolls or whatever the GM allows. A mage has to read over and over his spells from his book in order to memorize them and make them ready to cast.



Number of spells

Even if the number of spells in the grimoire is limited only by the number of pages it has, a mage has a limit in memorizing spells ready to be casted depending on his level (see the following table). A mage cannot cast lot of magics, as it drains energy. See the "Magic" chapter for further details.

Wizard		Spell Level								
Level	1	2	3	4	5	6	7	8	9	
1	1	--	--	--	--	--	--	--	--	
2	2	--	--	--	--	--	--	--	--	
3	2	1	--	--	--	--	--	--	--	
4	3	2	--	--	--	--	--	--	--	
5	4	2	1	--	--	--	--	--	--	
6	4	2	2	--	--	--	--	--	--	
7	4	3	2	1	--	--	--	--	--	
8	4	3	3	2	--	--	--	--	--	
9	4	3	3	2	1	--	--	--	--	
10	4	4	3	2	2	--	--	--	--	
11	4	4	4	3	3	--	--	--	--	
12	4	4	4	4	4	1	--	--	--	
13	5	5	5	4	4	2	--	--	--	
14	5	5	5	4	4	2	1	--	--	
15	5	5	5	5	5	2	1	--	--	
16	5	5	5	5	5	3	2	1	--	
17	5	5	5	5	5	3	3	2	--	
18	5	5	5	5	5	3	3	2	1	
19	5	5	5	5	5	3	3	3	1	
20	5	5	5	5	5	4	3	3	2	

Cleric

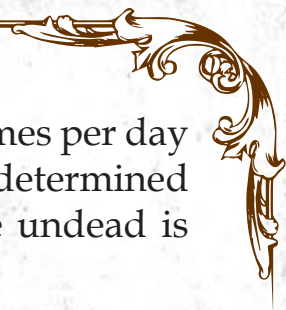
They're not simple followers of a divinity, but also his faithful intercessors in the world, using the power the god gave them to spread the faith and defend their believes. They're not skilled in combat like warriors, but well trained to use weapons, and they can cast spells to to further their god's aims.

- Can wear light or medium armour.
- Cast divine spells
- +3 bonus to Communication.
- Turn Undead with a successful Magic Attack.
- +1 attack bonus (AB) every 4 levels.

Turn Undead

Clerics can invoke the power of their god to





turn undead creatures. This can be used (2 + Level + MIND Bonus) times per day or (2 + Level + CHAR Bonus) times if you use Charisma. The DC is determined by the Hit Points of the Undead. If the roll exceeds DC by 10 the undead is destroyed.

Clerics of an evil cult can bind undead creatures to their will instead.

Cleric spells

Clerics spells are a gift of the god they pray and serve, as a reward and as instrument to spread the cult. They should not abuse this power to not be punished or left without spells. A change in alignment or actions that go against ethics of the cult are another way to have their powers removed. The higher the cleric level, the greater the powers the god gives, as shown in the following table.

Cleric Level	Spell Level						
	1	2	3	4	5	6*	7**
1	1	--	--	--	--	--	--
2	2	--	--	--	--	--	--
3	2	1	--	--	--	--	--
4	3	2	--	--	--	--	--
5	3	3	1	--	--	--	--
6	3	3	2	--	--	--	--
7	3	3	2	1	--	--	--
8	3	3	3	2	--	--	--
9	4	4	3	2	1	--	--
10	4	4	3	3	2	--	--
11	5	4	4	3	2	1	--
12	6	5	5	3	2	2	--
13	6	6	6	4	2	2	--
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2

Ethic

Weapons used and powers strictly depend on their cult. Some cults limit the use of certain weapons: some gods are associated with particular weapons (e.g. the god of blacksmiths will permit only hammers). In game terms, the beliefs should always guide all the character actions and behaviours.

Paladin

Paladins are proud and noble warriors, with high ideals, always pursuing the goodness and the law. They fight proudly and never use forms of fighting from distance, poisons, stealth or subterfuges. A paladin never lies and can cooperate fine only with lawful good people. The only money and treasures he keeps is enough to live modestly.

- Wear any kind of armor and use shields.
- +1 bonus to Physical
- +2 bonus to Communication.
- Immune to diseases and apply a +1 bonus to all saving throws (this increases by +1 at 5th level and every 5 levels on).
- Can detect evil within 60' at will
- Can heal up to 2hp per level per day by laying on hands.
- A character must be of Lawful Good alignment to be a Paladin.



Ethics

Paladins must follow a rigid code of rules and their alignment has always to be lawful good. If they inadvertently don't follow their ethic principles they will loose all special powers, temporarily or definitively. If deliberately, or if alignment changes, this loss is irrevocable.

Aura of protection

Paladins are surrounded by a special aura that protects them and others from being harmed by evil creatures. All evil creatures within a 10 foot radius suffer a -1 penalty on attack rolls. All creatures affected by this aura can easily find its source.

Paladin spells

Once level 9, a paladin is helped by his god himself and gains the ability to cast spells of combat, divination, healing and protection. Spell progression is listed in the following table.

Paladin Level	Casting Level	Priest Spell Level			
		1	2	3	4
9	1	1	--	--	--
10	2	2	--	--	--
11	3	2	1	--	--
12	4	2	2	--	--
13	5	2	2	1	--
14	6	3	2	1	--
15	7	3	2	1	1
16	8	3	3	2	1
17	9*	3	3	3	1
18	9*	3	3	3	1
19	9*	3	3	3	2
20*	9*	3	3	3	3

* Maximum spell ability

Ranger

Rangers are skilled hunters and woodsmen, they're unbeatable in tracking animals and other creatures. They all have a special bond with nature and animals, they're expert wanderers and often prefer to be and work alone. Lawful, neutral, or chaotic, rangers tend to be protectors of good.

- Can use light or medium armor and can use shields.
- +1 to hit and damage with ranged weapons
- Only incur in -1 to hit penalty when fighting with 2 weapons
- +3 bonus to Survival
- Can move silently and hide in shadows with light armors

Special enemy

At 2nd level a ranger must select a special enemy (GM have to confirm the choice): from there on, he will have a +4 bonus to hit that kind of enemy. It's hard to hide this enmity (-4 penalty on encounter reactions) and also during combat hated creatures are the preferred target unless there isn't greater danger.

Animal empathy

Approaching an animal, a ranger can try to modify its reactions (automatic if domestic or clearly non-hostile), in either friendly or aggressive way. Rangers can easily evaluate the characteristics of an animal (strongest horse in the corral, most loyal wolf in the pack...).

Natural lore

Rangers know nature, plants and animals in a deeper way many other people do. They can have a natural bonus on everything relate to nature knowledge, anatomy, woodworking, tracking, hunting, water finding and so on.

Druid

Protectors and worshippers of nature and its spirits, are far from implications of temporal world: even good and evil are part of the same cycle. Order and civility is all that concerns them. While they understand hunting, wood chopping and farming as part of a natural cycle, they can't tolerate them when unnecessary: they are known to be unforgiving, patient and subtle in their revenges.

- Only pure neutral alignment



- Wear any non-metal armor or shield.
- They cast Druid spells
- +2 to Knowledge and +2 to Survival.
- Immune to the spell-like effects of woodland fey.

Animal form

From 3rd level a druid can transform in a small animal once a day, and every three levels this number increases by one. Two uses can be used to transform in a medium-sized animal, three uses for a large-sized one.

Natural lore

Druids know wilderness in its deep nature. From the 3rd level they can identify plants, animals, and pure water with perfect accuracy, can learn the languages of woodland creatures and from 7th level they are completely immune to charm spells cast by woodland creatures.

Movement

Druids can move in overgrown areas with ease. They don't suffer normal speed penalty and from 3rd level they can move at normal movement rate leaving no trace behind.

Weapons and armors allowed

For armors they avoid using metal, preferring living or once-living materials -- padded, hide, or leather armor and wooden shields, including those with magical enhancements. Their weapons are limited to club, sickle, dart, spear, dagger, scimitar, sling, and staff.

Druidic Spells

Their bond with nature lets druids manipulate natural energies, allowing them to cast generic, animal, elemental, healing, plant, and weather spells with a minor access to the divination ones. The following table represents the spell progression.

Druid Level	1	2	3	4	5	6	7
1	1	--	--	--	--	--	--
2	2	--	--	--	--	--	--
3	2	1	--	--	--	--	--
4	3	2	--	--	--	--	--
5	3	3	1	--	--	--	--
6	3	3	2	--	--	--	--
7	3	3	2	1	--	--	--
8	3	3	3	2	--	--	--



9	4	4	3	2	1	--	--
10	4	4	3	3	2	--	--
11	5	4	4	3	2	1	--
12	6	5	5	3	2	2	--
13	6	6	6	4	2	2	--
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2

Bard

Bards make their day with the help of their swift tongue, charm and talent. They wander learning and bringing legends, songs and many knowledges. Bards tend to use their skills more to entertain and impress than to fight. All bards are good singers and can play a musical instrument.

- Wear light armor and can use bucklers.
- +2 bonus to Communication, Subterfuge, and Knowledge.
- Can use his song to charm person or remove fear up to 3 times (total) per day.
- From 6th level, a Bard casts illusion spells (player's choice) of 5 levels lower.



Detect Noise

With their fine ear, bards have better chances of hearing and interpreting sounds or overhear parts of a conversation. To do so, the bard must not wear helmets and stay concentrate in silence for one minute. The GM makes a secret check roll and says what the bard is hearing.

Pick Pockets

Bards are swift of hand. They can perform or try to steal small items (also from pockets, sleeves, backpacks, purses) sneaking unnoticed or distracting people. A failed roll means they didn't got the object, but not that they have been noticed (another roll is required).

Read Languages

Hearing and communicating with many different people every day helps bards in understanding writings in other languages. If a successful check roll is achieved, the bard manages to guess some bits of information. Is possible to try only once per level for each single document.

Influence reactions

They can try to obtain a better reaction (or a worse one, if they want) from people and encounters simply performing: it can be a speech, a song or music, a tale, a joke... Targets must roll a save (against paralyzation) with a -1 for every three levels of the bard. If the save is successful the reaction is opposite.

Bardic powers

Bards can inspire allies that can hear them with their art, giving them a +1 bonus to attack rolls, or a +1 bonus to saving throws, or a +2 bonus to morale. Can have also other effects but only related to will and concentration. This requires at least 3 minutes and lasts one round per bard level. Cannot be renewed if allies are engaged in battle.

Magic-counter

They can counter effects of songs and poetry used as magical attacks within 30 feet of distance. They can't do anything than a slow walk (halved movement). If hit or if fail a saving throw the counter-effect is interrupted. To counter they make a save against spells (only once per encounter).

Bardic knowledge

Bards travel a lot and learn a lot. They have a 5% chance per level to know anything the GM thinks appropriate or identify the general nature of a magical item but not the exact function (only if it is possible to examine it closely).

Monk

Monks train in monasteries, often settled in regions hard to reach. There they alternate prayers with training in bare-handed fighting. In many cases, when finished the initial training period, monks have to travel around the world to improve their skills and then return to teach younger pupils. They empower their punches and kicks focusing their own energy.

- Monks use no armour
- Must be lawful
- +3 bonus to Physical
- can fight unarmed
- Their attacks count as magical after 3rd level.



Unarmed fighting

Monks fight unarmed, but with such skill and power their body can become a weapon itself (kicks, punches, etc) doing d6 damage (STR bonus to damage still

applies). Their unarmed damage increases every four levels starting at the fourth level as shown in the following table:

Level	1-3	4-7	8-11	12-15	16-19	20
Damage	1d6	1d8	1d10	2d6	2d8	2d10

Fighting style and multiple attacks

There are many kinds of fighting styles, each one focusing on different set of skills. According to GM, choose if your fighting style will grant you a DEX bonus or a STR bonus during combats. Monks make multiple attacks per round by taking -2 on the first attack, -4 on the second attack, and so on, as long as their melee attack bonus is positive.

Hard to hit

As monks increase in level, it becomes more and more difficult to hit them thanks to their expert movements. If wearing only normal loose clothing they gain an AC bonus equal to half their level (rounded up)

Ethic

Monks live accordingly with rigid sets of rules. Those rules may vary from monastery to monastery and should be decided accordingly with the GM, but they never should be broke them, or they loose temporarily or definitively all special powers derived from being a monk.

Background Story

It's the past of your character and will influence all your gameplay. It has to pass the final judgement of the GM (he may ask you to modify something to better suit the adventure you'll be playing or the scenario) but basically you have freedom to imagine what kind of personal history you character has. Why he decided to adventure? Why he choose to learn something he does? Why he is of a specific class? What does scares him by? What turns him angry? Keep in mind your alignment when doing so.

Think of three adjectives describing your character; these are his motivators – they keep him going on and summarize his personality. You can describe your character in more detail – you are encouraged to do so – but your character can only have three motivators nevertheless.

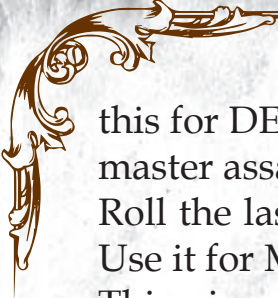
And remember: noone is perfect, so neither characters should be!

Character Creation Example

Let's create a thief! Name: Alex. Class: Rogue. Race: Human. Level: 1.

Roll 4d6: 5, 5, 2, 4. Drop 2 for a total of 14, above average: let's assign this to DEX.

Roll another 4d6: 5, 2, 5, 6. Drop 2 for a total of 16. Damn! Should have used



this for DEX. Doesn't matter, however. We'll use it for STR. This is going to be a master assassin!

Roll the last 4d6: 5, 5, 3, 3. Drop 3 for a total of 13. This must be my lucky day. Use it for MIND.

This gives us STR 16, DEX 14, MIND 13. STR bonus is +3, DEX bonus is +2, MIND bonus is +1 since we have to round down.

Skills are Level + 1 because we're human. And Sub is + 3 because we're a rogue. Thus: Phys 2, Sub 5, Know 2, Comm 2.

There's no magic to worry about. As for combat, we'll be wearing studded leather and a large weapon because we're so strong: A katana, which we could use as a two-handed weapon, if necessary!

Hitpoints is $STR + 1d6 (3) = 19$. Not bad for a rogue...

Armour Class is $10 + DEX \text{ bonus } (+2) + \text{armour bonus } (+3 \text{ for studded leather}) = 15$.

Melee attack bonus is $\text{Level} + STR \text{ bonus} = +4$.

Missile attack bonus is $\text{Level} + DEX \text{ bonus} = +3$.

Let's consider the katana like a bastard sword. Damage is thus $1d10 + STR \text{ bonus} = 1d10+3$.

If you come up with an average (or less) set of stats, don't think immediately to throw the character in the recycle bin: the difference between a powerful character and an hero is the way you role-play him. Try to work on the personality and you will end with a fun-to-play and unforgettable character!

SKILLS, CHECKS AND SAVES



Every time you do something there's a chance to succeed and a chance to fail. It depends on how much you are skilled in what you're doing, on how hard is the task and on a lot of things that can influence your performance. The same thing happens in game terms with *Check rolls*.

A check is one roll of a twenty-sided die where the result can be modified for different reasons. A check serves to determine whether an action is successful or not. In order to do that, the modified result of the die roll is compared to a number, the so called Difficulty Class (DC). If the modified result of the die roll is greater than or equal to the DC, the action is successful, else it failed.

The DC and modifiers for a check are set by the GM. As a general rule, a character receives a +2 bonus to a check for every beneficial circumstance or detail the player gives while describing the action the character tries to perform. Any hindering circumstance may incur a -2 penalty to the check (again, the GM decides whether a penalty applies). The following table gives a guideline on how to set check DCs.

2 A Simple task

5 An Easy task

10 A normal task, an average person has a good chance to succeed

15 A hard task, requires some time and the right tools for average people

20 A very hard task, only the skilled have a real chance to succeed

25 A heroic task, a lot of luck and skill is required

30 An epic task, only a true master, maybe with divine help can succede

Usually, when enough time is given, or the task is obviously easy, to speed up the game it's not necessary to make a check roll: the action can be considered automatically successful.





Skills

There are just 5 skills and their value is equal to your level + any bonus due to your class or race.

Physical: is used for everything related to strength, movement and all things related to pure physical attributes.

Subterfuge: covers a wide range of skills, including Hide, Move Silently, Listen, Open Lock, Search and Spot.

Knowledge: based on this skill are all the actions involving evaluations, logic thinking, memorization and the use of brain in general.

Communication: everything related to communication and empathy with others, people or creatures.

Survival: is used for things like tracking, foraging, setting or spotting snares, hunting, finding water or rare herbs, determining direction, and the like. Only Rangers and Druids are specialized with this skill.

As seen few lines ago, to see if you succeed in doing something you have to roll a check against a DC decided by the GM. If your roll is higher you succeed. Do as follows:

Skill roll = d20 + appropriate skill rank + appropriate stat bonus + situation modifiers

If you roll a 20 (defined "natural 20" or "critical") you automatically succeed, if you roll a 1 you automatically fail in the worst possible way, sometimes even hurting yourself.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

To climb the character could use Phys+STR ("*I pull myself up*"), Phys+DEX ("*I nimbly climb the cliff face*"), Phys+MIND ("*I take my time, working out the best route and carefully testing each handhold*") or even Sub+STR ("*I climb, quietly*").

When presented with a dungeon door that's barred from the inside, the rough-and-tough Fighter could try to charge it. That's a Phys+STR check against the toughness of the door (DC15, say). The Rogue could try to slide his sword through a crack in the door to push the bar out of the way. That would be a Phys+DEX check at DC10, and probably the best solution. On the other hand, a wily Mage would try to use leverage to lift the door from it's hinges - a Phys+MIND check at DC20 - a difficult check, but far from impossible.

See *Appendix* for a list of suggested rolls for Standard Actions and common Checks.

High level players and skills

Higher level characters in Microlite20 tend to be very skilled even at things outside of their area of expertise. A+3 bonus to one skill at level 1 is a significant advantage. However, by level 20 (and beyond), that bonus is marginal.

To signify the different specialties of each class you can use the following system.

Clerical classes (clerics, druids...) are at (Level + 3 + Mind Modifier) for Communication, and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Cleric uses (Level + MIND) for Knowledge when used for all things related to dogma-related.

Fighters are at (Level + 3 + Strength Modifier) for Physical, and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Fighter uses (Level + MIND) for Knowledge when applicable to martial areas.

Magic users are at (Level + 3 + Mind Modifier) for Knowledge, and (Half-Level + Ability Modifier) for all otherskills. The GM may rule that a Magi uses (Level + MIND) for Communication when dealing with other spellcasters.

Rogues and similars (rogues, bards, rangers...) are at (Level + 3 + Dexterity Modifier) for Subterfuge and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Rogue uses (Level + MIND) for Knowledge when applicable to all things rogue-like.

Saves and Checks

Lot of times characters will face critical situations and they will have to see if their chance to resist to something or to notice something is successful or not. For this occasions the GM will ask to roll one of the following against a DC (like other skills).

Fortitude Save (Fort): chance to resist effects targeting the body's toughness (e.g. poison).

1D20 + LVL + STR modifier + race/class bonus

Reflex Save (Ref): chance to resist effects targeting the body's reflexes (e.g. avoiding an arrow).

1D20 + LVL + DEX modifier + race/class bonus

Willpower Save (Will): chance to resist effects targeting the mind (e.g. resist charm).

1D20 + LVL + CHAR modifier (or INT if you don't use Charisma) + race/class bonus.

Perception Check (Per): chance to notice something or being aware of



something.

1D20 + LVL + MIND modifier + race/class bonus

Feats (Optional)

Characters acquire 1 feat (or 2 if human) at 1st Level, and one more every third character level (1st, 3rd, 6th, 9th, 12th, 15th and 18th levels).

Fighter classes may take "Fighter" Feats, as Mages may take "Magi" feats, Monks may take "Monk" feats, Rogues-like classes may take "Rogue" Feats, and Clerical classes may take "Cleric" feats.

See *Appendix* for a small list of Feats.

Proficiencies (Optional)

A proficiency is a learned skill that isn't essential to the character's class, but enriches him. A character must train, study, and practice to learn a new proficiency. A character may have to wait for several days while his companions heal from an adventure and can decide to spend this time learning something new. Most skills are easier to learn if someone teaches the character. Furthermore, most teachers want payment. Or you can try to self-learn them.

If your GM decides not to use proficiencies, situations will arise in which you'll have to determine whether your character has certain skills. One way to answer this is to pretend that your character knows most of the things that you know: you can learn something outside the game and bring it into your adventure, but you probably have a lot of knowledge that is just not available to someone in a medieval world (even a fantasy medieval world). Likewise, there are things that a typical person in a medieval world would know that you, as a modern person, have never needed to learn. The GM must make it up during play.

See *Appendix* for a list of Proficiencies.

The GM can raise or lower a character's chance of success if the situation calls for it. Factors that can affect a proficiency check include availability and quality of tools, quality of raw material used, time spent doing the job, difficulty of the job, and how familiar the character is with the task.

When two proficient characters work together on the same task, the highest ability score is used (the one with the greatest chance of success). Furthermore, a +1 bonus is added for the other character's assistance. The bonus can never be more than +1, as having too many assistants is sometimes worse than having none.

Nonweapon proficiencies can also be improved beyond the ability score the character starts with. For every additional proficiency slot a character spends on a nonweapon proficiency, he gains a +1 bonus to those proficiency checks.



Heroism (Optional)

While Microlite20 simplifies your game by may decline the use of “Feats”, this could decrease Microlite20’s compatibility with some d20 adventures: Heroism is intended to relieve some of that disparity.

Heroism is a bonus equal to 1 times the characters level (1 at 1st, 2 at 2nd, etc) and may be applied once per day to up to three of the following:

1. Attack Bonus
2. Damage
3. Saving Throw
4. Skill Check
5. Spell DC

MAGIC



Characters can draw from the energy around them or petition their god, and then channel this power through their body and releasing it as a spell. This process is defined as “casting” a spell.

Magic users can cast arcane spells, while clerical classes divine spells: see the description of each class to know how many spells and of which level. Casting a spell of any kind requires the spell caster to spend his energies also. The spell cost has to be subtracted from Hit points and is: 1 + double the level of the spell being cast.

Magic attack bonus = Level + MIND bonus.

Magic defense = 10 + Level + appropriate stat bonus

The Difficulty Class (DC) to resist all spells = 10 + Caster Level + Caster's MIND bonus

This loss cannot be healed normally but is recovered after 8 hours rest.

Magic Points (Optional)

As an alternative to using hit points (hp) to fuel spells, give mages and clerics a magic point (mp) pool equal to their maximum hit point total. Use these to cast spells. Magic points regenerate after eight hours of rest. In an emergency, a mage or cleric can convert hit-points to magic-points at a rate of 2:1. The hit-points thus converted will regenerate after eight hours of rest, just like magic points. They cannot be healed any other way.

Casting spells

Mages must first memorize spells to cast them, and can keep in memory up to

MIND+Mage Level Spells. Memorization takes 10 minutes per spell and a spell book containing the spell to be memorized. Memorized spells can be dismissed at will to be replaced by other spells. Divine casters (clerics, for examples) have to pray their god instead of reading from books.

First level Magic User start with a spell book including all 0 level spells and two first level spells. New spells can be gained by other character's spell books or from scrolls, copying a spell requires use of the Read magic spell. Scrolls get used up in the copying process. First level Clerics can cast any 0 and 1st level spells, new spells are automatically gained on appropriate levels.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. All Mages and Clerics should select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Whenever "level" is part of a formula used to determine a spell's effects, always use the appropriate spell-casting class level and not character level (if using multi-class characters).

Counter magic

A spell-caster that decides to wait may use it's own spell points and knowledge to counter and nullify another spellcaster's spell instead of taking an action. The spell to be countered, Dispel Magic or Anti-Magic Field must be accessible to the countering spell-caster (of an accessible level for clerics, memorized as well for Magic-Users) who must spend a number of Hit Points equal to those necessary to cast a spell of the same level of the one to be countered.

Both spell-casters roll 1d20, add to this their Mind (or Charisma) bonus and their level: access to dispel magic adds +3 to the roll, while access to Anti-Magic Shell adds an extra +6. Higher roll wins: if the countering spell-caster wins the contest the spell is successfully countered, if the other caster wins it's spell goes off as planned.

Spell upgrades (Optional)

Each upgrade modifies a spell in a given way, and each doubles the casting time of the spell so modified (most spells become full round actions instead of standard actions, for example). Also, each requires an additional expenditure of hit or mana points, added to the standard cost of the spell at the time it is cast.

Extending - Makes a spell last twice as long as it normally would. An Extended spell costs an additional 2hp.

Empowering - Makes a spell do 50% more damage than it normally would. An Empowered spell costs an additional 4hp.

Widening - Makes a spell's area of effect twice as big as it would normally be. A Widened spell costs an additional 6hp.

COMBAT



To protect someone, to fight for your ideals or simply to save your life, sooner or later you will face the need of cross your sword in a real fight. But while realistically everyone moves and attacks at the same time, to better simplify a combat, this is turn-based. Individual characters and creatures take one turn each and after all members of the party and the enemy have had their turns, a new round begins. A combat round represents 6 seconds of time passing for the characters. During combat, distance is measured in squares. Use any size for a square you are comfortable with, though 5ft (1,5m) is recommended.

Basic combat structure


Everyone (GM included) rolls a d20 and adds DEX or initiative modifiers: this roll is called "initiative roll" and the result will give the order of action (lower results first). To simplify more, GM can choose to make a single roll for all the enemies together.

During his turn a character can perform each of the following actions once, in any order:

- **Move:** Move up to your SPD in squares or retrieve an item from your backpack.
- **Standard:** Make an attack or use an item.
- **Minor:** shout an order, activate an item, drop to the ground, stand up, etc..

Standard Modifiers to Initiative

Specific Situation	Modifier
Hasted	-2
Slowed	+2
On higher ground	-1
Set to receive a charge	-2



Wading or slippery footing	+2
Wading in deep water	+4
Foreign environment	+6
Hindered (tangled, climbing, held)	+3
Waiting for reactions	+1

Movement

Movement can be active or passive. Active movement is the movement you make during your turn with a move action, passive movement is any movement caused by special effects or generally spoken any forced movement.

SPD (Speed) is the number of squares a creature can move in a combat turn without making any other action. Is it possible to move for half movement rate and make an attack. The basic value is 6 for standard human sized creatures, but can be modified in various ways:

smaller creatures have a proportional malus and bigger ones a proportional bonus.

Races and creatures that move quickly can have a bonus.

Being heavily encumbered can apply a penalty

Difficult terrains require double the normal value of squares for movement (deep vegetation, spiky rocks and so on), but some classes and races can move freely even in those terrains.

You cannot move more than your max SPD, but passively moved squares are never counted against your SPD. A creature cannot end its movement in a square occupied by an enemy.

Attacking

To perform an attack, roll a D20 and add AB (Attack Bonus).

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters, Rogues and Rangers can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time. If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

An attack roll is a check against the AC (Armor Class) of the target: if the result is higher the blow has landed. A natural 20 is an automatic hit doing the maximum damage. The AC of a character or of a creature is:

Armor Class (AC) = 10 + DEX bonus + Armour bonus (if any)



Damages

If the attack is successful, the attacker rolls for damage as indicated by the weapon he uses, and adds his damage bonus. Add STR bonus to Melee damage, x2 for 2-handed weapons. The creature targeted by the attack loses that much Health Points (HP). If HP reaches 0, the character or creature falls unconscious and near death; further damage directly reduces STR. If STR reaches 0 death occurs.

Non-Lethal damages (Optional)

Certain types of attacks or effects deal non-lethal damages, like bare-handed fights or suffocation, for example, that could leave you unconscious but that are easily recoverable if you rest enough.

Near your total HP you can sign a parallel number for non-lethal damages: all non-lethal damage suffered is then added to this total. When equals your HP, the character can only do simple actions. If exceeds your HP he falls unconscious.

You can heal nonlethal damage at the rate of 1 hit point per hour per character level.

You can deal non-lethal damages also with your weapon (with the flat of the blade, for example) but since it is an uncommon way of using it, the attack suffers a -4 of penalty.

When a spell or a magical power cures hit point damage, it also removes an equal amount of non-lethal damage.

Optional Rules

The following rules can be optionally used to add depth to the combat phase.

Feint

Make a SUB check against the opponent's Mind + SUB + Attack Bonus. If you win, on your next attack against him he doesn't get Dexterity bonuses.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Sometimes only part of all the combatants on a side are aware of their opponents. Determining awareness may call for listen Skill checks, spot Skill checks, or other checks. In the first round of combat, only not surprised characters and monsters can act and roll for initiative. If no one or everyone is surprised, no surprise round occurs.

Grapple

To start a grapple, you need to grab and hold your target making a successful melee touch attack roll (the defender does not count there armor bonus in his

Armor Class). Characters with multiple attacks can try to grapple multiple times (at successively lower base attack bonuses). If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike. If you lose, you simply fail to start the grapple. In case of a tie, the combatant with the higher Statistic modifier wins. If this is a tie, roll again to break the tie.

Trip

Make an unarmed melee touch attack against your target (the defender does not count there armor bonus in his Armor Class). If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength (the one with the higher modifier). The defender gets a +4 bonus if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. A tripped character is prone. Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack.

Opportunity Attack

All squares a character can attack with an equipped melee weapon are called the character's threat range. Whenever an enemy moves out of a character's threat range (actively or passively), that character gets to make a an attack against that enemy (opportunity attack). Any character can only perform one opportunity attack per round.

Fighting With two weapons

Characters wielding two weapons can make two attacks instead of one when taking a standard action. When making two attacks the character receives a -4 penalty to both attack rolls (-2 if one weapon is light).

Attack from behind

Attacker has an easier target to hit, plus the defending creature cannot use all his ability to parry. Attacker gets +2 modifier for rear attack and negate the target's shield and Dexterity bonuses.

Charging an Opponent

Charging a foe offers several advantages and disadvantages.

Advantages: movement rate by +50%, attack at the end of his movement, +2 bonus to attack roll from momentum. Certain weapons (such as a lance) inflict double the rolled damage in a charge.

Disadvantages: opponents gain a -2 bonus to their initiative rolls and if the defender is using a spear or polearm weapon and sets it against the charge (bracing the butt against a stone or his foot) inflicts double damage on a successful hit, plus the attacker gains no Dexterity bonuses to Armor Class and suffers an AC penalty of 1.



Fleeing

To flee from combat, a character simply turns and runs up to his full movement rate dropping his defenses. The enemy is allowed a free attack (or multiple attacks if the creature has several attacks per round) at the rear of the fleeing character. This attack is made the instant the character flees: It doesn't count against the number of attacks that opponent is allowed during the round, and initiative is irrelevant. The fleeing character can be pursued, unless a companion blocks the advance of the enemy.

Defence

In order to make himself harder to hit, a character can parry if forfeits all actions for the round, not attacking, moving or casting and focusing only on defense and gaining an AC bonus equal to half the level. Warriors or similar fighting classes gain an additional +1 bonus. This bonus is not effective against rear attacks, magic effects or missile attacks.

Overwhelming

When there is more than one person attacking the same target in the same round, each attacker beyond the first adds +1 to their attack rolls for each attacker before them. So, a second attack on the same target in the same round by a party member would be at +1, a third attack at +2, etc.

Death From Massive Damage

A character runs the risk of dying if hit with a considerable amount of damages due to the shock. A character who suffers 50 or more points of damage from a single attack must roll a successful Fortitude saving throw with DC 15, or he dies. For every 10 damage points exceeding 50, add a +2 to DC.

Special Moves

You can try to disarm, trip or other special moves rolling an attack at -8 (-4 if the weapon you're using is designed for that purpose) against d20+your opponent's to-hit bonus. If you roll higher, you succeed. If not, combat continues with no damages dealt.

Combat Modifiers

Different positions while fighting can help or can cause problems in hitting the foe.

Situation	Attack Roll Modifier
Attacker on higher ground	+1
Defender invisible	-4
Defender off-balance	+2



Defender sleeping or held	Automatic
Defender stunned or prone	+4
Defender surprised	+1
Missile fire, long range	-5
Missile fire, medium range	-2
Rear attack	+2

Morale (Optional)

Instinct tends to make you run for your life when in great danger instead of fight to the end. The Game Master decides when creatures flee the battle and retreat, based on the situation and the creature intelligence. When important for the gameplay, a morale check can be done with a WILL save against a DC decided by the GM.

Weapons and armours

Armour

Armour is protective kind of clothing used to decrease the amount of damages suffered when hit by an enemy giving a Defence Bonus. Armour come in various shapes and materials, offering greater or lesser protection and influencing the performances of the one wearing them causing a penalty to all attack, defence and magic rolls and to all checks related to physical activity such as climbing or sneaking. Following, a general list of armour types: for more accurate values of different types of armour see equipment list.

Type	Armour Bonus	Maximum Speed	Penalty
light armour	+2	unaffected	-2
medium armour	+5	5	-4
heavy armour	+8	4	-6
small shield	+1	unaffected	-1
large shield	+2	unaffected	-2


Armour Class (AC) = 10 + DEX bonus + Armour bonus.

Weapon Type vs. Armor Modifiers (Optional)

Different kinds of armour offer different levels of protection depending on the type of attack they have to absorb. Ringmails, for example, are really effective against cutting attacks, but due to their flexibility offer no protection against the blow of an hammer. You can find these values in the equipment list for armours (S slash, P pierce, B blunt).

Armor Type	Slash	Pierce	Bludgeon
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Banded mail	+2	0	+1
Brigandine	+1	+1	0
Chain mail*	+2	0	-2
Field Plate	+3	+1	0
Full Plate	+4	+3	0
Leather armor**	0	-2	0
Plate mail	+3	0	0
Ring mail	+1	+1	0
Scale mail	0	+1	0
Splint mail	0	+1	+2
Studded leather	+2	+1	0

* Includes bronze plate mail

** Includes padded armor and hides

Weapon

Like in a real world exist an infinite number of different weapons, from the simpler sword to the most exotic ones. Moreover, in a fantasy setting this number can grow considerably. You can also invent your own weapon according to Game Master. A weapon determines the amount of damage the character deals with a successful attack. Weapons with a range of 1 square are called melee weapons. Weapons with a greater range are called ranged weapons. As basic rule, shields cannot be used while employing a two-handed weapon.

Following the basic damage and range values for weapons.

Type	Damage	Range
Unarmed	1d4	1
Light	1d6	1
Medium	1d8	1
Heavy	1d10	1
One-handed missile	1d6	15
Two-handed missile	1d6+2	30
Throwing	1d6+2	5

Missile Weapons

Range

Key element in ranged attacks is precision, that strictly depends on the weapon characteristics. Precision progressively drops with the growing of distance. Is possible to shoot to the double of specified range with a -2 penalty to attack roll or at triple distance at -5.

Firing into a Melee

When firing into a melee, the GM counts the number of fighters closely engaged. Small (S) figures count as ½, Medium as 1, Large as 2, Huge as 4, and Gargantuan as 6. The Game Master then rolls to see who will be the target of the shot.

Taking Cover

Concealed is when the target can be seen with difficulty and is not easy to exactly determine where it is (bushes, branches, smoke, curtains...).

Covered is when the target is behind something that can effectively block incoming missiles (trees, rocks, walls, furniture...).

Modifiers for concealment or cover depends on the degree of covering.

Combat Examples

Simple one-on-one example

Alex the thief (HP 19, Melee +4 for 1d10+3, AC 15) is sneaking up on an Orc wearing studded leather and wielding a falchion (HP 1d8+1=3, Melee +1 for 2d4+4, AC 13).

Alex tries to sneak up to the Orc: Roll 1d20+sub+DEX. 1+5+2 = 8. Not good. The Orc has to beat only 8 to spot him. He rolls 1d20+sub+MIND (1 from his 1 HD, 0 for MIND bonus) for 11+1 = 12, easily noticing Alex's attempt to be a shadow.

The Orc hits Alex: 1d20 (19) + 1 = 20 which is bigger than AC 15. Damage is 2d4 (3) + 4 = 7. Alex is now down to 12 HP.

Time for initiative rolls! Alex has 1d20 (10) + 2 = 12, the orc has 1d20 (5). Alex is first and attacks with 1d20 (9) + 4 = 14 which is higher than 13. He hits for 1d10 (7) + 3 = 10 points of damage. This kills the orc.

Four against an Ogre

Kyoshi, Fighter-3, 29hp, STR 16, DEX 12, MIND 8, AC 16, Masterwork Katana+8/+3 (1d10+7)

Myung, Rogue-3, 21hp, STR 12, DEX 18, MIND 9, AC 14, Wakizashi+7/+2 (1d6+1)

Yonkyu, Cleric-3, 23hp, STR 9, DEX 18, MIND 11, AC 14, Takujo+3 (1d6), Kyuu+7/+2 (1d8), Magic+3 ("The Archer")

Yasu Odong, Mage-3, 18hp, STR 5, DEX 11, MIND 14, Tanto+1 (1d4-2), Magic+5 vs.

Ogre, 29hp, AC 16, club+8 (2d8+7).

We're assuming no surprise, no ranged combat, no ambush, and to simplify attacks go in order of attack bonus. Since both the ogre and Kyoshi have +8, let's rule that the Ogre goes first, then the exact order of players doesn't matter for the rest of the round.

Ogre rolls 10+8, does 12 damage to Kyoshi - down to 17.

Kyoshi rolls 17+8, does 10 damage to Ogre - down to 19.

Kyoshi rolls 2+3, misses.

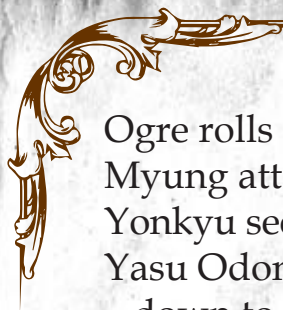
Myung tries to hide, rolls 4 + sub (7) + DEX bonus (4) = 15

Ogre tries to spot, rolls 3 + HD (4) = 7, fails.

Yonkyu casts Bull's Strength on Kyoshi (giving him STR 20), uses 5hp - down to 18.

Yasu Odong casts Sleep on Ogre, rolls 10 + Magic Attack Bonus (5) = 15, uses 3hp - down to 15

Ogre tries to resist, rolls 15 + HD (4) = 19, succeeds.



Ogre rolls 8+8, does 17 damage to Kyoshi – down to 0!

Myung attacks from the shadows, rolls 12+7, does 5+7 damage – down to 7.

Yonkyu sees that the ogre is badly hurt and rolls 18, does 3 damage – down to 4.

Yasu Odong casts Sleep on Ogre, rolls 9 + Magic Attack Bonus (5) = 14, uses 3hp – down to 12

Ogre tries to resist, rolls 6 + HD (4) = 10, fails, and will fall asleep next round!

Ogre rolls 15+8, does 20 damage to Myung – down to 1!

Myung rolls 9+7, does 5 damage to ogre – killing it before sleep takes effect.

Party wins!

Yonkyu casts Cure Light Wounds twice on Kyoshi & Myung, costing him 12 hp total, healing 2d8+6 for each: 15 for Kyoshi and 14 for Myung.

Mass Combat Made Easy

Sometimes may happen to have the need to resolve large scale combats, with two large groups involved. Combat Scale is a multiplier that shows the size of the group fighting and it is only applied to damage in combat between units of different size. Hit Points, AC and all other stats remain the same.

Number in Unit	Combat Scale
2-5	x3
6-10	x4
11-20	x5
21-40	x6
41-80	x7
81-160	x8
161-320	x9
321-640	x10
etc.	

For example, 20 Goblin warriors (CSx5) with HD1d8+1 (5hp), AC15, Morningstar +2 (1d6) or Javelin +3 (1d4) against 15 Elves (CSx5), combat is resolved normally as if it was one goblin against one elf.

If the two units are of a different size, CS acts as a multiplier for damage taken, and also divides any damage given, reducing the size of the Combat Scale as Hit Points as lost. For example, if the twenty Goblins above are reduced to 2hp, they have lost over half their unit, so are now CSx4. When down to just 1hp, they are CSx3 with just 5 goblins remaining.

Experience is gained from taking part in a battle equal to the HD of the opponent, +1 for each CS higher than your own. For example, a member of the 20-strong Grey Company (CSx5) will earn 3EL in a battle against 35 Gnolls (a 2HD creature, CSx6).



Orcs vs Elves

20 orcs enter a forest glade where they are beset upon by 15 elven archers: same CS, considered then like a straight single combat. The elven archers fire their longbows (+3, 1d8), hitting for 3 points of damage. The Orcish unit is down to 2hp: no change to CS, combat continues. The Orcs charge into the bushes. The elves fire another volley, hitting for more 4 more hp: orchish unit is annihilated.

Goblins vs Lone Warrior

Twenty goblins ambush a lone 5th level Fighter. Their CS is x5, so any damage dealt is multiplied by five before it's applied against his Hit Points. Similarly, any damage he does is divided by five. In the first round he hits for 10 damage. That's divided by 5: 2hp lost by the Goblin unit so they're down to 3hp - if they lose another hp they will drop down to CSx4 as they've lost more than half their hit points. In reply, the Goblins hit, attacking with their Morningstars en masse. The Fighter is hit for 4hp, x5 due to their numbers.

Knights vs Red Dragon

The 500-man Order of the Purple Flame fights a Red Dragon. They are CSx10, while the Dragon - a single critter - is just CSx1, though formidable.

500 Knights: HD2d8+4 (14hp), AC18, Lance +7 (1d10+4) or Longsword +6 (1d8+2), CSx10

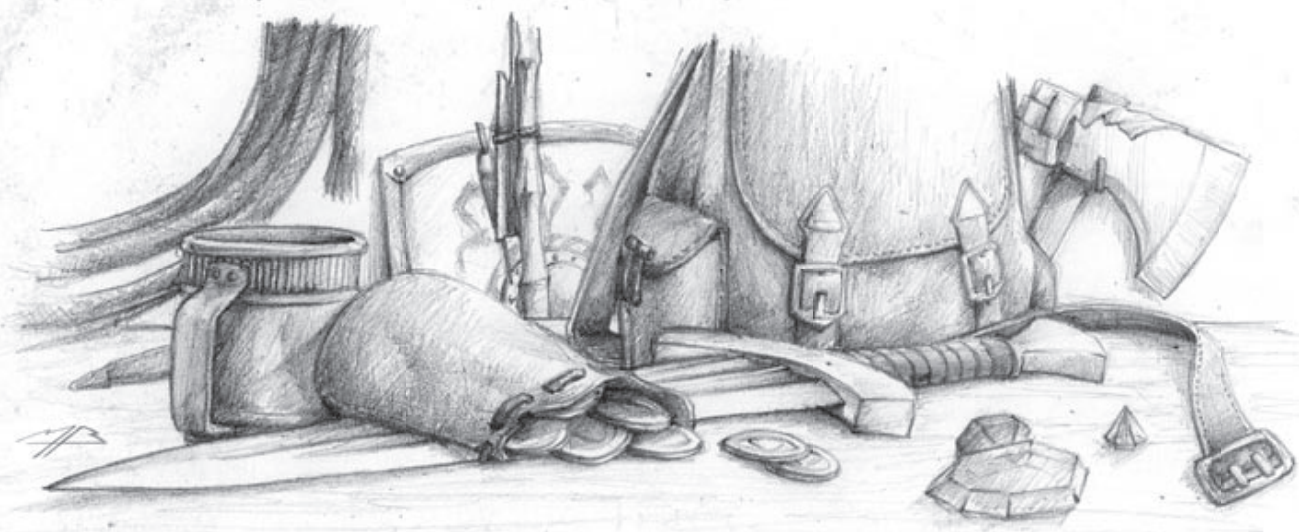
Red Dragon: HD13x12+39 (123hp), AC21, Bite +20 (2d6+7) or Breath 10d10 DC24.

The Dragon flies high above and breathes flame across their phalanx for 46hp damage. The knights dive for cover beneath their shields (phys+DEX to dodge DC24. They roll 25, barely making it). They take $\frac{1}{2}$ damage - 23hp, divided by CSx10 for 2hp. The Knights are down to 12hp and the dragon lands.

They charge the dragon and hit (rolled $18+7 = 25$ vs. AC21), scoring 11 damage, CSx10 for a massive 110hp damage. The Dragon is down to 13hp against the small army: he bites and hits (rolled $6+20 = 26$ vs. AC18) for 17 damage, divided by 10 = 2hp. The Knights are down to 10hp.

Knights fail their attack ($6 + 8 = 14$, a miss). The Dragon turns to bite again, and rolls a Natural 20. It's a critical, so the Knights take 19hp damage, CSx10 so 2hp lost (down to 8hp). Their longswords hit ($18 + 6 = 24$ vs. AC21), for 6hp damage, CSx10 for a total of 60hp, enough to kill the dragon. 143 ($500 \times 4 / 14$) knights lost their lives in the battle.

EQUIPMENT



If not specified by the Game Master, the common monetary value is the gold piece (gp). A gold piece is worth 10 silver pieces (sp), and a silver piece is worth 10 copper pieces (cp). 10 golden pieces worth 1 platinum piece (pp).

Each character begins his adventure with a starting wealth based on the class, that can be used to purchase initial gear.

Class	Amount
Fighter	150 gp
Rogue	125 gp
Mage/Monk	75 gp
Cleric	120 gp

Fast Packs

Without reading the full equipment list, you can give a quick pre-compiled pack to your character or NPC containing basic tools at the price of 50 gp each. You can freely pick one or let a 1d6 dice choose fore you.

Finally, add the following, based on your Class:

Cleric: Silver Holy symbol & 5 Gold Pieces

Fighter: Vial of Holy Water & 5 Gold Pieces

Mage: Spellbook & 2 Spell Pouches & 5 Gold Pieces

Rogue: Thieves Tools

Pack A (1-2)

Backpack, Belt Pouch, Bedroll, Lantern (hooded), 10 Oil Flasks, Flint & Steel, Shovel, 2 sets of Caltrops, Signal Whistle, Waterskin, Iron Rations (4 days)



Pack B (3-4)

Backpack, Belt Pouch, Bedroll, 10 Torches, 4 Oil Flasks, Flint & Steel, 10 pieces of chalk, 10" Pole, Mirror, Crowbar, Waterskin, Iron Rations (4 days)

Pack C (5-6)

Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, 50. Rope, Grappling Hook, 10" Pole, Waterskin, Iron Rations (4 days).

Equipment Usage

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong always faces up in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square. Each time a creature moves into an area covered by caltrops (or spends a round fighting on it), it might step on one. The caltrops make an attack roll (attack bonus +0) against the creature. For this attack, the creature's shield, armor, and spell bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack it deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Candle: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has hardness 10 and 5 HP. It can be burst with a DC 26 STR check.

Crowbar: A crowbar grants a +2 bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a club.

Flint and Steel: Lighting a torch or fire takes a round.

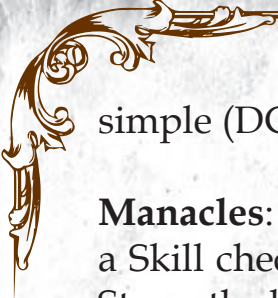
Grappling Hook: Throwing it successfully requires a Skill check (DEX + SUB, DC 10, +2 per 10 feet of distance thrown).

Hammer: If used in combat, treat it as a light hammer.

Ink: Other colors than black costs twice as much.

Lantern: A lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a lantern in one hand.

Lock: The DC to open a lock with a Skill check depends on the lock's quality;



simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles: Manacles can bind a Medium creature. A manacled creature can use a Skill check to slip free (DEX + Sub, DC 30). Breaking the manacles requires a Strength check (DC 26). (Most manacles have locks; add the cost of the lock you want to the cost of the manacles.)

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon but it takes a full round to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a turn in a round to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a Skill check PHY + DEX, DC 15. Rolling on the ground provides the target a +2 bonus on the Skill check. Leaping into a lake or magically extinguishing the flames automatically smothers the fire. You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Piton: A piton is a metal spike with an eye through which a rope may be passed.

Ram, Portable: This iron-shod wooden beam gives you a +2 bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by +2.

Rope, 50': This rope has 2 hit points and can be burst with a DC 23 Strength check.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Vial of Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A vial of holy water can be thrown as a splash weapon. Treat this attack as a ranged attack with a range increment of 10 feet. A vial breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature you must be adjacent to it and pour the holy water out onto the target. Doing so is still a ranged attack. A direct hit by a vial of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the vial hits takes 1 point of damage from the splash. Temples to good deities sell holy water at cost (making no profit).

HEALING



There are many ways to recover Health Points. This value, however, can never be higher than the initial value.

Natural Healing

Characters heal naturally at a rate of 1HP and 1STR per day of rest, 3HP and STR bonus (minimum of 1 if no STR bonus) if complete bed rest (doing nothing for an entire day). For each complete week of bed rest, the character can add his STR. In both cases above, the character is assumed to be getting must have adequate food, water, and sleep.

HP lost due to spellcasting recover automatically after a night of rest.

Magical Healing

Healing spells, potions, and magical devices can speed the process of healing considerably.

By using magic, cuts and scratches and an equal amount of non-lethal damages. heal immediately., wounds close instantly and vigor is restored. The effects are immediate.

Herbalism & Healing Proficiencies

Characters can also gain minor healing benefits from those proficient in the arts of herbalism and healing. When aided by someone with healing ability, a character can recover 1HP and 1STR per day more than usual, or 1HP if aided by someone with herbalism (cumulative). The normal 1HP and 1 STR recover rate is possible even when travelling or engaging in nonstrenuous activity when under the care of an healer.



Diseases

A successful healing check allows do diagnose and treat a disease (Game Master may decide is not possible) to its mildest form and shortest duration. Herbalism helps with a +2 bonus to this roll.

Poison

Someone poisoned can be supported by someone with healing knowledge gaining a +2 to saving check. If the poison has been inhaled or swallowed, only an healer with herbalism knowledges can. The healer must help the victim the round after the contact with poison and forfeit all his action in order to help the victim for the next five rounds (the saving throw is delayed). If interrupted, no bonus is gained.

Disease

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized below. DC lists the phys+STR check against DC needed to prevent infection. Incubation lists the time before damage begins and Damage lists the ability damage the character takes after incubation and each day afterward.

Black Death: Injury or inhalation. DC 17, 1 day, 1d4 STR and 1 CHAR and target becomes fatigued.

Blinding Sickness; Spread in tainted water. Ingestion. DC 16, 1d3 days, 1d4 STR, if it causes more than 2 damages another save is required or the victim will be permanently blind.

Cackle Fever: high fever, disorientation, frequent bouts of hideous laughter. Inhaled, DC 16, 1 day, -1d6 MIND.

Demon Fever: Injury. DC 18, 1 day, -1d6 STR. -1STR if a second Fortitude save fails.

Devil Chills: Some demons and pit fiends spread it, injury. DC 14, 1d4 days, 1d4 STR. Requires 3 save throws to heal.

Filth Fever: Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it. DC 15, 1d3 days, -1d3 STR and 1d3 DEX.

Mindfire; Feels like your brain is burning. Causes stupor. Inhaled, DC 12, 1 day, -1d4 MIND.

Red Ache: Skin turns red, bloated, and warm to the touch. Injury,

Shakes: Causes involuntary twitches, tremors, and fits. Contact, DC 13, 1 day, -1d8 DEX.

Slimy Doom: Victim turns into infectious goo from the inside out. Contact, DC 14, 1 day, -1d4 STR. permanent -1STR if fails a second Fortitude save.

Poison

Many kinds of poison exist, some of them deadly. It can happen due to a poisoned weapon, a naturally poisonous creature or plant, or consumed in food and drinks. See description of each of them for further details. Poisons, generally, don't damage HP, but directly Stat points. Ability damage is temporary unless marked with an asterisk(*), in which case the loss is permanent.

Make a PHYS+STR check against poison's DC to see if it takes effect. Damage is expressed as X/Y, where X is the initial damage taken if the check fails, Y the secondary damage if a second save, rolled after one minute, also fails.

Unconsciousness lasts 1d3 hours. Price lists the cost for one dose of the poison.

Death From Poison

A poisoned character who dies (as a result of poisoning or not) may still have active venom in his blood. It's impossible to calculate the time it remains active (different body types, no blood circulation...), so it will be for at least 2d6 hours. If resurrected, the character could still be poisoned.

Extreme Heat & Cold

If not wearing suitable protection, roll a Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Resurrection

The only way a dead character can return to life is with an appropriate spell (or similar divine power or device). See the description of these spells for more specific information.

Fatigue (Optional)

This rule adds a bit of consequence to taking lethal or non-lethal damages (either via combat or spell casting). Subtract your non-lethal damages to your actual HP. When the resulting value is 1/2 of the max HP the character is fatigued, when less than 1/4 is exhausted.

Fatigued - cannot run nor charge and takes a -2 penalty to STR and DEX.

Exhausted - moves at half speed and takes a -6 penalty to Strength and Dexterity.

MOVEMENT



Movement while adventuring has a fundamental importance. You will find yourself marching across plains, making your way in deep forests, climbing rocks and buildings, swim in deep waters. While generally having a general knowledge of simple movement basics is enough, sometimes you will need to analyse exactly how you can move in the scenario around you.

Walking

A creature in normal conditions can walk 10x"base movement" yards per minute. Can also jog, run or run faster, multiplying this distance by 1,5, 2 or 3.


A normal day's marching lasts for 10 hours, including reasonable stops for rest and meals. Under normal conditions, a character can walk twice his movement rate in miles in those 10 hours.

Force marching enables a character to travel 2 ½ times his movement rate in miles. At the end of each day of the march, the character or creature must roll a STR check. If the check fails, no more force marching attempts can be made until the characters have completely recovered from the ordeal. Recovery requires half a day per day of force marching. But even if the check fails, the character can continue overland movement at his normal rate. Each day of force marching results in a -1 penalty to all attack rolls. This modifier is cumulative.

Difficult Terrains

Walking or marching could be more difficult in certain terrains than in others. In the following table suggested modifiers to normal movement speed.

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	×1	×½	×½
Flatlands	×1	×1	×¾
Forest	×1	×1	×½



Hills	×1	× ³ / ₄	× ¹ / ₂
Jungle	×1	× ³ / ₄	× ¹ / ₄
Moor	×1	×1	× ³ / ₄
Mountains	× ³ / ₄	× ³ / ₄	× ¹ / ₂
Swamp	×1	× ³ / ₄	× ¹ / ₂
Tundra, frozen	×1	× ³ / ₄	× ³ / ₄

Distances

Personal Movement

Speed	3	4	6	8
One Round	15 ft.	20 ft.	30 ft.	40 ft.
One Minute	150 ft.	200 ft.	300 ft.	400 ft.
One Hour	1½ mi.	2 mi	3 mi.	4 mi.
One Day	12 mi.	16 mi.	24 mi.	32 mi.

Mounted Movement

Mounts	Per Hour	Per Day
Light Horse or Warhorse	6	48
Heavy Horse or Warhorse	5	40
Pony or Warpony	4	32
Donkey or Mule	3	24
Dog, Riding	4	32

Vehicle Movement

Vehicles	Per Hour	Per Day
Cart or Wagon	2	16
Raft or Barge (poled or towed)	1	25
Keelboat (rowed)	1	10
Rowboat (rowed)	1 ½	15
Sailing Ship (sailed)	2	48
Warship (sailed and rowed)	2 ½	60
Longship (sailed and rowed)	3	72
Galley (rowed and sailed)	4	96

Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.



Running (optional)

If necessary (in an important chase, for example) a STR check must be done after some time spent running: after STR turns if jogging, STR/2 if running, STR/4 if running faster respectively with no penalty, with -2 penalty and -4 penalty. If a check fails you can only keep jogging or, if were jogging, you have to stop and rest.

Swimming

Untrained swimmers, when unencumbered, can only manage to stay on the surface in calm waters.

All characters that can swim can cover half their current land movement rate in calm water if not wearing metal armor. Each half-hour spent swimming causes a cumulative penalty of -1 to all attack rolls and a temporary -1 STR.

If a swimming character fails a STR check, he must tread water for half an hour before he can continue swimming (this counts as time spent swimming, for purposes of STR point loss). A character drowns if his STR score drops to 0. Each day of rest recovers 1d6 ability points

Climbing

When climbing, a check roll is required every 10 feet. If not successful, the character cannot find a route to continue climbing and can only go back or let go the grip and fall. When deciding the DC for the roll (percentile) the GM has to consider not only the kind of surface to climb (frequency of handholds), but the race and class of the character. Players have to roll a value equal or less than the percentile requested by the Game Master to succeed.

Falling

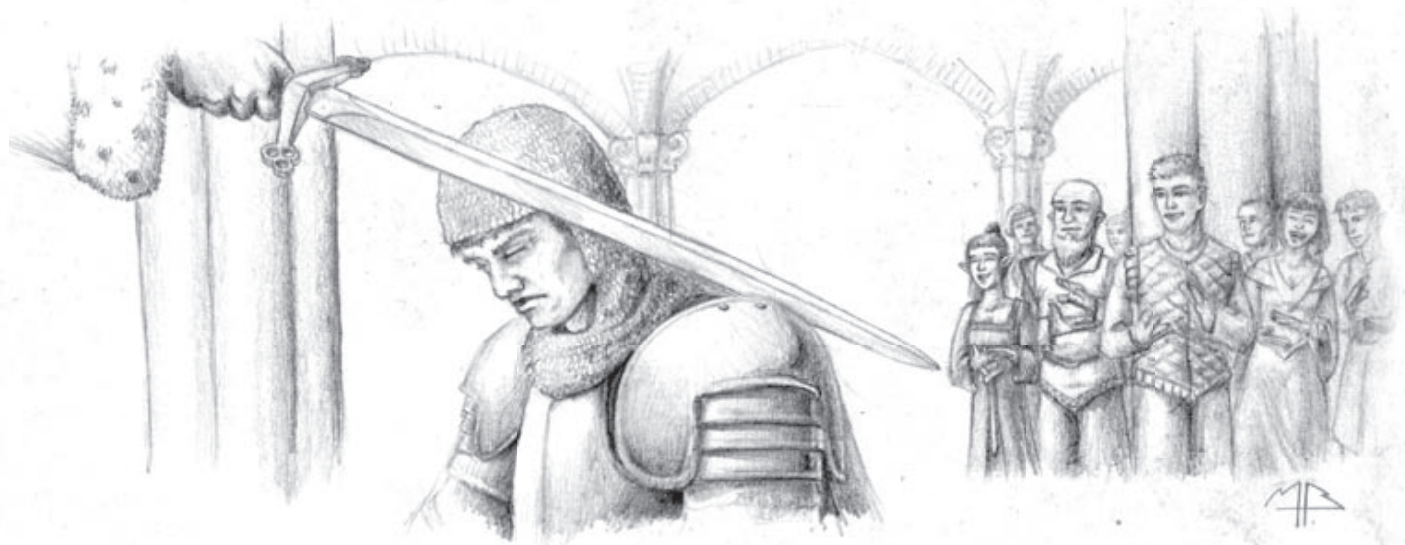
Falling is a really dangerous action. A falling creature suffers 1d6 damage per 10 feet, halved if a Phys+DEX saving roll is successful, where DC is equal to depth fallen in feet. If the fall ends in an area with spikes or jagged rocks, add +1 hp of damage to falling damage per 10' fallen (with a maximum of +10 hp).

Encumbrance

To simplify inventory management, characters can carry twelve items in addition to armor, primary weapon, and possibly a shield; up to six small items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item. The Game Master can decide that heavy or large objects may count as 2 or 3 slots (he has to consider the size of a normal backpack).

Heavy encumbered characters may suffer a DEX and SPD penalty as decided by the GM.

LEVEL ADVANCEMENT



During their quests, wanderings, combats and a lot of different situations, characters gain experiences that help them to do better what they usually do or learn new things. In other words, advance their level. There are three ways to advance level: it's up to you and the Game Master to decide

Characters earn experience by completing adventures, defeating monsters and resolving puzzles, but GMs can also reward players with EXP points when they come up with clever thoughts, or when they follow the narration.

Even when a character has earned enough experience to attain the next level, the GM may not allow immediate advancement. He may require the character to receive training to advance. A GM can also rule that the circumstances are not appropriate for the character to advance in level, such as when the game session ends with the characters deep in an abandoned mine complex.

If the level divides by three (i.e. level 3, 6, 9, etc.) add 1 point to STR, DEX, MIND or CHAR.

Game Master decision based advancement

Is the Game Master that decides if and when a character gains a level or gains some traits of new level (a new hit dice, new skills and proficiencies...) basing it in his scenario plot.

Encounter Level based advancement

Encounter Level (EL) is equal to Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.



Experience Points based advancement

Game Masters assign a value, expressed in Experience Points (EXP), proportional to the difficulty of the task/combat/puzzle faced. Each time, players add this value to their total and when this total is equal or greater than the needed amount, your character can advance.

Level	XP	Level	XP	Level	XP
1st	0	8th	128000	15th	960000
2nd	2000	9th	240000	16th	1080000
3rd	4000	10th	360000	17th	1200000
4th	8000	11th	480000	18th	1320000
5th	16000	12th	600000	19th	1440000
6th	32000	13th	720000	20th	1560000
7th	64000	14th	840000		

Multiclassing

A character can decide, at one point, to begin following a new path, changing his class. Characters may have up to two classes (for example, Fighter/Cleric, or Ranger/Rogue). A multiclass character's Character Level is the sum of the levels in both her classes (a Fighter 2 / Cleric 1 is a level 3 character).

When a character earns the right to go up a level, the player chooses which class to advance or, if the character is single-classed, the player may choose a second class, which begins at level 1.

Advancement is determined by Character Level, but spell descriptions and abilities which reference "level" mean "specific class level".



All Spells have the following characteristics:

Range: determines how far away the target of the spell can be from the caster and still be affected by it. Ranges are: *Self* (affecting only the caster); *Touch* (Target must be touched); *Near* (within 10 yards); *Short* (up to 100 yards); *Far* (target must be in sight of the caster); *Special* (target can be affected by the spell wherever he is as long as the caster has some sort of physical connection to the target like blood, hair or personal item)


Duration: How long the spell lasts: *Instant* (only a moment, although it's effects could be permanent); *Concentration* (as long as the caster concentrates on the spell doing nothing else, usually no more then 20 minutes); *Short* (up to 1 Hour); *Hours* (up to 6 hours); *Day* (a whole day)

Week (a whole week); *Feat* (till a specific condition set by the spell or the caster is met).

Save: How saving against the spell works: *None* (No save possible); *Half* (Saving denies half effect); *Full* (Saving denies all effects)

Notes about SUMMON MONSTER spells.

- The summoning of a monster out of nothing to do your will lasts for 1 round/level.
- The monster has a number of HD equal the caster level that is required to cast the spell.
- The monster's AC equals $10 + (\text{monster's HD} / 2, \text{round up})$
- The monster inflicts damage equal to $1d8$ plus half it's HD (round down)
- Each spell allows the caster to summon, instead of 1 monster from that spell, $1d3$ monsters from the previous spell level or $1d4+1$ monsters from the level below that.
- The monster always looks like a creature that reflects the caster's philosophies, beliefs and associations. I.E. an evil caster's monsters may look like demons, a



naturalist caster's as a glowing animal and a pious caster's monsters appear as glowing balls of light.

Divine Spells

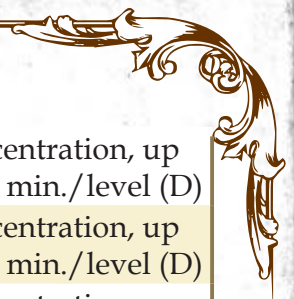
Divine spellcasters can choose between the following spells, but have to carefully consider if these suits with their alignment or cult restrictions.

Level 0

Create Water	Creates 2 gallons/level of pure water.	Instantaneous (D)
Cure Minor Wounds	Cures 1 point of damage.	Instantaneous (D)
Detect Magic	Detects spells and magic items within 60 ft.	Concentration, up to 1 min./level (D)
Detect Poison	Detects poison in one creature or small object.	Instantaneous (D)
Guidance	+1 on one attack roll, saving throw, or skill check.	1 minute or until discharged
Inflict Minor Wounds	Touch attack, 1 point of damage.	Instantaneous
Light	Object shines like a torch.	10 min./level (D)
Mending	Makes minor repairs on an object.	Instantaneous
Purify Food and Drink	Purifies 1 cu. ft./level of food or water.	Instantaneous (D)
Read Magic	Read scrolls and spellbooks.	10 min./level
Resistance	Subject gains +1 on saving throws.	1 minute (D)
Virtue	Subject gains 1 temporary hp.	1 min.

Level 1

Bane	Enemies take -1 on attack rolls and saves against fear.	1 min./level
Bless	Allies gain +1 on attack rolls and +1 on saves against fear.	1 min./level
Bless Water	Makes holy water.	Instantaneous
Cause Fear	One creature of 5 HD or less flees for 1d4 rounds.	1d4 rounds or 1 round; (D)
Command	One subject obeys selected command for 1 round.	1 round
Comprehend Languages	You understand all spoken and written languages.	10 min./level
Cure Light Wounds	Cures 1d8 damage +1/level (max +5).	Instantaneous (D)
Curse Water	Makes unholy water.	Instantaneous
Deathwatch	Reveals how near death subjects within 30 ft. are.	10 min./level
Detect Chaos	Reveals creatures, spells, or objects of selected alignment.	Concentration, up to 10 min./level (D)

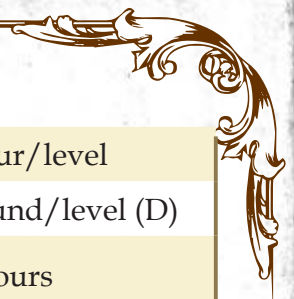


Detect Evil	Reveals creatures, spells, or objects of selected alignment.	Concentration, up to 10 min./level (D)
Detect Good	Reveals creatures, spells, or objects of selected alignment.	Concentration, up to 10 min./level (D)
Detect Law	Reveals creatures, spells, or objects of selected alignment.	Concentration, up to 10 min./level (D)
Detect Undead	Reveals undead within 60 ft.	Concentration, up to 1 minute/level (D)
Divine Favor	You gain +1 per three levels on attack and damage rolls.	1 minute
Doom	One subject takes -2 on attack rolls, damage rolls, saves, and checks.	1 min./level
Endure Elements	Exist comfortably in hot or cold environments.	24 hours (D)
Entropic Shield	Ranged attacks against you have 20% miss chance.	1 min./level (D)
Hide from Undead	Undead can't perceive one subject/level.	10 min./level (D)
Inflict Light Wounds	Touch attack, 1d8 damage +1/level (max +5).	Instantaneous
Magic Stone	Three stones gain +1 on attack rolls, deal 1d6+1 damage.	30 minutes or until discharged (D)
Magic Weapon	Weapon gains +1 bonus.	1 min./level
Obscuring Mist	Fog surrounds you.	1 min./level (D)
Protection from Chaos	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Evil	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Good	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Law	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Remove Fear	Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.	10 minutes; (D)
Sanctuary	Opponents can't attack you, and you can't attack.	1 round/level
Shield of Faith	Aura grants +2 or higher deflection bonus.	1 min./level
Summon Monster I	Calls extraplanar creature to fight for you.	1 round/level (D)

Level 2

Aid	+1 on attack rolls, +1 against fear, 1d8 temporary hp +1/level (max +10).	1 min./level
Align Weapon	Weapon becomes good, evil, lawful, or chaotic.	1 min./level
Augury	Learns whether an action will be good or bad.	Instantaneous
Barkskin	Toughens a creature's skin. Grants +2 bonus to AC (+1 every 3 Levels starting from 6 th).	10 min./level (D)
Bear's Endurance	Subject gains +4 to Fort for 1 min./level.	1 min./level (D)
Bull's Strength	Subject gains +4 to Str for 1 min./level.	1 min./level (D)


Calm Emotions	Calms creatures, negating emotion effects.	Concentration, up to 1 round/level (D)
Consecrate	Fills area of 20' radius with positive energy, making undead weaker. They suffer a -1 to all rolls and the caster gains a +3 to turning rolls..	2 hours/level
Cure Moderate Wounds	Cures 2d8 damage +1/level (max +10).	Instantaneous
Darkness	20-ft. radius of supernatural shadow.	10 min./level (D)
Death Knell	Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level (empowers known spells but doesn't grant new spells).	Instantaneous/10 minutes per HD of subject.
Delay Poison	Stops poison from harming subject for 1 hour/level.	1 hour/level (D)
Desecrate	Fills area equal to a 25' + 5' / level with negative energy, making undead stronger. They gain +1 to all rolls.	2 hours/level
Eagle's Splendor	Subject gains +4 to Cha for 1 min./level.	1 min./level (D)
Enthrall	Captivates all within 100 ft. + 10 ft./level. Will save.	1 hour or less
Find Traps	Notice traps as a rogue does (MIND + subterfuge) with a bonus equal to half your level (round down).	1 min./level
Gentle Repose	Preserves one corpse.	One day/level
Hold Person	Paralyses one humanoid for 1 round/level. The held creature may attempt a STR + physical save every round.	1 round/level (D)
Inflict Moderate Wounds	Touch attack, 2d8 damage +1/level (max +10).	Instantaneous
Make Whole	Repairs an object.	Instantaneous
Owl's Wisdom	Subject gains +4 to Knowledge for 1 min./level.	1 min./level (D)
Remove Paralysis	Frees one or more creatures from paralysis or slow effect.	Instantaneous
Resist Energy	touched target ignores 20 points of damage/attack from specified energy type after save roll (acid, cold, electricity, fire, or sonic)	10 min./level (D)
Restoration, Lesser	Dispels magical ability penalty or repairs 1d4 ability damage.	Instantaneous
Shatter	Sonic vibration damages objects or crystalline creatures within 25' + 5' / level. Damage against crystalline creatures inflicts 1d6 damage per level (max 1d6, save halves damage).	Instantaneous
Shield Other	You take half of chosen subject's damage. Subject must remain within 25' + 5' / level to benefit and gains +1 to AC and all rolls.	1 hour/level (D)
Silence	Negates sound in 20-ft. radius.	1 min./level (D)
Sound Burst	Deals 1d8 sonic damage to subjects at a range of 25' + 5' / level and a 10' radius ; may stun them on a failed STR + physical roll.	Instantaneous
Spiritual Weapon	Magic weapon attacks on its own within a range of 100' + 10' / level for 1d8 + 1 / level damage for 1 round / level. It attacks as if wielded by caster but the caster can always do something else while "thinking" it to attack.	1 round/level (D)



Status	Monitors condition, position of allies.	1 hour/level
Summon Monster II	Calls extraplanar creature to fight for you.	1 round/level (D)
Undetectable Alignment	Conceals alignment for 24 hours.	24 hours
Zone of Truth	Subjects within range (25' + 5' / level) and radius (20') cannot lie.	1 min./level

Level 3

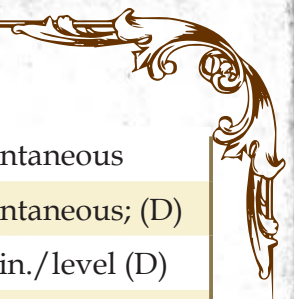
Animate Dead	Creates a number of un-dead skeletons and/or zombies with a HD total equal to twice your caster level. They obey all commands until destroyed.	Instantaneous
Bestow Curse	-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	Permanent
Blindness/Deafness	Makes subject blinded or deafened.	Permanent (D)
Contagion	Infects subject with chosen disease.	Instantaneous (D)
Continual Flame	Makes a permanent, heatless torch.	Permanent
Create Food and Water	Feeds three humans (or one horse)/level.	24 hours; (D)
Cure Serious Wounds	Cures 3d8 damage +1/level (max +15).	Instantaneous (D)
Daylight	60-ft. radius of bright light.	10 min./level (D)
Deeper Darkness	Object sheds supernatural shadow in 60-ft. radius.	One day/level (D)
Dispel Magic	Cancels magical spells and effects.	Instantaneous
Glyph of Warding	Inscription harms 1d8 damage / 2 levels to those who pass it without proper password.	Permanent until discharged (D)
Helping Hand	Ghostly hand leads subject if within 5 miles to you if it chooses.	1 hour/level
Inflict Serious Wounds	Touch attack, 3d8 damage +1/level (max +15).	Instantaneous
Invisibility Purge	Dispels invisibility within 5 ft./level.	1 min./level (D)
Locate Object	Senses direction toward object (specific or type).	1 min./level
Magic Circle Against Chaos	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Circle Against Evil	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Circle Against Good	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Circle Against Law	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Vestment	Armor or shield gains +1 enhancement per four levels.	1 hour/level
Meld into Stone	You and your gear merge with stone.	10 min./level (D)
Obscure Object	Masks object against scrying.	8 hours (D)
Prayer	Allies +1 bonus on most rolls, enemies -1 penalty.	1 round/level



Protection from Energy	Absorb 12 points/level of damage from one kind of energy.	10 min./level or until discharged (D)
Remove Blindness/Deafness	Cures normal or magical conditions.	Instantaneous (D)
Remove Curse	Frees object or person from curse.	Instantaneous
Remove Disease	Cures all diseases affecting subject.	Instantaneous (D)
Searing Light	Ray deals 1d8/two levels, more against undead.	Instantaneous
Speak with Dead	Corpse answers one question/two levels.	1 min./level
Stone Shape	Sculpts stone into any shape.	Instantaneous
Summon Monster III	Calls extraplanar creature to fight for you.	1 round/level (D)
Telepathic Bond, Lesser	As telepathic bond, but you and one other creature.	10 min./level
Water Breathing	Subjects can breathe underwater.	2 hours/level; (D)
Water Walk	Subject treads on water as if solid.	10 min./level (D)
Wind Wall	Deflects arrows, smaller creatures, and gases.	1 round/level (D)

Level 4

Air Walk	Subject treads on air as if solid (climb at 45-degree angle).	10 min./level (D)
Control Water	Raises or lowers bodies of water by a volume of 10 x 10 to a maximum height of depth of 1' / level	10 min./level (D)
Cure Critical Wounds	Cures 4d8 damage +1/level (max +20).	Instantaneous
Death Ward	Grants immunity to death spells and negative energy effects.	1 min./level
Dimensional Anchor	Bars extradimensional movement. Requires a magic attack to hit AC to effect subject.	1 min./level
Discern Lies	Reveals deliberate falsehoods in 1 creature / level, at a range of 25' + 5' / level	Concentration, up to 1 round/level
Dismissal	Forces a creature to return to native plane.	Instantaneous
Divination	Provides useful advice for specific proposed actions.	Instantaneous
Divine Power	You gain attack bonus, +6 to Str, and 1 hp/level.	1 round/level
Freedom of Movement	Subject moves normally despite impediments.	10 min./level
Geas, Lesser	Commands subject of 7 HD or less.	One day/level or until discharged (D)
Giant Vermin	Turns centipedes, scorpions, or spiders into giant vermin.	1 min./level
Imbue with Spell Ability	Transfer 1 spell to subject, which can be cast at any time, once.	Permanent until discharged (D)
Inflict Critical Wounds	Touch attack, 4d8 damage +1/level (max +20).	Instantaneous
Magic Weapon, Greater	+1/four levels (max +5).	1 hour/level
Neutralize Poison	Immunizes subject against poison, detoxifies venom in or on subject.	10 min./level (D)



Planar Ally, Lesser	Exchange services with a 6 HD extraplanar creature.	Instantaneous
Poison	Touch deals 1d10 Str damage, repeats in 1 min.	Instantaneous; (D)
Repel Vermin	Insects, spiders, and other vermin stay 10 ft. away.	10 min./level (D)
Restoration	Restores level and ability score drains.	Instantaneous
Sending	Delivers short message anywhere, instantly.	1 round;
Spell Immunity	Subject is immune to one spell per four levels.	10 min./level
Summon Monster IV	Calls extraplanar creature to fight for you.	1 round/level (D)
Tongues	Speak any language.	10 min./level

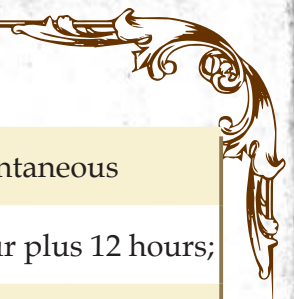
Level 5

Atonement	Removes burden of misdeeds from subject.	Instantaneous
Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrification.	Instantaneous
Command, Greater	As command, but affects one subject/level.	1 round/level (D)
Commune	Deity answers one yes-or-no question/level.	1 round/level
Cure Light Wounds, Mass	Cures 1d8 damage +1/level for many creatures.	Instantaneous (D)
Dispel Chaos	+4 bonus against attacks by chaotic creatures.	1 round/level or until discharged, whichever comes first
Dispel Evil	+4 bonus against attacks by evil creatures.	1 round/level or until discharged, whichever comes first
Dispel Good	+4 bonus against attacks by good creatures.	1 round/level or until discharged, whichever comes first
Dispel Law	+4 bonus against attacks by lawful creatures.	1 round/level or until discharged, whichever comes first
Disrupting Weapon	Melee weapon destroys undead of equal or lower HD provided they fail a save	1 round/level
Flame Strike	Smite foes with divine fire (1d6/level damage) within 100' + 10' with an area of 10' radius. Save reduces damage by one quarter.	Instantaneous
Hallow	Designates location of 40' radius as holy for a year. All attempts to turn un dead gain a +4 bonus, undead cannot be raised in the area and the area acts as a magic circle against undead, demons, devils etc.	Instantaneous
Inflict Light Wounds, Mass	Deals 1d8 damage +1/level to any creatures.	Instantaneous (D)
Insect Plague	Locust swarms attack creatures (1 swarm / 3 levels).	1 min./level (D)

Mark of Justice	Designates action that will trigger curse on subject.	Permanent;
Plane Shift	As many as eight subjects travel to another plane.	Instantaneous
Raise Dead	Restores life to subject who died as long as one day/level ago.	Instantaneous
Righteous Might	Your size increases, and you gain combat bonuses (+8 STR, +4 AC, Damage inflicted goes up to next die, 1d6>1d8 etc).	1 round/level (D)
Scrying	Spies on subject from a distance.	1 min./level
Slay Living	Touch attack kills subject.	Instantaneous
Spell Resistance	Subject gains spell resistance 12 + level.	1 min./level
Summon Monster V	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Pain	Triggered rune wracks nearby creatures with pain. (60' radius, -4 on all rolls for 1 hour)	
Symbol of Sleep	Triggered rune puts nearby creatures under 10 HD into catatonic slumber for 3d6x10 minutes.	
True Seeing	Lets you see all things as they really are including in darkness, invisible, polymorphed etc. but not mundane events like being physically hidden, in disguise etc.	1 min./level (D)
Unhallow	Designates location as unholy for a year. Turning undead attempts suffer a -4 penalty and the area (40' radius) acts as a magic circle against good.	Instantaneous

Level 6

Animate Objects	Objects attack your foes.	1 round/level
Antilife Shell	10-ft. -radius field hedges out living creatures.	10 min./level (D)
Banishment	Banishes 2 HD/level of extraplanar creatures.	Instantaneous
Bear's Endurance, Mass	As bear's endurance, affects one subject/level.	1 min./level (D)
Blade Barrier	Wall of blades deals 1d6/level damage.	1 min./level
Bull's Strength, Mass	As bull's strength, affects one subject/level.	1 min./level (D)
Create Undead	Creates ghouls, ghastrs, mummies, or mohrgs.	Instantaneous
Cure Moderate Wounds, Mass	Cures 2d8 damage +1/level for many creatures.	Instantaneous (D)
Dispel Magic, Greater	As dispel magic, but +20 on check.	Instantaneous
Eagle's Splendor, Mass	As eagle's splendor, affects one subject/level.	1 min./level (D)
Find the Path	Shows most direct way to a location.	10 min./level (D)
Forbiddance	Blocks planar travel, damages creatures of different alignment.	Permanent
Geas/Quest	As lesser geas, plus it affects any creature.	One day/level or until discharged (D)
Glyph of Warding, Greater	As glyph of warding, but up to 10d8 damage or 6th-level spell.	Permanent until discharged (D)
Harm	Deals 10 points/level damage to target.	Instantaneous



Heal	Cures 10 points/level of damage, all diseases and mental conditions.	Instantaneous
Heroes' Feast	Food for one creature/level cures and grants combat bonuses.	1 hour plus 12 hours;
Inflict Moderate Wounds, Mass	Deals 2d8 damage +1/level to many creatures.	Instantaneous
Owl's Wisdom, Mass	As owl's wisdom, affects one subject/level.	1 min./level
Planar Ally	As lesser planar ally, but up to 12 HD.	Instantaneous
Summon Monster VI	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Fear	Triggered rune panics nearby creatures.	
Symbol of Persuasion	Triggered rune charms nearby creatures.	
Undeath to Death	Destroys 1d4/level HD of undead (max 20d4).	Instantaneous
Wind Walk	You and your allies turn vaporous and travel fast.	1 hour/level (D);
Word of Recall	Teleports you back to designated place.	Instantaneous

Level 7

Blasphemy	Kills, paralyzes, weakens, or dazes nonevil subjects.	Instantaneous
Control Weather	Changes weather in local area.	4d12 hours (D)
Cure Serious Wounds, Mass	Cures 3d8 damage +1/level for many creatures.	Instantaneous
Destruction	Kills subject and destroys remains.	Instantaneous
Dictum	Kills, paralyzes, slows, or deafens nonlawful subjects.	Instantaneous
Ethereal Jaunt	You become ethereal for 1 round/level.	1 round/level (D)
Finger of Death	Kills a subject if fails a Save vs death.	Instantaneous (D)
Holy Word	Kills, paralyzes, slows, or deafens nongood subjects.	Instantaneous
Inflict Serious Wounds, Mass	Deals 3d8 damage +1/level to many creatures.	Instantaneous (D)
Refuge	Alters item to transport its possessor to you.	Permanent until discharged
Regenerate	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).	Instantaneous
Repulsion	Creatures can't approach you.	1 round/level (D)
Restoration, Greater	As restoration, plus restores all levels and ability scores.	Instantaneous
Resurrection	Fully restore dead subject.	Instantaneous
Scrying, Greater	As scrying, but faster and longer.	1 hour/level
Summon Monster VII	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Stunning	Triggered rune stuns nearby creatures.	
Symbol of Weakness	Triggered rune weakens nearby creatures.	

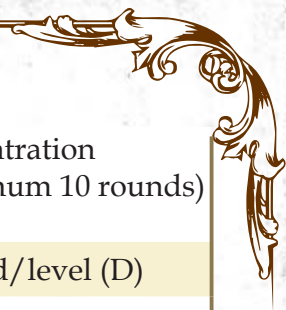
Word of Chaos	Kills, confuses, stuns, or deafens nonchaotic subjects.	Instantaneous
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Level 8

Antimagic Field	Negates magic within 10 ft.	10 min./level (D)
Brain Spider	Eavesdrop on thoughts of up to eight other creatures.	1 min./level
Cloak of Chaos	+4 to AC, +4 Fortitude, spell resistance 25 against lawful spells.	1 round/level (D)
Create Greater Undead	Create shadows, wraiths, spectres, or devourers.	Instantaneous
Cure Critical Wounds, Mass	Cures 4d8 damage +1/level for many creatures.	Instantaneous (D)
Dimensional Lock	Teleportation and interplanar travel blocked for one day/level.	One day/level
Discern Location	Reveals exact location of creature or object.	Instantaneous
Earthquake	Intense tremor shakes 80-ft. -radius.	1 round (D)
Fire Storm	Deals 1d6/level fire damage.	Instantaneous (D)
Holy Aura	+4 to AC, +4 Fortitude, and spell resistance 25 against evil spells.	1 round/level (D)
Inflict Critical Wounds, Mass	Deals 4d8 damage +1/level to many creatures.	Instantaneous (D)
Planar Ally, Greater	As lesser planar ally, but up to 18 HD.	Instantaneous
Shield of Law	+4 to AC, +4 Fortitude, and spell resistance 25 against chaotic spells.	1 round/level (D)
Spell Immunity, Greater	As spell immunity, but up to 8th-level spells.	10 min./level
Summon Monster VIII	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Death	Triggered rune slays nearby creatures.	
Symbol of Insanity	Triggered rune renders nearby creatures insane.	
Unholy Aura	+4 to AC, +4 Fortitude, spell resistance 25 against good spells.	1 round/level (D)

Level 9

Astral Projection	Projects you and companions onto Astral Plane.	
Energy Drain	Subject gains 2d4 negative levels.	Instantaneous
Etherealness	Travel to Ethereal Plane with companions.	1 min./level (D)
Gate	Connects two planes for travel or summoning.	Instantaneous or concentration (up to 1 round/level);
Heal, Mass	As heal, but with several subjects.	Instantaneous (D)
Implosion	Kills one creature/round.	Concentration (up to 4 rounds)
Miracle	Requests a deity's intercession.	
Soul Bind	Traps newly dead soul to prevent resurrection.	Permanent



Storm of Vengeance	Storm rains acid, lightning, and hail.	Concentration (maximum 10 rounds) (D)
Summon Monster IX	Calls extraplanar creature to fight for you.	1 round/level (D)
True Resurrection	As resurrection but within 10 years per level of the creatures death and you must be able to identify exactly who the creature was. Remains are not needed.	Instantaneous

Arcane Spells

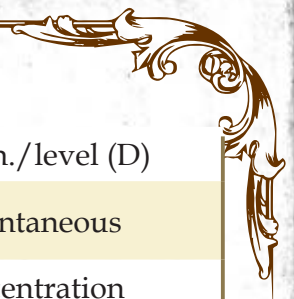
Level 0

Acid Splash	Orb deals 1d3 acid damage.	Instantaneous
Arcane Mark	Inscribes a personal rune (visible or invisible).	Permanent
Dancing Lights	Creates torches or other lights.	1 minute (D)
Daze	Humanoid creature of 4 HD or less loses next action.	1 round
Detect Magic	Detects spells and magic items within 60 ft.	Concentration, up to 1 min./level (D)
Detect Poison	Detects poison in one creature or small object.	Instantaneous (D)
Disrupt Undead	Deals 1d6 damage to one undead.	Instantaneous
Flare	Dazzles one creature (-1 on attack rolls).	Instantaneous
Ghost Sound	Figment sounds.	1 round/level (D)
Light	Object shines like a torch.	10 min./level (D)
Mage Hand	5-pound telekinesis.	Concentration
Mending	Makes minor repairs on an object.	Instantaneous
Message	Whispered conversation at distance.	10 min./level
Open/Close	Opens or closes small or light things.	Instantaneous
Prestidigitation	Performs minor tricks.	1 hour
Ray of Frost	Ray deals 1d3 cold damage.	Instantaneous
Read Magic	Read scrolls and spellbooks.	10 min./level
Resistance	Subject gains +1 on saving throws.	1 minute (D)
Touch of Fatigue	Touch attack fatigues target.	1 round/level

Level 1

Alarm	Wards an area for 2 hours/level.	2 hours/level (D)
Animate Rope	Makes a rope move at your command.	1 round/level
Burning Hands	1d4/level fire damage (max 5d4).	Instantaneous

Cause Fear	One creature of 5 HD or less flees for 1d4 rounds.	1d4 rounds or 1 round;
Charm Person	Makes one person your friend.	1 hour/level
Chill Touch	One touch/level deals 1d6 damage and possibly 1 Str damage.	Instantaneous
Color Spray	Knocks unconscious, blinds, and/or stuns weak creatures.	Instantaneous;
Comprehend Languages	You understand all spoken and written languages.	10 min./level
Detect Secret Doors	Reveals hidden doors within 60 ft.	Concentration, up to 1 min./level
Detect Undead	Reveals undead within 60 ft.	Concentration, up to 1 minute/level (D)
Disguise Self	Changes your appearance.	10 min./level
Endure Elements	Exist comfortably in hot or cold environments.	24 hours
Enlarge Person	Humanoid creature doubles in size.	1 min./level (D)
Erase	Mundane or magical writing vanishes.	Instantaneous
Expeditious Retreat	Your speed increases by 30 ft.	1 min./level (D)
Feather Fall	Objects or creatures fall slowly.	Until landing or 1 round/level
Floating Disk	Creates 3-ft. -diameter horizontal disk that holds 100 lb./level.	1 hour/level
Grease	Makes 10-ft. square or one object slippery.	1 round/level (D)
Hold Portal	Holds door shut.	1 min./level
Hypnotism	Fascinates 2d4 HD of creatures.	2d4 rounds
Identify	Determines properties of magic item.	Instantaneous
Jump	Subject gets bonus on Jump checks.	1 min./level (D)
Mage Armor	Gives subject +4 armor bonus.	1 hour/level
Magic Aura	Alters object's magic aura.	One day/level (D)
Magic Missile	1d4+1 damage; +1 missile per two levels above 1st (max 5).	Instantaneous
Magic Weapon	Weapon gains +1 bonus.	1 min./level
Mount	Summons riding horse for 2 hours/level.	2 hours/level (D)
Obscuring Mist	Fog surrounds you.	1 min./level (D)
Protection from Chaos	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Evil	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Good	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Law	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Ray of Enfeeblement	Ray deals 1d6 +1 per two levels Str damage.	1 min./level
Reduce Person	Humanoid creature halves in size.	1 min./level (D)

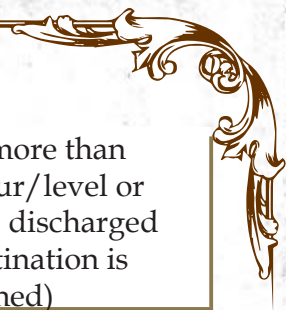


Shield	Invisible disc gives +4 to AC, blocks magic missiles.	1 min./level (D)
Shocking Grasp	Touch delivers 1d6/level electricity damage (max 5d6).	Instantaneous
Silent Image	Creates minor illusion of your design.	Concentration
Sleep	Puts 4 HD of creatures into magical slumber.	1 min./level
Summon Monster I	Calls extraplanar creature to fight for you.	1 round/level (D)
True Strike	+20 on your next attack roll.	
Unseen Servant	Invisible force obeys your commands.	1 hour/level
Ventriloquism	Throws voice for 1 min./level.	1 min./level (D)

Level 2

Acid Arrow	Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.	1 round + 1 round per three levels
Alter Self	Assume form of a similar creature.	10 min./level (D)
Arcane Lock	Magically locks a portal or chest.	Permanent
Bear's Endurance	Subject gains +4 to Con for 1 min./level.	1 min./level (D)
Blindness/Deafness	Makes subject blinded or deafened.	Permanent (D)
Blur	Attacks miss subject 20% of the time.	1 min./level (D)
Bull's Strength	Subject gains +4 to Str for 1 min./level.	1 min./level (D)
Cat's Grace	Subject gains +4 to Dex for 1 min./level.	1 min./level (D)
Command Undead	Undead creature obeys your commands.	One day/level
Continual Flame	Makes a permanent, heatless torch.	Permanent
Darkness	20-ft. radius of supernatural shadow.	10 min./level (D)
Darkvision	See 60 ft. in total darkness.	1 hour/level (D)
Daze Monster	Living creature of 6 HD or less loses next action.	1 round
Detect Thoughts	Allows 'listening' to surface thoughts.	Concentration, up to 1 min./level (D)
Draw Runes	Stores a spell that you cast in a rune you draw to be released using a simple trigger you specify. The rune has to drawn using rare ingredients.	
Eagle's Splendor	Subject gains +4 to Cha for 1 min./level.	1 min./level (D)
False Life	Gain 1d10 temporary hp +1/level (max +10).	1 hour/level or until discharged;
Flaming Sphere	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.	1 round/level
Fog Cloud	Fog obscures vision.	10 min./level (D)
Fox's Cunning	Subject gains +4 Int for 1 min./level.	1 min./level (D)
Ghoul Touch	Paralyzes one subject, which exudes stEnch that makes those nearby sickened.	1d6+2 rounds
Glitterdust	Blinds creatures, outlines invisible creatures.	1 round/level
Gust of Wind	Blows away or knocks down smaller creatures.	1 round (D)

Hideous Laughter	Subject loses actions for 1 round/level.	1 round/level
Hypnotic Pattern	Fascinates (2d4 + level) HD of creatures.	Concentration + 2 rounds
Invisibility	Subject is invisible for 1 min./level or until it attacks.	1 min./level (D)
Knock	Opens locked or magically sealed door.	Instantaneous;
Levitate	Subject moves up and down at your direction.	1 min./level (D)
Locate Object	Senses direction toward object (specific or type).	1 min./level
Magic Mouth	Speaks once when triggered.	Permanent until discharged
Minor Image	As silent image, plus some sound.	Concentration +2 rounds
Mirror Image	Creates decoy duplicates of you (1d4 +1 per three levels, max 8).	1 min./level (D)
Misdirection	Misleads divinations for one creature or object.	1 hour/level
Obscure Object	Masks object against scrying.	8 hours (D)
Owl's Wisdom	Subject gains +4 to Wis for 1 min./level.	1 min./level (D)
Phantom Trap	Makes item seem trapped.	Permanent (D)
Protection from Arrows	Subject immune to most ranged attacks.	1 hour/level or until discharged
Pyrotechnics	Turns fire into blinding light or choking smoke.	1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud;
Resist Energy	Ignores first 10 (or more) points of damage/attack from specified energy type.	10 min./level
Rope Trick	As many as eight creatures hide in extradimensional space.	1 hour/level (D)
Scare	Panics creatures of less than 6 HD.	1 round/level or 1 round; for cause fear
Scorching Ray	Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).	Instantaneous
See Invisibility	Reveals invisible creatures or objects.	10 min./level (D)
Shatter	Sonic vibration damages objects or crystalline creatures.	Instantaneous
Spectral Hand	Creates disembodied glowing hand to deliver touch attacks.	1 min./level (D)
Spider Climb	Grants ability to walk on walls and ceilings.	10 min./level
Summon Monster II	Calls extraplanar creature to fight for you.	1 round/level (D)
Summon Swarm	Summons swarm of bats, rats, or spiders.	Concentration + 2 rounds
Touch of Idiocy	Subject takes 1d6 points of Int, Wis, and Cha damage.	10 min./level
Web	Fills 20-ft. -radius spread with sticky spiderwebs.	10 min./level (D)



Whispering Wind

Sends a short message 1 mile/level.

No more than
1 hour/level or
until discharged
(destination is
reached)

Level 3

Arcane Sight	Magical auras become visible to you.	1 min./level (D)
Blacklight	Creates an area of total darkness impenetrable even to darkvision, but you can see normally within it. Creatures outside cannot see through it.	1 round/level (D)
Blink	You randomly vanish and reappear for 1 round/level.	1 round/level (D)
Clairaudience/ Clairvoyance	Hear or see at a distance for 1 min./level.	1 min./level (D)
Daylight	60-ft. radius of bright light.	10 min./level (D)
Deep Slumber	Puts 10 HD of creatures to sleep.	1 min./level
Dispel Magic	Cancels magical spells and effects.	Instantaneous
Displacement	Attacks miss subject 50%.	1 round/level (D)
Explosive Runes	Deals 6d6 damage when read.	Permanent until discharged (D)
Fireball	1d6 damage per level, 20-ft. radius.	Instantaneous
Flame Arrow	Arrows deal +1d6 fire damage.	10 min./level
Fly	Subject flies at speed of 60 ft.	1 min./level
Gaseous Form	Subject becomes insubstantial and can fly slowly.	2 min./level (D)
Gentle Repose	Preserves one corpse.	1 day/level (D)
Halt Undead	Immobilizes undead for 1 round/level.	1 round/level
Haste	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	1 round/level
Heroism	Gives +2 bonus on attack rolls, saves, skill checks.	10 min./level
Hold Person	Paralyzes one humanoid for 1 round/level.	1 round/level (D)
Illusory Script	Only intended reader can decipher.	One day/level
Invisibility Sphere	Makes everyone within 10 ft. invisible.	1 min./level
Keen Edge	Doubles normal weapon's threat range.	10 min./level
Lightning Bolt	Electricity deals 1d6/level damage.	Instantaneous
Magic Circle Against Chaos	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Circle Against Evil	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Circle Against Good	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Circle Against Law	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level


Magic Weapon, Greater	+1/four levels (max +5).	1 hour/level
Major Image	As silent image, plus sound, smell and thermal effects.	Concentration + 3 rounds
Nondetection	Hides subject from divination, scrying.	1 hour/level
Phantom Steed	Magic horse appears for 1 hour/level.	1 hour/level (D)
Protection from Energy	Absorb 12 points/level of damage from one kind of energy.	10 min./level or until discharged
Rage	Subjects gains +2 to Phisic, +1 on Will saves, -2 to AC.	Concentration + 1 round/level (D)
Ray of Exhaustion	Ray makes subject exhausted.	1 min./level
Secret Page	Changes one page to hide its real content.	Permanent
Sepia Snake Sigil	Creates text symbol that immobilizes reader.	Permanent or until discharged; until released or 1d4 days + one day/level;
Shrink Item	Object shrinks to one-sixteenth size.	One day/level;
Sleet Storm	Hampers vision and movement.	1 round/level
Slow	One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.	1 round/level
Stinking Cloud	Nauseating vapors, 1 round/level.	1 round/level (D)
Suggestion	Compels subject to follow stated course of action.	1 hour/level or until completed
Summon Monster III	Calls extraplanar creature to fight for you.	1 round/level (D)
Telepathic Bond, Lesser	As telepathic bond, but you and one other creature.	10 min./level
Tiny Hut	Creates shelter for ten creatures.	2 hours/level (D)
Tongues	Speak any language.	10 min./level
Vampiric Touch	Touch deals 1d6/two levels damage; caster gains damage as hp.	Instantaneous/1 hour;
Water Breathing	Subjects can breathe underwater.	2 hours/level; (D)
Wind Wall	Deflects arrows, smaller creatures, and gases.	1 round/level (D)

Level 4

Animate Dead	Creates undead skeletons and zombies.	Instantaneous
Arcane Eye	Invisible floating eye moves 30 ft./round.	1 min./level (D)
Bestow Curse	-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	Permanent
Black Tentacles	Tentacles grapple all within 20 ft. spread.	1 round/level (D)
Charm Monster	Makes monster believe it is your ally.	One day/level (D)
Confusion	Subjects behave oddly for 1 round/level.	1 round/level
Contagion	Infects subject with chosen disease.	Instantaneous



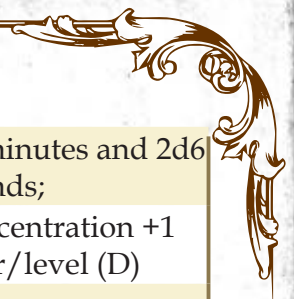
Create Magic Item	Permanently enchant masterwork items including arms and armor with effects that are thematically linked to a spell you cast. The entire procedure takes a day. The item has to be custom made using rare ingredients.	Permanent
Crushing Despair	Subjects take -2 on attack rolls, damage rolls, saves, and checks.	1 min./level
Detect Scrying	Alerts you of magical eavesdropping.	24 hours
Dimensional Anchor	Bars extradimensional movement.	1 min./level
Dimension Door	Teleports you short distance.	Instantaneous
Enervation	Subject gains 1d4 negative levels.	Instantaneous
Enlarge Person, Mass	Enlarges several creatures.	1 min./level (D)
Fear	Subjects within cone flee for 1 round/level.	1 round/level or 1 round;
Fire Shield	Creatures attacking you take fire damage; you're protected from heat or cold.	1 round/level (D)
Fire Trap	Opened object deals 1d4 damage +1/level.	Permanent until discharged (D)
Geas, Lesser	Commands subject of 7 HD or less.	One day/level or until discharged (D)
Globe of Invulnerability, Lesser	Stops 1st- through 3rd-level spell effects.	1 round/level (D)
Hallucinatory Terrain	Makes one type of terrain appear like another (field into forest, or the like).	2 hours/level (D)
Ice Storm	Hail deals 5d6 damage in cylinder 40 ft. across.	1 full round (D)
Illusory Wall	Wall, floor, or ceiling looks real, but anything can pass through.	Permanent
Invisibility, Greater	As invisibility, but subject can attack and stay invisible.	1 round/level (D)
Locate Creature	Indicates direction to familiar creature.	10 min./level
Minor Creation	Creates one cloth or wood object.	1 hour/level (D)
Mnemonic Enhancer	Wizard only. Prepares extra spells or retains one just cast.	Instantaneous
Phantasmal Killer	Fearsome illusion kills subject or deals 3d6 damage.	Instantaneous
Polymorph	Gives one willing subject a new form.	1 min./level (D)
Rainbow Pattern	Lights fascinate 24 HD of creatures.	Concentration +1 round/level (D)
Reduce Person, Mass	Reduces several creatures.	1 min./level (D)
Remove Curse	Frees object or person from curse.	Instantaneous
Resilient Sphere	Force globe protects but traps one subject.	1 min./level (D)
Scrying	Spies on subject from a distance.	1 min./level
Secure Shelter	Creates sturdy cottage.	2 hours/level (D)
Shadow Conjunction	Mimics conjuration below 4th level, but only 20% real.	



Shout	Deafens all within cone and deals 5d6 sonic damage.	Instantaneous
Solid Fog	Blocks vision and slows movement.	1 min./level (D)
Stone Shape	Sculpts stone into any shape.	Instantaneous (D)
Stoneskin	Ignore 10 points of damage per attack.	10 min./level or until discharged (D)
Summon Monster IV	Calls extraplanar creature to fight for you.	1 round/level (D)
Wall of Fire	Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.	Concentration + 1 round/level (D)
Wall of Ice	Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.	1 min./level (D)

Level 5

Animal Growth	One animal/two levels doubles in size.	1 min./level (D)
Baleful Polymorph	Transforms subject into harmless animal.	Permanent (D)
Blight	Withers one plant or deals 1d6/level damage to plant creature.	Instantaneous
Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrification.	Instantaneous
Cloudkill	Kills 3 HD or less; 4-6 HD save or die, 6+ HD take STR damage.	1 min./level
Cone of Cold	1d6/level cold damage.	Instantaneous
Contact Other Plane	Lets you ask question of extraplanar entity.	Concentration
Dismissal	Forces a creature to return to native plane.	Instantaneous
Dominate Person	Controls humanoid telepathically.	One day/level
Dream	Sends message to anyone sleeping.	
Fabricate	Transforms raw materials into finished items.	Instantaneous
False Vision	Fools scrying with an illusion.	1 hour/level
Feeblemind	Subject's MIND and CHA drop to 1.	Instantaneous
Hold Monster	As hold person, but any creature.	1 round/level (D)
Interposing Hand	Hand provides cover against one opponent. AC 20 and caster's total HP	1 round/level (D)
Mage's Faithful Hound	Phantom dog only you can see can guard 30 ft. and attack with 2d6+3 bite.	1 hour/caster level or until discharged, then 1 round/caster level;
Mage's Private Sanctum	Prevents anyone from viewing or scrying an area for 24 hours.	24 hours (D)
Magic Jar	Enables possession of another creature.	1 hour/level or until you return to your body
Major Creation	As minor creation, plus stone and metal.	

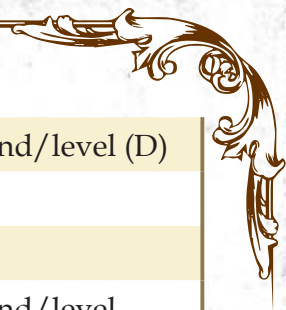


Mind Fog	Subjects in fog get -10 to Wis and Will checks.	30 minutes and 2d6 rounds;
Mirage Arcana	As hallucinatory terrain, plus structures.	Concentration +1 hour/level (D)
Nightmare	Sends vision dealing 1d10 damage, fatigue.	Instantaneous
Overland Flight	You fly at a speed of 40 ft. and can hustle over long distances.	1 hour/level
Passwall	Creates passage through wood or stone wall.	1 hour/level (D)
Permanency	Makes certain spells permanent. It costs experience (500xp per level of magic) and you have to be 9 levels above the magic level.	Permanent;
Persistent Image	As major image, but no concentration required.	1 min./level
Planar Binding, Lesser	Traps extraplanar creature of 6 HD or less until it performs a task.	Instantaneous
Prying Eyes	1d4 +1/level floating eyes scout for you.	1 hour/level; (D)
Secret Chest	Hides expensive and master-crafted chest on Ethereal Plane; you retrieve it at will using a smaller exact replica of it.	Sixty days or until discharged
Seeming	Changes appearance of one person per two levels.	12 hours (D)
Sending	Delivers short message anywhere, instantly.	1 round;
Shadow Evocation	Mimics evocation below 5th level, but only 20% real.	
Summon Monster V	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Pain	Triggered rune wracks nearby creatures with pain.	
Symbol of Sleep	Triggered rune puts nearby creatures into catatonic slumber.	
Telekinesis	Moves object, attacks creature, or hurls object or creature.	Concentration (up to 1 round/level) or instantaneous;
Telepathic Bond	Link lets allies communicate.	10 min./level (D)
Teleport	Instantly transports you as far as 100 miles/level.	Instantaneous
Transmute Mud to Rock	Transforms two 10-ft. cubes per level.	Permanent (D)
Transmute Rock to Mud	Transforms two 10-ft. cubes per level.	Permanent; (D)
Wall of Force	Wall is immune to damage.	1 round /level (D)
Wall of Stone	Creates a stone wall that can be shaped.	Instantaneous (D)
Waves of Fatigue	Several targets become fatigued.	Instantaneous

Level 6

Acid Fog	Fog deals acid damage.	1 round/level
Analyze Dweomer	Reveals magical aspects of subject.	1 round/level (D)
Antimagic Field	Negates magic within 10 ft.	10 min./level (D)
Bear's Endurance, Mass	As bear's endurance, affects one subject/level.	1 min./level (D)


Bull's Strength, Mass	As bull's strength, affects one subject/level.	1 min./level (D)
Cat's Grace, Mass	As cat's grace, affects one subject/level.	1 min./level (D)
Chain Lightning	1d6/level damage; 1 secondary bolt/level each deals half damage.	Instantaneous (D)
Circle of Death	Kills 1d4/level HD of creatures.	Instantaneous
Contingency	Sets trigger condition for another spell.	One day/level or until discharged
Control Water	Raises or lowers bodies of water.	10 min./level (D)
Create Golem	Creates constructs made of dead material	Process takes a day
Create Undead	Creates ghouls, ghosts, mummies, or mohrgs.	Instantaneous
Disintegrate	Makes one creature or object vanish.	Instantaneous
Dispel Magic, Greater	As dispel magic, but +20 on check.	Instantaneous
Eagle's Splendor, Mass	As eagle's splendor, affects one subject/level.	1 min./level (D)
Eyebite	Target becomes panicked, sickened, and comatose.	1 round per three levels;
Flesh to Stone	Turns subject creature into statue.	Instantaneous
Forceful Hand	Hand pushes creatures away.	1 round/level (D)
Fox's Cunning, Mass	As fox's cunning, affects one subject/level.	1 min./level (D)
Freezing Sphere	Freezes water or deals cold damage.	Instantaneous or 1 round/level; (D)
Geas/Quest	As lesser geas, plus it affects any creature.	One day/level or until discharged (D)
Globe of Invulnerability	As lesser globe of invulnerability, plus 4th-level spell effects.	1 round/level (D)
Guards and Wards	Array of magic effects protect area.	2 hours/level (D)
Heroism, Greater	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.	1 min./level
Legend Lore	Lets you learn tales about a person, place, or thing.	
Mage's Lucubration	Wizard only. Recalls spell of 5th level or lower.	Instantaneous
Mislead	Turns you invisible and creates illusory double.	1 round/level (D) and concentration + 3 rounds;
Move Earth	Digs trenches and builds hills, in an area up to 750' square and 10' deep.	Instantaneous (D)
Owl's Wisdom, Mass	As owl's wisdom, affects one subject/level.	1 min./level (D)
Permanent Image	Includes sight, sound, and smell.	Permanent (D)
Planar Binding	As lesser planar binding, but up to 12 HD.	Instantaneous
Probe Thoughts	Read subject's memories, one question/round.	Concentration
Programmed Image	As major image, plus triggered by event.	Permanent until triggered, then 1 round/level
Repulsion	Creatures can't approach you.	1 round/level (D)
Shadow Walk	Step into shadow to travel rapidly.	1 hour/level (D)
Stone to Flesh	Restores petrified creature.	Instantaneous
Suggestion, Mass	As suggestion, plus one subject/level.	1 hour/level or until completed



Summon Monster VI	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Fear	Triggered rune panics nearby creatures.	
Symbol of Persuasion	Triggered rune charms nearby creatures.	
Transformation	You gain combat bonuses.	1 round/level
True Seeing	Lets you see all things as they really are.	1 min./level
Undeath to Death	Destroys 1d4/level HD of undead (max 20d4).	Instantaneous
Veil	Changes appearance of group of creatures.	Concentration + 1 hour/level (D)
Wall of Iron	30 hp/four levels; can topple onto foes.	Instantaneous

Level 7

Arcane Sight, Greater	As arcane sight, but also reveals magic effects on creatures and objects.	1 min./level (D)
Banishment	Banishes 2 HD/level of extraplanar creatures.	Instantaneous
Control Undead	Undead don't attack you while under your command.	1 min./level
Control Weather	Changes weather in local area.	4d12 hours;
Delayed Blast Fireball	1d6/level fire damage; you can postpone blast for 5 rounds.	5 rounds or less;
Ethereal Jaunt	You become ethereal for 1 round/level.	1 round/level (D)
Finger of Death	Kills one subject.	Instantaneous
Forcecage	Cube or cage of force imprisons all inside.	2 hours/level (D)
Grasping Hand	Hand provides cover, pushes, or grapples.	1 round/level (D)
Hold Person, Mass	As hold person, but all within 30 ft.	1 round/level (D);
Insanity	Subject suffers continuous confusion.	Instantaneous
Instant Summons	Prepared object appears in your hand.	Permanent until discharged
Invisibility, Mass	As invisibility, but affects all in range.	1 min./level (D)
Limited Wish	Alters reality-within spell limits.	
Mage's Magnificent Mansion	Door leads to extradimensional mansion.	2 hours/level (D)
Mage's Sword	Floating magic blade strikes opponents.	1 round/level (D)
Phase Door	Creates an invisible passage through wood or stone.	One usage per two levels
Plane Shift	As many as eight subjects travel to another plane.	Instantaneous
Power Word Blind	Blinds creature with 200 hp or less.	



Prismatic Spray	Sprays seven multicolored beams of light from your hand. Creatures with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams (roll 1d8): 1 Red, 20 fire damages (Reflex half); 2 Orange, 40 acid damages (Reflex half); 3 Yellow, 80 electricity damages (Reflex half); 4 Green, Poison (Kills; Fortitude partial, take 1d6 points of STR damage instead); 5 Blue, Turned to stone (Fortitude negates); 6 Indigo, Insane, as insanity spell (Will negates); 7 Violet, Sent to another plane (Will negates); 8 Struck by two rays, roll twice more, ignoring any "8" results.	Instantaneous
Project Image	Illusory double can talk and cast spells.	1 round/level (D)
Reverse Gravity	Objects and creatures fall upward.	1 round/level (D)
Scrying, Greater	As scrying, but faster and longer.	1 hour/level
Sequester	Subject is invisible to sight and scrying; renders creature comatose.	One day/level (D)
Shadow Conjunction, Greater	As shadow conjunction, but up to 6th level and 60% real.	
Simulacrum	Creates partially real double of a creature.	Instantaneous
Spell Turning	Spells and magic effects are reflected back to their casters (except area effect spells and touch spells). Spell Turning interests (1d4+6) spell levels. The roll is secret. If a spell with a level higher than turning levels left is cast, only part of the spell is reflected.	Until expended or 10 min./level
Statue	Subject can become a statue at will.	1 hour/level (D)
Summon Monster VII	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Stunning	Triggered rune stuns nearby creatures.	
Symbol of Weakness	Triggered rune weakens nearby creatures.	
Teleport, Greater	As teleport, but no range limit and no off-target arrival.	Instantaneous
Teleport Object	As teleport, but affects a touched object.	Instantaneous
Vision	As legend lore, but quicker and strenuous.	
Waves of Exhaustion	Several targets become exhausted.	Instantaneous

Level 8

Antipathy	Object or location affected by spell repels certain creatures.	2 hours/level (D)
Binding	Imprisons a creature, making it comatose, forcing it to not wander outside a certain spot or making it partially gaseous and confined inside a jar.	(D)
Charm Monster, Mass	As charm monster, but all within 30 ft.	One day/level
Clenched Fist	Large hand provides cover, pushes, or attacks your foes.	1 round/level (D)
Clone	Duplicate awakens when original dies.	Instantaneous



Create Greater Undead	Create shadows, wraiths, spectres, or devourers.	Instantaneous
Demand	As sending, plus you can send suggestion.	1 round;
Dimensional Lock	Teleportation and interplanar travel blocked for one day/level.	One day/level
Discern Location	Reveals exact location of creature or object.	Instantaneous
Horrid Wilting	Deals 1d6/level damage within 30 ft.	Instantaneous
Incendiary Cloud	Cloud deals 4d6 fire damage/round.	1 round/level
Iron Body	Your body becomes living iron.	1 min./level (D)
Irresistible Dance	Forces subject to dance.	1d4+1 rounds
Maddening Scream		1d4+1 rounds
Maze	Traps subject in extradimensional maze. Can make a MIND save with DC20 each round to exit.	10 min.
Mind Blank	Subject is immune to mental/emotional magic and scrying.	24 hours
Moment of Prescience	You gain insight bonus on single attack roll, check, or save.	1 hour/level or until discharged
Planar Binding, Greater	As lesser planar binding, but up to 18 HD.	Instantaneous
Polar Ray	Ranged touch attack deals 1d6/level cold damage.	Instantaneous
Polymorph Any Object	Changes any subject into anything else.	
Power Word Stun	Stuns creature with 150 hp or less.	
Protection from Spells	Confers +8 resistance bonus.	10 min./level
Prying Eyes, Greater	As prying eyes, but eyes have true seeing.	1 hour/level; (D)
Scintillating Pattern	Twisting colors confuse, stun, or render unconscious.	Concentration + 2 rounds
Screen	Illusion hides area from vision, scrying.	24 hours
Shadow Evocation, Greater	As shadow evocation, but up to 7th level and 60% real.	
Shout, Greater	Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.	Instantaneous
Summon Monster VIII	Calls extraplanar creature to fight for you.	1 round/level (D)
Sunburst	Blinds all within 10 ft., deals 6d6 damage.	Instantaneous
Symbol of Death	Triggered rune slays nearby creatures.	
Symbol of Insanity	Triggered rune renders nearby creatures insane.	
Sympathy	Object or location attracts certain creatures.	2 hours/level (D)
Telekinetic Sphere	As resilient sphere, but you move sphere telekinetically.	1 min./level (D)
Temporal Stasis	Puts subject into suspended animation.	Permanent
Trap the Soul	Imprisons subject within gem.	Permanent;

Level 9

Astral Projection	Projects you and companions onto Astral Plane.	
Crushing Hand	Large hand provides cover, pushes, or crushes your foes.	1 round/level (D)
Dominate Monster	As dominate person, but any creature.	One day/level
Energy Drain	Subject gains 2d4 negative levels.	Instantaneous
Etherealness	Travel to Ethereal Plane with companions.	1 min./level (D)



Foresight	'Sixth sense' warns of impending danger.	10 min./level
Freedom	Releases creature from imprisonment.	Instantaneous
Gate	Connects two planes for travel or summoning.	Instantaneous or concentration (up to 1 round/level);
Hold Monster, Mass	As hold monster, but all within 30 ft.	1 round/level (D);
Imprisonment	Entombs subject beneath the earth.	Instantaneous (D)
Mage's Disjunction	Dispels magic, disenchant magic items.	Instantaneous
Meteor Swarm	Four exploding spheres each deal 6d6 fire damage.	Instantaneous
Power Word Kill	Kills one creature with 100 hp or less.	Instantaneous
Refuge	Alters item to transport its possessor to you.	Permanent until discharged
Shades	As shadow conjuration, but up to 8th level and 80% real.	
Shapechange	Transforms you into any creature, and change forms once per round.	10 min./level (D)
Soul Bind	Traps newly dead soul to prevent resurrection.	Permanent
Summon Monster IX	Calls extraplanar creature to fight for you.	1 round/level (D)
Teleportation Circle	Circle teleports any creature inside to designated spot.	10 min./level (D)
Time Stop	You act freely for 1d4+1 rounds.	1d4+1 rounds (apparent time);
Wail of the Banshee	Kills one creature/level.	Instantaneous
Weird	As phantasmal killer, but affects all within 30 ft.	Instantaneous
Wish	As limited wish, but with fewer limits.	

Druid Spells

Druids can cast both divine and arcane magic, but only those related with nature: you can recognize them by a (D) in the spell duration. Druids have also their own exclusive spells:

Level 1

Goodberry	2d4 berries each cure 1 hp (max 8 hp/24 hours).	Instantaneous
Entangle	Plants entangle everyone in 40' radius	1 min./level
Faerie Fire	Outlines subjects with light, cancels blur, invisibility, etc..	1 min./level
Produce Flame	1d6 damage +1/level, touch or thrown.	Instantaneous
Speak with animals	Communicate with animals	1 min./level

Level 2

Heat Metal	Makes metal so hot it damages those who touches it	1 round/level
Tree Shape	You look exactly like a tree	1 hour/level
Warp Wood	Bends wood within 20' radius	1 round

Level 3

Call Lightning	Calls down 3d6-damage lightning bolts from the sky once per round	1 min./level
Speak with Plants	You can talk to normal plants and plant creatures	1 min./level
Spike Growth	Creatures in area take d4 damage per 5' movement, may be slowed.	1 hour/level

Level 4

Anti-Plant Shell	Keeps animated plants at bay by 10' radius	10 min./level
Reincarnate	Brings dead subject back in random body.	Instantaneous
Spike Stones	Creatures in area take 1d8 damage per 5' movement, may be slowed.	1 hour/level

Level 5

Awaken	Animal or Tree gains human intellect.	1 hour/level
Call Lightning Storm	Calls down 5d6-damage lightning bolts from the sky once per round	1 round/level

Level 6

Fire Seeds	Creates Acorn Grenades (1d6 fire dmg/lvl divided among up to 4 seeds) that explode in a 10' radius and ignite combustibles.	1 min./level
Live Oak	Oak becomes treant guardian.	1 hour./level
Stone Tell	Talk to natural or worked stone	1 min./level
Transport via Plants	Move instantly from one plant to another of its type anywhere.	Instantaneous

Level 7

Changestaff	Your staff becomes a treant on command.	1 hour/level
Earthquake	Intense tremor shakes 80' radius, collapsing ceilings, opening fissures,	1 round/level
Fire Storm	Does 1d6/lvl fire damage to 2 10' cubes per level.	Instantaneous
Wind Walk	You and your allies turn vaporous and travel at up to 60mph	1 hour/level

BESTIARY



A fantasy world is inhabited not only by common or exotic animals, but also by an incredible number of different creatures and monsters. Following just a small list of possible encounters and their stats. Game masters can decide to use them as they are, modify them or use them as blueprints to create new monsters.

AC = Armour Class

HD = Hit Dices. Also represent creature's Level

HP = Average Hit Points

Init = Initiative Modifier

SR = Spell Resistance

DR = Damage Resistance

DC = Difficulty Class

Monsters/Humanoids

Monster	AC	HD	hp	Init	Attacks and Qualities
Aboleth	16	8d8+40	76	+1	4tentacles+12(1d6+9andtransformation); transformation, psionics, enslave; mucus cloud
Achaierai	20	6d8+12	39	+1	2 claws +9 (2d6+4), bite +4 (4d6+2); black cloud; SR 19

Allip	15	4d12	26	+5	incorporeal touch +3 (1d4 perm. MIND); babble, madness; undead, incorporeal, +2 turn resistance
Ani. Object, Tiny	14	1/2 d10	2	+2	slam +1 (1d3-1); construct, hardness, etc.
Ani. Object, Small	14	1d10	5	+1	slam +1 (1d4); construct, hardness, etc.
Ani. Object, Medium	14	2d10	11	0	slam +2 (1d6+1); construct, hardness, etc.
Ani. Object, Large	14	4d10	22	0	slam +5 (1d8+4); construct, hardness, etc.
Ani. Object, Huge	13	8d10	44	-1	slam +9 (2d6+7); construct, hardness, etc.
Ani. Object, Gargantuan	12	16d10	88	-2	slam +15 (2d8+10); construct, hardness, etc.
Ani. Object, Colossal	11	32d10	176	-3	slam +25 (4d6+13); construct, hardness, etc.
Ankheg	18	3d10+9	25	0	bite +6 (2d6+7); imp. grab, acid, spit acid; tremorsense
Aranea	13	3d8+6	19	+6	bite +4 (1d6 & poison); poison (DC13, 1d6/2d6 Str), spells, web; alternate form
Arrowhawk, Juv.	20	3d8+3	16	+5	electricity ray +9 (2d6), bite +9 (1d6+1); electricity ray; immunities, fire and cold resistance 20
Arrowhawk, Adult	21	7d8+7	38	+5	electricity ray +12 (2d8), bite +12 (1d8+2); electricity ray; immunities, fire and cold resistance 20
Arrowhawk, Elder	22	15d8+45	112	+5	electricity ray +19 (2d8), bite +20 (2d6+9); electricity ray; immunities, fire and cold resistance 20
Assassin Vine	15	4d8+12	30	0	slam +7 (1d6+7); camouflage, electricity immunity, cold and fire resistance 20, blindsight
Basilisk	16	6d10+12	45	-1	bite +8 (1d8+3); petrifying gaze
Beholder	20	11d8+11	60	+4	eye rays +7 (var.), bite +2 (2d4); eye rays; all-around vision, antimagic cone, fly
Blink Dog	16	4d10	22	+3	bite +4 (1d6); blink, dimension door, scent
Bugbear	17	3d8+3	16	+1	morningstar +4 (1d8+2), javelin +3 (1d6+2); darkvision 60 ft.
Carrion Crawler	17	3d8+6	19	+2	8 tentacles +3(par), bite -2(1d4+1); paralysis (DC13); scent
Centaur	15	4d8+8	26	+2	greatclub +7 (1d10+4), 2 hooves +3 (1d6+2), mighty composite longbow +5 (1d8+4)
Chimera	16	9d10+27	76	+1	bite +12 (2d6+4), bite +10 (1d8+2), butt +10 (1d8+2), 2 claws +10 (1d6+2); breath (40 or 20 ft., DC17, 3d8); scent
Cockatrice	14	5d10	27	+3	bite +4 (1d4-2); petrification; petrification immunity
Devil, Imp	18	3d8	13	+3	sting +8 (1d4 & p); poison (DC13, 1d4/2d4 Dex), spell-like abilities; DR 5/silver, SR 5, poison immunity, fire resistance 20, see in darkness, polymorph, regen. 2
Dino, Deinonychus	16	4d10+12	34	+2	rake +6 (2d6+4), 2 claws +1 (1d3+2), bite +1 (2d4+2); scent

Dino, Elasmosaur.	13	5d10+25	52	+2	bite +9 (2d8+12); scent
Dino, Megaraptor	16	8d10+32	76	+2	rake +9 (2d8+5), 2 claws +4 (1d4+2), bite +4 (2d6+2); scent
Dino, Triceratops	18	16d10+112	200	-1	gore +15 (2d8+7); charge for x2 damage, trample; scent
Dino, Tyrannosaur.	14	18d10+72	171	+1	bite +20 (5d8+13); improved grab, swallow whole; scent
Dire Rat	15	1d8+1	5	+3	bite +4 (1d4 &d); disease (DC12); scent
Dire Weasel	16	3d8	13	+4	bite +6 (1d6+3); attach, blood drain (2d4 Str/rnd); scent
Dire Badger	16	3d8+12	25	+3	2 claws +4 (1d4+2), bite -1 (1d6+1); rage; scent
Dire Bat	20	4d8+12	30	+6	bite +5 (1d8+4); blindsight
Dire Ape	15	5d8+10	32	+2	2 claws +8 (1d6+6), bite +3 (1d8+3); rend 2d6+12; scent
Dire Wolverine	16	5d8+20	42	+3	2 claws +8 (1d6+6), bite +3 (1d8+3); rage; scent
Dire Wolf	14	6d8+18	45	+2	bite +10 (1d8+10); trip; scent
Dire Boar	15	7d8+21	52	0	bite +12 (1d8+12); ferocity; scent
Dire Lion	15	8d8+24	60	+2	2 claw +12 (1d6+7), bite +7 (1d8+3); pounce, rake 1d6+3; scent
Dire Bear	17	12d8+48	102	+1	2 claws +18 (2d4+10), bite +13 (2d8+5); imp. grab; scent
Dire Tiger	16	16d8+48	120	+2	2 claw +18(2d4+8), bite +13 (2d6+4); pounce, rake 2d4+4; scent
Dire Shark	17	18d8+54	135	+2	bite +17 (2d6+9); impossible grab, swallow whole; keen scent
Doppelganger	15	4d8+4	22	+1	2 slams +4 (1d6+1); detect thoughts; alter self, immunities
Dragon, Black, Adult	27	19d12+76	199	0	bite +24 (2d6+6), 2 claws +19 (1d8+3), 2 wings +19 (1d6+3), tail slap +19 (1d8+9); breath (80 ft., DC23, 12d4), spell-like abilities, spells (3rd), fright (180 ft., DC20); blindsight (180 ft.), DR 5/+1, immunities, SR 18
Dragon, Blue, Adult	28	21d12+105	241	+4	bite +26 (2d8+7), 2 claws +21 (2d6+3), 2 wings +21 (1d8+3), tail slap +21 (2d6+10); breath (100 ft., DC25, 12d8), spell-like abilities, spells (5th), fright (180 ft., DC23); blindsight (180 ft.), DR 5/+1, immunities, SR 21
Dragon, Green, Adult	27	20d12+100	230	+4	bite +25 (2d8+7), 2 claws +20 (2d6+3), 2 wings +20 (1d8+3), tail slap +20 (2d6+10); breath (50 ft., DC25, 12d6), spell-like abilities, spells (5th), fright (180 ft., DC23); blindsight (180 ft.), DR 5/+1, immunities, SR 21
Dragon, Red, Adult	29	22d12+110	253	+4	bite +31 (2d8+11), 2 claws +26 (2d6+5), 2 wings +26 (1d8+5), tail slap +26 (2d6+16); breath (50 ft., DC26, 12d10), spells (7th), fright (180 ft., DC24); blindsight (180 ft.), fire subtype, DR 5/+1, immunities, SR 21

Dragon, White, Adult	26	18d12+72	189	0	bite +23 (2d6+6), 2 claws +18 (1d8+3), 2 wings +18 (1d6+3), tail slap +18 (1d8+9); breath (40 ft., DC23, 6d6), spell-like abilities, spells (1st), fright (180 ft., Will DC 19); blindsight (180 ft.), cold subtype, DR 5/+1, immunities, SR 18
Dragon, Brass, Adult	27	19d12+76	199	0	bite +24 (2d6+6), 2 claws +19 (1d8+3), 2 wings +19 (1d6+3), tail slap +19 (1d8+9); breath (80 ft., DC23, 6d6 or 40 ft., sleep 1d6+6), spell-like abilities, spells (7th), fright (180 ft., DC21); blindsight (180 ft.), fire s-type, DR 5/+1, immun., SR 20
Dragon, Copper, Adult	28	20d12+80	210	+4	bite +25 (2d6+6), 2 claws +20 (1d8+3), 2 wings +20 (1d6+3), tail slap +20 (1d8+9); breath (80 ft., DC24, 12d4 or 40 ft., slowed 1d6+6), spell-like abilities, spells (7th), fright (180 ft., DC23); blindsight (180 ft.), DR 5/+1, immunities, SR 21
Dragon, Gold, Adult	30	23d12+115	264	+4	bite +32 (2d8+11), 2 claws +27 (2d6+5), 2 wings +27(1d8+5), tail slap +27 (2d6+16); breath (50 ft., DC26, 12d10 or 6 Str), spell-like abilities, spells (7th), fright (180 ft., DC26); blindsight (180 ft.), fire subtype, DR 5/+1, immunities, SR 23
Dragon, Silver, Adult	29	22d12+110	253	+4	bite +28 (2d8+8), 2 claws +23 (2d6+4), 2 wings +23 (1d8+4), tail slap +23 (2d6+12); breath (50 ft., DC26, 12d8 or paralyzed 1d6+6), spell-like abils, spells (7th), fright (180 ft., DC26); blindsight (180 ft.), DR 5/+1, immunities, SR 22
Dryad	12	2d6	7	+6	dagger +1 (1d4); spell-like abilities; symbiosis
Dwarf	16	1d8+1	5	0	waraxe +1 (1d10), short bow +1 (1d6); +1 attacks vs. orcs/goblins; +4 AC vs. giants, +2 save vs. spells/poisons, darkvision 60 ft.
Dwarf, Deep	16	1d8+1	5	0	waraxe +1 (1d10), short bow +1 (1d6); +4 AC vs giants, +3 save vs. spells/poisons, darkvision 90 ft., light sensitivity (-1 attacks)
Dwarf, Derro	16	1d8+1	5	0	dagger +0 (1d4), +0 (1d4), repetition crossbow +3 (1d8 &p); poison (DC13, 1/1d2 Con), +1 attacks vs orc/goblins; +4 AC vs giants, +2 saves vs. spells/poisons, SR 18, darkvision 30 ft., light vulnerability
Dwarf, Gray	16	1d8+1	5	0	heavy pick +1 (1d6), light crossbow+1(1d8); +1 attacks vs. orc/goblins; +4 AC vs. giants, +2 saves vs. spells/poisons, immune to paralysis/phantasm; spell abilities, darkvision 120 ft., light sensitivity
Elemental, Air, Small	17	2d8	9	+7	slam +5 (1d4); air mastery, whirlwind; elemental

Elemental, Air, Medium	18	4d8+8	26	+9	slam +8 (1d6+1); air mastery, whirlwind; elemental
Elemental, Air, Large	20	8d8+24	60	+11	slam +12/+7 (2d6+3); air mastery, whirlwind; elemental, DR 10/+1
Elemental, Air, Huge	21	16d8+64	136	+13	slam +19/+14/+9 (2d8+6); air mastery, whirlwind; elemental, DR 10/+2
Elemental, Air, Greater	26	21d8+84	178	+14	slam +23/+18/+13 (2d8+7); air mastery, whirlwind; elemental, DR 10/+2
Elemental, Air, Elder	27	24d8+96	204	+15	slam +27/+22/+17/+12 (2d8+9); air mastery, whirlwind; elemental, DR 15/+3
Elemental, Earth, Small	17	2d8+2	11	-1	slam +5 (1d6+4); earth mastery, push; elemental
Elemental, Earth, Medium	18	4d8+12	30	-1	slam +8 (1d8+7); earth mastery, push; elemental
Elemental, Earth, Large	18	8d8+32	68	-1	slam +12/+7 (2d8+10); earth mastery, push; elemental, DR 10/+1
Elemental, Earth, Huge	18	16d8+80	152	-1	slam +19/+14/+9 (2d10+13); earth mastery, push; elemental, DR 10/+2
Elemental, Earth, Greater	20	21d8+105	199	-1	slam +23/+18/+13 (2d10+15); earth mastery, push; elemental, DR 10/+2
Elemental, Earth, Elder	22	24d8+120	228	-1	slam +27/+22/+17/+12 (2d10+16); earth mastery, push; elemental, DR 15/+3
Elemental, Fire, Small	15	2d8	9	+5	slam +3 (1d4 & 1d4 fire); burn; elemental, fire subtype
Elemental, Fire, Medium	16	4d8+8	26	+7	slam +6 (1d6+1 & 1d6 fire); burn; elemental, fire subtype
Elemental, Fire, Large	18	8d8+24	60	+9	slam +10/+5 (2d6+3 & 2d6 fire); burn; elemental, DR 10/+1, fire subtype
Elemental, Fire, Huge	19	16d8+64	136	+11	slam +17/+12/+7 (2d8+6 & 2d8 fire); burn; elemental, DR 10/+2, fire subtype
Elemental, Fire, Greater	24	21d8+84	178	+12	slam +21/+16/+11 (2d8+7 & 2d8 fire); burn; elemental, DR 10/+2, fire subtype
Elemental, Fire, Elder	25	24d8+96	204	+13	slam +25/+20/+15/+10 (2d8+9 & 2d8 fire); burn; elemental, DR 15/+3, fire subtype
Elemental, Water, Small	17	2d8+2	11	0	slam +4 (1d6+3); water mastery, drench, vortex; elemental
Elemental, Water, Medium	19	4d8+12	30	+1	slam +6 (1d8+4); water mastery, drench, vortex; elemental
Elemental, Water, Large	20	8d8+32	68	+2	slam +10/+5 (2d8+7); water mastery, drench, vortex; elemental, DR 10/+1
Elemental, Water, Huge	21	16d8+80	152	+4	slam +17/+12/+7 (2d10+10); water mastery, drench, vortex; elemental, DR 10/+2
Elemental, Water, Greater	22	21d8+105	199	+5	slam +21/+16/+11 (2d10+12); water mastery, drench, vortex; elemental, DR 10/+2
Elemental, Water, Elder	23	24d8+120	228	+6	slam +25/+20/+15/+10 (2d10+13); water mastery, drench, vortex; elemental, DR 15/+3
Elf	15	1d8-1	3	+1	longsword +1 (1d8), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep

Elf, Aquatic	15	1d8	4	+1	trident +1 (1d8), light spear +1 (1d8), net touch +2 (entangle); gills, low-light vision, +2 save vs enchantments, immune to sleep
Elf, Dark	15	1d8-1	3	+1	longsword +1 (1d8), longbow +2 (1d8 &p); poison (DC17, 1 min./2d4 hours unconscious), darkvision 120 ft., +2 saves vs. spells, immune to sleep, light blindness, spell abilities, SR 12
Elf, Wild	15	1d8	4	+1	longsword +1 (1d8), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep
Elf, Wood	15	1d8-1	3	+1	longsword +1 (1d8+1), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep
Ettercap	14	5d8+5	27	+3	bite +3 (1d8 &p), 2 claws +1 (1d3); poison (DC13, 1d6/2d6 Dex), web, poison; low-light vision
Ettin	18	10d8+20	65	+3	2 greatclubs +12/+7 (1d10+6), 2 longswords +5/+0 (1d8+6); superior two-weapon fighting; darkvision 90 ft.
Gargoyle	16	4d10+16	38	+2	2 claw +6 (1d4), bite +4 (1d6), gore +4 (1d6); DR 15/+1, frz.
Genie, Janni	18	6d8+6	33	+6	scimitar +9/+4 (1d8+4), longbow +8/+3 (1d8); spell-like abilities; plane shift, telepathy, fire resistance 30, elemental endurance
Genie, Djinni	16	7d8+14	45	+8	slam +10/+5 (1d8+6); spell-like abilities, air mastery, whirlwind; plane shift, telepathy, acid immunity
Genie, Efreeti	18	10d8+20	65	+7	slam +15/+10 (1d8+9 and 1d6 fire); spell-like abilities, heat; plane shift, telepathy
Ghoul	14	2d12	13	+2	bite +3 (1d6+1 & par), 2 claws +0 (1d3 &par); paralysis (DC14), create spawn; undead, +2 turn resistance
Ghast	16	4d12	26	+2	bite +4(1d8+1 & par), 2 claws +1 (1d4 & par); stench (10 ft., DC15, -2 to all rolls), paralysis (DC15), create spawn; undead, +2 turn resistance
Giant, Hill	20	12d8+48	102	-1	huge greatclub +16/+11 (2d6+10), rock +8/+3 (2d6+7); rock throwing, rock catching
Giant, Stone	25	14d8+56	119	+2	huge greatclub +17/+12 (2d6+12), rock +12/+7 (2d8+8); rock throwing; rock catching
Giant, Frost	21	14d8+70	133	-1	huge greataxe +18/+13 (2d8+13), rock +9/+4 (2d6+9); rock throwing; rock catching, cold subtype
Giant, Fire	21	15d8+75	142	-1	huge greatsword +20/+15/+10 (2d8+15), rock +10/+5/+0 (2d6+10 & 2d6 fire); rock throwing; rock catching, fire subtype
Giant, Cloud	21	17d8+102	178	+1	gargantuan morningstar +22/+17/+12 (4d6+18), rock +12/+7/+2 (2d8+12); rock throwing, spell-like abilities; rock catching, scent

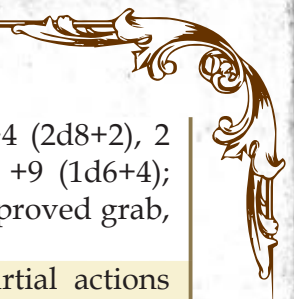
Giant, Storm	27	19d8+114	199	+2	gargantuan greatsword +26/+21/+16 (4d6+21), gargantuan mighty composite longbow +14/+9/+4 (2d8+14); spelllike abilities; electricity immune, rock catching, freedom of movement, water breath.
Giant Eagle	15	4d10+4	26	+3	2 claws +7 (1d6+4), bite +2 (1d8+2); evasion
Giant Owl	15	4d10+4	26	+3	2 claws +7 (1d6+4), bite +2 (1d8+2); superior low-light vision
Girallon	16	7d10+14	52	+3	4 claws +12 (1d4+8), bite +7 (1d8+4); rend 2d4+12; scent
Gnoll	17	2d8+2	11	0	battleaxe +3 (1d8+2), shortbow +1 (1d6); darkvision 60 ft.
Gnome	16	1d8+1	5	0	short sword +2 (1d6-1), light crossbow+2 (1d8); spells; low-light vision, +2 save vs illusion, +1 attacks vs kobold/goblin, +4 AC vs giant
Gnome, Deep	21	1d8	4	0	short sword +2 (1d6-1), light crossbow+2 (1d8); spells; nondetectable, darkvision 120 ft., +2 save vs illusion, +1 atk vs goblin., DR 12
Gnome, Forest	16	1d8+1	5	0	short sword +2 (1d6-1), light crossbow+2 (1d8); pass., low-light vision, +2 save vs illusion, +1 attacks vs humanoids, +4 AC vs giant
Goblin	15	1d8	4	+1	morningstar +1 (1d8-1), dart +3 (1d4-1); darkvision 60 ft.
Golem, Flesh	18	9d10	49	-1	2 slams +10 (2d8+5); berserk; construct, magic immunity, DR 15/+1
Golem, Clay	22	11d10	60	-1	2 slams +14 (2d10+7); berserk, wound; construct, magic immunity, DR 20/+1, immune to piercing/slashing, haste
Golem, Stone	26	14d10	77	-1	2 slams +18 (2d10+9); slow; construct, magic immunity, DR 30/+2
Golem, Iron	30	18d10	99	-1	2 slams +23 (2d10+11); breath (10 ft.,p); poison (DC17, 1d4 STR/death), construct, magic immunity, DR 50/+3, rust vulnerability
Gorgon	18	8d10+24	68	+4	gore +12 (1d8+7); breath weapon (60 ft., Fort DC17, turn to stone), trample 1d8+7; scent
Halfling	15	1d8	4	+1	light sword+2 (1d8-1), heavy crossbow +3 (1d10); +2 saves vs. fear
Halfling, Tallfellow	15	1d8	4	+1	light sword+2 (1d8-1), heavy crossbow +3 (1d10); +2 saves vs. fear
Halfling, Deep	15	1d8	4	+1	light sword+2 (1d8-1), heavy crossbow +3 (1d10); +2 saves vs. fear, darkvision 60 ft., stonecunning
Harpy	13	7d8	31	+2	club +7/+2 (1d4), 2 claws +2 (1d3); captivating song
Hell Hound	16	4d8+4	22	+5	bite +5 (1d8+1); breath (30 ft., DC13, 1d4+1); scent, fire subtype
Hippogriff	15	3d10+9	25	+2	2 claws +5 (1d4+4), bite +0 (1d8+2)
Hobgoblin	15	1d8+1	5	+1	longsword +1 (1d8), javelin +2 (1d6); darkvision 60 ft.

Homunculus	14	2d10	11	+2	bite +2 (1d4-1 &p); poison (DC11, 1/ 5d6 min. sleep), construct
Howler	17	6d8+12	39	+7	bite +10 (2d8+5), 1d4 quills +5 (1d4+2); quills, howl
Hydra (5 heads)	15	5d10+25	52	+1	5 bites +4 (1d10+3); scent
Hydra (6 heads)	15	6d10+30	63	+1	6 bites +5 (1d10+3); scent
Hydra (7 heads)	15	7d10+35	73	+1	7 bites +7 (1d10+4); scent
Hydra (8 heads)	15	8d10+40	84	+1	8 bites +8 (1d10+4); scent
Hydra (9 heads)	15	9d10+45	94	+1	9 bites +9 (1d10+5); scent
Hydra (10 heads)	15	10d10+50	105	+1	10 bites +10 (1d10+5); scent
Hydra (11 heads)	15	11d10+55	115	+1	11 bites +12 (1d10+6); scent
Hydra (12 heads)	15	12d10+60	126	+1	12 bites +13 (1d10+6); scent
Invisible Stalker	17	8d8+16	52	+8	slam +10/+5 (2d6+6); elemental, natural invisibility, imp. track
Kobold	15	1/2 d8	2	+1	h-spear -1 (1d6-2), light crossbow+2 (1d8); darkvision 60, light sensitivity
Kraken	20	20d10+180	290	+4	2 tentacle rakes +28 (2d8+12), 6 arms +23 (1d6+6), bite +23 (4d6+6); improved grab, constrict 2d8+12 or 1d6+6; jet, ink cloud, spell-like abilities
Kuo-Toa	18	2d8+2	11	0	spear +3 (1d8+1), bite -2 (1d4); lightning bolt, pincer staff; keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious
Lamia	17	9d10+9	58	+2	touch +9 (1 permanent MIND drain), dagger +11/+6 (1d4); spell-like abilities, wisdom drain
Lammasu	14	7d10+21	59	0	2 claws +12 (1d6+6); spells, pounce, rake 1d6+3; magic circle against evil, spell-like abilities
Lizardfolk	15	2d8+2	11	0	2 claws +2 (1d4+1), bite +0 (1d4), javelin +1 (1d6+1)
Locathah	14	2d8	9	+1	longspear +1 (1d8), light crossbow +2 (1d8)
Magmin	14	2d8	9	+1	burning touch +1 (1d8 fire and combustion); combustion, fiery aura; elemental, fire subtype, melt weapon, DR 15/+1
Manticore	16	6d10+24	57	+2	2 claw +9 (2d4+5), bite +7 (1d8+2), 6 spikes +6 (1d8+2); scent
Medusa	15	6d8 +6	33	+2	shortbow +8/+3 (1d6), dagger +6/+1 (1d4), snakes +3 (1d4 &p); poison (DC14, 1d6/2d6 Str), petrifying gaze, poison
Mephit, Air	17	3d8	13	+7	2 claws +4 (1d3); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Mephit, Dust	17	3d8	13	+7	2 claws +4(1d3); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fast healing 2, DR 5/+1

Mephit, Earth	16	3d8+3	16	-1	2 claws +7 (1d3+3); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 10/+1
Mephit, Fire	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (15 ft., DC12, 1d8), spell-like abils, summon mephit; fire subtype, fast heal 2, DR 5/+1
Mephit, Ice	18	3d8	13	+7	2 claws +4 (1d3 & 2 cold); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; cold subtype, fast healing 2, DR 5/+1
Mephit, Magma	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fire subtype, fast healing 2, DR 5/+1
Mephit, Ooze	16	3d8+3	16	0	2 claws +6 (1d3+2); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Mephit, Salt	16	3d8+3	16	-1	2 claws +7 (1d3+3); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fast healing 2, DR 10/+1
Mephit, Steam	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fire subtype, fast healing 2, DR 5/+1
Mephit, Water	16	3d8+3	16	0	2 claws +6 (1d3+2); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Merfolk	13	1d8+1	5	+1	trident +1 (1d8), heavy crossbow +2 (1d10); low-light vision
Mimic	13	7d8+21	52	+1	slam +8 (1d8+6); adhesive; mimic shape, acid immunity
Mind Flayer	15	8d8+8	44	+6	4 tentacles +8 (1d4+1); mind blast (-2 to hit and defend), psionics, improved grab, extract thoughts; SR 25, telepathy
Minotaur	14	6d8+12	39	0	huge greataxe +9/+4 (2d8+6), gore +4 (1d8+2); charge 4d6+6; scent, natural cunning
Mummy	17	6d12+3	42	-1	slam +6 (1d6+4 and mummy rot); despair, mummy rot; undead, resistant to blows, DR 5/+1, fire vulnerability
Naga, Water	15	7d8+28	59	+1	bite +7 (2d6+4 &p); poison (DC17, 1d8 Con), spells
Naga, Spirit	16	9d8+36	76	+1	bite +9 (2d6+6 &p); poison (DC18, 1d8 Con), charm gaze, spells
Naga, Dark	14	9d8+18	58	+2	sting +7 (2d4+2 &p), bite +2 (1d4+1); poison (DC16, 2d4 min. sleep), detect thoughts, spells; poison immunity, guarded thoughts, charm resistance
Naga, Guardian	18	11d8+44	93	+2	bite +12 (2d6+7 &p); poison (DC19, 2d8 Con), spit, spells
Nymph	11	3d6	10	+1	dagger +1 (1d4); blindsight, unearthly beauty, spell-like abilities
Ogre	16	4d8+8	26	-1	huge greatclub +8 (2d6+7), large javelin +1 (1d8+5)

Ogre Mage	18	5d8+15	37	+4	huge greatsword +7 (2d8+7), huge longbow +2 (2d6); spell-like abilities; regeneration 2, SR 18
Orc	14	1d8	4	0	greataxe +3 (1d12+3), javlin +1 (1d6+2); darkvision 60 ft., light sensitivity
Owlbear	15	5d10+20	47	+1	2 claws +7 (1d6+5), bite +2 (1d8+2); improved grab; scent
Pegasus	14	4d10+12	34	+2	2 hooves +7 (1d6+4), bite +2 (1d3+2); scent, spell abilities
Phase Spider	15	5d10+15	42	+7	bite +7(1d6+4 & poison); poison (DC15, 2d6 STR), ethereal jaunt
Phasm	17	15d8+30	97	+6	2 slams +12 (1d3+1); amorphous, scent, alternate form, telepathy, tremorsense
Rakshasa	21	7d8+21	52	+2	2 claws +8 (1d4+1), bite +3 (1d6); detect thoughts, spells; alternate form, spell immunity, vulnerable to blessed crossbow bolts, DR 20/+3
Roc	14	18d10+126	225	+2	2 claws +21 (2d6+12), bite +16 (2d8+6); snatch
Satyr	15	5d6+5	22	+1	gore +2 (1d6), dagger -3 (1d4), shortbow +3 (1d6); pipes
Sea Lion	18	6d10+18	51	+1	2 claws +7 (1d6+4), bite +2 (1d8+2); rend 2d6+6; scent
Shadow	13	3d12	19	+2	incorporeal touch +3 (1d6 Str); strength damage, create spawn; undead, incorporeal, +2 turn resistance
Skeleton, Tiny	13	1/4 d12	1	+5	2 claws +0 (1d2-2); undead, immunities
Skeleton, Small	13	1/2 d12	3	+5	2 claws +0 (1d3-1); undead, immunities
Skeleton, Medium	13	1d12	6	+5	2 claws +0 (1d4); undead, immunities
Skeleton, Large	13	2d12	13	+5	2 claws +2 (1d6+2); undead, immunities
Skeleton, Huge	13	4d12	26	+5	2 claws +4 (1d8+4); undead, immunities
Skeleton, Gargantuan	13	16d12	104	+5	2 claws +10 (2d6+6); undead, immunities
Skeleton, Colossal	13	32d12	208	+5	2 claws +16 (2d8+8); undead, immunities
Slaad, Red	16	7d8+21	52	+1	bite +10 (2d8+4), 2 claws +8 (1d4+2 & implant); pounce, implant eggs inside victim, stunning croak, summon slaad; fast healing 5, resistances
Slaad, Blue	18	8d8+24	60	+2	4 rakes +11 (2d6+4), bite +9 (2d8+2 & d); spell-like abilities, disease (DC17), summon slaad; fast heal. 5, resistances
Slaad, Green	20	9d8+27	67	+1	2 claws +12 (1d6+4), bite +10 (2d8+2); spell-like abilities, summon slaad; fast healing 5, resistances
Slaad, Gray	22	10d8+30	75	+1	2 claws +14 (2d4+4), bite +12 (2d8+2); spell-like abilities, summon slaad; fast healing 5, DR 10/+1, resistances, alternate form
Slaad, Death	26	15d8+45	112	+8	2 claws +20 (3d6+5 and stun), bite +18 (2d10+2); stun, spell-like abilities, summon slaad; fast healing 5, DR 20/+2, resistances, telepathy, alternate form

Spectre	15	7d12	45	+7	incorporeal touch +6 (1d8 and energy drain); energy drain (x2, remove DC15), create spawn; undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness
Sprite, Grig	18	1/2 d6+1	2	+4	diminutive short sword +6 (1d3-3), composite shortbow +6 (1d4); spell-like abilities, SR 17
Sprite, Nixie	14	1d6	3	+7	dagger +4 (1d4-2), light crossbow +4 (1d8); water breathing, charm person; SR 16
Sprite, Pixie	16	1d6	3	+4	dagger +5 (1d4-2), composite shortbow +6 (1d6); spell-like abilities, special arrows; SR 16, natural invisibility
Tarrasque	35	48d10+576	840	+7	bite +57 (4d8+17), 2 horns +52 (1d10+8), 2 claws +52 (1d12+8), tail slap +52 (3d8+8); frightful presence (DC26), rush (150 ft.), improved grab, swallow whole, augmented criticals (18-20/x3); DR 25/+5, carapace, immunities, regeneration 40, scent, SR 32
Treant (Ent)	20	7d8+35	66	-1	2 slams +12 (2d6+9); animate trees, trample, double damage against objects; plant, fire vulnerability, half damage from piercing
Triton	16	3d8+3	16	0	trident +4 (1d8+1), heavy crossbow +3 (1d10); spell-like abilities
Troglodyte	15	2d8+4	13	-1	longspear +1 (1d8), bite -1 (1d4), stench (30 ft., DC13, -2 morale), darkvision 90 ft.
Troll	18	6d8+36	63	+2	2 claws +9 (1d6+6), bite +4 (1d6+3); rend 2d6+9; regeneration 5, scent, darkvision 90 ft.
Umber Hulk	17	8d8+32	68	+1	2 claws +11 (2d4+6), bite +9 (2d8+3); confusing gaze; tremorsense
Unicorn	18	4d10+20	42	+3	horn +11 (1d8+8), 2 hooves +3 (1d4+2); magic circle against evil, spell-like abilities, immunities
Vampire Spawn	15	4d12	26	+6	slam +5 (1d6+4 & energy drain); charm, energy drain (remove DC14), blood drain (1d4 Con/round); undead, +2 turn resist., DR 10/silver, cold and electricity resistance 10, gaseous form, spider climb, fast healing 2
Will-o'-wisp	29	9d8	40	+13	shock +16 (2d8); spell immunity, natural invisibility
Winter Wolf	15	6d10+18	51	+5	bite +9 (1d8+6); breath (15 ft, DC16, 4d6), trip; sct, cold subtype
Worg	14	4d10+8	30	+2	bite +7 (1d6+4); trip; scent
Wraith	15	5d12	32	+7	incorporeal touch +5 (1d4 & 1d6 perm. STR); create spawn; undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness

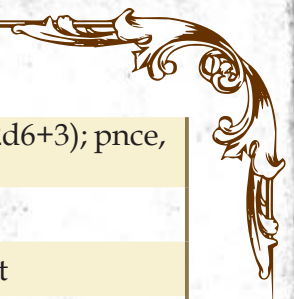


Wyvern	17	7d12+14	59	+1	sting +9 (1d6+4 &p), bite +4 (2d8+2), 2 wings +4 (1d8+2), 2 claws +9 (1d6+4); poison (DC17, 2d6 Con), improved grab, snatch; scent
Zombie, Tiny	11	1/2 d12+3	6	-1	slam +2 (1d3); undead, partial actions only
Zombie, Small	11	1d12+3	9	-1	slam +1 (1d4); undead, partial actions only
Zombie, Medium	11	2d12+3	16	-1	slam +2 (1d6+1); undead, partial actions only
Zombie, Large	11	4d12+3	29	-1	slam +4 (1d8+4); undead, partial actions only
Zombie, Huge	11	8d12+3	55	-1	slam +7 (2d6+7); undead, partial actions only
Zombie, Gargantuan	11	24d12+3	159	-1	slam +15 (2d8+10); undead, partial actions only
Zombie, Colossal	11	48d12+3	315	-2	slam +25 (4d6+13); undead, partial actions only

Animals

Ape	14	4d8+8	26	+2	2 claws +7 (1d6+5), bite +2 (1d6+2); scent
Baboon	13	1d8+1	5	+2	bite +2 (1d6+3); scent
Badger	15	1d8+2	6	+3	2 claws +5 (1d2-1), bite +0 (1d3-1); rage; scent
Bat	16	1/4 d8	1	+2	-; blindsight
Bear, Black	13	3d8+6	19	+1	2 claws +6 (1d4+4), bite +1 (1d6+2); scent
Bear, Brown	15	6d8+24	51	+1	2 claws +11 (1d8+8), bite +6 (2d8+4); improved grab; scent
Bear, Polar	15	8d8+32	68	+1	2 claws +13 (1d8+8), bite +8 (2d8+4); improved grab; scent
Bison	13	5d8+15	37	0	butt +6 (1d8+6); stampede; scent
Boar	16	3d8+9	22	0	gore +4 (1d8+3); ferocity; scent
Camel	13	3d8+6	19	+3	bite +5 (1d4+6); scent
Cat	14	1/2 d8	2	+2	2 claws +4 (1d2-4), bite -1 (1d3-4)
Cheetah	15	3d8+6	19	+4	bite +6 (1d6+3), 2 claws +1 (1d2+1); trip; sprint
Crocodile	15	3d8+9	22	+1	bite +6 (1d8+6), tail slap +6 (1d12+6); improved grab
Crocodile, Giant	16	7d8+28	59	+1	bite +11 (2d8+12), tail slap +11 (1d12+12); improved grab
Dog	15	1d8+2	6	+3	bite +2 (1d4+1); scent
Dog, Riding	16	2d8+4	13	+2	bite +3 (1d6+3); scent
Donkey	13	2d8+2	11	+1	bite +1 (1d2); scent
Eagle	14	1d8+1	5	+2	2 claws +3 (1d3), bite -2 (1d4)
Elephant	15	11d8+55	104	0	slam +16 (2d6+10), 2 stamps +11 (2d6+5), gore +16 (2d8+15); trample 2d8+15; scent

Hawk	17	1d8	4	+3	claws +5 (1d4-2)
Horse, Heavy	13	3d8+6	19	+1	2 hooves +3} (1d6+2); scent
Horse, Heavy War	14	4d8+12	30	+1	2 hooves +6 (1d6+4), bite +1 (1d4+2); scent
Horse, Light	13	3d8+6	19	+1	2 hooves +2 (1d4+1); scent
Horse, Light War	14	3d8+9	22	+1	2 hooves +4 (1d4+3), bite -1 (1d3+1); scent
Leopard	15	3d8+6	19	+4	bite +6 (1d6+3), 2 claw +1 (1d3+1); pnce, rake 1d3+1; scent
Lion	15	5d8+10	32	+3	2 claw +7 (1d4+5), bite +2 (1d8+2); pnce, rake 1d4+2; scent
Lizard	14	1/2 d8	2	+2	bite +4 (1d4-4)
Lizard, Giant	15	3d8+9	22	+2	bite +5 (1d8+4)
Monkey	14	1d8	4	+2	bite +4 (1d3-4)
Mule	13	3d8+9	22	+1	2 hooves +4 (1d4+3)
Octopus	16	2d8	9	+3	arms +5 (0), bite +0 (1d3); improved grab; ink cloud, jet
Octopus, Giant	18	8d8+8	44	+2	8 tentacles +10 (1d4+5), bite +5 (1d8+2); improved grab, constrict; ink cloud, jet
Owl	17	1d8	4	+3	claws +5 (1d4-2)
Pony	13	2d8+2	11	+1	2 hooves +2 (1d3+1); scent
Pony, War	13	2d8+4	13	+1	2 hooves +3 (1d3+2); scent
Porpoise	15	2d8+2	11	+3	butt +4 (2d4); blindsight
Rat	14	1/4 d8	1	+2	bite +4 (1d3-4); scent
Raven	14	1/4 d8	1	+2	claws +4 (1d2-5)
Rhinoceros	16	8d8+40	76	0	gore +13 (2d6+12)
Shark, Medium	15	3d8+3	16	+2	bite +4 (1d6+1); keen scent
Shark, Large	15	7d8+7	38	+2	bite +7 (1d8+4); keen scent
Shark, Huge	15	10d8+20	65	+2	bite +10 (2d6+7); keen scent
Snake, Constrictor	15	3d8+3	16	+3	bite +5 (1d3+4); improved grab, constrict 1d3+4; scent
Snake, Giant Constr.	15	11d8+11	60	+3	bite +13 (1d8+10); improved grab, constrict 1d8+10; scent
Snake, Viper, Tiny	17	1/4 d8	1	+3	bite +5 (p); poison (DC11, 1d6 Con), scent
Snake, Viper, Small	17	1d8	4	+3	bite +4 (1d2-2 &p); poison (DC11, 1d6 Con), scent
Snake, Viper, Medium	16	2d8	9	+3	bite +4 (1d4-1 &p); poison (DC11, 1d6 Con), scent
Snake, Viper, Large	15	3d8	13	+3	bite +4 (1d4 &p); poison (DC11, 1d6 Con), scent
Snake, Viper, Huge	15	4d8+4	22	+4	bite +5 (1d4 &p); poison (DC13, 1d6 Con), scent
Squid	16	3d8	13	+3	arms +5 (0), bite +0 (1d6+1); imp., grab; ink cloud, jet
Squid, Giant	17	12d8+12	66	+3	10 tentacles +15 (1d6+8), bite +10 (2d8+4); improved grab, constrict 1d6+8; ink cloud, jet



Tiger	14	6d8+18	45	+2	2 claw +9 (1d8+6), bite +4 (2d6+3); pnce, grab, rake 1d8+3
Toad	15	1/4 d8	1	+1	-
Weasel	14	1/2 d8	2	+2	bite +4 (1d3-4); attach; scent
Whale, Baleen	16	12d8+72	126	+1	tail slap +17 (1d8+18); blindsight
Whale, Cachalot	16	12d8+84	138	+1	bite +17 (4d6+12), tail slap +12 (1d8+6); blindsight
Whale, Orca	16	9d8+45	85	+2	bite +12 (2d6+12); blindsight
Wolf	14	2d8+4	13	+2	bite +3 (1d6+1); trip; scent
Wolverine	14	3d8+12	25	+2	2 claws +4 (1d4+2), bite -1 (1d6+1); rage; scent

Vermin

Giant Ant, Worker	17	2d8	9	0	bite +1 (1d6); improved grab; vermin
Giant Ant, Soldier	17	2d8+2	11	0	bite +3 (2d4+3); improved grab, acid sting; vermin
Giant Ant, Queen	17	4d8+4	22	-1	bite +5 (2d6+4); improved grab; vermin
Giant Bee	14	3d8	13	+2	sting +2 (1d4 &p); poison (DC13, 1d6 Con), vermin
Giant Beetle, Bom.	16	2d8+4	13	0	bite +2 (1d4+1); acid spray; vermin
Giant Beetle, Fire	16	1d8	4	0	bite +1 (2d4); vermin
Giant Beetle, Stag	19	7d8+21	52	0	bite +10 (4d6+9); trample 2d8+3; vermin
Giant Pray. Mantis	14	4d8+8	26	-1	claws +6 (1d8+4), bite +1 (1d6+2); imp grab, squeeze; vrmn
Giant Wasp	14	5d8+10	32	+1	sting +6 (1d3+6 &p); poison (DC18, 1d6 Dex), vermin
Centipde, Tiny	14	1/4 d8	1	+2	bite +4 (1d3-5 &p); poison (DC11, 1 Dex), vermin
Centipde, Small	14	1/2 d8	2	+2	bite +3 (1d4-3 &p); poison (DC11, 1d2 Dex), vermin
Centipde, Medium	14	1d8	4	+2	bite +2 (1d6-1 &p); poison (DC13, 1d3 Dex), vermin
Centipde, Large	14	2d8	9	+2	bite +2 (1d8+1 &p); poison (DC16, 1d4 Dex), vermin
Centipde, Huge	16	4d8	18	+2	bite +4 (2d6+4 &p); poison (DC18, 1d6 Dex), vermin
Centipde, Gargantuan	18	16d8	72	+2	bite +13 (2d8+7 &p); poison (DC26, 1d8 Dex), vermin
Centipde, Colossal	20	32d8	144	+2	bite +23 (4d6+10 &p); poison (DC36, 2d6 Dex), vermin
Scorpion, Tiny	14	1/2 d8+2	4	0	2 claws +2 (1d2-4), sting -3 (1d2-4 &p); poison (DC11, 1d2 Str), improved grab; vermin
Scorpion, Small	14	1d8+2	6	0	2 claws +1 (1d3-1), sting -4 (1d3-1 &p); poison (DC11, 1d3 Str), improved grab, squeeze; vermin

Scorpion, Medium	14	2d8+4	13	0	2 claws +2 (1d4+1), sting -3 (1d4 &p); poison (DC15, 1d4 Str), improved grab, squeeze; vermin
Scorpion, Large	14	4d8+8	26	0	2 claws +5 (1d6+3), sting +0 (1d6+1 &p); poison (DC18, 1d6 Str), improved grab, squeeze; vermin
Scorpion, Huge	16	16d8+32	104	0	
Scorpion, Gargantuan	18	32d8+64	208	0	
Scorpion, Colossal	20	64d8+128	416	0	
Spider, Tiny	15	1/2 d8	2	+3	bite +5 (1d3-4 &p); poison (DC11, 1d2 Str), web; vermin
Spider, Small	14	1d8	4	+3	bite +4 (1d4-2 &p); poison (DC11, 1d3 Str), web; vermin
Spider, Medium	14	2d8+2	11	+3	bite +4 (1d6 &p); poison (DC14, 1d4 Str), web; vermin
Spider, Large	14	4d8+4	22	+3	bite +4 (1d8+3 &p); poison (DC17, 1d6 Str), web; vermin
Spider, Huge	16	10d8+10	55	+3	bite +9 (2d6+6 &p); poison (DC22, 1d8 Str), web; vermin
Spider, Gargantuan	18	24d8+24	132	+3	bite +20 (2d8+9 &p); poison (DC31, 2d6 Str), web; vermin
Spider, Colossal	20	48d8+48	264	+3	bite +36 (4d6+12 &p); poison (DC35, 2d8 Str), web; vermin

Special Abilities

Babble

This spell-like ability denies the touched creature to speak or understand the language of any intelligent creature. Other creatures hear only babble. The subject is unable to cast magic with a Verbal component until the end of the effect.

Blindsense

Lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Blindsight

Blindsight is the ability to use a nonvisual sense to operate effectively without vision, making invisibility and concealment irrelevant to the creature with this skill.

Breath Weapon

A creature expells something from its mouth. Most creatures with breath weapons

are limited to a number of uses per day or by a minimum length of time that must pass between uses. Using a breath weapon is typically a standard action. No attack roll is necessary. The breath simply fills its stated area.

Constrict

A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability it deals constriction damage in addition to damage dealt by the weapon used to grab.

Create Spawn

Targets killed by a creature with Create Spawn rise after 1d4 rounds as zombies/spectres/vampyres under the creature's control. They do not possess any of the abilities they had in life, obey to the creature who created them and definitely die when the creature dies.

Damage Reduction

Allows a creature to ignore a set amount of damage from most weapons (but not from energy attacks, spells, or spell-like abilities). The number in a creature's damage reduction is the amount of hit points of damage the creature ignores. The information after the slash indicates the type of weapon (such as magic, silver, or good) that overcomes the damage reduction.

Darkvision

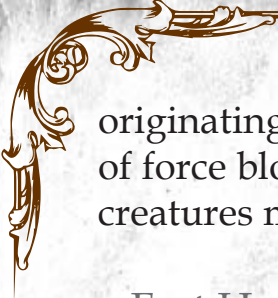
Can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight.

Enslave

The creature can telepathically force the subject to perform as he or she desires (within the limits of its abilities) knowing what the subject is experiencing, but not receiving direct sensory input. A subject forced to take an action against its nature receives a saving throw with a penalty of -10 to resist taking that particular action.

Etherealness

Ethereal creatures are not present on the Material Plane: are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. *See Invisibility* and *True Seeing* reveal ethereal creatures. An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. Things on the Material Plane, however, look gray, indistinct, and ghostly. A force effect



originating on the Material Plane extends onto the Ethereal Plane, so that a wall of force blocks an ethereal creature, and a magic missile can strike one. Ethereal creatures move in any direction and material objects don't block them.

Fast Healing

The creature regains hit points at an exceptional rate at the beginning of each of the creature's turns but unlike regeneration, it doesn't allow a creature to regrow or reattach lost body parts. Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Fiery Aura

Anyone within 20 feet must succeed on a DC12 Fortitude Save or take 1d6 points of heat damage per round from the intense heat.

Flight

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field until this effect persists. can finish its movement in a square occupied by someone else.

Improved Grab

If the creature hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple (opponents at least one size category smaller) as a free action without provoking an attack of opportunity. No initial touch attack is required. It can even move the opponent, provided it can drag the opponent's weight.

Incorporeality

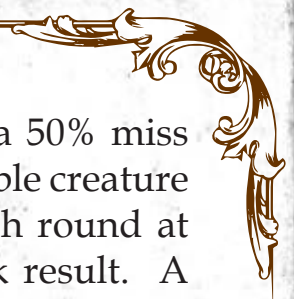
Some creatures (spectres, wraiths...) are insubstantial, can be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects, and they cannot manipulate objects or exert physical force on objects. However, they have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

If struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source — except for a force effect or damage dealt by a ghost touch weapon. The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

Invisibility

Visually undetectable. Gives a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any). Even if an attacker



correctly guesses the invisible creature's location, the attacker has a 50% miss chance in combat. Is possible to notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check or with a Listen check each round at least equal to the invisible creature's Move Silently (or DEX) check result. A creature can blindly attack two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance.

Leader

+2 bonus to attack and damage rolls for all allied creatures within 50 ft (10 squares) from the leader.

Low-Light Vision

So sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. Characters with low-light vision can see outdoors on a moonlight night as well as they can during the day.

Mastery: Earth/water/fire/air

An earth/water elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground/water. If an opponent is airborne (or waterborne/in the ground), the elemental takes a -4 penalty on attack and damage rolls. Airborne creatures suffer -1 on their rolls against air elementals.

Mindless

The creature cannot take logic decision and is driven only by basic instincts. +20 on Will saves. It cannot make attacks of opportunity.

Natural Cunning

Although not especially intelligent, the creature possesses innate cunning and logical ability. This prevents the creature from ever becoming lost, and enables it to track enemies. Further, it is never caught flat-footed.

Pounce

When a creature with this special attack makes a charge, it can follow with a full attack—including rake attacks if the creature also has the rake ability.

Powerful Charge

When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description.



Push

A creature can start a bull rush maneuver without provoking an attack of opportunity.

Rake

Gives one extra natural attack when grappling a foe, not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A creature must begin its turn grappling to use its rake.

Regeneration

Recover from wounds quickly and regrow or reattach severed body parts. Damage is treated as nonlethal but certain attacks (like fire and acid) deal normal damage. If unconscious (through nonlethal damage) can be killed with a coup de grace that doesn't convert to nonlethal damage.

Scent

The creature can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30 feet (if upwind 60 feet, if downwind 15 feet). Strong or weak scents can modify the range. Helps to detect another creature's presence and direction but not its specific location.

Snatch

The creature can choose to start a grapple when it hits with a claw or bite attack (if the target is three or more sizes smaller, it squeezes each round or automatic bite or claw damage). The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside (travels $1d6 \times 10$ feet, and takes $1d6$ points of damage per 10 feet traveled).

Stonecunning

+2 bonus on Search checks to notice unusual stonework (or something disguised as stone), such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings, and the like.

Swallow Whole

If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check. If it succeeds, it swallows its prey, and the opponent takes bite damage. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not.

Torment

Targets are tormented by itching skin and burning eyes. -4 to AC and -2 on



attack rolls for 3 rounds. The save DC is Fortitude-based.

Trample

As a full-round action, a trampling creature can move up to twice its speed and run over any opponents at least one size category smaller than itself dealing bludgeoning damage (creature's slam damage + $1\frac{1}{2}$ Str modifier).

Trampled opponents can attempt attacks of opportunity (with -4 penalty) or attempt Reflex saves to take half damage (DC = $10 + \frac{1}{2}$ creature's HD + creature's Str modifier). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tremorsense

A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving.

Creature Sizes and Modifiers

Size Category	Attack & AC Mod.	Special Attacks Modifier ¹	Hide Modifier	Height or Length ² (from/to)	Weight ³ (from/to)	Space ⁴	Natural Reach ⁴	
							Tall	Long
Fine	+8	-16	+16	6 in. or less	1/8 lb. or less	1/2 ft.	0 ft.	0 ft.
Diminutive	+4	-12	+12	6 in. 1 ft.	1/8 lb. 1 lb.	1 ft.	0 ft.	0 ft.
Tiny	+2	-8	+8	1 ft. 2 ft.	1 lb. 8 lb.	2-1/2 ft.	0 ft.	0 ft.
Small	+1	-4	+4	2 ft. 4 ft.	8 lb. 60 lb.	5 ft.	5 ft.	5 ft.
Medium	+0	+0	+0	4 ft. 8 ft.	60 lb. 500 lb.	5 ft.	5 ft.	5 ft.
Large	-1	+4	-4	8 ft. 16 ft.	500 lb. 2 tons	10 ft.	10 ft.	5 ft.
Huge	-2	+8	-8	16 ft. 32 ft.	2 tons 16 tons	15 ft.	15 ft.	10 ft.
Gargantuan	-4	+12	-12	32 ft. 64 ft.	16 tons 125 tons	20 ft.	20 ft.	15 ft.
Colossal and Colossal+	-8	+16	-16	64 ft. or more	125 tons or more	30 ft.	30 ft.	30 ft.

1. This modifier applies to the Bull Rush, Grapple, Overrun and Trip special attacks.
2. Biped's height, quadruped's body length (nose to base of tail)
3. Assumes a regular animal. A stone creature will weigh more, a gaseous one less.
4. These values are typical for creatures of the indicated size. Some exceptions exist.



Monster Creation

You can create your own monsters, using those already made or starting from scratch. Following some guidelines to adjust values and stats.

Creature Statistics (to be modified by the table below):

HP: any creature receives $1d6 + \text{modifier}$ HP per level.

AB & DB: add +1 per level

Resistances: level+3 for one resistance, level for the other resistances

SPD: double for quadrupedal creatures of small size or above.

Space: squares occupied if you are using a squared map with miniatures/tokens to represent the map

Size Category	Space	SPD	HP per level	AB / DB
Fine	0,125	1	$1d6-3$	+8
Diminutive	0,25	2	$1d6-2$	+4
Tiny	0,5	3	$1d6-1$	+2
Small	1	4	$1d6+0$	+1
Medium	1	6	$1d6+0$	+0
Large	2	8	$1d6+0$	-1
Huge	3	10	$1d6+1$	-2
Gargantuan	4	12	$1d6+2$	-4
Colossal	6	14	$1d6+3$	-8

Finally, add one (or more) special abilities from the list in previous pages or feel free to invent new ones.



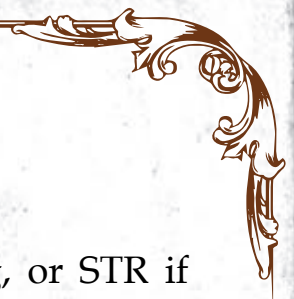
APPENDIXES



SKILL CHECKS

Following, suggested rolls for Standard Actions and typical Skill Checks. Don't forget to adapt checks at the most appropriate stat depending on situation.

Acrobatics - sub+DEX
Appraise - com+MIND
Arcana - know+MIND
Athletics - phys+STR
Balance - phys+DEX
Bluff - com+MIND
Boating - phys+DEX
Cartography - know+MIND
Charisma - com+MIND if you don't use the stat
Climb - phys+DEX or STR, whichever is highest
Concentration - doesn't apply. GM's fiat applies
Cultures - com+KNOW
Craft - know+DEX
Decipher Script - or com+MIND
Diplomacy - com+MIND
Disable Device - sub+MIND or sub+DEX
Disguise - sub+MIND
Endurance - phys+STR or surv+STR (in nature)
Escape Artist - sub+DEX or sub+STR, depending on what you're escaping out of
Etiquette - com+MIND or know+MIND
First Aid - know+MIND
Fly (Riding creature) - surv+DEX
Fly (Riding object) - phys+DEX
Forgery - com+DEX
Gather Information - com+MIND
Geography - know+MIND
Handle Animal - com+MIND or com+STR if the animal is bigger than you
Heal - know+MIND
Hide - sub+DEX
History - know+MIND
Insight - com+MIND
Intimidate - could be phys+STR, or sub+MIND or com+STR. You choose
Jump - phys+STR (long jump) or phys+DEX (high jump)
Knowledge - know+MIND
Languages - com+MIND
Lift - phys+STR
Listen - sub+MIND
Move Silently - sub+DEX



Nature - or surv+MIND
Notice - subt+MIND or surv+MIND (in nature)
Open Lock - sub+DEX
Perform - com+MIND, though it could be DEX if you're juggling, or STR if you're a weightlifter
Persuasion - com+MIND
Profession - com+MIND, usually
Psychology - or com+MIND (to restore sanity)
Read lips - subt+MIND
Resist fear: or com+MIND or surv+MIND
Ride - com+DEX
Search - sub+MIND
Sense Motive - com+MIND
Sleight of Hand - sub+DEX
Spellcraft - MIND only or know+MIND
Spot - sub+MIND
Surveillance - sub+MIND
Survival - or surv+MIND or know+STR or surv+STR
Swim - phys+STR
Tumble - phys+DEX
Use magic device - know+MIND
Use rope - Phys+DEX



POISONS

Damage is expressed as X/Y, where X is the initial damage taken if the check fails, Y the secondary damage if a second save, rolled after one minute, also fails. Paralysis lasts 2d6 minutes. Unconsciousness lasts 1d3 hours. An asterisk (*) indicates that the loss is permanent. Price lists the cost for one dose of the poison.

Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.

Black adder venom: Injury, DC 11, 1d6 PHY / 1d6 PHY, 120 gp.

Black lotus extract: Contact, DC 20, 3d6 PHY / 3d6 PHY, 4,500 gp.

Bloodroot: Injury, DC 12, 0 / 1d4 PHY + 1d3 Mind, 100 gp.

Blue Whinnis: Injury, DC 14, -1 STR/ unconsciousness, 120 gp.

Burnt Othur Fumes: Inhaled, DC 18, -1 STR*/-3d6 STR, 2,100 gp.

Carrion crawler brain juice: Contact, DC 13, Paralysis / 0, 200 gp.

Dark reaver powder: Ingested, DC 18, 2d6 PHY / 1d6 PHY + 1d6 STR, 300 gp.

Deathblade: Injury, DC 20, -1d6 STR/-2d6 STR, 1,800 gp.

Dragon bile: Contact, DC 26, 3d6 STR / 0, 1,500 gp.

Giant wasp poison: Injury, DC 18, 1d6 DEX / 1d6 DEX, 210 gp.

Greenblood oil: Injury, DC 13, 1 PHY / 1d2 PHY, 100 gp.

Id moss: Ingested, DC 14, 1d4 Mind / 2d6 Mind, 125 gp.

Insanity Mist: Inhaled, DC 15, -1d4 MIND/-2d6 MIND, 1,500 gp.

Lich dust: Ingested, DC 17, 2d6 STR 1d6 / STR, 250 gp.

Malys Root Paste: Contact, DC 16, -1 DEX/-2d4 DEX, 500 gp.

Monstrous Scorpion (tiny): Injury, DC 12, -1 STR/-1 STR, 50 gp.

Monstrous Scorpion (small): Injury, DC 12, -1d2 STR/- 1d2 STR, 100 gp.


Monstrous Scorpion (large): Injury, DC 14, -1d4 STR/- 1d4 STR, 200 gp.

Monstrous Scorpion (huge): Injury, DC 18, -1d6 STR/- 1d6 STR, 400 gp.

Monstrous Spider (tiny): Injury, DC 10, -1d2 STR/-1d2 STR, 85 gp.

Monstrous Spider (small): Injury, DC 10, -1d3 STR/- 1d3 STR, 125 gp.

Monstrous Spider (large): Injury, DC 13, -1d6 STR/-1d6 STR, 250 gp.



Monstrous Spider (huge): Injury, DC 16, -1d8 STR/-1d8 STR, 500 gp.
Nitharit: Contact, DC 13, 0/-3d6 STR, 650 gp.
Oil of Taggit: Ingested, DC 15, 0/unconsciousness, 90 gp.
Purple worm poison: Injury, DC 24, 1d6 STR / 2d6 STR, 700 gp.
Sassone Leaf Residue: Contact, DC 16, -2d12 hp/-1d8 STR, 300 gp.
Shadow essence: Injury, DC 17, 1 STR* / 2d6 STR, 250 gp.
Sleep Poison: Injury, DC 13, unconsciousness/unconc. for 2d4 hours, 75 gp.
Small centipede poison: Injury, DC 11, 1d2 DEX / 1d2 DEX, 90 gp.
Snake (medium viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.
Snake (large viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.
Snake (huge viper): Injury, DC 14, -1d6 STR/-1d6 STR, 250 gp.
Striped toadstool: Ingested, DC 11, 1 Mind / 2d6 Mind, 180 gp.
Terinav root: Contact, DC 16, 1d6 DEX 2d6 / DEX, 750 gp.
Ungol dust: Inhaled, DC 15, 1 COM / 1d6 COM + 1 COM*, 1,000 gp.
Wyvern: Injury, DC 17, -2d6 STR/-2d6 STR, 3,000 gp.



FEATS

(A)=Any, (F)=Fighter, (R)=Rogue, (Mk)=Monks, (M)=Magi, (C)=Cleric, (Pre:)=Prerequisite Required for Feat.

Abjuration: (M/C) +2 to all Counter-spelling rolls. Also the character spends 1 HP less for spell countering actions.

Acrobatic: (A) +2 Bonus on Jump and Tumble Checks

Agile: (A) +2 Bonus on Balance and Escape Artist

Alertness: (A) +2 Spot and Listen Checks

Animal Affinity: (A) +2 Handle Animal

Athletic: (A) +2 Climb and Swim Checks

Blind Fight: (F/R/Mk) No penalty vs. invisible or in darkness

Brew Potion (M/C) (Pre: Must be 3rd class Level or above) May brew potion for personal effect spells (i.e. Bless, Resistance, Feather Fall, Mage Armor). Cost: Spell Level X Caster class Level X 50 gp. Any character may use potions. Potions require one day of work per dose.

Bull Rush: (F/C/Mk) (Pre: Str. 13, Power Attack) Push an opponent back 5'.

Circle magic: (M/C) A spell-caster may form a magical circle with spell-casters of same type and ethos having the Circle magic feat: all circle members must be within 5' of each other and can do nothing else while taking part to the circle for the circle to work.

Any distraction or attack that deals damage will break the circle. The highest level member is designed circle leader. No circle can contain more members than 4 plus the Circle leader Charisma bonus.

While the circle is active the leader will be able to cast and counter any spell known to any circle member and can use other member's Spell points to cast spells or use Counter-magic.

Forming a Circle requires a full action, nothing else can be done that round.

Create bonus item: (M/C) (Pre: Must be 6th class Level or above) May create an item granting a bonus. Armours and shields grant bonuses to AC, weapons grant bonuses to Attack and damage rolls. Cloaks, boots and rings can grant bonuses to AC, skills and attributes. Each item can grant a bonus to a single

thing, no item can grant a bonus higher than (maximum spell level usable by the character/2 rounded up), no character can receive a bonus on the same thing by different items.

Cost: bonus X item base cost X 300gp. Creating an item requires one week of work per +1 granted.

Bonus items are open to all classes.

Cleave: (F/C/Mk) (Pre: Str. 13, Power Attack) If you kill a creature and have a second opponent within 5', you may make a free attack.

Deceitful: (R) +2 to Forgery or Disguise

Dodge: (F/R/C/Mk) +1 AC against any opponent you choose.

Enchant charged item: (M/C) (Pre: Must be 9th class Level or above) May create a charged item of any spell you know, and Cast without loss of HP. Only M/C can use charged items, and only of same type.

Cost: Spell Level X Caster class Level X 100gp X Charge Or Spell Level X Caster class Level X 1000gp X Daily uses. Recharging an existing item costs half as much per charge.

Creating an item requires one week of work, recharging takes simply one day. Items open to all classes require twice the costs and times.

Frenzy: (F) can enrage a number of times per day equal to half its level round down. Temporarily gains a +4 Str, and a +2 on saves against mind-affecting magic, but -2 to Armor Class. Do not employ missile weapons but instead charge in melee the nearest eligible target.

The increase in Strength temporarily affects both attack and damage rolls and hit points. While raging, a character cannot use the Subterfuge, Knowledge and Communication skills (except for Escape Artist or Intimidate actions), or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a trigger (such as a wand), or spell completion (such as a scroll) to function.

He can use any feat he has except Improved Defense, item creation feats, and magic feats. Rage lasts for a number of rounds equal to 3 + the character's (newly improved) Strength modifier. A character may prematurely end his rage. At the end of the rage, the character loses the rage modifiers and restrictions and becomes fatigued (-2 Str, -2 Dex, can't charge or run) for the duration of the current encounter.

Great Cleave: (F/C/Mk) (Pre: Str. 13, Power Attack, Cleave) If you kill one creature, you can continue using Cleave as long as each successive attacks results in a kill.



Heavy Armour: (A) (Pre: Medium Armour) The character is trained in the use of Heavy armour.

Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Heroic Spirit: (A) The character gets 3 reserve points for free.

Improved Critical: (A) The character now gets a Critical Hit on any roll of 19 or-20, doing max damage.

Improved Defense: (A) May take a -4 to all attack rolls to add a +4 to AC. May not be used in conjunction with Power Attack.

Improved Initiative: (A) +4 to Initiative

Improved Turning: (C) Clerics can turn undead as if they were one level higher.

Investigator: (A) +2 to Gather Information and Search Checks

Lightning Reflexes: (F/R/C/Mk) +2 to Phys + STR or DEX bonus.

Light Armour: (A) The character is trained in the use of Light armour. Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Magical Aptitude: (M/C) Spells cost 1HP less, or 2HP less if casting signature spell.

Manyshot: (F/C/R) (Pre: Dex 17, Point Blank Shot, Rapid Shot) You may fire two arrows at any single opponent, at -4 Penalty to hit. Damage remains the same. Gain one additional arrow at same Penalty every time you take this Feat.

Marksman: (A) The character is trained in the use of marksman weapons. Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Medium Armour: (A) (Pre: Light Armour) The character is trained in the use of Medium armour. Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Mounted Archery: (F) (Pre: Mounted Combat) Penalty for Ranged Weapon is halved, from -4 to -2.

Mounted Combat: (F) Once per round, of your mount is hit, you can negate the

hit if your Ride check is higher than opponent's Attack Roll.

Negotiator: (A) +2 to Diplomacy and Sense Motive Checks.

Nimble Fingers: (R) +2 to Open Locks and Disable Device

One handed weapons: (A) The character is trained in the use of one handed weapons.

Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Personal Improvement: (A) The character may add 1 point to STR, DEX, CHA or MIND.

Persuasive: (A) +2 to Bluff and Intimidate

Point Blank Shot: (F/C/R) +1 Attack and Damage if target is within 30 Ft.

Power Attack: (F/C/Mk) (Pre: Str. 13) Subtract up to 4 from your "To Hit" Roll. Add this to your Damage, if you hit. May not be used in conjunction with Improved Defense.

Power Spell: (M/C) The character's spells are considered as two levels higher to determine saving throws difficulty. The spell-caster gets a +2 to the rolls for resisting counter-spells.

Quick Draw: (F/C/R/Mk) You can draw and strike in the same round.

Rapid Reload: (F/C/R) You can reload a crossbow and fire in a single round, instead of reload one round, and fire the next.

Rapid Shot: (F/C/R) (Pre: Dex 13, Point Blank Shot) One extra shot per round, second shot at -2 to hit.

Ride-By Attack: (F) (Pre: Mounted Combat) You can move, attack, and move again in a round.

Run: (A) You can outrun almost any opponent. Your run action allow you to move five times the base speed.

Scribe Scroll: (M/C) May create a scroll of any spell you know, and Cast without loss of HP. Cost: Spell Level X Caster Level X 25gp. Only M/C can use scrolls, and only of same type. Scrolls require one day of work per spell. Scrolls open to all classes require twice the costs and times.



Shield Training: (A) The character is trained in the use of Shields. Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Stealthy: (A) +2 Bonus to Move Silently and Hide Skills.

Track: (F/R) You can Track creatures and characters across most terrain. Typical DC are Soft Ground 10, Firm Ground 15, Hard Ground 20. GMs may modify DC as conditions require. Things to consider: Size of target, time, weather, time of day.

Trample: (F) (Pre: Mounted Combat) When you overrun an opponent, it cannot avoid the attack. Mount may attack with hoof or paw, rider's next attack is at +4 as target is prone.

Tough: (A) You get 3 extra hit points.

Two handed weapons: (A) (Pre: One-handed weapons) The character is trained in the use of Two handed weapons. Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Two-Weapon Fighting: (F/C/R/Mk) (Pre: Dex. 15) You get to attack with two weapons with no penalty for second weapon

Weapon of Choice: (F) (Pre: 5th Fighter Level) You get +1 to attack and +2 to damage when using a specific weapon of your choice.

PROFICIENCIES

Following are some abilities (some proficiencies need more than one slot to obtain):

Agriculture
Ancient History
Animal Handling
Animal Lore
Animal Training
Appraising
Armorer (2)
Artistic Ability
Astrology (2)
Blacksmithing
Blind-fighting (2)
Bowyer/Fletcher
Brewing
Carpentry
Charioteering
Cobbling
Cooking
Dancing
Direction Sense
Disguise
Endurance (2)
Engineering (2)
Etiquette
Fire-building
Fishing
Forgery
Gaming
Gem Cutting (2)
Healing (2)
Heraldry
Herbalism (2)
Hunting
Juggling

Jumping
Languages, Ancient
Languages, Modern
Leatherworking
Local History
Mining (2)
Mountaineering
Musical Instrument
Navigation
Pottery
Reading Lips (2)
Reading/Writing
Religion
Riding, Airborne (2)
Riding, Land-based
Rope Use
Running
Seamanship
Seamstress/Tailor
Set Snares
Singing
Spellcraft
Stonemasonry
Survival (2)
Swimming
Tightrope Walking
Tracking (2)
Tumbling
Ventriloquism
Weaponsmithing (3)
Weather Sense
Weaving



TRAPS

The entries for traps include the following information:

Attack shows the traps attack bonus or type of effect.

Damage shows the amount and type of damage the trap deals.

Save DC lists the phys+DEX check DC needed to either avoid the trap entirely, or to take only ½ the listed damage (if this is possible).

Search DC lists the DC for the check needed to find the trap without triggering it.

Disable DC lists the DC for the sub+DEX check needed to disarm the trap safely.

EL1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search DC 20, Disable sub+DEX DC 20.

Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.

Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.

EL2 Traps

Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for ½ damage; Search DC 26, Disable DC 26.

Large Net Trap: Atk +5 (—); Save DC 14 to avoid; Search DC 20, Disable DC 25.

Pit Trap: 40 ft. deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL3 Traps

Fire Trap: spell effect (1d4+3, fire); Save DC 13 for ½ damage; Search DC 27, Disable DC 27.

Pit Trap: 60 ft. deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Poisoned Arrow Trap: Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.

EL4 Traps

Lightning Bolt Trap: spell effect (5d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 60 ft. deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.

EL5 Traps

Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17.

Fireball Trap: spell effect (1d4+7, fire); Save DC 16 for ½ damage; Search DC 29, Disable DC 29.

Poisoned Wall Spikes: Atk +16 (1d8+4 plus poison, spikes); Search DC 17,

Disable DC 21.

EL6 Traps

Compacting Room Trap: walls move together (12d6, crush); Search DC 20, Disable DC 22.

Lightning Bolt Trap: spell effect (10d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 100 ft. deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL7 Traps

Black Tentacles Trap: spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29.

Chain Lightning Trap: spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for ½ damage; Search DC 31, Disable DC 31.

Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18.

EL8 Traps

Destruction Trap: spell effect (death); Save DC 20 (phys+STR) for 10d6 damage; Search DC 32, Disable DC 32.

Power Word Stun Trap: spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32.

Well-camouflaged Pit Trap: 100 ft. deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18.

EL9 Traps

Dropping Ceiling: ceiling moves down (12d6, crush); Search DC 20, Disable DC 16.

Incendiary Cloud Trap: spell effect (4d6/ round for 15 rounds, fire); Save DC 22 for ½ damage; Search DC 33, Disable DC 33.

Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL10 Traps

Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20.

Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25.

Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.



EQUIPMENT LIST

Weapons

Light Weapons


Weapon	Cost	Dmg	Range
Unarmed Strike	—	1d3	—
Axe, throwing	8gp	1d6	10ft.
Dagger	2gp	1d4	10 ft.
Hammer, light	1gp	1d6	20ft.
Handaxe	6gp	1d4	—
Mace, light	5gp	1d6	—
Pick, light	4gp	1d4	—
Sap	1gp	1d6	—
Sicule	6gp	1d6	—
Sword, short	10gp	1d6	—

One-Handed Weapons

Weapon	Cost	Dmg	Range
Battleaxe	10gp	1d8	—
Club	—	1d6	10ft.
Flail	8gp	1d8	—
Longsword	15gp	1d8	—
Mace, heavy	12gp	1d8	—
Morningstar	8gp	1d8	—
Pick, heavy	8gp	1d6	—
Rapire	20gp	1d6	—
Scimitar	15gp	1d6	—
Shortspear	1gp	1d6	20ft.
Sword, bastard	35gp	1d10	—
Trident	15gp	1d8	10ft.
Waraxe	30gp	1d10	—
Warhammer	12gp	1d8	—
Whip *	1gp	1d3	—

Two-Handed Weapons

Weapon	Cost	Dmg	Range
Chain, spiked *	25gp	2d4	—
Falchion	75gp	1d6	—
Flail, heavy	15gp	1d8	—



Glaive *	8gp	1d8	—
Greataxe	20gp	1d10	—
Greatclub	5gp	1d8	—
Greatsword	50gp	2d6	—
Guisarme *	9gp	2d4	—
Halberd	10gp	1d10	—
Lance *	10gp	1d8	—
Longspear *	5gp	1d8	—
Quarterstaff	—	1d6	—
Scythe	18gp	2d4	—
Spear	2gp	1d8	20ft.

*Glaives, guisarmes, lances, longspears, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows to strike at targets that aren't adjacent to him. Most reach weapons double the natural reach (10 feet), but not allow to attack a creature in an adjacent square. Spiked chains may make both reach and normal attacks.

Ranged Weapons

Weapon	Cost	Dmg	Range
Crossbow, hand	100gp	1d4	30ft.
Crossb., heavy	50gp	1d10	120ft.
Crossbow, light	35gp	1d8	80ft.
Dart	5sp	1d4	20ft.
Javelin	1gp	1d6	30ft.
Longbow	75gp	1d8	100ft.
Net	20gp	—	10ft.
Shortbow	30gp	1d6	60ft.
Sling	—	1d4	50ft.


Armours

Light Armours

Armour	Cost	Bonus
Padded	2gp	+1
Leather	10gp	+2
Studded Leather	25gp	+3
Chain Shirt	100gp	+4

Medium Armours

Armour	Cost	Bonus
Hide	15gp	+3



Scale Mail	50gp	+4
Chainmail	150gp	+5
Breastplate	200gp	+5

Heavy Armours

Armour	Cost	Bonus
Splint Mail	200gp	+6
Banded Mail	250gp	+6
Half-plate	600gp	+7
Full Plate	1,500gp	+8

Shields

Armour	Cost	Bonus
Buckler	15gp	+1
Light wooden	3gp	+1
Light steel	9gp	+1
Heavy wooden	7gp	+2
Heavy steel	20gp	+2
Shield, tower	30gp	+4

Other Gear

Acid (flask)	10gp	Crowbar	2gp
Antitoxin (vial)	50gp	Disguise Kit	50gp
Artisan's Tools	5gp	Firewood (per day)	1cp
Backpack (empty)	2gp	Fishhook	1sp
Barrel (empty)	2gp	Fishing net (25 sq.ft.)	4gp
Basket (empty)	4sp	Flask (empty)	3cp
Bedroll	1sp	Flint and Steel	1gp
Bell	1gp	Grappling Hook	1gp
Blanket, winter	5sp	Hammer	5sp
Block and Tackle	5gp	Healer's Kit	50gp
Bottle, glass (empty)	2gp	Holy Symbol, wooden	1gp
Bucket (empty)	5sp	Holy Symbol, silver	25gp
Caltrops	1gp	Holy Water (flask)	25gp
Candle	1cp	Hourglass	25gp
Canvas (sq. yd.)	1sp	Ink (1 oz. Vial)	8gp
Case, map or scroll	1gp	Inkpen	1sp
Chain (10 ft.)	30gp	Jug, clay	3cp
Chalk, 1 piece	1cp	Ladder, 10 ft.	5cp
Chest (empty)	2gp	Lamp, common	1sp
Craftsman's Tools	5gp	Lantern, bullseye	12gp

Lantern, hooded	7gp
Lock, simple	20gp
Lock, average	40gp
Lock, good	80gp
Magnifying Glass	100gp
Manacles	15gp
Mirror, small steel	10gp
Mug/Tankard, clay	2cp
Musical Instrument	5gp
Oil, pint flask	1sp
Paper (sheet)	4sp
Parchment (sheet)	2sp
Pick, miner's	3gp
Pitcher, clay	2cp
Piton	1sp
Pole, 10 ft.	2sp
Pot, iron	5sp
Pouch, belt (empty)	1gp
Ram, portable	10gp
Rations, trail (per day)	5sp
Rope, hempen (50 ft.)	1gp
Rope, silk (50 ft.)	10gp
Sack (empty)	1sp
Sealing Wax	1gp
Sewing Needle	5sp
Signal Whistle	8sp
Signet Ring	5gp
Sledge	1gp
Soap (per lb.)	5sp
Spade or Shovel	2gp
Spell Component Pouch	5gp
Spellbook (blank)	15gp
Spyglass	1,000gp
Tent	10gp
Thieves' Tools	30gp
Torch	1cp
Vial, ink or potion	1gp
Waterskin	1gp
Whetstone	2cp

Mounts and Related Gear

Stabling (per day)	5sp
Barding (medium x2, large x4)	

Bit and Bridle	2gp
Dog, guard	25gp
Dog, riding	150gp
Donkey or mule	8gp
Feed (per day)	5cp

Horse

Horse, heavy	200gp
Horse, light	75gp
Pony	30gp
Warhorse, heavy	400gp
Warhorse, light	150gp
Warpony	100gp

Saddle

Military	20gp
Pack	5gp
Riding	10gp

Saddle, exotic

Military	60gp
Pack	15gp
Riding	30gp
Saddlebags	4gp

Transport

Carriage	100gp
Cart	15gp
Galley	30,000gp
Keelboat	3,000gp
Longship	10,000gp
Rowboat	50gp
Sailing Ship	10,000gp
Sled	20gp
Wagon	35gp
Warship	25,000gp

Buildings

Simple house	1,000gp
Grand house	5,000gp
Mansion	100,000gp
Tower	50,000gp
Keep	150,000gp
Castle	500,000gp-1,000,000gp
Moat with bridge	50,000gp





GLOSSARY



1-9

[YdX] - This code represents a dice roll and can be translated like "roll *Y* dices, each die is an *X*-sided die". For example, 3d20 means "roll 3 20-sided dices" or "roll a 20-sided die 3 times". Sometimes this code is followed by a + or a - and a number. In this case the number has to be added/subtracted from the dice result: for example, "d20+4" means "roll a 20-sided die and add 4 to the result".

[d%] - Refers to a percentile die roll. You can roll two ten-sided dice, one for the tens and the other for the ones.

[X/Level] - Multiply *X* for the current character (or *NPC*) Level. For example, a level 2 character rolling "4+1d6/Level" will roll 2d6 and add 4 to the total.

A

AC - See *Armour Class*.

Adventure - A series of linked *scenes*, or *encounters* following a short *plot* (one or two playing *sessions*). A group of adventures linked together form a *campaign*.

Alignment - Basic moral and ethical tendency of a *character*, used to provide a clear idea of how the character will handle moral dilemmas. The alignment is individuated at the crossing of two lines: legality-chaos and good-evil.

Armour Class - (AC for short) Is a value representing how difficult is to hit a creature. AC value can be improved using armours, spells or other magical artefacts.

Attack of Opportunity - An attack (usually free) that can be done as a reaction to some event or action.

B

Background - The past story of a *PC* before the start of the *campaign* or the events leading up to the adventure *plot*.

Background Hook - See *Hooks*.

Battlemat - A map traced with squares or hexagons grid on which *encounters* are played out with *counters* or *miniatures*.



Bonus - A number added to your chance of success when making a die roll (opposite of *penalty*).

Boss - Powerful enemies who require many resources to defeat.

Boxed Text - Flavor text intended to be read (or paraphrased) aloud to the *players* during an *adventure*.

C

Called Shot - Attack made aiming a particular area on an opponent or object. A called shot will be harder to achieve, but usually gives some sort of *bonus* (increase damage, only way to hit a weak spot, other effects).

Campaign - A longer story made by many linked *adventures* aiming to a more epic ending. Usually a campaign allows to achieve one or more levels of character improvement.

Campaign Journal - A record of what happens during your gaming *sessions*. Can range from a simple list of events to prose-style accounts, used to keep track of what happens during your campaign.

Character - Everyone in the game is a character, both *PCs* and *NPCs*.

Character Sheet - Sheets of paper where players can record *stats*, abilities and everything else related to their *PCs*. *GMs* can also have character sheets for important *NPCs*.

Check - Die roll made to determine a character's success or failure at a task.

Class - The "main area of expertise", "role", or "job" for a player *character* that affects what skills and abilities the player character can learn or use.

Counter - A small piece of paper or another object representing a *character* or monster, used in a *battlemat*.

Critical - An exceptional result in a dice roll that deals extra damage or has additional effects on the target.



D

DC - See *Difficulty Class*

Downtime - The time between adventures, when *PCs* can rest, heal, train, resupply...

Difficulty Class - (*DC* for short) The number a character needs to roll to succeed at a task. Usually a success is rolled when dice result is equal or greater to *DC*.

E

EL - See *Encounter Level*.

Encounter - An event in which the *PCs* can do something of significance. Attending a royal ball would be an encounter, picking a lock would not. Many linked *encounters* can form an *adventure*.

Encounter Level - (*EL* for short) Quantifies the experience obtained in succeeding an encounter: the harder the task or the stronger the enemy, the higher the Encounter Level will be. After reaching a certain amount the player level increases, raising stats or achieving new skills.

Experience Points - (*XP* for short) A character will be awarded experience points for succeeding challenges, defeating monsters or playing well its role in the game. After reaching a certain amount the player level increases, raising stats or achieving new skills.

F

Fumble - A roll failed so badly that something exceptionally bad happens as a result.

G

Game Master - (*GM* for short) The player who guides the other players through *adventures*, describes the game world and plays all of the *NPCs*.

Game Time - Time within the game world, opposed to time in the real world.

GM - See *Game Master*.

H

Health Points - (*HP* for short) represent the health level of the character: anytime you get wounded this number drops.

HD - See *Hit Dice*.

Hit Dice (*HD* for short) In the singular form, a die rolled to generate hit points. In the plural form, a measure of relative power that is synonymous with character level for the sake of spells, magic items, and magical effects that affect a certain number of *Hit Dice* (*HD*) of creatures. To define *Hit points* of creatures, usually a d8 is rolled.

Hit Points - (*HP* for short) See *Health Points*.

Hook - Elements of a *PC* background that the GM can use to tie him into the game, or as fuel for adventures. Anything the GM describes to get the *PCs* involved in an adventure.

House Rule - Any game rule that is altered, added to or removed from the original rules.

HP - See *Health Points*.

I

In-character - Speech and actions performed as if spoken or done by a character, much like an actor in a play.

M

Marching Order - Order in which the *PCs* travel when in a confined space. It may be important to know who leads and who follows.

Miniature - Small figure representing *characters*, monsters or other elements in a *battlemat*.

Minion - A lowly dangerous creature whose only role is to be taken out by *PCs* during combat. Minions usually come in groups.



N

NPC - See *Non-player Character*.

Non-Player Character - (*NPC* in short) Any character who is not a *PC*, nearly always played by the *GM*.

O

One-shot - A short *adventure* designed to be played in a single *session*, and not as part of a *campaign*, often featuring *pre-generated PCs*.

Out-of-Character - Anything that a player says or does that is not spoken or done *in-character*.

P

Party - Group formed by *PCs*.

PC - See *Player Character*.

Penalty - A number subtracted to your chance of success when making a die roll (opposite of *bonus*).

Player - Everyone playing the game, even if usually means everyone playing the game but the *GM*.

Player Character - (*PC* for short) Any character that is played by a *player*, not the *GM*.

Plot - The story that unfolds during an *adventure*.

Plot Hook - See *Hooks*.

Pre-generated - A *PC* created by the *GM* (or found in a published *adventure*).

R

Random Encounter - An *encounter* not written into the *adventure*, but occurring randomly, often as a result of a roll.

Round - A discrete unit of *game time* of few seconds (usually 6).

S

Scene - A discrete event or sequence of events, like a chapter in a book, that has a definite beginning and end. An *encounter* is often (but not always) also a *scene*.

Screen - A three- or four-folding cardboard panel, often with printed tables to help the GM, to prevent the players from seeing GM notes, maps and die rolls.

Session - One day/afternoon/night of gaming.

Setting - The world or area in which the game takes place.

Side Quest - A short *adventure*, unrelated to the main *plot*. Usually it is used to give players chance to gain more *experience*.

Situational Bonus/Penalty - A *bonus* or a *penalty* to a roll dependent on circumstances (walking in mud gives a situational penalty to walking speed).

Solo / Solo Campaign - A game played with one *player* and one GM.

SPD - See *Speed*.

Speed - (*SPD* for short) is the number of squares a creature can move in a combat turn without making any other action.

Stats - Short for statistics, the attributes of a *character*, creature or item.

Subplot - A secondary *plot*, mainly designed to be eventually ignored (or missed) by the PCs.

T

Target Number - See *Difficulty Class*.

X

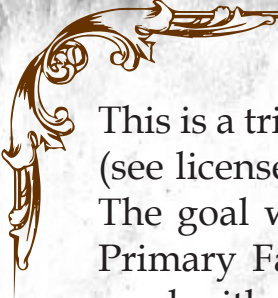
XP - Short for *Experience Points*.





MICROLITE

PUREST ESSENCE



This is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion.

Stats

There are 3 stats : **Strength** (STR), **Dexterity** (DEX) and **Mind** (MIND).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Humans get +1 to all skill rolls

Elves get +2 MIND

Dwarves get +2 STR

Halflings get +2 DEX

Classes

The classes are **Fighter**, **Rogue**, **Mage**, **Cleric**. Characters begin at **Level 1**.

Fighters

Wear any kind of armour and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on

Rogues

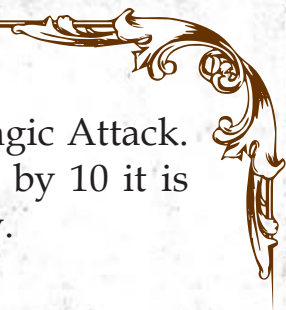
Can use light armour. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack

Magi

Wear no armour. They can cast arcane spells, and gain a +3 bonus to Knowledge

Clerics

Can wear light or medium armour. They cast divine spells and gain +3 bonus



to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Skills

There are just 4 skills: **Physical**, **Subterfuge**, **Knowledge** and **Communication**. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.
Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no “**saving throws**” in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the SRD spell list.

Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6	7	8	9
HP Cost	1	3	5	7	9	11	13	15	17	19

This loss cannot be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.

Just because a character can cast any spell, doesn’t mean that they should. Choose spells that suit the character. Select one ‘signature’ spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all spells is 10 + Caster Level + Caster’s MIND bonus





Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for **initiative order**. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Armour Class (AC) = 10 + DEX bonus + Armour bonus.

Other Hazards

Falling : 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet


Spikes : add +1 point to falling damage per 10' fallen, max +10

Poison : Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Extreme Heat & Cold : If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.



Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

+1d6 to Hit Points

+1 to all attack rolls

+1 to all skills

If the level divides by three (i.e. level 3, 6, 9, etc.) add 1 point to STR, DEX or MIND.

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

Example

The 1st level adventurers have just completed a dungeon adventure, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.



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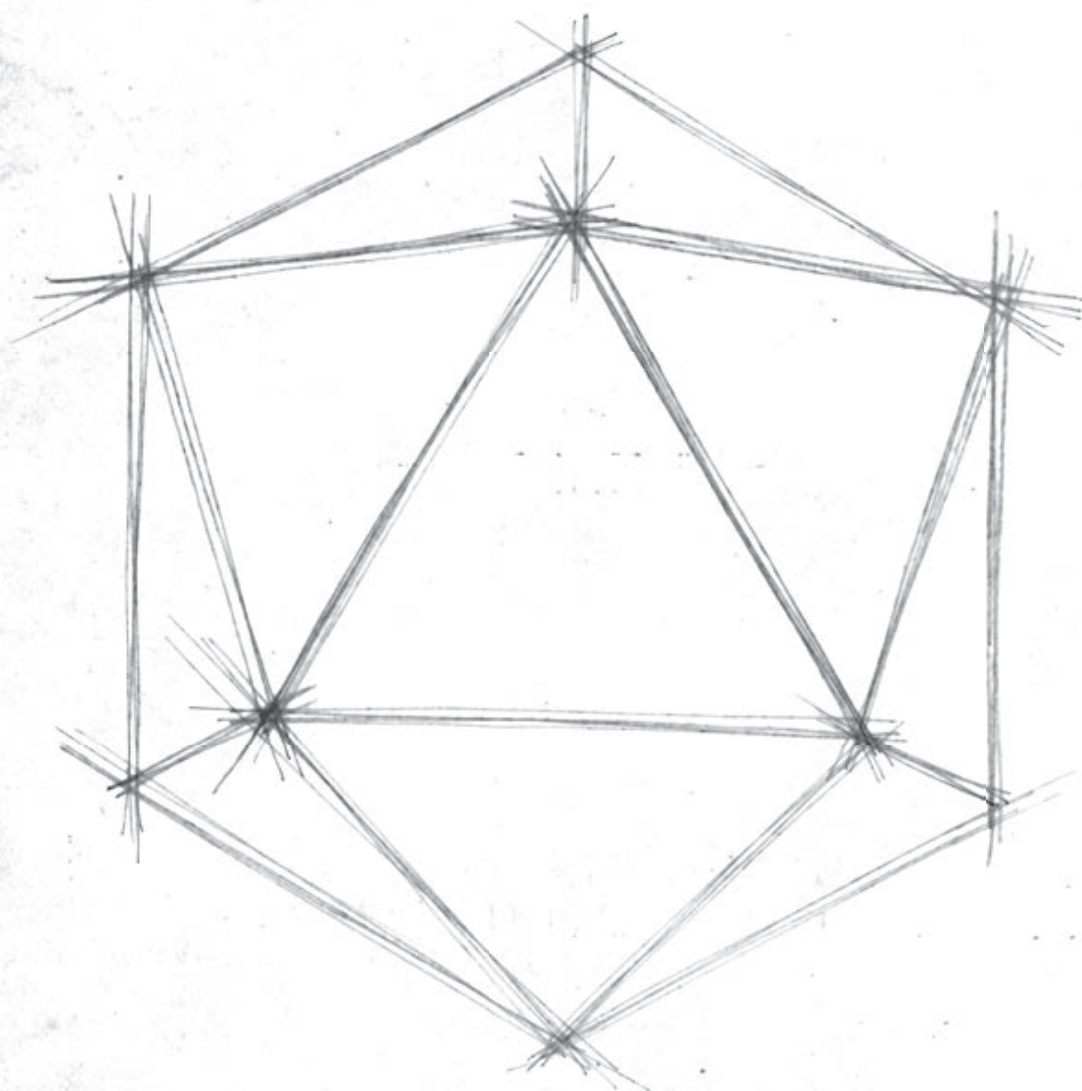
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Microlite 20

Golden Edition

Do you remember when the gaming table was full of pizza and soda, not rulebooks, miniatures and dungeon tiles? Do you yearn for a role-playing game that doesn't require weight training to carry all the books? Do you want to be able to hold all the rules in your head - or in your back pocket? And do you still want to use all those lovely monsters, adventures and game worlds too?

So do we!! - Greywulf

Microlite20 is a minimalist role-playing game designed to be usable with the majority of the OGL/d20 supplements, rules and adventures with little or no advance preparation. The basic rules for character generation, combat, magic and level advancement take up a single sheet of paper, meaning it is perfect for introducing role-playing to new players, gaming oneshot adventures or tailoring into your own game system.



DUNGEONFINDER

Player's Guide



A Player's Guide to the *DUNGEONFINDER* role-playing game, a streamlined version of the Primary Fantasy SRD rules, for use by itself or in combination with other Primary Fantasy SRD compatible games.

M20
microlite 20



Revised by Chad E. Rose

Illustrations by Gustave Dore, Arthur Rackham,
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Additional help Bronwyn Davis

Special thanks to;

Greywulf for creating Microlite20.

The authors of the Purest Essence rules.

The Microlite20 community for all their
enthusiasm and ideas.

Seth Drebitko for keeping the legacy alive.

*"The goal was to create a simpler game but
one where all the resources of the Primary
Fantasy SRD (monsters, spells, adventures and
equipment) could be used without conversion."*

- The authors of Microlite20 Purest Essence

On October 14th 2006 Greywulf (Robin V. Stacey) replied to a thread on the ENWorld forums and placed a link to his simplified version of the World's Most Popular Role-Playing Game. Two days later he started his own thread on those very forums, "Microlite20: The Smallest Thing in Gaming." This thread spanned 82 pages and 1,217 posts over a year and four months before it was closed and restarted due to the extreme length of the thread.

You could say Microlite20 met with some success.

On March 12th 2010 it was announced that Microlite20 was sold to Seth Drebitko and...

...the adventure's just begun.

What is the *DUNGEONFINDER* role-playing game?

To those new to role-playing games *Dungeonfinder* is a fantasy game where one person, called the Game Master, creates an adventure, controlling the people and monsters in it, while the other people play heroes they create who will explore the cities and castles and ruins in the adventure.

To the people with more experience with RPG's, *DUNGEONFINDER* is the Primary Fantasy SRD streamlined into a slimmer package and then having the Microlite20 rules dropped in on top to trim things down even further. A fast-paced game that may be easily used with adventures made for the *World's Most Popular Role-Playing Game* or the *World's Second Most Popular Role-Playing Game* based on the 3.5 edition rules.

Or, just use the *DUNGEONFINDER* Player's Guide, *DUNGEONFINDER* Game Master's Guide and *DUNGEONFINDER* Book of Monsters to create your own adventures. Everything you need is there, character creation and advancement, equipment, spells, monsters, treasure and magic-items, and a random adventure creator to help you along or for solo play.

So what changes have been made to create a slimmer, trimmer, even more streamlined game? Well, the major changes are; the inclusion of only the four major classes, the elimination of feats, a streamlined skill system, a reduction to the spell lists, efficient monster listings, and a treasure and magic-item section that instead of being 100 pages long has been nicely reduced to just 5 pages!

Read on, create your hero and prepare for epic fantasy!

"Written rules by themselves cannot make for great adventure. The game master must envision a fantastic world and the players breathe life into it and only then will everyone be lost in epic fantasy."

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The Basics

The Core Mechanic

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals (for a skill check) or exceeds (for an attack) the target number, your character succeeds. If the result is lower than the target number, you fail.

Dice – Dice rolls are described with expressions such as “3d4+3,” which means “roll three four-sided dice and add 3” (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d% - Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

Modifiers – A modifier is any bonus or penalty applying to a die roll. A positive modifier is a bonus, and a negative modifier is a penalty.

Player's Guide

The Player's Guide will provide you with all the information necessary to create and play your own character in Microlite20 games.

Classes

There are four classes in Microlite20; Fighter, Rogue, Wizard and Cleric that begin at level 1.

The Microlite20 Classes group together characters of like ability but these same characters may still vary greatly. For instance, a Fighter may be a well-armored, sword wielding knight, or a lightly-armored bowman or even a club-wielding barbarian. A Cleric might be a priest at a temple, or a shaman of a tribe or even a woods dwelling druid. Don't feel constrained by the Class options, let your imagination go and choose whichever Class is closest to what you have in mind.



Fighter – Fighters are masters of arms and martial abilities, usually of great strength.

- ❖ Fighters can wear any kind of armor, use all shields and wield any weapon.
- ❖ A Fighter's Class Skill is Physical and they receive +3 bonus to the Skill.
- ❖ Fighters also receive a +1 bonus to all attack and damage rolls. This bonus increases by +1 at level 5 and every five levels thereafter, i.e. levels 5, 10, 15, 20, etc.

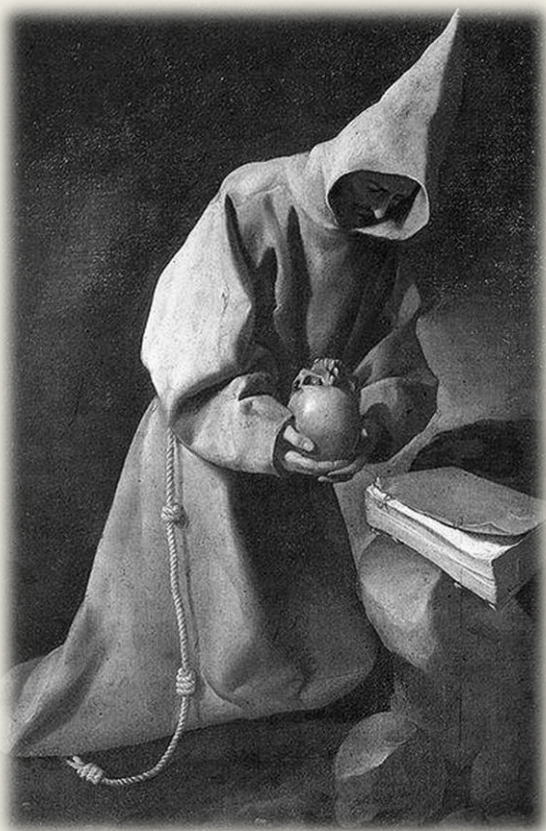
Rogue – Rogues prefer a more subtle approach over strength using their quick wits and fast hands.

- ❖ Rogues can wear light armor and use any weapon.
- ❖ A Rogue's Class Skill is Subterfuge and they receive +3 bonus to the Skill.
- ❖ Backstab – If a Rogue "sneaks" up on an opponent by making a successful Skill check roll using the Subterfuge Skill and Dexterity Modifier the Rogue may then try to backstab (Melee or Missile) the opponent. If the backstab attack hits the Rogue may add their Subterfuge Skill score to the damage.



Wizard – Wizards have learned to absorb the energy around them and to release it as powerful spells.

- ❖ Wizards wear no armor but can use any weapon.
- ❖ A Wizard's Class Skill is Knowledge and they receive +3 bonus to the Skill.
- ❖ Wizards can cast spells from the Wizard spell list and gain a "Signature Spell" every Level. Signature Spells are explained in the "Magic" section.



Cleric – Clerics are people dedicated to a cause or purpose and spend their lives spreading this ideal or living entirely for it.

- ❖ Clerics can wear light or medium armor, any shield (except tower) and can use any weapon.



- ❖ A Cleric's Class Skill is Communication and they receive +3 bonus to the Skill.
- ❖ Clerics can cast spells from the Cleric spell list and gain a "Signature Spell" every Level. Signature Spells are explained in the "Magic" section.
- ❖ Turn Undead – Clerics may also "turn" or destroy the undead. The Difficulty Class (DC) is the current Hit Points (HP) of the undead. If a Turn Undead roll plus the Cleric's Magic score beats the DC the undead flee from the caster. If the DC is exceeded by 10 or more the undead are destroyed. This can be used 2 + Level + Mind Modifier times a day.

Races

There are six races in Microlite20; Human, Elf, Dwarf, Halfling, Half-Elven, and Half-Orcish.

Human – Humans come in all shapes, sizes and colors. They are usually 5'-6' tall, can be anywhere from very slim to very large, with fair to dark skin, hair and eyes. Traditionally Humans can be found anywhere and small groups of Humans can spring up in a desirable location and grow into a large city in a relatively short amount of time. They are a very adaptable race, able to survive in almost any part of the realms.

- ❖ Humans receive a +1 bonus to all Skill checks.

Elf – Elves are a slightly smaller and lither race than the Humans with sharp features and pointed ears. They generally have fair skin, light hair and light-colored eyes though there are Dark Elves who possess dark skin and sometimes black hair. There are many kinds of the fairer Elves including; Wood, High, Forest, and Aquatic. Elves traditionally live apart from the other races and often in more remote or inaccessible areas. Being a long-lived race Elves acquire a strong intelligence and wisdom over their many years.

- ❖ Elves receive a +2 bonus to their Mind score.

Dwarf – Dwarves are a short and sturdy race averaging about 4' tall, with their tallest folk close to 5' 5" tall, with thick arms and legs. They generally have fair to ruddy skin, darker hair and brown eyes. There are a few kinds of Dwarves including, Hill, Grey and Mountain. Traditionally Dwarves are found in hilly or mountainous regions in great underground complexes carved out by themselves. They tend to be fond of architecture and knowledgeable about things found below ground such as rocks, minerals and gems.

- ❖ Dwarves receive a +2 bonus to their Strength (STR) score.



Halfling – Halflings are the smallest race, about half the size of Humans, and like Humans may be rather slim or prone to too much relaxation. They generally have fair to ruddy skin and eyes and hair in a variety of browns. Traditionally Halflings tend to keep to themselves but do not go out of their way to avoid the other races. They just seem to have placed themselves where Humans, Dwarves and Elves don't go or don't care to be. Halflings usually live in "holes" in hilly spots or low houses in light woods. When they want to, or the need arises, Halflings are a fairly quick and spry race.

- ❖ Halflings receive a +2 bonus to their Dexterity (DEX) score.

Half-Elven – Half-Elves are the intermixing of a Human and Elven parent. A seemingly sad race, Half-Elves have a short-lived Human parent and a long-lived Elven parent. This leaves them somewhat apart from society and torn between two cultures. They can possess the features of either race or a combination of the two.

They are usually nomadic and wander between the Elven Nations and cities of man. Half-Elves gain the liveness and agility of their Elven heritage along with the adaptability of their Human parentage.

- ❖ Half-Elves receive a +1 Bonus to their Dexterity (DEX) score.
- ❖ Half Elves receive a bonus of +1 to any two Skills of their choice.

Half-Orcish – Half-Orcs are the unfortunate result of warfare and Human captivity. Half-Orcs are fairly large, often over 6' tall with dark hair, if they have any hair at all, and are fair to sickly-skinned in tone. Half-Orcs usually have no place in civilized cities except as laborers or mercenaries and often reside with their Orcish brethren. Orcs are normally brutish and combat-oriented except for that rare unique snowflake.

- ❖ Half-Orcs receive a bonus of +4 to their Strength (STR) score.
- ❖ Half-Orcs receive a -2 penalty to their Mind score.



Ability Scores

There are three Ability scores, in Microlite20; Strength, Dexterity, and Mind. These Stats are used to define the natural characteristics of your character.

Strength (STR) – Strength is a measure of strength and toughness and is often used with the Physical Skill for some Skill checks.

- ❖ Adds to Melee attack rolls.
- ❖ Adds to Melee damage rolls.
- ❖ Adds to starting Hit Points (HP).
- ❖ Adds to some Skill checks.

Dexterity (DEX) – Dexterity is a measure of your hand-eye coordination and quickness that is often used with the Subterfuge Skill for some Skill checks.

- ❖ Adds to Initiative.
- ❖ Adds to Missile attack rolls.
- ❖ Adds to Armor Class (AC).
- ❖ Adds to some Skill checks.

Mind – Mind is a measure of your character's intelligence and wisdom that is often used with the Communication Skill for some Skill checks.

- ❖ Adds to Magic Difficulty Class (attacks).
- ❖ Adds to Magic saving throws (defense).
- ❖ Adds to some Skill checks.

Each Stat is assigned a score from 3-18 that will determine a Stat Modifier. Anytime you use a Stat, such as Strength, its Modifier will be figured into your roll of the die or dice.

To determine your Stat score roll a six-sided die (d6) four times (4d6), drop the lowest die, and add up the other three dice and write this number down on a piece of paper. Repeat these steps three more times.

To figure the Stat Modifier for each of your three scores use the following;

$$(Stat-10)/2 = Stat\ Modifier\ (round\ down)$$

Or use this handy table instead.

Total	Modifier
3-4	-3
5-6	-2
7-8	-1
9-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4

You may assign your Statistic scores as you like.



Skills

In Microlite20 there are four Skills; Physical, Subterfuge, Knowledge, and Communication.

Physical (PHY) – Physical covers any activity where the body plays a part in deciding the outcome such as jumping, bashing, swimming, etc.

Subterfuge (SUB) – Subterfuge is used for anything requiring stealth, deception, or thievery such as hiding, moving silently or picking a lock.

Knowledge (KNOW) – Knowledge is broad covering everything from geography and history to environment and can be used to identify monsters, recognize religious symbols or heal someone.

Communication (COM) – Communication is used for interacting with the GM's characters or monsters when you are trying to be diplomatic, convincing or proving a point.

Every Class has a Class Skill that is linked to their Class; Physical for Fighters, Subterfuge for Rogues, Knowledge for Wizards and Communication for Clerics. This skill is equal to the character's level +3. Another Skill, player's choice, is a secondary Skill and is equal to the character's level. All other Skills are equal to ½ a character's level rounded down.

Using Skills

When your character uses a skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character that is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he or she would fail.

A skill check takes into account a character's training (Skill Ranks), natural talent (Stat modifier), and luck (the die roll). It may also take into account his or her race's knack for doing certain things (racial bonus).

To make a skill check, roll 1d20 and add your character's Skill Rank and the Stat modifier. Don't forget any race bonus if you have one. The higher the result the better.

A Skill check roll is;

***1d20 + Skill Rank + Stat Modifier
(+ any situational bonus/penalty)***

For example; If your character wanted to bash open a locked door you would make a Skill check using your Physical Skill score along with your Strength Statistic Modifier and add or subtract these numbers from a Skill check roll to try and equal or beat a Difficulty Class (DC) number, for bashing open the door, assigned by the GM.

Difficulty Class

Most checks are made against a Difficulty Class (DC). The DC is a number that you must score as a result on your skill check in order to succeed.

Difficulty	DC	Example (Skill Used)
Very easy	0	Notice something large in plain sight. (Knowledge+Mind)
Easy	5	Climb a knotted rope. (Physical+Strength)
Average	10	Hear an approaching guard. (Subterfuge+Mind)
Tough	15	Rig a wagon wheel to fall off. (Subterfuge+Dexterity)
Challenging	20	Swim in stormy water. (Physical+Strength)
Formidable	25	Open an average lock. (Subterfuge+Dexterity)
Heroic	30	Leap across a 30-foot chasm. (Physical+Strength)
Nearly impossible	40	Track a squad of orcs across hard ground after 24 hours of rainfall. (Knowledge+Mind)

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

If you are ever unsure which Skill or Statistic should be used ask the Game Master (GM) and they will tell you which to use or discuss which seem the most appropriate according to the situation. You may also review the lengthy Skills check list in the Game Master's Guide for more information.

Favorable and Unfavorable Conditions

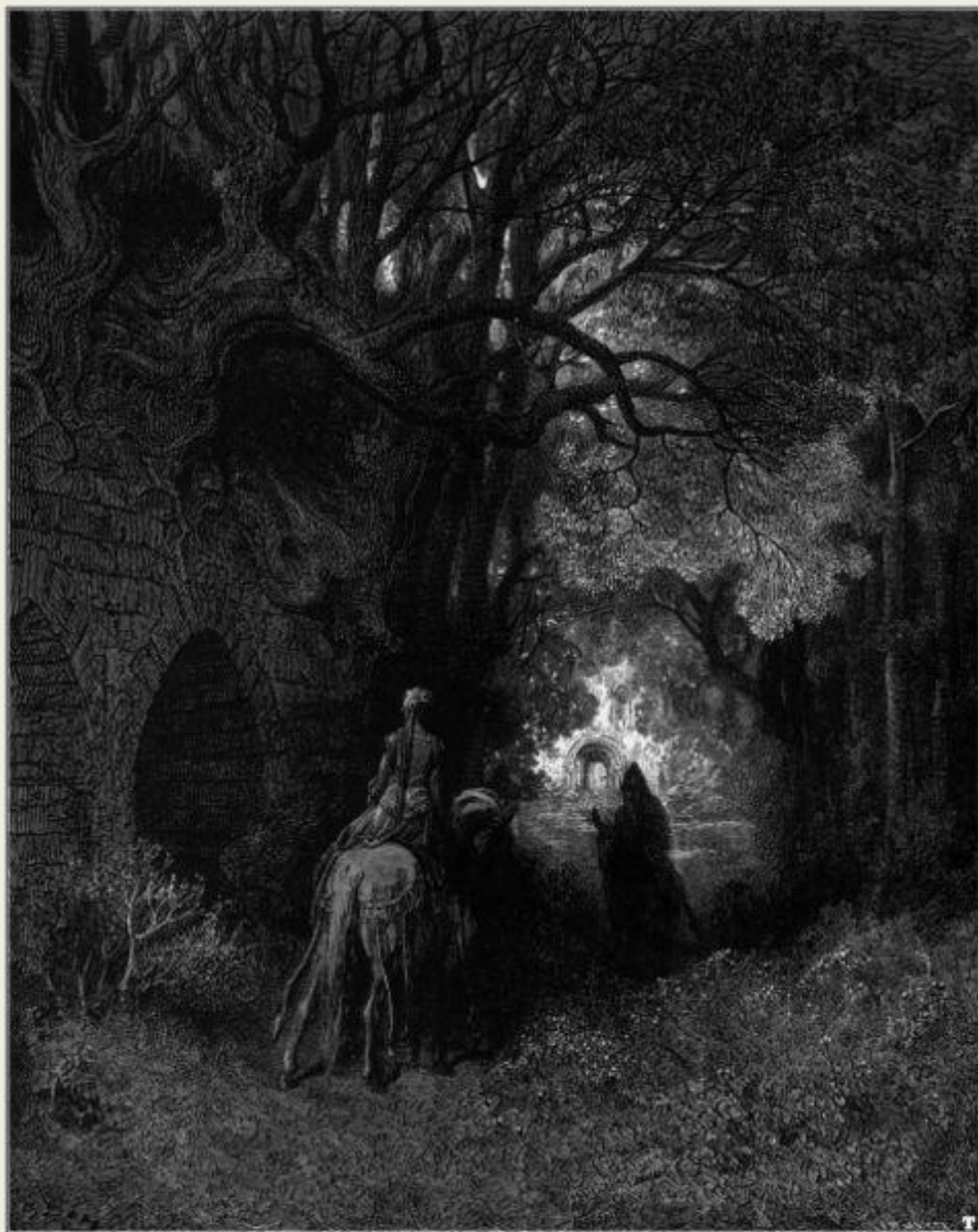
Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result, they create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

Your GM will tell you if there are any bonuses or penalties to the Skill rank or DC.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.



Magic

Both Wizards and Clerics can cast spells. Wizards cast spells by absorbing the energies around them and releasing it as a spell and Clerics by petitioning their god or drawing power from the environment around them.

Wizards can cast any Wizard spell available to them and Clerics can cast any Cleric spell available to them.

Wizards and Clerics may cast spells with a spell level equal or below 1/2 their class level, rounded up.

Spell Hit Point Cost

Casting a spell costs a spell caster Hit Points (HP). This is a reflection of the toll it takes on a caster to draw on the energy, power, and concentration necessary to cast the spell.

The Hit Point (HP) cost is;

1 + Double the Level of the Spell Cast.

Spell Level	HP Cost
0	1
1	3
2	5
3	7
4	9
5	11
6	13
7	15
8	17
9	19

This Hit Point (HP) loss must be healed normally, requiring eight hours of rest.

Spell Attacks and Defending

Casting spells and defending against them use the character's Magic bonus score. The Magic bonus score is;

Character's Level + Mind Modifier

A spell caster's spell has a Difficulty Class (DC) that the opponent must beat to defend against the spell or else suffer the spells effects. This is called a "Saving Throw."

The Difficulty Class (DC) for a spell is;

10 + Caster's Magic Bonus

A saving throw is a d20 roll plus a Statistic (Stat) score modifier and Skill rank. The spells description will list which Statistic and Skill to use, or your GM will tell you.

To defend against Magic is;

1d20 + Appropriate Stat modifier + Appropriate Skill Rank

This is only used when a caster is targeting an opponent and not when targeting themselves or a willing target.

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

Signature Spells

Wizards and Clerics also each have Signature Spells. A Wizard and Cleric choose one spell per spell level, or as the spell level becomes available to them, starting at spell level 1. These should be spells that the Wizard or Cleric prefers using over other spells and will cost 1 Hit Point (HP) less to cast due to the familiarity of the spell.

The complete Wizard and Cleric spell lists can be found in the "Spells" section.



Combat

Eventually any and all characters will find themselves standing toe-to-toe with some foul monster, after all, how else are you going to achieve fame and fortune? Before we get to swinging a sword or firing an arrow though we need to determine who goes first and in what order everyone else follows.

Initiative (INI)

Initiative is a way to determine who goes first in combat and in what order the other characters and opponents take their turns. Initiative is determined by rolling the twenty-sided die (d20) and adding a character's Dexterity Modifier to the roll result. The character or opponent with the highest Initiative acts first followed by the next highest, etc.

When the last character or opponent has taken a turn then a new round begins and you

start again with the highest Initiative (using your original Initiative roll not a new Initiative roll.) A round is generally considered about 6 seconds of time.

Actions

During a character's turn there are three types of actions a character can take; a Standard action, which is generally an attack, a Move action, where the character may move up to their Speed score, and a Free action which are simple things like yelling warning.

Attacking and Defending

Attacking in combat basically comes down to rolling the d20 and adding either your character's Melee or Missile score in an attempt to beat your opponent's Armor Class (AC).

Melee Attack Score

A character's Melee score will be used when they are attacking with a melee weapon, such as a sword or mace.

The Melee Bonus is;

**Level + Strength Modifier
(+ Fighter Class Bonus)**

Missile Attack Score

A character's Missile score will be used when they are attacking with a ranged weapon, such as a bow or crossbow. The Missile Bonus is;

**Level + Dexterity Modifier
(+ Fighter Class Bonus)**

If you successfully beat the opponents Armor Class (AC) then you do damage according to the type of weapon used.

Armor Class (AC)

A character's Armor Class (AC) represents how hard it is to hit the character with a melee or missile weapon. Armor Class (AC) is;

10 + Dexterity Modifier + Armor bonus

Weapon Damage (D)

On a successful hit with a melee or missile weapon damage is taken from the target's Hit Points (HP). The damage is based primarily on the weapon type used and its associated damage die, notated as D1d6, or D1d8, etc. See the "Weapons and Armor" section for weapon types and their damage.

Damage with a melee weapon is;

**Weapon type + Strength Modifier
(+ Fighter Class bonus)**

Damage with a missile weapon is;

**Weapon Type
(+ Fighter Class bonus)**

Critical

If a Natural 20 is rolled on an attack, a "20" on the d20 before Modifiers or bonuses, then you score an automatic hit doing maximum damage.

Hit Points (HP)

Hit Points are an abstract way of measuring the health of your character and how hard he or she is to defeat.

A character's Hit Points are;

Strength score + 1d6 per Level

If a character's Hit Points (HP) reach 0 they are unconscious and near death. Further damage reduces the character's Strength score and when Strength reaches 0, death. A character at 0 or negative Hit Points (HP) will lose 1 point of STR a round unless a Healing Skill check is made on the character or another form of restoring health, such as a spell, is used.

Multiple Attacks

When a character's Melee score is +6 or more a second attack may be made at a -5 penalty. If the total Melee score is +11 then a second attack may be made at +5 and a third at +1. See the table below for the progression of extra attacks.

Attack Bonus	Additional Attacks	
+6	+1	-
+7	+2	-
+8	+3	-
+9	+4	-
+10	+5	-
+11	+6	+1
+12	+7	+2
+13	+8	+3

Two-Handed Weapons

If a two-handed weapon is being wielded, when figuring damage, add the Strength Modifier x2.

Two-Weapon Combat

Fighters and Rogues can wield two light weapons and attack with both in a round if they take a -2 penalty to their Melee attack rolls that round.

Light Weapon Combat

Fighters and Rogues have the option of using their Dexterity Modifier + Level as their Melee score, instead of Strength + Level, if wielding a light weapon. Any damage on a successful hit still uses the STR Modifier for any bonus or penalty.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness may call for listen Skill checks, spot Skill checks, or other checks.

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an action during the

surprise round. If no one or everyone is surprised, no surprise round occurs.

Speed (Move)

Your speed tells you how far you can move in a round and still do something, such as attack or cast a spell. Your speed depends mostly on your race and what armor you're wearing.

Dwarves and Halflings have a speed of 20 feet (4 squares), or 15 feet (3 squares) when wearing medium or heavy armor (except for dwarves, who move 20 feet in any armor). Humans, Elves, Half-Elves, and Half-Orcs have a speed of 30 feet (6 squares), or 20 feet (4 squares) in medium or heavy armor.

If you spend your entire action moving you can move up to double your speed. If you spend the entire round to run all out, sacrificing your Shield and DEX bonus to Armor Class, you can move up to quadruple your speed (or triple if you are in heavy armor). You can also climb (up to one-quarter of your speed) or swim (up to one-quarter of your speed).

Special Attacks

Aid Another - In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

You can also use this standard action to help a friend in other ways, such as when he is affected by a spell, or to assist another character's skill check.

Bull Rush - You can make a bull rush as a standard action (an attack) or as part of a charge. When you make a bull rush, you attempt to push an opponent straight back instead of damaging him.

First, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are larger than Medium or a -4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

If you beat the defender's Strength check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result. You can't, however, exceed your normal movement limit.

Charge - Charging is a special full-round action that allows you to move up to twice your speed and attack during the action.

You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles).

After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a -2 penalty to your AC until the start of your next turn.

A charging character gets a +2 bonus on the Strength check made to bull rush an opponent.

Disarm - As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your hand.

If you're attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn't a melee weapon the defender may still oppose you with an attack roll, but takes a penalty.

You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. (An unarmed strike is considered a light weapon) If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item isn't a melee weapon, the defender takes a -4 penalty on the roll.

If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square.

Grapple - To start a grapple, you need to grab and hold your target.

Grab. You make a melee touch attack to grab the target. If you fail to hit the target, the grapple attempt fails.

Hold. Make an opposed grapple check. If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike.

A grapple check is like a melee attack roll. Your attack bonus on a grapple check is:

**Level/HD + Strength modifier
+ special size modifier**

The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4, Tiny -8, Diminutive -12, Fine -16. Use this number in place of the normal size modifier you use when making an attack roll.

While you're grappling your ability to attack others and defend yourself is limited. You lose your Dexterity bonus to AC (if you have one) against opponents you aren't grappling.

You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a -4 penalty on such attacks.

You can attempt to cast a spell while grappling. You must make a Concentration check (DC 20 + spell level) or lose the spell. You don't have to make a successful grapple check to cast the spell.

While grappling, you can deal damage to your opponent equivalent to an unarmed strike. Make an opposed grapple check in place of an attack. If you win, you deal nonlethal damage as

normal for your unarmed strike (1d3 points for Medium attackers or 1d2 points for Small attackers, plus Strength modifiers). If you want to deal lethal damage, you take a -4 penalty on your grapple check.

You can hold your opponent immobile (Pinned) for 1 round by winning an opposed grapple check (made in place of an attack).

Throw Splash Weapon - A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a ranged touch attack against the target. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the target.

You can instead target a specific grid intersection. Treat this as a ranged attack against AC 5. However, if you target a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature.

If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw, with 1 being straight back at you and 2 through 8 counting clockwise around the grid intersection or target creature. Then, count a number of squares in the indicated direction equal to the range increment of the throw.

After you determine where the weapon landed, it deals splash damage to all creatures in adjacent squares.

Trip - You can try to trip an opponent as an unarmed melee attack. You can only trip an

opponent who is one size category larger than you, the same size, or smaller.

Make an unarmed melee touch attack against your target.

If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender (who is now Prone).

Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack.

Turn or Rebuke Undead - Clerics can channel positive energy, which can halt, drive off (rout), or destroy undead.

Regardless of the effect, the general term for the activity is "turning." When attempting to exercise their divine control over these creatures, characters make turning checks.

You must present your holy symbol to turn undead. Turning is considered an attack.

You may attempt to turn undead a number of times per day equal to 2 + Level + your Mind modifier.

You turn the closest turnable undead first, and you can't turn undead that are more than 60 feet away or that have total cover relative to

you. You don't need line of sight to a target, but you do need line of effect.

The first thing you do is roll a turning check to see how powerful an undead creature you can turn. This is a Magic attack check (1d20 + Level + Mind modifier). The Difficulty Class (DC) is the Hit Points of the undead. On any given turning attempt, you can turn no undead creature whose Hit Points exceed the result.

All undead with Hit Points equal to or less than your Magic attack, within 60 ft., are turned. If you exceed the DC by 10 or more then the undead is destroyed.

Turned undead flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normal.

Saving Throws

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like a Skill check roll, a saving throw is a d20 roll plus an Ability score bonus and a Skill rank.

Fortitude Save – STR+PHY

Reflex Save – DEX+PHY

Will Save – MIND+level

The Game Master will tell you when and what type of Saving Throw needs to be made and the Difficulty Class (DC).

Level Advancement

In Microlite20 characters advance to higher levels by gaining Encounter Levels (EL's). Encounter Levels (EL's) are awarded to characters that defeat monsters and perform certain Skill checks successfully, such as disarming a trap.

When your character has accrued 10 x your current level in Encounter Levels you've advanced to the next level. Once you've advanced to the next level reset your Encounter Levels total back to 0.

Each time you gain a new Level you add;

- ❖ 1d6 to Hit Points (HP)
- ❖ +1 to all attack rolls
- ❖ Increase Skill ranks
- ❖ If the Level divides by 3, i.e. Levels 3, 6, 9, etc., add +1 point to Strength, Dexterity or Mind.

Fighters should remember they gain +1 to attack and damage rolls at Levels 5, 10, 15, etc.

Wizards and Clerics gain access to new spell levels at Levels 3, 5, 7, 9, etc.

For Example; A Level 1 party has just finished an adventure and defeated five Encounter Level (EL) 1 combats, an Encounter Level 3 leader and an Encounter Level 2 trap. That totals 10 Encounter Levels (EL's) so everyone in the party advances to Level 2. The party will need to defeat another 20 Encounter Levels (EL's), 10 x their current Level of 2, to reach Level 3.

The Game Master (GM) will tell you how many Encounter Levels (EL's) were gained after each encounter or Skill check, or at the end of the adventure.

Character Creation Summary

Character Creation Steps

1. Choose a Class.
2. Choose a Race.
3. Roll your character's Statistics (Stats), assign, and calculate bonuses.
4. Assign Skill scores.
5. Determine Melee Bonus, Hit Points (HP), Missile Bonus and Magic Bonus scores.
6. Buy weapons and equipment.
7. Figure Armor Class (AC).

Sample Characters

Hadsui, Wild Plains Warrior – Human Fighter 1

STR 16 (+3), DEX 14 (+2), MIND 12 (+1), CHA 10 (0), HP 19, AC 14 (Leather Armor), Spear +4 D1d8+4, PHY 5, SUB 1, all others @ 0.

Rosenfel the Fingersmith – Human Rogue 1

STR 10 (+0), DEX 18 (+4), MIND 12 (+1), CHA 14 (+2), HP 13, AC 16 (Leather Armor), Dagger +5 D1d4 10', SUB 5, PHY 1, all others @ 0.

Rimalisse, Spellbinder – Elf Wizard 1

STR 12 (+1), DEX 13 (+1), MIND 16 (+3), CHA 12 (+1), HP 15, AC 11 (Robes), Quarterstaff +2 D1d6+1, KNOW 4, PHY 1, all others @ 0.
Spells: All Level 0 and Level 1 arcane spells.

Lady Maydee, Spiritweaver – Human Cleric 1

STR 10 (+0), DEX +16 (+3), MIND 13 (+1), CHA 10 (0), HP 13, AC 18 (Chainmail), Mace +1 D1d8, COM 5, PHY 1, all others @ 0.
Spells: All Level 0 and Level 1 divine spells.

Bagaduce' the Battlerager – Halfling Fighter 1

STR 16 (+3), DEX 15 (+2), MIND 9 (+0), CHA 14 (+2), HP 19, AC 18 (Chainmail), Spiked Chain +5 D2d4+4, PHY 4, SUR 1, all others @ 0.

Equipment

Starting Wealth

Each character Class begins with a certain amount of acquired wealth.

Class	Amount
Fighter	150 gp
Rogue	125 gp
Wizard	75 gp
Cleric	120 gp

Coinage of the Realms

The most common coin is the silver piece (SP). A silver piece is worth 10 copper pieces (CP), 1/10 of a gold piece (GP) and 1/100 of a platinum piece (PP) which is the rarest of coins.

Exchange	CP	SP	GP	PP
CP	1	1/10	1/100	1/1,000
SP	10	1	1/10	1/100
GP	100	10	1	1/10
PP	1,000	100	10	1

Weapons

Weapons are divided up into groups of; Light Weapons, One-Handed Weapons, Two-Handed Weapons and Ranged Weapons. Each grouping includes a weapons cost, damage type die, and range if applicable.

Cost: This is the cost for purchasing the weapon. The cost also includes miscellaneous gear that goes with the weapon such as 20 arrows, bolts or sling stones for a bow, crossbow, or sling.

Damage: The damage column indicates the damage die used when a successful attack is made.

"Copper and silver are for the common folk while Gold is like a King, loved by all, but everyone knows the true power behind a King is his Queen...and the Queen is Platinum."

– Rosenfel the Fingersmith

Range Increment: Any attack at less than the range increment distance is not penalized for range. After the initial range increment a cumulative -2 penalty on the attack roll is applied to each additional range increment.

A thrown weapon will have a maximum of five range increments while a projectile weapon will fire out to ten range increments.

Light Weapons

Weapon	Cost	Damage	Range
Unarmed Strike	-	1d3	-
Axe, Throwing	8 gp	1d6	10 ft.
Dagger	2 gp	1d4	10 ft.
Hammer, Light	1 gp	1d6	20 ft
Handaxe	6 gp	1d6	-
Mace, Light	5 gp	1d6	-
Pick, Light	4 gp	1d4	-
Sap	1 gp	1d6	-
Sickle	6 gp	1d6	-
Shortsword	10 gp	1d6	-

One-Handed Weapons

Weapon	Cost	Damage	Range
Battleaxe	10 gp	1d8	-
Club	-	1d6	10 ft.
Flail	8 gp	1d8	-
Longsword	15 gp	1d8	-
Mace, Heavy	12 gp	1d8	-
Morningstar	8 gp	1d8	-
Pick, Heavy	8 gp	1d6	-
Rapier	20 gp	1d6	-
Scimitar	15 gp	1d6	-
Shortspear	1 gp	1d6	20 ft.
Sword, Bastard	35 gp	1d10	-
Trident	15 gp	1d8	10 ft.
Waraxe, Dwarven	30 gp	1d10	-
Warhammer	12 gp	1d8	-
Whip*	1 gp	1d3	-

Two-Handed Weapons

Weapon	Cost	Damage	Range
Chain, Spiked*	25 gp	2d4	-
Falchion	75 gp	2d4	-
Flail, Heavy	15 gp	1d10	-
Flamberge	50 gp	1d12	-
Glaive*	8 gp	1d10	-
Greataxe	20 gp	1d12	-
Greatclub	5 gp	1d10	-
Greatsword	50 gp	2d6	-
Guisarme*	9 gp	2d4	-
Halberd	10 gp	1d10	-
Lance*	10 gp	1d8	-
Longspear*	5 gp	1d8	-
Quarterstaff	-	1d6	-
Scythe	18 gp	2d4	-
Spear	2 gp	1d8	20 ft.

*Glaives, guisarmes, lances, longswords, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him. Most reach weapons double the wielder's natural reach, meaning that a typical wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. Spiked chains may make both reach and normal attacks.

Ranged Weapons

Weapon	Cost	Damage	Range
Crossbow, Hand	100 gp	1d4	30 ft.
Crossbow, Heavy	50 gp	1d10	120 ft.
Crossbow, Light	35 gp	1d8	80 ft.
Dart	5 gp	1d4	20 ft.
Javelin	1 gp	1d6	30 ft.
Longbow	75 gp	1d8	100 ft.
Net	20 gp	-	10 ft.
Shortbow	30 gp	1d6	60 ft.
Sling	-	1d4	50 ft.

Armor

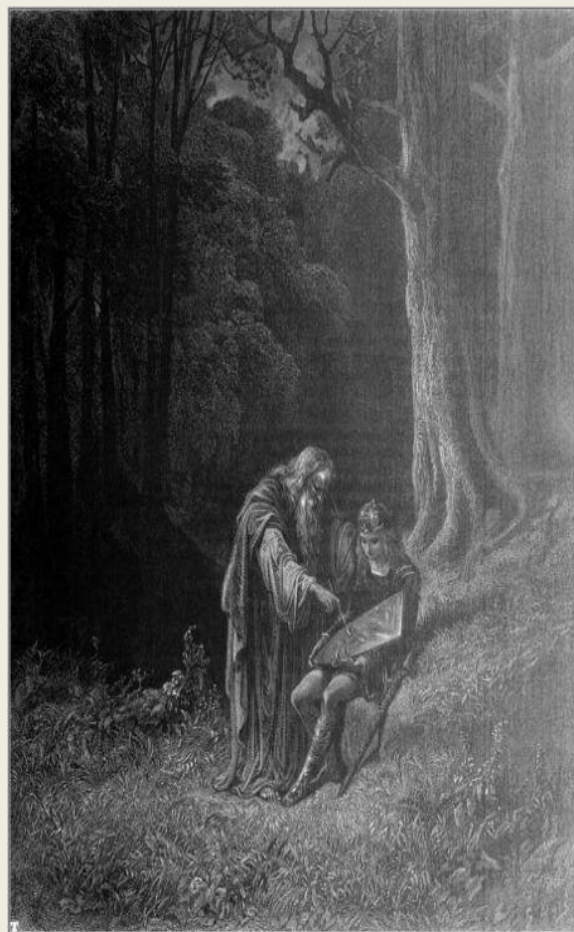
Armor is divided up into groups of armor types, light, medium, or heavy and shields.

Cost: The cost for purchasing the armor or shield.

AC Bonus: This is the Armor Class (AC) bonus provided for wearing the armor.

Armor Types

Armor	Cost	AC Bonus
Padded	2 gp	+1
Leather	10 gp	+2
Studded Leather	25 gp	+3
Chain Shirt	100 gp	+4
Hide	15 gp	+3
Scale Mail	50 gp	+4
Chainmail	150 gp	+5
Breastplate	200 gp	+5
Splint Mail	200 gp	+6
Banded Mail	250 gp	+6
Half-Plate	600 gp	+7
Full Plate	1,500 gp	+8



Shields

Armor	Cost	AC Bonus
Buckler	15 gp	+1
Shield, Light Wooden	3 gp	+1
Shield, Light Steel	9 gp	+1
Shield, Heavy Wooden	7 gp	+2
Shield, Heavy Steel	20 gp	+2
Shield, Tower	30 gp	+4

Adventuring Gear

A level 1 character will have just enough starting wealth to get them self equipped with arms, armor and some adventuring gear.

Fast Packs

A quick way to get a character started, or for the Game Master (GM) to equip a Non-Player Character (NPC) or hireling, is to use a "Fast Pack." Fast Packs are pre-compiled sets of adventuring gear. Fast Packs are 50gp each.

Delver Pack

Backpack, Belt Pouch, Bedroll, Rations (4 Days), Waterskin, Lantern, Oil (3 Flasks), Flint and Steel, Pole (10'), Rope 50', Caltrops, Crowbar, Ram (Portable).

Explorer Pack

Backpack, Belt Pouch, Bedroll, Rations (4 Days), Waterskin, Tent, Torch (6), Flint and Steel, Rope 50', Grappling Hook, Pitons (3), Hammer.

Hunter Pack

Backpack, Belt Pouch, Bedroll, Rations (4 Days), Waterskin, Lantern, Oil (3 Flasks), Flint and Steel, Rope 50', Caltrops, Chain 10', Manacles, Lock (Good).

Each Fast Pack also comes with the following dependent on your character's Class;

- ❖ Fighter – Vial of Holy Water and 5 GP
- ❖ Rogue – Thieves Tools
- ❖ Cleric – Silver Holy Symbol and 5 GP
- ❖ Wizard – Spellbook and 5 GP

Adventuring Gear	Cost
Backpack	2 gp
Bedroll	1 sp
Caltrops	1 gp
Candle	1 cp
Case (scroll)	1 gp
Chain 10'	30 gp
Chalk	1 cp
Crowbar	2 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol, Wooden	1 gp
Holy Symbol, Silver	25 gp
Ink	8 gp
Lantern	12 gp
Lock, Simple	20 gp
Lock, Average	40 gp
Lock, Good	80 gp
Lock, Amazing	25 gp
Manacles	150 gp
Oil (1 Pint Flask)	1 sp
Piton	1 sp
Pole (10 foot)	2 sp
Pouch, Belt	1 gp
Ram (portable)	10 gp
Rations, Trail (1 day)	5 sp
Rope, Hempen 50'	1 gp
Sack	1 sp
Spell book	15 gp
Spyglass	1000 gp
Tent	10 gp
Torch	1 cp
Thieves Tools	30 GP
Vial of Holy Water	25 gp
Waterskin	1 gp

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2- pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (attack bonus +0) against the creature. For this attack, the creature's shield, armor, and spell bonuses do not count. If the

creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

Crowbar: A crowbar grants a +2 bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed weapon that deals bludgeoning damage equal to that of a club.

Flint and Steel: Lighting a torch with flint and steel takes a round and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook successfully requires a Skill check (DEX + SUB, DC 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a one-handed weapon that deals bludgeoning damage equal to that of a light hammer.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Lantern: A lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a lantern in one hand.

Lock: The DC to open a lock with a Skill check depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles: Manacles can bind a Medium creature. A manacled creature can use a Skill check to slip free (DEX + SUB, DC 30). Breaking the manacles requires a Strength check (DC 26).

(Most manacles have locks; add the cost of the lock you want to the cost of the manacles.)

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon but it takes a full round to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting

successfully. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a turn in a round to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a Skill check PHY + DEX, DC 15. Rolling on the ground provides the target a +2 bonus on the Skill check. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Piton: A piton is a metal spike with an eye through which a rope may be passed.

Ram, Portable: This iron-shod wooden beam gives you a +2 bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by +2.

Rope, 50': This rope has 2 hit points and can be burst with a DC 23 Strength check.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Vial of Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A vial of holy water can be thrown as a splash weapon. Treat this attack as a ranged attack with a range increment of 10 feet. A vial breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature you must be adjacent to it and pour the holy water out onto the target. Doing so is still a ranged attack. A direct hit by a vial of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the vial hits takes 1 point of damage from the splash.

Temples devoted to good deities sell holy water at cost (making no profit).

Mounts and Related Gear

Good or Services	Cost
Barding	
Medium creature	X2
Large creature	X4
Bit and Bridle	2gp
Dog, guard	25gp
Dog, riding	150gp
Donkey or mule	8gp
Feed (per day)	5cp
Horse	
Horse, heavy	200gp
Horse, light	75gp
Pony	30gp
Warhorse, heavy	400gp
Warhorse, light	150gp
Warpony	100gp
Saddle	
Military	20gp
Pack	5gp
Riding	10gp
Saddle, exotic	
Military	60gp
Pack	15gp
Riding	30gp
Saddlebags	4gp
Stabling (per day)	5sp

Transport

Goods or Services	Cost
Carriage	100gp
Cart	15gp
Galley	30,000gp
Keelboat	3,000gp
Longship	10,000gp
Rowboat	50gp
Sailing Ship	10,000gp
Sled	20gp
Wagon	35gp
Warship	25,000gp

Buildings

Building	Cost
Simple house	1,000gp
Grand house	5,000gp
Mansion	100,000gp
Tower	50,000gp
Keep	150,000gp
Castle	500,000gp
Huge Castle	1,000,000gp
Moat with bridge	50,000gp

Simple House - This one- to three-room house is made of wood and has a thatched roof.

Grand House - This four- to ten-room house is made of wood and has a thatched roof.

Mansion - This ten- to twenty-room residence has two or three stories and is made of wood and brick. It has a slate roof.

Tower - This round or square, three-level tower is made of stone.

Keep - This fortified stone building has fifteen to twenty-five rooms.

Castle - A castle is a keep surrounded by a 15-foot stone wall with four towers. The wall is 10 feet thick.

Huge Castle - A huge castle is a particularly large keep with numerous associated buildings (stables, forge, granaries, and so on) and an elaborate 20-foot-high wall that creates bailey and courtyard areas. The wall has six towers and is 10 feet thick.

Moat with Bridge - The moat is 15 feet deep and 30 feet wide. The bridge may be a wooden drawbridge or a permanent stone structure.



Spells

The spells in Microlite20 are divided up into two lists, arcane and divine and further divided up by the spell levels. Arcane spells are used by the Wizard Class and the divine spells are used by the Cleric Class.

Below are explanations of the headings for the spell lists.

Name

The first line of every spell description gives the name by which the spell is generally known.

Effect and Descriptive Text

This portion of the spell description details what the spell does and how it works. If one of the entries in the description included “see text,” this is where the explanation is found.

Range

A spell’s range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell’s range is the maximum distance from you that the spell’s effect can occur, as well as the maximum distance at which you can designate the spell’s point of origin. If any portion of the spell’s area would extend beyond this range, that area is wasted. Standard ranges include the following;

Personal – This spell affects only you.

Touch – You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell.

Close – The spell reaches as far as 25 feet away from you. The maximum range increases by 5 feet for every two full caster levels.

Medium – The spell reaches as far as 100 feet + 10 feet per caster level.

Long – The spell reaches as far as 400 feet + 40 feet per caster level.

Unlimited – The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet – Some spells have no standard range category, just a range expressed in feet.

Duration

A spell’s Duration entry tells you how long the magical energy of the spell lasts.

Timed Durations – Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell’s duration is variable the duration is rolled secretly (the caster doesn’t know how long the spell will last).

Instantaneous (instant) – The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent – The energy remains as long as the effect does. This means the spell is vulnerable to dispel magic.

Concentration (con.) – The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is an action. Anything that could break your concentration when casting a spell can also break your concentration while you’re maintaining one, causing the spell to end.

You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.

Saving Throw

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates (neg.) – The spell has no effect on a subject that makes a successful saving throw.

Partial (par.) – The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half (1/2) – The spell deals damage, and a successful saving throw halves the damage taken (round down).

None – No saving throw is allowed.

Disbelief (dis.) – A successful save lets the subject ignore the effect.

Saving Throw Difficulty Class

A saving throw against a spell has a DC of 10 + the caster's level + the caster's MIND bonus.

Succeeding on a Saving Throw

A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

Automatic Failures and Successes

A natural 1 (the d20 comes up 1) on a saving throw is always a failure and a natural 20 (the d20 comes up 20) is always a success.

Spell Resistance

SR – Spell Resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a caster level Skill check (1d20 + caster level + MIND bonus) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level to this caster level check.

The spell resistance entry tells you whether spell resistance protects creatures from the spell.



Arcane Spells



Wizard

Level 0 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Arcane Mark	Inscribes a personal rune (visible or invisible).	0 ft.	Permanent	None	No
Dancing Lights	Figment torches or other lights.	Medium	1 minute	Will dis.	No
Detect Magic	Detects spells and magic items within 60 ft.	60 ft.	Concentration up to 1 minute/level	None	No
Ghost Sound	Figment sounds.	Close	1 round/level	Will dis.	No
Light	Object shines like a torch.	Touch	10 minutes/level	None	No
Mage Hand	5-pound telekinesis.	Close	Concentration	None	No
Prestidigitation	Performs minor tricks.	10 ft.	1 hour	See text	No
Ray of Frost	Ray deals 1d3 cold damage.	Close	Instantaneous	None	Yes
Read Magic	Read scrolls and spellbooks.	Personal	10 minutes/level	--	--

Level 1 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Burning Hands	1d4/level fire damage (max 5d4).	15 ft. cone	Instant	Reflex ½	Yes

Charm Person	This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.	Close	1 hour/level	Will neg.	Yes
Enlarge Person	Increases creature's size category to the next larger one, +2 STR, -2 DEX, -1 on attack rolls and AC due to its increased size.	Close	1 minute/level	Fort. neg.	Yes
Feather Fall	Objects or creatures fall slowly.	Close	Until landing or 1 round/level	Will neg.	Yes
Floating Disk	Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.	Close	1 hour/level	--	--
Hold Portal	This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. A knock spell or a successful dispel magic spell can negate a hold portal spell. For a portal affected by this spell, add 5 to the normal DC for forcing open the portal.	Medium	1 minute/level	None	No
Mage Armor	Gives subject +4 armor bonus.	Touch	1 hour/level	Will neg.	Yes
Magic Missile	1d4+1 damage; +1 missile/two levels above 1st (max +5).	Medium	Instantaneous	None	Yes
Shocking Grasp	Touch delivers 1d8 +1/level electricity.	Touch	Until discharged	None	Yes
Sleep	Put 2d4 HD of creatures into comatose slumber.	Medium	1 minute/level	Will neg.	Yes

Level 2 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Acid Arrow	Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.	Long	1 round +1 round/level	None	--
Detect Thoughts	You detect surface thoughts.	60 ft.	Concentration	Will neg.	No
Flaming Sphere	Rolling ball of fire, 30' per round, 2d6 damage, lasts 1 round/level. 1 target/level.	Medium	1 round/level	Reflex neg.	Yes
Fog Cloud	A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance.)	Medium	10 minute/level	None	No
Invisibility	Subject is invisible for 10 min./level or until it attacks.	Personal or touch	10 minutes/level	None or Will neg.	Y/N
Knock	Opens locked or magically sealed door.	Medium	Instantaneous	None	No

Levitate	Subject moves up and down at your direction.	Personal or close	10 minutes/level	None	No
Spider Climb	Grants ability to walk on walls and ceilings.	Touch	10 minutes/level	Will	Yes

Level 3 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Clairaudience/ Clairvoyance	Hear or see at a distance for 1 min./level.	See text	1 minute/level	None	No
Dispel Magic	Cancels magical spells and effects.	Medium	Instantaneous	None	No
Fireball	1d6 damage per level, 20-ft. radius.	Long	Instantaneous	Reflex ½	Yes
Fire Trap	Opened object deals 1d4 damage +1/level.	Touch	Permanent until discharged	Reflex ½	Yes
Fly	Subject flies at speed of 18.	Touch	10 minutes/level	None	Yes
Gaseous Form	The subject and all its gear become insubstantial, misty, and translucent with Speed 2.	Touch	2 minute/level	None	No
Haste	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	Close	1 round/level	Fort. neg.	Yes
Lightning Bolt	Electricity deals 1d6 damage/level.	Medium	Instantaneous	Reflex ½	Yes
Suggestion	You influence the actions of the target creature by suggesting a reasonable course of activity.	Close	1 hour/level	Will neg.	Yes
Vampiric Touch	Touch deals 1d6/two caster levels; caster gains damage as hp.	Touch	Instantaneous /1 hour	None	Yes

Level 4 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Animate Dead	Creates undead skeletons and zombies of HDx2/level.	Touch	Instant	None	No
Arcane Eye	Invisible floating eye moves 30 ft./round.	Un-limited	1 minute/level	None	No
Black Tentacles	10 ft. long tentacles grapple all within 20 ft. spread. Attack = caster level, STR 19.	Medium	1 round/level	None	No
Dimension Door	You instantly transfer yourself from your current location to any other spot within range. After using this spell, you can't take any other actions until your next turn.	Long	Instantaneous	None and Will neg.	Y/N
Fear	An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1	30 ft.	1 round/level	Will par.	Yes

	round.				
Invisibility, Greater	As invisibility, but subject can attack and stay invisible.	Personal	1 round/ level	Will neg.	Yes
Polymorph Other	Gives one subject a new form.	Medium	Permanent	Fort. neg.	Yes
Stoneskin	Stops blows, cuts, stabs, and slashes. Damage reduction 10/ adamantine.	Touch	10 minutes/level or until discharged	Will neg.	Yes

Level 5 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Cloudkill	Kills 3 HD or less; 4-6 HD save or die, 6+ save or lose 1d4 STR while in cloud.	Medium	1 minute/level	Fort.	Yes
Contact Other Plane	Ask question of extraplanar entity.	Personal	Concentration	--	--
Feeblemind	Subject's Mind drops to 1.	Medium	Instantaneous	Will neg.	Yes
Passwall	Breaches walls 1 ft. thick/level.	Close	1 hour/level	None	No
Permanency	Makes certain spells permanent, costs EL's. Caster must be +8 levels higher than the spell level. Cost in EL's is 4% of total character EL's required of the level to make spell permanent.	Depends	Permanent	None	No
Teleport	Instantly transports you anywhere.	Personal and touch	Instantaneous	None and Will neg.	Y/N

Level 6 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Antimagic Field	Negates magic within 10 ft.	10 ft.	10 minutes/level	None	No
Chain Lightning	1d6 damage/level, number of secondary bolts equal to caster level with half damage.	Long	Instantaneous	REFLEX 1/2	Yes
Contingency	Sets trigger condition for another spell.	Personal	1 day/level or until discharged	--	--
Disintegrate	A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6/level. Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. A	Medium	Instantaneous	Fort. par.	Yes

creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage.

Geas/Quest	Commands any creature, binding it to a specific task.	Close	1 day/level or until discharged	None	Yes
True Seeing	See all things as they really are.	Touch	1 minute/level	Will neg.	Yes

Level 7 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Delayed Blast Fireball	1d6 fire damage/level; you can delay blast for 5 rounds.	Long	Up to 5 rounds	REFLEX 1/2	Yes
Ethereal Jaunt	You become ethereal for 1 round/level.	Personal	1 round/level	--	--
Finger of Death	Kills one subject or 3d6 +1/level.	Close	Instantaneous	Fort. par.	Yes
Plane Shift	Up to eight subjects travel to another plane.	Touch	Instantaneous	Will neg.	Yes
Power Word, Stun	Stuns creature with up to 150 hp.	Close	1d4 rounds	None	Yes
Spell Turning	Reflect 1d4+6 spell levels back at caster.	Personal	Until expended or 10 minutes/level	--	--

Level 8 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Clone	Duplicate awakens when original dies.	0 ft.	Instantaneous	None	No
Horrid Wilting	Deals 1d8 damage/level within 30 ft.	Long	Instantaneous	Fort. 1/2	Yes
Incendiary Cloud	Cloud deals 4d6 fire damage/round.	Medium	1 round/level	Reflex 1/2	Yes
Irresistible Dance	Forces subject to dance, -4 AC, -10 Reflex saves, no shield bonus.	Touch	1d4+1 rounds	None	Yes
Power Word, Blind	Blinds 200 hp worth of creatures.	Close	1d4 rounds	None	Yes
Trap the Soul	Imprisons subject within gem.	Close	Permanent	Will neg.	Yes

Level 9 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Astral Projection	Projects you and companions into Astral Plane.	Touch	See text	None	Yes
Etherealness	Travel to Ethereal Plane with companions, 1/3 levels	Touch	1 minute/level	None	Yes
Gate	Connects two planes for travel or summoning.	Medium	Instantaneous	None	No
Meteor Swarm	Meteor swarm is a very powerful and spectacular spell. When you	Long	Instantaneous	None or REFLEX 1/2	Yes

cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one meteor at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each.

Power Word, Kill	Kills one creature with 100 hp or less.	Close	Instantaneous	None	Yes
Soul Bind	Traps newly dead soul to prevent resurrection.	Close	Permanent	Will neg.	No

Divine Spells



Cleric Spells

Level 0 Cleric Spells (Orisons)

Spell Name	Effect	Range	Duration	Save	SR
Create Water	Creates 2 gallons/level of pure water.	Close	Instantaneous	None	No
Guidance	+1 on one roll, save, or check.	Touch	1 minute or until discharged	None	Yes
Light	Object shines like a torch.	Touch	10 minutes/level	None	No
Purify Food and Drink	Purifies 1 cu. ft./level of food or water.	10 ft.	Instantaneous	Will neg.	Yes
Resistance	Subject gains +1 on saving throws.	Touch	1 minute	Will neg.	Yes
Virtue	Subject gains 1 temporary hp.	Touch	1 minute	Yes	Yes

Level 1 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Bless	Allies gain +1 attack and +1 on saves against fear.	50 ft.	1 minute/level	None	Yes
Bless Water	Makes holy water.	Touch	Instantaneous	Will neg.	Yes
Cure Light Wounds	Cures 1d8+1/level damage (max+5)	Touch	Instantaneous	Will ½	Yes

Divine Favor	You gain attack, damage bonus, +1/3 levels.	Personal	1 minute	--	--
Entangle	Plants entangle everyone in 40-ft.-radius. DC 20 Strength check or Escape Artist check to break free.	Long	1 minute/level	Reflex	No
Inflict Light Wounds	You channel negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.	Touch	Instantaneous	Will ½	Yes
Magic Stone	Three stones gain +1 attack, deal 1d6+1 damage.	Touch	30 minutes or until discharged	Will neg.	Yes
Shield of Faith	Aura grants +2 or higher deflection bonus to AC, +1/6 levels.	Touch	1 minute/level	Will neg.	Yes

Level 2 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Aid	+1 attack, +1 on saves against fear, 1d8 temporary hit points.	Touch	1 minute/level	None	Yes
Cure Moderate Wounds	Cures 2d8 +1/level damage (max +10).	Touch	Instantaneous	Will 1/2	Yes
Darkness	20-ft. radius of supernatural shadow. All creatures in the area gain concealment (20% miss chance). Normal lights have no effect.	Touch	10 minutes/level	None	No
Delay Poison	Stops poison from harming subject for 1 hour/level.	Touch	1 hour/level	Fort. neg.	Yes
Gentle Repose	Preserves one corpse.	Touch	1 day/level	Will neg.	Yes
Remove Paralysis	Frees one or more creatures from paralysis, hold, or slow.	Close	Instantaneous	Will neg.	Yes
Resist Energy	Ignores 10 (or more) points of damage/attack from specified energy type; acid, cold, electricity, fire, or sonic. Energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level.	Touch	10 minutes/level	Fort. neg.	Yes

Level 3 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Bestow Curse	You place a curse on the subject. Choose one of the following three effects; -6 decrease to an ability score (minimum 1), -4 penalty on attack rolls,	Touch	Permanent	Will neg.	Yes

	and skill checks, or each turn, the target has a 50% chance to act normally; otherwise, it takes no action. You may also invent your own curse, but it should be no more powerful than those described above.				
Create Food and Water	Feeds three humans (or one horse)/level.	Close	24 hours	None	No
Cure Serious Wounds	Cures 3d8 +1/level damage (max +15).	Touch	Instantaneous	Will 1/2	Yes
Daylight	60-ft. radius of bright light.	Touch	10 minutes/level	None	No
Prayer	Allies gain +1 on rolls, and enemies suffer -1.	30 ft.	1 round/level	None	Yes
Remove Disease	Cures all diseases affecting subject.	Touch	Instantaneous	Fort. neg.	Yes
Searing Light	Ray deals 1d8/two levels, 1d6/level against undead.	Medium	Instantaneous	None	Yes
Speak with Dead	Corpse answers one question/two levels.	10 ft.	1 minute/level	Will neg.	No

Level 4 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Cure Critical Wounds	Cures 4d8 +1/level damage (max +20).	Close	Instantaneous	Will 1/2	Yes
Discern Lies	Reveals deliberate falsehoods.	Close	Concentration, up to 1 round/level	Will neg.	No
Freedom of Movement	Subject moves normally despite impediments.	Personal or touch	10 minutes/level	None	Y/N
Neutralize Poison	Detoxifies venom in or on subject.	Touch	Instantaneous	Will neg.	Yes
Restoration	Restores level and ability score drains.	Touch	Instantaneous	Will neg.	Yes
Tongues	Speak any language.	Touch	10 minutes/level	None	No

Level 5 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Atonement	Removes burden of misdeeds from subject.	Touch	Instantaneous	None	Yes
Commune	Deity answers one yes-or-no question/level.	Personal	1 round/level	--	--
Cure Light Wounds, Mass	Cures 1d8 damage +1/level for 1 creature/level within 30 ft.	Close	Instantaneous	Will ½	Yes
Flame Strike	Smites foes with divine fire (1d6/level).	Medium	Instantaneous	Reflex ½	Yes
Raise Dead	Restores life to subject who died up to 1 day/level ago.	Touch	Instantaneous	None	Yes
True Seeing	See all things as they really are.	Touch	1 minute/level	Will neg.	Yes

Level 6 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Banishment	Banishes 2HD/level extraplanar creatures.	Close	Instantaneous	Will neg.	Yes
Blade Barrier	Wall of whirling blades up to 20 ft. long/ level. Any creature passing through the wall takes damage 1d6/level.	Medium	1 minute/level	Reflex ½	Yes
Cure Moderate Wounds. Mass	Cures 2d8 damage +1/level for 1 creature/level within 30 ft.	Close	Instantaneous	Will ½	Yes
Harm	Subject loses all but 1d4 hp.	Touch	Instantaneous	None	Yes
Heal	Cures all damage, diseases, and mental conditions.	Touch	Instantaneous	None	Yes
Heroes' Feast	Food for one creature/level cures and blesses.	Close	1 hour + 12 hours	None	Yes
Geas/Quest	Commands any creature, binding it to a specific task.	Close	1 day/level or until discharged	None	Yes

Level 7 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Cure Moderate Wounds, Mass	Cures 3d8 damage +1/level for 1 creature/level within 30 ft.	Close	Instantaneous	Will ½	Yes
Destruction	Kills subject and destroys remains or 10d6 damage.	Close	Instantaneous	Fort. par.	Yes
Ethereal Jaunt	You become ethereal for 1 round/level.	Personal	1 round/level	--	--
Regenerate	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).	Touch	Instantaneous	Fort. neg.	Yes
Restoration, Greater	As restoration, plus restores all levels and ability scores	Touch	Instantaneous	Will neg.	Yes
Resurrection	Fully restore dead subject.	Touch	Instantaneous	None	Yes

Level 8 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Antimagic Field	Negates magic within 10 ft.	10 ft.	10 minutes/level	None	Yes
Cure Moderate Wounds, Mass	Cures 4d8 damage +1/level for 1 creature/level within 30 ft.	Close	Instantaneous	Will ½	Yes
Dimensional Lock	Teleportation and interplanar travel blocked for one day/level, 20 ft. radius.	Medium	1 day/level	None	Yes
Discern Location	Exact location of creature or object.	Unlimited	Instantaneous	None	No
Fire Storm	Deals 1d6 fire damage/level.	Medium	Instantaneous	Reflex ½	Yes
Holy Aura	+4 AC, +4 resistance, and SR 25 against evil spells.	20 ft.	1 round/level	--	Yes

Level 9 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Astral Projection	Projects you and companions into Astral Plane.	Touch	Indefinitely	None	Yes
Etherealness	Travel to Ethereal Plane with companions, 1/3 levels	Touch	1 minute/level	None	Yes
Gate	Connects two planes for travel or summoning.	Medium	Instantaneous	None	No
Heal, Mass	It immediately ends: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hp/level max 250 hp within 30 ft.	Close	Instantaneous	--	--
Implosion	Kills one creature/round, max 4 rounds.	Close	Concentration	Fort. neg.	Yes
Soul Bind	Traps newly dead soul to prevent resurrection.	Close	Permanent	Will neg.	No



Conditions Summary Table

Below is a list of Conditions which a character may be subjected to while out adventuring.

Condition	Summary of Effects
Ability Damaged	Temporarily loss of 1 or more ability score points.
Ability Drained	Permanently loss of 1 or more ability score points.
Blinded	-2 AC, no DEX bonus to AC (if any), Move 1/2, -4 to STR/DEX Skill checks. All checks and activities that rely on vision automatically fail. All opponents are 50% miss chance to the blinded character.
Blown Away	Prone, blown 1d4x10' rnd, D1d4/10'
Confused	1-2, attack caster 3-4, act normally; 5-10, babble incoherently; 11-14, flee; 16-20, attack nearest creature.
Cowering	No Move, -2 AC, no DEX bonus AC
Dazed	No Move.
Dazzled	-1 attack, search/spot checks
Dead	The character's hit points and STR are reduced to 0.
Deafened	-4 INI, automatically fail skill checks where hearing is involved.
Disabled	0 HP, or -STR score but HP's. Action beyond a ½ move results in Stable condition.
Dying	Losing 1 point STR/round until healed or dead.
Energy Drained	Character loses 1 or more levels, along with the HP's, attack bonus, etc. gained with the level.
Entangled	½ move, -2 attacks, casting requires DC15 + spells level check or spell lost.
Exhausted	½ move, -6 STR and DEX
Fascinated	No actions, condition broken if attacked.
Fatigued	No run or charge, -2 STR and DEX.
Frightened	Flees, -2 all rolls.
Grappling	-DEX to AC against non-grappling opponents.
Helpless	Unable to move, at opponent's mercy, death blow possible.
Invisible	+2 attacks and no DEX AC bonus for target.
Knocked Down	Prone
Nauseated	Move action only.
Panicked	Drop items in hand, flee, -2 all rolls.
Paralyzed/Petrified	Helpless
Pinned	Held immobile (but not helpless) in a grapple suffering a -4 penalty to AC.
Prone	-4 attacks, +4 AC ranged, -4 AC melee.
Shaken	-2 all rolls
Sickened	-2 all rolls
Stable	No longer losing HP's or STR, unconscious.
Stunned	Drops items in hand, -2 AC, no DEX bonus AC.
Turned	Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.
Unconscious	Helpless.

Appendix A

Titles and Names by Class

Fighter Characters	Wizard/Cleric Characters	Rogue Characters
Adventurer	Abbot	Argonaut
Barbarian	Acolyte	Assassin
Brigand	Admiral	Bandit
Buccaneer	Archmage	Bard
Cavalier	Chronicler	Blackguard
Cavalrymen	Cleric	Corsair
Crusader	Conjurer	Cutthroat
Explorer	Crone	Guide
Footman	Curate	Hermit/Hermitess
Gladiator	Druid	Initiate
Guard	Enchanter/Enchantress	Journeyman
Holy Warrior	Friar	Knave
Knight	Hag	Longbowman
Man/Woman-at-Arms	Hedge Wizard	Minstrel
Mercenary	Heretic	Monk
Militiaman	Illusionist	Ninja
Nomad	Mage	Outlaw
Paladin	Martyr	Pathfinder
Patron	Missionary	Pirate
Privateer	Necromancer	Ranger/Rangeress
Raider	Pilgrim	Robber
Rebel	Priest/Priestess	Rogue
Renegade	Seer	Scout
Ronin	Shaman	Smuggler
Sailor	Sorcerer	Spy
Samurai	Spellbinder	Swashbuckler
Seaman	Thaumaturge	Thief
Soldier	Theurgist	Traveler
Squire	Warlock	Troubadour
Warmonger	Witch	Wayfarer

In *DUNGEONFINDER* some players may find having the same Class as other characters doesn't really give them a feeling of having a "special" character. Ask your GM about using the "Titles and Names" to add a little something to your character. You and the GM may decide having a title or name grants the character a special Skill or other ability too!

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DUNGEONFINDER

Game Master's Guide



A Game Master's Guide to the *DUNGEONFINDER* role-playing game, a streamlined version of the Primary Fantasy SRD rules, for use by itself or in combination with other Primary Fantasy SRD compatible games.

M20
microlite 20



Revised by Chad E. Rose

Illustrations by; Gustave Dore, Dorothy Hardy,
Dunker Tell, Viktor Vasnetsov, Joseph Wright

Additional help; Darth Cestual's magic items
table.

Special thanks to;

Robin V. Stacey for creating Microlite20.

Darrell King and Al Krombach for the Purest
Essence rules.

The Microlite20 community for all their
enthusiasm and ideas.

Seth Drebitko for keeping the legacy alive.

*"The goal was to create a simpler game but
one where all the resources of the Primary
Fantasy SRD (monsters, spells, adventures and
equipment) could be used without conversion."*

- The authors of Microlite20 Purest Essence.

On October 14th 2006 Greywulf (Robin V. Stacey) replied to a thread on the ENWorld forums and placed a link to his simplified version of the World's Most Popular Role-Playing Game. Two days later he started his own thread on those very forums, "Microlite20: The Smallest Thing in Gaming." This thread spanned 82 pages and 1,217 posts over a year and four months before it was closed and restarted due to the extreme length of the thread.

You could say Microlite20 met with some success.

On March 12th 2010 it was announced that Microlite20 was sold to Seth Drebitko and...

...the adventure's just begun.

What is the DUNGEONFINDER role-playing game?

To those new to role-playing games *DUNGEONFINDER* is a fantasy game where one person, called the Game Master, creates an adventure, controlling the people and monsters in it, while the other people play heroes they create who will explore the cities and castles and ruins in the adventure.

To the people with more experience with RPG's, *DUNGEONFINDER* is the Primary Fantasy SRD streamlined into a slimmer package and then having the Microlite20 rules dropped in on top to trim things down even further. A fast-paced game that may be easily used with adventures made for the *World's Most Popular Role-Playing Game* or the *World's Second Most Popular Role-Playing Game* based on the 3.5 edition rules.

Or, just use the *DUNGEONFINDER* Player's Guide, *DUNGEONFINDER* Game Master's Guide and *DUNGEONFINDER* Book of Monsters to create your own adventures. Everything you need is there, character creation and advancement, equipment, spells, monsters, treasure and magic-items, and a random adventure creator to help you along or for solo play.

So what changes have been made to create a slimmer, trimmer, even more streamlined game? Well, the major changes are; the inclusion of only the four major classes, the elimination of feats, a streamlined skill system, a reduction to the spell lists, efficient monster listings, and a treasure and magic-item section that instead of being 100 pages long has been nicely reduced to just 5 pages!

Read on, create your adventure and prepare for epic fantasy!

"Written rules by themselves cannot make for great adventure. The game master must envision a fantastic world and the players breathe life into it and only then will everyone be lost in epic fantasy."

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The Basics

The Core Mechanic

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals (for a skill check) or exceeds (for an attack) the target number, your character succeeds. If the result is lower than the target number, you fail.

Dice – Dice rolls are described with expressions such as “3d4+3,” which means “roll three four-sided dice and add 3” (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d% - Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

Modifiers – A modifier is any bonus or penalty applying to a die roll. A positive modifier is a bonus, and a negative modifier is a penalty.

Game Master's Guide

The Game Master's Guide will expand somewhat on the Player's Guide covering a few areas in more detail. It will also provide you with Combat rules, Monsters, Adventuring information and more so you can run your own games and create your own adventures and campaigns.

For Treasure it is recommended that you use the Treasure and Magic Items sections from the SRD.

Character Races

At some point in your gaming it's likely a player is going to ask about playing a character race not included in the Player's Guide. The final decision is up to you as Game Master but try to accommodate your player's wishes.

For any new race and its race bonus a good rule of thumb is +2 to any Statistic (Stat) or +2 to any two Skills. A new race could also have a +1 to one Stat and +2 to any one Skill. If the new race has a predominant feature that you feel should add a +4 to a Stat then do so but penalize another Stat -2.

Character Skills

Players will use their character's Skills to perform a multitude of actions. Most will probably be your usual jump, pick a lock, or to bash open a door Skill check. Every once in a while though a player may want to try something unusual. Don't let this alarm you, simply decide on how hard it would be to accomplish the task and pick what you think are the most applicable Statistic and Skill to perform the Skill check.

Below are a couple of tables that will help you to figure out the Difficulty Class of an action and

the Statistics and Skills involved in performing that action.

Difficulty Class Table 1

Difficulty Classes with likely-hood of success.

DC	Difficulty	Example
10	Average	50/50 chance of succeeding on first attempt.
15	Tough	Could succeed at after several attempts.
20	Challenge	Could only succeed with a high roll.
25	Formidable	Could succeed only with high Ability mod., Skill ranks and roll.
30	Heroic	High level characters maybe.
40	Nearly Impossible	Highest level characters.

Difficulty Class Table 2

Difficulty Classes with Skill check examples and the associated statistic and skill.

Difficulty (DC)	Example (Skill & Stat Used)
Very easy (0)	Track ten trolls through the snow. (Know+Mind)
Easy (5)	Hear Kobolds talking around the next corner. (Subterfuge+Mind)
Average (10)	Learn local rumors. (Communication+Mind)
Tough (15)	Leap over a 10' chasm. (Physical+STR)
Challenge (20)	Open a simple lock. (Subterfuge+DEX)
Formidable (25)	Bash open a locked, strong wooden door. (Physical+STR)
Heroic (30)	Discover a well-hidden secret door. (Subterfuge+Mind)
Nearly impossible (40)	Track a lone orc across hard ground after 24 hours of rainfall. (Know+Mind)

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Example Opposed Checks

Task	Stat & Skill	Opposing Stat & Skill
Con someone	COM+Mind	COM+Mind
Pretend to be someone else	SUB+Mind	SUB+Mind
Create a false map	SUB+Mind	SUB+Mind
Hide from someone	SUB+DEX	SUB+Mind
Intimidate someone	COM+PHY SUB+Mind	COM+Mind SUB+Mind
Sneak up on someone	SUB+DEX	SUB+Mind
Steal a coin pouch	SUB+DEX	SUB+Mind
Tie a prisoner securely	-	SUB+DEX

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

The chance of success can be altered in four ways to take into account exceptional circumstances.

Give the skill user a +2 bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character or possessing unusually accurate information.

Give the skill user a -2 penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.

Reduce the DC by -2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.

Increase the DC by +2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect a character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a better chance of success but they represent different circumstances, and sometimes that difference is important.

Characters Will Try Anything!

So let them try anything! Just take the most likely Statistic and Skill and figure out a DC for the action.

For example: The player of Bagaduce the Halfling Battlerager explains that they want Bagaduce to leap from the taverns balcony to the candleholder suspended from the ceiling in the middle of the room. Then, swing on it towards the board where Forn Lask is having a drink so Bagaduce can plant the underside of his little boot into Forn Lask's chin...whew.

Okay, so we need Ability and a Skill for the skill check to jump from the balcony, catch hold of the hanging candleholder, and swing towards Forn Lask. Our Abilities are STR, DEX, and MIND, sounds like a Dexterity action to me. Our Skills are Physical, Subterfuge, Knowledge, and Communication, and here Physical looks best.



Now for a Difficulty Class (DC). Looking over Difficulty Class Table 1 we see that a DC 15 is a “Tough” DC that an average joe “Could succeed at after several attempts.” I like it so we’ll use it.

So Bagaduce has leaped out into the air, caught the candleholder, and is swinging towards the devious Forn Lask. What about Bagaduce’s boot and Forn Lask’s chin? Bagaduce’s player just wants the Halfling to knock Forn Lask down to his Halfling size so we will have Bagaduce make a “Trip” attack roll to hit Forn Lask. We’re using the Trip attack because Bagaduce isn’t trying to damage Forn Lask but wants to knock him over. If Bagaduce is successful on his attack we will give him +2 on his STR+PHY Skill check to trip Forn Lask since the little guy is carrying a lot of momentum by swinging on the candleholder, a favorable condition. If he’s successful then down goes Forn Lask. If he’s not successful, well, let’s hope Bags hangs onto that candleholder because he won’t want to find himself prone at Forn Lask’s feet!

The following table gives some ranges for Difficulty Classes by character level and general difficulty; Easy, Moderate and Hard. You can use these guidelines when trying to gauge how difficult a Skill check should be.

Difficulty Class Values by Character Level

Level	Easy	Moderate	Hard
1-3	3-5	9-11	13-15
4-6	6-8	12-14	16-18
7-9	9-11	15-17	19-21
10-12	12-14	18-20	22-24
13-15	15-17	21-23	25-27
16-18	18-20	24-26	28-30
19-21	21-23	27-29	31-33

Some skill checks will become more difficult as character progress, however, some will not. Bagaduce’s swing on the candleholder should always use the level 1-3 row as it will not get

more difficult to do as he gains levels but easier. The 1-3 row is considered your average person.



Big List of Difficulty Classes (DC's)

DC	Action
5	Climb a knotted rope
6	Guide a party through some hills, map
8	Guide a party through some mountains, map
8	Spot quicksand before stepping in it
10	Guide a party through some hills, no map
10	Hear an approaching guard
10	Hold onto a branch/rope that is pulling you
10	Gather information, common, known by at least a substantial minority of the local population.
10	Leap across a 10-foot chasm
10+	Identify a monster's abilities and weaknesses (10+ monster's CR)
10	Take action with vigorous motion (moving mount, bouncy wagon ride, etc.)
10	Handle an animal
12	Appraise common or well-known items
12	Guide a party through mountains, no map
12	Move in correct direction with poor visibility
13	Bash open a stuck simple wooden door
15	Appraise rare or exotic item
15	Bash open a locked weak wooden door
15	Climb a chasm/cliff/tree
15+	Identify underground hazard (15+ hazard's CR)
15	Climb a cliff
15	First aid
15	Jump across a 15 ft. crevice
15	Diplomatically ask a crowd of people to move
15+	Identify auras while using detect magic (15+spell level)
15	Guide a party through a forest, no map
15	Hear people whispering
15	Identify spell being cast (+1 per spell level)
15	Pull a person out of quicksand
15+	Rear a wild animal (15+HD of animal)
15	Rig a wagon wheel to fall off
15	Send a simple message using body language
15	Swim in rough water
15	Take action with violent motion (galloping horse, rough wagon ride, tossing ship)
17	Break into a small chest
18	Bash open a good locked wooden door
18	Bash open a good stuck wooden door
19	Hear a cat stalking
20	Appraise rare and exotic item
20+	Decipher a scroll (+spell level)
20	Decipher simple message
20	Find a stashed or hidden item or treasure
20	Find secret door (+1 per dungeon level)
20	Gather information, uncommon but available, known by only a few people legends.
20	Intimidate a crowd of people to move
20	Leap across a 20-foot chasm
20	Move along the peak of a roof
20	Open a simple lock

DC	Action
20+	Decipher a scroll (20+spell level)
20	Send a complex message using body language
20	Steal a small object from a person
20	Swim in stormy water
20	Teach an animal a trick/train an animal for purpose
20+	Identify a spell effect that is in place (20+spell level)
20	Know location of nearest community or place of note
20	Recognize an obscure deity's symbol or clergy
20	Use a wand
21	Climb an upper-story wall/uneven surface
23	Break a rope/rope bonds
23	Break into a treasure chest
23	Break strong wooden door
24	Bend iron bars
25	Bash open a strong locked wooden door
25	Bash open a strong stuck wooden door
25	Climb a lower-story wall/rough surface
25	Decipher standard text
25	Hear the sound of a bow being drawn
25	Identify a potion
25	Gather information, obscure, known by few, hard to come by.
25	Open an average lock
25	"Push" an animal
25	Sense a burrowing creature beneath you
25	Train a Giant Owl as a mount
25	Use/activate magic item blindly
26	Break a chain/chain bonds
28	Bash open a locked/stuck iron door
28	Bash open a locked/stuck stone door
30	Climb a smooth wall
30	Decipher intricate, exotic or old writing
30	Hear an owl gliding in for the kill
30	Gather information, extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.
30	Leap across a 30-foot chasm
30	Open a good lock
35	Break a masonry wall (1ft. thick)
40	Open an amazing lock
40	Track a squad of orcs across hard ground after 24 hours of rainfall
50	Break hewn stone (3ft. thick)

Fantasy SRD Skills and their Microlite20 Equivalents

Here are the skills from the d20 SRD and their Microlite20 equivalents. In Microlite20 the four Statistics (Stats) are Strength (STR), Dexterity (DEX), Mind and Charisma (CHA). The four skills are Physical (PHY), Subterfuge (SUB), Knowledge (KNOW), and Communication (COM), so...

Fantasy SRD Skill	Microlite20
Appraise	Mind+COM
Balance	DEX+PHY
Bluff	Mind+SUB
Climb	DEX/STR+PHY
Concentration	Mind+PHY
Craft	DEX+KNOW
Decipher Script	Mind+KNOW/COM
Diplomacy	Mind+COM
Disable Device	DEX+SUB
Disguise	Mind+SUB
Escape Artist	DEX/STR+SUB/PHY depending on bonds
Forgery	Mind+SUB
Gather Information	Mind+COM
Handle Animal	Mind+COM or STR+COM if the animal is larger than you
Heal	Mind+KNOW
Hide	DEX+SUB
Intimidate	Could be STR+PHY, or Mind+SUB or STR+COM
Jump	STR+PHY (long jump) or DEX+PHY (high jump)
Knowledge	Mind+KNOW
Listen	Mind+SUB
Move Silently	DEX+SUB
Open Lock	DEX+SUB
Perform	Mind/STR/DEX+COM depending on action
Profession	Mind+COM, most of the time
Ride	DEX+COM
Search	Mind+SUB
Sense Motive	Mind+COM/SUB
Sleight of Hand	DEX+SUB
Speak Language	Mind+COM to communicate to a small degree
Spellcraft	Mind only.
Spot	Mind+SUB
Survival	STR+PHY
Swim	STR+PHY
Tumble	DEX+PHY
Use Magic Device	Mind+Level
Use Rope	DEX+PHY

Combat

As the Game Master, your creatures will operate much the same as a player's character does regarding attacking, defending, using magic, etc. You will determine what actions the creatures will take against the party of characters.

There are three additional aspects to combat covered here in the Game Master's Guide, Surprise, Line of Sight and Cover/Concealment.

Surprise

When a combat starts, if characters are not aware of their opponents and their opponents are aware of them, they are surprised.

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness, for surprise, may call for listen Skill checks, spot Skill checks, or other checks.

If some but not all of the combatants are aware of their opponents, a surprise round happens before any regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an action during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Line of Sight, Cover and Concealment

To determine if a character has line of sight, and therefore can make an attack on an opponent, imagine a line from the middle of the

character's square to the middle of the target's square. If the line is blocked by a non-movable terrain feature, such as a wall, tree, etc., then the character does not have line of sight and cannot attack that target. Line of sight may run along the edge of a square or squares or come in contact with the corner, or tip, of a square and still allow line of sight.

To determine whether a target has cover (Armor Class +4) from an attack, check line of sight for contact with any objects, characters or creatures. If line of sight runs along the edge of a square, or squares, or comes in contact with the corner, or tip, of a square than the target has cover. If the line passes through a square occupied by another creature then the target has cover. Lastly, a feature such as a table, chairs, etc., may provide cover if line of sight passes through a square with features. Use your best judgment to decide if any features would actually grant cover.

If line of sight passes though an area that obscures vision then a target has "Total Concealment". If line of sight passes through an area that hinders vision then the target has "Partial Concealment".

Note: When making a melee attack against an adjacent target, your target has cover if the line from your square to the target's square goes along a square or squares, or passes the corner, or tip, of a square. Cover in melee combat usually only happens when an attacker is using a weapon with reach, such as a long spear.

Cover and Concealment

Condition	Type	Example	Penalty
Cover	Soft	barrel	-4*
Cover	Hard	wall	-8*
Concealment	Partial	smoke	20%**
Concealment	Total	thick fog	50%**
* Penalty to attacker's attack roll.			
** Miss chance rolled by defender after successful attack.			

Adventures

Encounter Levels (EL's) as Experience

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. i.e.: 1 kobold = EL1, 2 kobolds = EL2, 4 kobolds = EL3, etc.

Add up the Encounter Levels (EL's) of every encounter the party takes part in. When the total = 10 x the character's current level, they've advanced to the next level. Reset the total to 0 after advancing.

If you have a group of monsters with varying Hit Dice then add up all the Hit Dice of the monsters in the group and then divide by the number of monsters and apply this figure to the EL formula.

Encounters

When you're putting together an adventure for your player's characters the main thing to take into consideration is the party's level. After all, you don't want a bunch of level 1 newbies running through your "Demons of Death" adventure for characters of levels 12-14.



So how do you balance an encounter for a party? It's pretty simple really. Use the EL formula above for your player's characters except replace Hit Dice (HD) with the character's levels. Four level 4 party members would be an EL 6 party. 1 character = EL 4, 2 characters = EL 5, 4 characters = EL 6. This is the Party Encounter Level or PEL.

Throughout your adventure scatter a few easy encounters, where the monster's Encounter Level (EL) is a quarter of the Party Encounter Level (PEL), a couple of equal encounters where the Party Encounter Level (PEL) is the same as the creatures Encounter Level (EL), and a big finale where the creatures Encounter Level is +3, +4, or +5 over the Party Encounter Level (PEL).

Don't stress too much over making the numbers come out perfect. Just use the Party Encounter Level (PEL), creature's Encounter Level (EL) and Challenge Rating (CR) to get as close as you can.

One last thing, what to do with a party of characters of different levels?

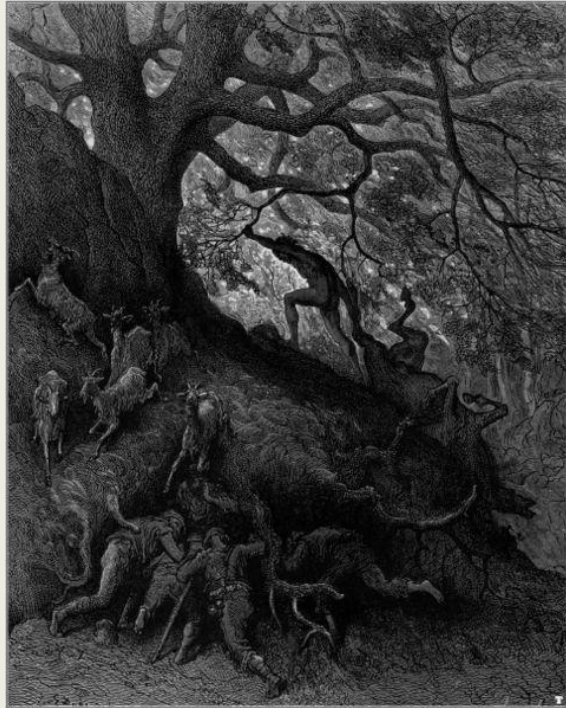
If you have a group of characters with varying Levels then add up all the Levels of the characters in the group and then divide by the number of characters and apply this figure to the EL formula.

Encounter Levels (EL's)

While the most common way for characters to gain EL's, of course, is through defeating enemies. Characters also gain EL's for any traps disabled by the party's Rogue. But, what other ways could characters gain EL's?

Well, how about through Skill checks? Now, characters shouldn't get EL's simply because they decided to climb every moderately challenging wall in sight. You may decide that Skill checks of a certain DC or higher will award

the character or party EL's for the Skill checks uncommon difficulty.



For example; you might decide to award one EL to the party of level 1 adventurers for every DC 17 or higher Skill check that they are successful at, such as hiding from the giant who is dragging his dinner, their horse, home to his cave.

Another approach is to set certain Skill checks in your adventure that award EL's while others do not award EL's. The Skill checks with an EL award should be something special that the characters accomplish or is relevant to the adventure and its story.

For example; your player's characters have discovered that a town local may have some information as to the whereabouts of several missing villagers. You have secretly set a DC 18 to any Skill check involving the characters getting the information out of the town local. The characters can try as many different approaches as they like, intimidation, bribery, etc. but each time they fail the DC goes up +1. If

they succeed you might award them all 1 EL or more depending on their character level.

The following table gives some ranges for Difficulty Classes by character level and general difficulty; Easy, Moderate and Hard. You can use these guidelines when trying to gauge how difficult a Skill check should be.

Difficulty Class Values by Character Level

Level	Easy	Moderate	Hard
1-3	3-5	9-11	13-15
4-6	6-8	12-14	16-18
7-9	9-11	15-17	19-21
10-12	12-14	18-20	22-24
13-15	15-17	21-23	25-27
16-18	18-20	24-26	28-30
19-21	21-23	27-29	31-33

A good award for a special Skill check should be 1 x Character Level. So a level 3 character or party, successfully completing a special Skill check would be awarded 3 EL's each.

Movement

Characters will eventually leave the comfort of their hometown and surrounding area for distant lands across the realms using various means of travel. Below are tables for movement by time and means.

Movement and Distance Tables

Personal

Movement in One Round

Speed	3	4	6	8
One Round (Tactical)*	15 ft.	20 ft.	30 ft.	40 ft.
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (Heavy Armor)	45 ft.	60 ft.	90 ft.	120 ft.
Run (Light or Med. Armor)	60 ft.	80 ft.	120 ft.	160 ft.

Movement in One Minute

Speed	3	4	6	8
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (Heavy Armor)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (Light or Med. Armor)	600 ft.	800 ft.	1,200 ft.	1,600 ft.

Movement in One Hour

Speed	3	4	6	8
Walk	1½ m.	2 m.	3 m.	4 m.
Hustle	3 m.	4 m.	6 m.	8 m.
Run	—	—	—	—

Movement in One Day

Speed	3	4	6	8
Walk	12 m.	16 m.	24 m.	32 m.
Hustle	—	—	—	—
Run	—	—	—	—

Mounts

Mounts Movement

Mounts	Per Hour	Per Day
Light Horse or Warhorse	6	48
Heavy Horse or Warhorse	5	40
Pony or Warpony	4	32
Donkey or Mule	3	24
Dog, Riding	4	32

Mount Movement with Barding

	Base Speed		
Barding	40'	50'	60'
Medium	30'	35'	40'
Heavy	30'*	35'*	40'*

*A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.



Vehicles

Vehicle Movement

Vehicles	Per Hour	Per Day
Cart or Wagon	2	16
Raft or Barge (poled or towed)	1/2	5
Keelboat (rowed)	1	10
Rowboat (rowed)	1 1/2	15
Sailing Ship (sailed)	2	48
Warship (sailed and rowed)	2 1/2	60
Longship (sailed and rowed)	3	72
Galley (rowed and sailed)	4	96

Rafts, barges, keelboats, and rowboats are used on lakes and rivers.

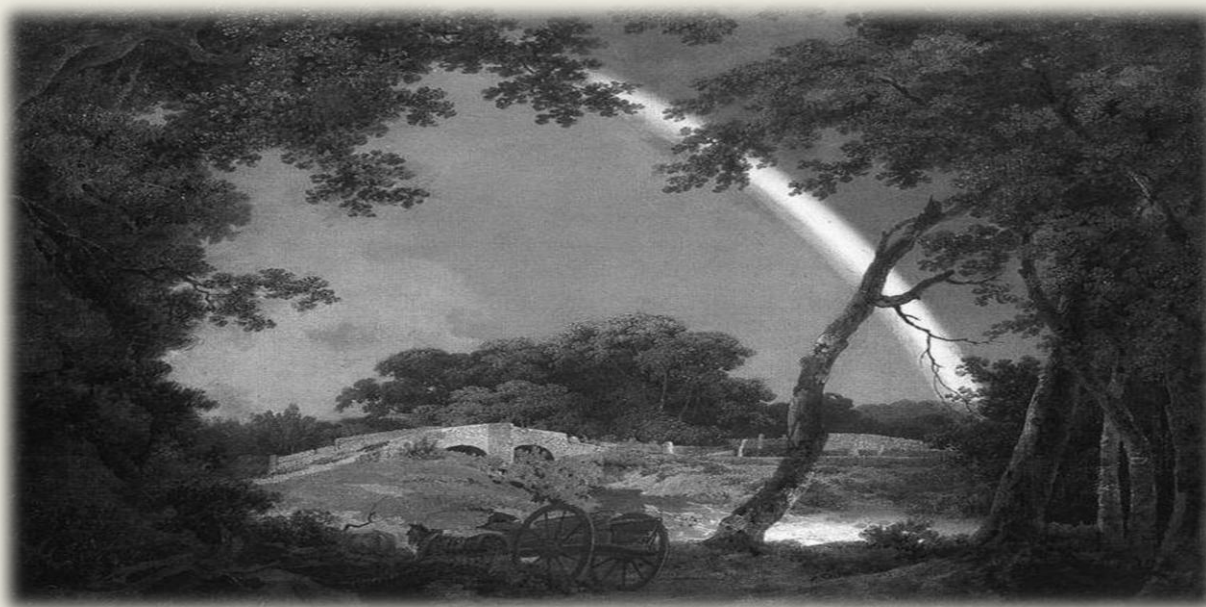
If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Terrain

The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see the Terrain and Overland Movement Table). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths. For terrain effects in combat see the Other Hazards section.

Terrain and Overland Movement Table

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	×1	×½	×½
Flatlands	×1	×1	×¾
Forest	×1	×1	×½
Hills	×1	×¾	×½
Jungle	×1	×¾	×¼
Moor	×1	×1	×¾
Mountains	×¾	×¾	×½
Swamp	×1	×¾	×½
Tundra, frozen	×1	×¾	×¾



Traps

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures. Several typical traps of varying *Encounter Levels* are summarized below.

The entries for traps include the following information; Trap, CR, Find, Disable, Save, Attack and Special.

Trap – Lists the trap.

CR – Lists the Challenge Rating of the trap similar to a Monsters Challenge Rating. Generally a party should face traps with a CR equal to half the Party Encounter Level (PEL) or less.

Find – Lists the DC for the KNOW+MIND check necessary to find the trap without triggering it.

Disable – Lists the DC for the SUB+DEX check necessary to disarm the trap safely.

Save – DC lists the PHY+DEX check DC needed to either avoid the trap entirely, or to take only ½ the listed damage (if this is possible).

Attack – Shows the traps attack bonus or type of effect.

Special – Lists any other information needed for the trap.

Traps EL 1

Trap	CR	Find	Disable	Save	Attack	Special
Basic Arrow Trap	1	20	20	-	arrow +10 (1d6)	-
Camouflaged Pit Trap	1	24	20	20	-	10 ft deep (1d6)
Deeper Pit Trap	1	20	23	15	-	2 squares, 20 ft deep (2d6)
Fusillade of Darts	1	14	20	-	1d4 darts +10 (1d4+1)	-
Poison Dart Trap	1	20	18	-	dart +8 (1d4 & poison)	poison (DC 12, 0/1d4 PHY + 1d3 Mind)
Poison Needle Trap	1	22	20	-	needle +8 (1 & poison)	poison (DC 13, 1/1d2 PHY)
Portcullis Trap	1	20	20	-	portcullis +10 (3d6)	blocks passageway
Razor-Wire Across Hallway	1	22	15	-	wire +10 (2d6)	2 squares
Rolling Rock Trap	1	20	22	-	rock +10 (2d6)	2 squares
Scything Blade Trap	1	21	20	-	blade +8 (1d8)	-
Spear Trap	1	20	20	-	spear +12 (1d8)	200-ft max range

Swinging Block Trap	1	20	20	-	block +5 (4d6)	-
Wall Blade Trap	1	22	22	-	blade +10 (2d4)	-

Traps EL 2

Trap	CR	Find	Disable	Save	Attacks	Special
Box of Brown Mold	2	22	16	-	-	5-ft aura (3d6 cold nonlethal)
Bricks from Ceiling	2	20	20	-	bricks +12 (2d6)	2 squares
Burning Hands Trap	2	26	26	11	-	spell, Mage1 (1d4 fire, save 1/2)
Camouflaged Pit Trap	2	24	19	20	-	2 squares, 20 ft. deep (2d6)
Inflict Light Wounds Trap	2	26	26	-	-	spell, Clr1 (1d8+1, Mind+KNOW DC 11 1/2)
Javelin Trap	2	20	18	-	javelin +16 (1d6+4)	-
Large Net Trap	2	20	25	14	net +5 (grapple STR 18)	10x10 ft area
Pit Trap	2	20	20	20	-	40 ft deep (4d6)
Poison Needle Trap	2	22	17	-	needle +17 (1 & poison)	poison (STR+PHY DC 14 neg.), 1 point STR/unconscious)
Spiked Pit Trap	2	18	15	20	1d4 spikes +10 (1d4+2)	2 squares, 20 ft deep (2d6)
Tripping Chain	2	15	18	-	chain +15 (trip), spikes +15 (2d4+2)	+4 spikes atk if prone
Well-Camouflaged Pit Trap	2	27	20	20	-	10 ft deep (1d6)

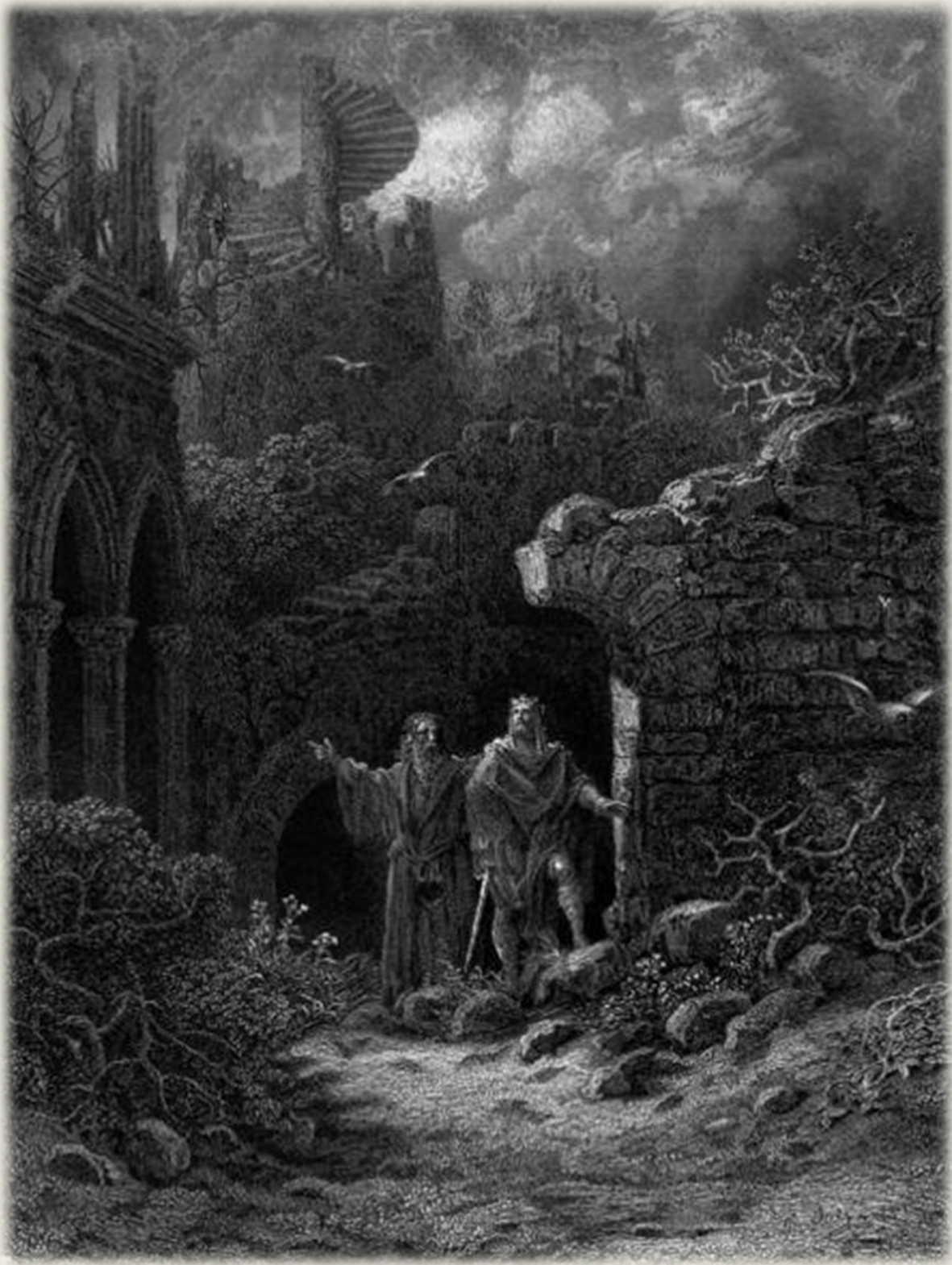
Traps EL 3

Trap	CR	Find	Disable	Save	Attacks	Special
Burning Hands Trap	3	26	26	11	-	spell, Mage5 (5d4 fire, save 1/2)
Camouflaged Pit Trap	3	24	18	20	-	2 squares, 30 ft deep (3d6)
Ceiling Pendulum	3	15	27	-	greataxe +15 (1d12+8)	-
Fire Trap	3	27	27	13	-	spell, Mage4 (1d4+3 fire, save 1/2)
Hail of Needles	3	22	22	-	needles +20 (2d4)	-
Acid Arrow	3	27	27	-	arrow +2 touch (2d4 acid for 2 rounds)	-
Pit Trap	3	20	20	20	-	60 ft deep (6d6)
Poisoned Arrow Trap	3	19	15	-	arrow +12 (1d8 & poison)	poison (STR+PHY DC 14 neg., 1d4/1d4 STR)

Spiked Pit Trap	3	21	20	20	1d4 spikes +10 (1d4+2)	2 squares, 20 ft deep (2d6)
Stone Blocks from Ceiling	3	25	20	-	blocks +10 (4d6)	-

Traps EL 4

Trap	CR	Find	Disable	Save	Attacks	Special
Bestow Curse Trap	4	28	28	-	-	spell, Clr 5 (DC 14 Mind+KNOW neg.)
Camouflaged Pit Trap	4	25	17	20	-	2 squares, 40 ft deep (4d6)
Collapsing Column	4	20	24	-	blocks +15 (6d6)	-
Lightning Bolt Trap	4	28	28	14	-	spell, Wiz 5 (5d6 electricity, save 1/2)
Pit Trap	4	20	20	20	-	80 ft deep (8d6)
Poisoned Dart Trap	4	21	22	-	dart +15 (1d4+4 & poison)	10x10 ft area, poison (STR+PHY DC 10 neg., 1d2 DEX/1d2 DEX)
Spiked Pit Trap	4	20	20	20	1d4 spikes +10 (1d4+5)	60 ft deep (6d6)
Wall Scythe Trap	4	21	18	-	scythe +20 (2d4+8)	-
Water-Filled Room Trap	4	17	23	-	-	10x10 ft room, 5 rounds delay
Wide-Mouth Spiked Pit Trap	4	18	25	20	1d4 spikes +10 (1d4+2)	2 squares, 20 ft deep (2d6)



Traps EL 5

Trap	CR	Find	Disable	Save	Attacks	Special
Camouflaged Pit Trap	5	25	17	20	-	2 squares, 50 ft deep (5d6)
Doorknob w/Contact Poison	5	25	19	-	-	poison (STR+PHY DC 13 neg., 0/3d6 STR)
Falling Block Trap	5	20	25	-	block +15 (6d6)	2 squares
Fire Trap	5	29	29	16	-	spell, Mage 7 (1d4+7 fire, save 1/2)
Fireball Trap	5	28	28	14	-	spell, Mage 8 (8d6 fire, save 1/2)
Flooding Room Trap	5	20	25	-	-	room floods in 4 rounds
Fusillade of Darts	5	25	18	-	1d8 darts +18 (1d4+1)	10x10 ft area
Moving Executioner Statue	5	25	18	-	greataxe +16 (1d12+8)	2 targets
Pit Trap	5	20	20	20	-	100 ft deep (10d6)
Poison Wall Spikes	5	17	21	-	spike +16 (1d8+4 & poison)	2 squares, poison (STR+PHY DC 12 neg., 1d4/1d4 STR)
Spiked Pit Trap	5	21	20	25	1d4 spikes +10 (1d4+4)	2 squares, 40 ft deep (4d6)
Spiked Pit Trap (80 ft)	5	20	20	20	1d4 spikes (1d4+5)	80 ft deep (8d6)
Ungol Dust Vapor Trap	5	20	16	-	-	10x10 ft room, 2 rnd delay, poison (DC 15, 1/1d6+1 CHA)

Traps EL 6

Trap	CR	Find	Disable	Save	Attacks	Special
Built-to-Collapse Wall	6	14	16	-	blocks +20 (8d6)	10x10 ft area
Compacting Room	6	20	22	-	-	10x10 ft room, 4 rounds delay, crush (12d6)
Flame Strike Trap	6	30	30	17	-	spell, Clr9 (9d6 fire, save 1/2)
Fusillade of Spears	6	26	20	-	1d6 spears +21 (1d8)	10x10 ft area
Lightning Bolt Trap	6	28	28	14	-	spell, Mage10 (10d6 electricity, save 1/2)
Spiked Blocks from Ceiling	6	24	20	-	spikes +20 (6d6)	10x10 ft area
Spiked Pit Trap (100 ft)	6	20	20	20	1d4 spikes (1d4+5)	100 ft deep (10d6)
Whirling Poison	6	20	20	-	dagger +10 (1d4+4)	3 squares, poison (DC 24,

Blades					& poison)	1d6/2d6 STR)
Wide-Mouth Pit Trap	6	26	25	25	-	10x10 ft area, 40 ft deep (4d6)
Wyvern Arrow Trap	6	20	16	-	arrow +14 (1d8 & poison)	poison (DC 17, 2d6/2d6 STR)

Traps EL 7

Trap	CR	Find	Disable	Save	Attacks	Special
Blade Barrier Trap	7	31	31	19	-	spell, Clr11 (11d6, save 1/2)
Burnt Othur Vapor Trap	7	21	21	-	-	10x10 ft room, 3 rnd delay, poison (DC 18, 1/3d6 STR)
Chain Lightning Trap	7	31	31	19	-	spell, M11 (1st target 11d6 elec, next 11 targets 5d6 elec, save 1/2)
Black Tentacles Trap	7	29	29	-	6 tentacles +7 (1d6+4)	spell, Mage7 (1d4+7 tentacles in 2 squares)
Fusillade of Poison Darts	7	25	25	-	1d8 darts +18 (1d4+1 & poison)	10x10 ft area, poison (DC 13, 1/1d2 STR)
Lock Covered in Dragon Bile	7	27	16	-	-	poison (DC 26, 3d6/0 STR)
Water-Filled Room	7	20	25	-	-	10x10 ft room, 3 rounds delay
Well-Camouflaged Pit Trap	7	27	18	25	-	2 squares, 70 ft deep (7d6)

Traps EL 8

Trap	CR	Find	Disable	Save	Attacks	Special
Deathblade Wall Scythe	8	24	19	-	scythe +16 (2d4+8 & poison)	poison (DC 20, 1d6/2d6 STR)
Destruction Trap	8	32	32	-	-	spell, Clr13 (STR+PHY DC 20 for 10d6)
Insanity Mist Vapor Trap	8	25	20	-	-	10x10 ft room, 1 rnd delay, poison (DC 15, 1d4/2d6 Mind)
Acid Arrow Trap	8	27	27	-	2 arrows +9 touch (2d4 acid for 7 rounds)	spell, Mage 18
Power Word Stun Trap	8	32	32	-	-	spell, Mage 13
Well-Camouflaged Pit Trap	8	27	18	20	-	100 ft deep (10d6)

Traps EL 9

Trap	CR	Find	Disable	Save	Attacks	Special
Drawer Handle w/Poison	9	18	26	-	-	poison (DC 20, 3d6/3d6 STR)
Dropping Ceiling	9	20	16	-	-	10x10 ft room, 1 round delay, crush (12d6)
Incendiary Cloud Trap	9	33	33	22	-	spell, Wiz15 (4d6 for 15 rounds, save 1/2)
Wide-Mouth Pit Trap	9	25	25	25	-	10x10 ft area, 100 ft deep (10d6)
Wide-Mouth Poison Spike Pit	9	20	20	20	1d4 spikes +10 (1d4+5 & poison)	10x10 ft area, 70 ft deep (7d6)

Traps EL 10

Trap	CR	Find	Trap	Save	Attacks	Special
Crushing Room	10	22	20	-	-	10x10 ft room, 2 rounds delay, crush (16d6)
Crushing Wall Trap	10	20	25	-	-	crush (18d6)
Energy Drain Trap	10	34	34	-	touch +8 (2d4 neg levels, STR+PHY DC 23)	(as the Monster Special Ability)
Summon Trap	10	32	32	-	-	Summons Hamatula
Poison Spike Pit Trap	10	16	25	20	1d4 spikes (1d4+5 & poison)	2 squares, 50 ft deep (5d6), poison (STR+PHY DC 24 neg., 1d6/2d6 STR)



Diseases

Disease Summary Table

Disease	Type	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 STR††
Cackle fever	Inhaled	16	1 day	1d6 Mind
Demon fever	Injury	18	1 day	1d6 STR†
Devil chills*	Injury	14	1d4 days	1d4 STR
Filth fever	Injury	12	1d3 days	1d3 DEX, 1d3 STR
Mindfire	Inhaled	12	1 day	1d4 Mind
Mummy rot**	Contact	20	1 day	1d6 STR
Red ache	Injury	15	1d3 days	1d6 STR
Shakes	Contact	13	1 day	1d8 DEX
Slimy doom	Contact	14	1 day	1d4 STR†
Diseases allow an initial STR+PHY save to avoid infection. If failed, an incubation period is counted.				
After that, a STR+PHY save is made each day to avoid listed damage; 2 successes in a row ends the disease.				
* Requires three successful saves in a row to end the disease.				
** Successful saves do not end disease; only magical healing can.				
† When damaged, a second failed save indicates 1 point of damage is permanent.				
†† Any time 2 points are taken, a second failed save indicates permanent blindness.				

Healing a Disease

Use of a heal Skill check, Mind+KNOW, can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer (Cleric or Paladin) makes a Skill check, Mind+KNOW. The diseased character can use the healer's result in place of his saving throw if the heal Skill check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to Statistic/Skill damage at a rate of 1 per day per Statistic/Skill, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

Poisons Table

Poison	Type	DC	Damage	Secondary Damage	Price
Small centipede poison	Injury	11	1d2 DEX	1d2 DEX	90
Greenblood oil	Injury	13	1 STR	1d2 STR	100
Medium-size spider venom	Injury	14	1d4 STR	1d4 STR	150
Bloodroot	Injury	12	0	1d4 PHY + 1d3 MIND	100
Purple worm poison	Injury	24	1d6 STR	2d6 STR	700
Large scorpion venom	Injury	18	1d6 STR	1d6 STR	200
Wyvern poison	Injury	17	2d6 STR	2d6 STR	3,000
Blue whinnis	Injury	14	1 STR	Unconsciousness	120
Giant wasp poison	Injury	18	1d6 DEX	1d6 DEX	210
Shadow essence	Injury	17	1 STR*	2d6 STR	250
Black adder venom	Injury	11	1d6 STR	1d6 STR	120
Deathblade	Injury	20	1d6 STR	2d6 STR	1,800
Malys root paste	Contact	16	1 DEX	2d4 DEX	500
Nitharit	Contact	13	0	3d6 STR	650
Dragon bile	Contact	26	3d6 STR	0	1,500
Sassone leaf residue	Contact	16	2d12 hp	1d6 STR	300
Terinav root	Contact	16	1d6 DEX	2d6 DEX	750
Carrion crawler brain juice	Contact	13	Paralysis**	0	200
Black lotus extract	Contact	20	3d6 STR	3d6 STR	4,500
Oil of taggit	Ingested	15	0	Unconsciousness	90
Id moss	Ingested	14	1d4 Mind	2d6 MIND	125
Striped toadstool	Ingested	11	1 Mind	2d6 MIND	180
Arsenic	Ingested	13	1 PHY	1d8 STR	120
Lich dust	Ingested	17	2d6 STR	1d6 STR	250
Dark reaver powder	Ingested	18	2d6 STR	1d6 STR + 1d6 STR	300
Ungol dust	Inhaled	15	1 COM	1d6 COM + 1 COM*	1,000
Burnt othur fumes	Inhaled	18	1 STR*	3d6 STR	2,100
Insanity mist	Inhaled	15	1d4 Mind	2d6 MIND	1,500

Poisons force an immediate save for initial damage, and another 1 minute later for secondary damage.
Any application or attack with a poisoned weapon has a 1-in-20 chance of poisoning the user (DEX+PHY DC15 negates).

Paralysis lasts 2d6 minutes. Unconsciousness lasts 1d3 hours.

* Indicates permanent damage (instead of temporary).

** Lasts 2d6 minutes.

Other Hazards

Extreme Heat and Cold

If a character finds them self in an environment where the temperatures are unnatural cold or hot and even being appropriately dressed still leaves the character susceptible to the elements a saving throw will need to be made once every 10 minutes (STR+PHY DC15 +1 for each previous saving throw attempted) or suffer D1d6.

Falling

A character takes D1d6 for every 10' fallen, half on a DEX+PHY saving throw where the DC is equal to the depth fallen in feet.

Spikes

Add +1 point to falling damage per 10' fallen (max +10).

Ice

If a character is moving onto or across ice they use 2 squares of movement when walking. If the character is moving faster than a walk or in

combat a (DEX+PHY DC 15) saving throw must be made or the character falls, prone.

Sand, Mud and Shallow Water

If you have a sandy, muddy or shallow water area that characters are trying to maneuver in that you feel would inhibit them then have movement cost 2 squares per move if walking. If moving faster than a normal move, a (DEX+PHY DC15) saving throw must be made or no more than a normal move is possible and no other action, like an attack, is possible.

Darkness

If torches or lanterns are mysteriously blown out, or Light spells dispelled, characters can find themselves suddenly in the dark. Any characters without darkvision and no light source are considered *Blind* (see Conditions).

Starvation

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a check each day (STR+PHY DC10, +1 for each previous check) or take 1d6 points of damage.



Treasure and Magic Items

Level 1-5	D%	Coins (1d4x)	Quantity of Art, Gems, Mundane, Magic found	Art	Gems	Mundane	Magic (+1)**
	00-10	--	1	5%-25%*	5%-25%*	5%-25%*	5%-25%*
	11-20	1,000cp	*Start at 5% for 1 st level and add +5% chance to each for every level, i.e. 2nd level 10%, 3rd 15%, etc.				
	21-40	100sp	**Magic – If a Magic Item is rolled make another D% roll to see if the item has a higher magic bonus, 10% (+2). Roll individually for each Power. If Magic item is +2 roll again 5% (+3) for each Power.				
	41-95	10gp					
	96-00	1pp					
Level 6-10	D%	Coins (1d6x)	Quantity of Art, Gems, Mundane, Magic found	Art	Gems	Mundane	Magic (+2)**
	00-10	--	1d4	30%-50%*	30%-50%*	30%-50%*	30%-50%*
	11-15	10,000cp	*Start at 30% for 6 th level and add +5% chance to each for every level, i.e. 3rd level 35%, 4th 40%, etc.				
	16-30	1,000sp	**Magic – If a Magic Item is rolled make another D% roll to see if the item has a higher magic bonus, 10% (+3). Roll individually for each Power. If Magic item is +3 roll again 5% (+4) for each Power.				
	31-89	100gp					
	90-00	10pp					
Level 11-15	D%	Coins (1d8x)	Quantity of Art, Gems, Mundane, Magic found	Art	Gems	Mundane	Magic (+3)**
	00-10	--	1d6	55%-75%*	55%-75%*	--	55%-75%*
	11-15	10,000sp	*Start at 55% for 11 th level and add a +5% chance to each for every level, i.e. 12th level 60% @ 13 th 65%, etc.				
	16-74	1,000gp	**Magic – If a Magic Item is rolled make another D% roll to see if the item has a higher magic bonus, 10% (+4). Roll individually for each Power. If Magic item is +4 roll again 5% (+5) for each Power.				
	75-00	100pp					
Level 16-20	D%	Coins (1d10)	Quantity of Art, Gems, Mundane, Magic found	Art	Gems	Mundane	Magic (+4)**
	00-05	--	1d8	80%-100%*	80%-100%*	--	80%-100%*
	06-68	10,000gp	*Start at 80% for 16 th level and add a +5% chance to each for every level, i.e. 17th level 85%, 18th 90%, etc.				
	69-00	1,000pp	**Magic – If a Magic Item is rolled make another D% roll to see if the item has a higher magic bonus, 10% (+5). Roll individually for each Power.				

To determine the treasure and magic items found for an encounter take the character's Party Encounter Level (PEL) and locate this level in the left-hand column. Next roll d% to find if any coins are present and what type. If coins are present, multiply the number of coins by the dice type result given under "Coins."

After coins, if present, have been determined look at the number or dice type under "Quantity of Art, Gems, Mundane, Magic found." If any Art items, Gems, Mundane items or Magic items are found, this will be the quantity found and how many times you will roll on the appropriate table.

Now, to find out if there are Art items, Gems, Mundane items or Magic items present find the percentage chance to discover these items (The percentage chance will be the same for all of them). Look at the note with the * to help determine the percentage chance. Once you know the percentage chance to discover these items roll for each one. Any roll equal to or less than the percentage chance means that item type is present. Find your quantity found under the "Quantity of Art, Gems, Mundane, Magic found" and roll that many times under the appropriate table found below.

If a Magic item or items are found they will have the bonus shown in the "Magic" heading unless it is determined that the item does not use a bonus, such as potions, rings, rods, scrolls, staffs and wands. Also, read the **note associated with Magic items regarding possible higher bonus' found.

Art Objects

d%	Value	Average	Examples
01-10	1d10 × 10 gp	55 gp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet
11-25	3d6 × 10 gp	105 gp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
26-40	1d6 × 100 gp	350 gp	Large well-done wool tapestry; brass mug with jade inlays
41-50	1d10 × 100 gp	550 gp	Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt
51-60	2d6 × 100 gp	700 gp	Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.)
61-70	3d6 × 100 gp	1,050 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in the pommel
71-80	4d6 × 100 gp	1,400 gp	Eye patch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting
81-85	5d6 × 100 gp	1,750 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain
86-90	1d4 × 1,000 gp	2,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box
91-95	1d6 × 1,000 gp	3,500 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace)
96-99	2d4 × 1,000 gp	5,000 gp	Jeweled gold crown; jeweled electrum ring
100	2d6 × 1,000 gp	7,000 gp	Gold and ruby ring; gold cup set with emeralds

Gems

d%	Value	Average	Examples
01-25	4d4 gp	10 gp	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye turquoise; freshwater (irregular) pearl
26-50	2d4 × 10 gp	50 gp	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon
51-70	4d4 × 10 gp	100 gp	Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline
71-90	2d4 × 100 gp	500 gp	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
91-99	4d4 × 100 gp	1,000 gp	Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
100	2d4 × 1,000 gp	5,000 gp	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

Mundane Items

d%	Mundane Item
01-17	Alchemical item
01-12	Alchemist's fire (1d4 flasks, 20 gp each)
13-24	Acid (2d4 flasks, 10 gp each)
25-36	Smokesticks (1d4 sticks, 20 gp each)
37-48	Holy water (1d4 flasks, 25 gp each)
49-62	Antitoxin (1d4 doses, 50 gp each)
63-74	Everburning torch
75-88	Tanglefoot bags (1d4 bags, 50 gp each)
89-00	Thunderstones (1d4 stones, 30 gp each)
18-50	Armor (roll d%: 01-10 = Small, 11-100 = Medium)
01-12	Chain shirt (100 gp)
13-18	Studded leather (25 gp)
19-26	Breastplate (200 gp)
27-34	Banded mail (250 gp)
35-54	Half-plate (600 gp)
55-80	Full plate (1,500 gp)
81-90	Darkwood
<u>01-50</u>	<u>Buckler (205 gp)</u>
<u>51-00</u>	<u>Shield (257 gp) (Roll on "Shield")</u>
91-00	Shield
<u>01-17</u>	<u>Buckler (15 gp)</u>
<u>18-40</u>	<u>Light wooden shield (3 gp)</u>
<u>41-60</u>	<u>Light steel shield (9 gp)</u>
<u>61-83</u>	<u>Heavy wooden shield (7 gp)</u>
<u>84-00</u>	<u>Heavy steel shield (20 gp)</u>
51-83	Weapons
01-50	Light melee weapon (10% Silver)
51-70	One-Handed weapon (10% Silver)
71-00	Ranged weapon (10% item or ammo (quantity 20) Silver)
84-00	Tools and gear
01-03	Backpack, empty (2 gp)
04-06	Crowbar (2 gp)
07-11	Lantern (12 gp)
12-16	Lock, simple (20 gp)
17-21	Lock, average (40 gp)
22-28	Lock, good (80 gp)
29-35	Lock, superior (150 gp)
36-40	Manacles, masterwork (50 gp)
41-43	Case, Scroll (1gp)
44-46	Rope, silk (50 ft.) (10 gp)
47-53	Spyglass (1,000 gp)
54-58	Chain, 10 ft. (30gp)
59-63	Grappling hook (1gp)
64-68	Ink (8gp)
69-73	Piton (1sp)
74-77	Holy symbol, silver (25 gp)
78-81	Pole, 10 ft. (2sp)
82-88	Candle (1cp)
89-95	Caltrops (1gp)
96-00	Thieves' tools (30 gp)

Alchemical Items

Acid - You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire - You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Antitoxin - If you drink antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Everburning Torch - This otherwise normal torch has a *continual flame* spell cast upon it. An everburning torch clearly illuminates a 20-foot radius.

Holy Water - Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Smokestick - This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube. Objects within 5' have concealment, further have total concealment). The stick is consumed after 1 round, and the smoke dissipates naturally.

Tanglefoot Bag - When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately.

Thunderstone - You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a -4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

Magic Items

Roll to determine type of magic item found.

Roll	Item Type
1-3	Armor*
4-6	Shield*
7-9	Weapon**
10-11	Potion****
12	Ring
13	Rod
14-15	Scroll****
16	Staff
17-18	Wand****
19-20	Wondrous Item***

Roll for the items power or powers.

Roll	Power
1-2	___ of Power =+1Str
3-4	___ of Speed =+1Dex
5-6	___ of Wisdom =+1Mind
7-8	___ of Endurance =+1Phys
9-10	___ of Shadow =+1 Sub
11-12	___ of Brilliance =+1Know
13-14	___ of Tongues =+1Com
15-16	___ of Life =+1HP (per level)
17-18	___ of Armor =+1AC
19	___ of _"spell name"_ =an item with 1d10 charges of whatever spell the GM decides
20	Roll again on table, and then roll once more.

Use the following tables to determine type of armor, shield or weapon.

Armor

Roll	Armor
1-2	Padded
3-4	Leather
5-6	Studded Leather
7-8	Chain Shirt
9-10	Hide
11-12	Scale Mail
13-14	Chainmail
15-16	Breastplate
17	Splint Mail
18	Banded Mail
19	Half-Plate
20	Full Plate

Shields

Roll	Shield
1-3	Buckler
4-8	Shield, Light Wooden
9-11	Shield, Light Steel
12-16	Shield, Heavy Wooden
17-19	Shield, Heavy Steel
20	Shield, Tower

Light Weapons

Roll	Light Weapons
1-2	Axe, Throwing
3-5	Dagger
6-7	Hammer, Light
8-9	Handaxe
10-11	Mace, Light
12-13	Pick, Light
14-15	Sap
16-17	Sickle
18-20	Shortsword

One-Handed Weapons

Roll	Weapon
1	Battleaxe
2-3	Club
4	Flail
5-6	Longsword
7-8	Mace, Heavy
9-10	Morningstar
11	Pick, Heavy
12-13	Rapier
14-15	Scimitar
16-17	Shortspear
18	Sword, Bastard
19	Trident
20	Waraxe

Two-Handed Weapons

Roll	Weapon
1	Chain, Spiked
2	Falchion
3-4	Flail, Heavy
5	Flamberge
6	Glaive
7	Greataxe
8-9	Greatclub
10-11	Greatsword
12	Guisarme
13	Halberd
14	Lance
15	Longspear
16-17	Quarterstaff
18	Scythe
19-20	Spear

Ranged Weapons

Roll	Weapon
1-2	Crossbow, Hand
3-4	Crossbow, Heavy
5-6	Crossbow, Light
7-8	Dart
9-10	Javelin
11-12	Longbow
13-14	Net
15-17	Shortbow
18-20	Sling

An items power bonus increases +1 every 5 levels. e.g. Levels 0-4 +1, 5-9 +2, etc, unless the Treasure Table indicates a higher bonus.

*Armor/Shield material has a chance to be (1-10) Mithral, (11-20) Dragonhide, (21-30) Adamantine or (31-00) normal metal.

Mithril heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light.

Dragonhide armor and its pieces have immunity to an energy type dependant on the type of Dragon the armor was made from; (1-20) Black Dragon (acid), (21-40) Blue Dragon (electricity), (41-60) Green Dragon (acid), (61-80) Red Dragon (fire), (81-100) White Dragon (cold).

Adamantine offers damage reduction of 1/- for light armor/shields, 2/- for medium armor and 3/- for heavy armor/shields.

** Weapon will be (1-25) Light Weapon, (26-50) One-Handed Weapon, (51-75) Two-Handed Weapon, (76-100) Ranged Weapon.

Weapon material has a chance to be (1-10) Silver, (11-20) Cold Iron, (21-30) Adamantine or (31-00) normal metal. (A ranged weapon will be ammo unless no ammo is used).

*** Wondrous Item – A Wondrous Item has a permanent power but may have limited uses in an encounter/day per the GM. Value to be determined by the GM.

**** Limited charges, roll 1d10.

Treasure and Magic Item Values/Cost

Every item on the treasure and magic items tables will have a value, assigned by the table, or a base cost which can be found in the equipment section.

Additional value or costs for special properties are listed below.

For Properties; __ of Power, __ of Speed, __ of Wisdom, __ of Life, __ of Armor*

Bonus	Additional Cost/Value
+1	1,000gp
+2	4,000gp
+3	9,000gp
+4	16,000gp
+5	25,000gp

* Non-armor items with a permanent (no charges) “__ of Armor” property are double the cost/value.

For Properties; __ of Endurance, __ of Shadow

Bonus	Additional Cost/Value
+1	500gp
+2	2,000gp
+3	4,500gp
+4	8,000gp
+5	12,500gp

For Properties; __ of Brilliance, __ of Tongues

Bonus	Additional Cost/Value
+1	250gp
+2	1,000gp
+3	2,250gp
+4	4,000gp
+5	6,250gp

Silver Items

Type	Additional Cost/Value
Ammunition	2gp
Light Weapon	20gp
One-Handed Weapon	90gp
Two-Handed Weapon	180gp

Mithril

Type	Additional Cost/Value
Light Armor	1,000gp
Medium Armor	4,000gp
Heavy Armor	9,000gp
Shield	1,000gp
Other Items	500gp/lb.

Cold Iron

Type	Additional Cost/Value
Any Item	x2 its Cost
Item Magical	2,000gp

Darkwood

Type	Additional Cost/Value
Any Wooden Item	10gp/lb.

Dragonhide

Type	Additional Cost/Value
Light Armor	2,500gp
Medium Armor	5,000gp
Heavy Armor	7,500gp
Shield	2,500gp

Adamantine

Type	Additional Cost/Value
Ammunition	60gp
Light Armor	5,000gp
Medium Armor	10,000gp
Heavy Armor	15,000gp
Weapon	3,000gp
Shield	2,000gp

Spells*

Level	Cost/Value	Level	Cost/Value
0	12gp	5	1,125gp
1	25gp	6	1,650gp
2	150gp	7	2,275gp
3	375gp	8	3,000gp
4	700gp	9	3,825gp

*Items with 1d10 charges.

Appendix A

Optional Rules

Heroism

The Microlite20 rules simplify the game by declining the use of “Feats” found in the SRD, however, sometimes this can decrease the compatibility with some D20 adventures in respect to power level. To alleviate some of that disparity we have the Heroism rule.

Heroism is a bonus equal to 1x the character’s level and may be applied to three of the following once per day.

1. Melee/Missile bonus
2. Damage
3. Saving Throw
4. Skill Check
5. Spell DC

Magic

Additionally, along with Heroism, we have three ways for spell casters to improve their spells. Each modifies a spell in a given way and each doubles the casting time of the spell so modified spells only allow the caster to cast the spell and take no other action, such as a move. Also, each requires an additional expenditure of hit points added to the cost of the spell at the time it is cast.

Extending – An extended spell lasts twice as long as it normally would. An extended spell costs an additional 2 hit points.

Empowering – An empowered spell does 50% more damage than it normally would. An empowered spell costs an additional 4 hit points.

Widening – A widened spell effects an area twice as big as it normally would. A widened spell costs an additional 6 hit points.



Appendix B

Miscellaneous Costs

Food, Drink and Lodging

Good or Services	Cost
Ale, mug	4cp
Inn stay (per day)	
Good	2gp
Common	5sp
Poor	2sp
Meals (per day)	
Good	5sp
Common	3sp
Poor	1sp
Wine, common, pitcher	2sp

Trade Goods

Item	Cost
One pound of wheat	1 cp
One pound of flour, or one chicken	2 cp
One pound of iron	1 sp
One pound of tobacco or copper	5 sp
One pound of cinnamon, or one goat	1 gp
One pound of ginger or pepper, or one sheep	2 gp
One pig	3 gp
One square yard of linen	4 gp
One pound of salt or silver	5 gp
One square yard of silk, or one cow	10 gp
One pound of saffron or cloves, or one ox	15 gp
One pound of gold	50 gp
One pound of platinum	500 gp

Selling Items

In general, a character can sell something for half its listed price, including weapons, armor, gear, and magic items.

Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

Spellcasting and Services

Services	Cost
Coach cab	3cp per mile
Hireling, trained	3sp per day
Hireling, untrained	1sp per day
Messenger	2cp per mile
Road or gate toll	1cp
Ship's passage	1sp per mile
Spell, 0-level	Caster level x5gp
Spell, 1 st -level	Caster level x10gp
Spell, 2 nd -level	Caster level x20gp
Spell, 3 rd -level	Caster level x30gp
Spell, 4 th -level	Caster level x40gp
Spell, 5 th -level	Caster level x50gp
Spell, 6 th -level	Caster level x60gp
Spell, 7 th -level	Caster level x70gp
Spell, 8 th -level	Caster level x80gp
Spell, 9 th -level	Caster level x90gp

Appendix C

Mass Combat

Most combat is carried out on a one-on-one basis with each set of stats, combat bonuses, armor class, hit points, etc., applying to a single character or monster. When you are dealing with large groups of characters and monsters this can be extended by adding a combat scale.

Combat scale is a multiplier that shows a unit relative to the norm. It is only applied to damage in combat between groups of different sizes. It acts as a multiplier and divisor for damage given and also any damage taken. Armor class, hit points and all other stats remain the same.

Combat Scale

Number in Group	Combat Scale (CS)
2-5	x3
6-10	x4
11-20	x5
21-40	x6
41-80	x7
81-160	x8
161-320	x9
321-640	x10

For example; a group of 20 goblins will have a CS5 per the table. The combat stats are still HD1d8+1 (5HP), AC15, Morningstar +2 D1d6, or Javelin +3 D1d4. Against anything with the same combat scale, for example a group of 15 elves, combat is resolved normally as if it was one goblin against one elf.

However, if the battle started off with groups of different CS than use the combat scale and reduce the scale as hit points are lost.

First, determine the hit points for the members of each group by taking the hit points

for a single member of the group and dividing it by the total members in the group.

For example; the 20 goblins have 5 hit points so, $5/20=.25\text{HP}$ each. One goblin therefore has .25 hit points. This number of hit points for each goblin will stay the same for the duration of the battle.

For example; if the 20 goblins above are reduced to 2 hit points than they have lost over half their group and are now CS4, ($5\text{HP}/20\text{ goblins} = .25\text{HP}$ each and taking 3HP in damage kills 12 of the goblins, ($3\text{HP damage} / .25\text{HP per goblin} = 12$). When down to just 1HP the goblins are CS3 ($4\text{HP damage} / .25\text{HP per goblin} = 16$) with only 4 goblins left alive.

To determine how much damage one given group gives or takes, multiply the damage given by the attacking groups CS and then divide this number by the defending groups CS.

For example; the elves mentioned above have reduced the goblins numbers down to 8, CS4. In the next round the elves score another hit and a 1 is rolled for damage. $1\text{ damage} \times \text{elves CS5} = 5$. Now take the elves' 5 damage / goblins CS4 = 1.25 or 1. The goblins take 1 hit point of damage which equals 4 of the goblin's group members ($1\text{HP damage} / .25\text{HP per goblin} = 4$).

If the combat scale becomes the same for both groups than resolve combat normally or until the two groups once again have different CS's.

Calculating EL's

Experience gained from taking part in a battle is equal to the HD of the opponent, +1 for each CS higher than your own.

For example; a member of the 20-strong grey company (CS5) would earn 3 EL's in a battle against 35 gnolls (2HD and CS6).

Mass Combat Examples

Orcs vs. Elves

Twenty Orcs (CS5 and 5HP) enter a forest glade where they are beset upon by 15 Elves (CS5). As their CS is the same, it's treated as a straight one-on-one combat. The Elven archers fire their longbows and hit for 3 hit points of damage. The Orcish group is down to 2 hit points with 8 Orcs left and CS4. The CS's are now different for the two groups, CS4 for the Orcs and CS5 for the Elves. Now mass combat and the combat scale come into play.

The orcs rally and snarl, preparing to flush out the elves with their barbed falchions as they charge into the bushes. Unable to locate the hidden elves the orcs scream as another volley of arrows are fired into their midst. The elves hit for 2 hit points of damage. 2HP damage x the elves CS of 5 = 10HP damage. 10HP damage / the orcs CS of 4 = 2.5 or 3HP of damage. The orcs only have .25HP each or a total group HP of 2 left and silence falls in the clearing as Orcish blood soaks into the grass.

Knights vs. Red Dragon

The 500-strong Order of the Purple Flame stands ready against the Red Dragon. They are CS10 while the Red Dragon is CS1, though formidable.

500 Knights: HD2d8+4 (14HP), AC18, Lance +7 D1d10+4, Longsword +6 D1d8+2
Red Dragon: HD13x12+39 (123), AC21, Bite +20 D2d6+7, Breath 10d10 (DEX+PHY DC24 1/2)

The Red Dragon flies high above and breathes flame across the Order's phalanx for 46 hit points of damage. The Knights dive for cover beneath their shields (DEX+PHY DC24 1/2) and they roll a 25 taking only half damage, 23HP. 23HP damage / CS of 10 = 2.3 or 2HP damage. The Knights have .03HP each (14/500=.028 or .03). 2HP damage / .03HP per Knight = 66.6 or 67 Knights who perish in the flames leaving 433 to face the beast. The Knights are still CS10.

The Knights ready their horses to charge as the Red Dragon lands to the thunder of 2000 hooves coming towards him. The Knights hit scoring 11 damage, 11 damage x CS of 10 =110 damage. The Red Dragon is a CS1 so he takes the entire 110

damage leaving 13HP and bleeding from the impact of many lances.

The Red Dragon roars and lunges in anguish, biting savagely. It hits for 17 damage. 17 damage / the Knights CS of 10 = 1.7 or 2 damage. 2 damage / the Knights .03HP each =66.6 or 67 dead Knights. There are now a total of 134 rider-less horses leaving 366 Knights who manage to maintain their CS10.

The Knights draw their longswords and surround the downed Red but their weapons do little more than scratch it as they miss.

The dragon turns to bite again and rolls a natural 20, a critical, doing 19 points of damage. 19 damage / the Knights CS of 10 =1.9 or 2 damage. 2 damage / the Knights .03HP each =66.6 or 67 Knights who perish. There are 299 Knights left who now have a CS9 due to their diminished numbers with a total of 8HP remaining.

After watching a few more of their number gobbled up the Knights attack again and their longswords bite true for 6 damage. The Knights 6 damage x their CS of 9 =54 damage. The Red Dragon is down for good, finally.



Appendix D

Random Adventure Creation

Sometimes you are overflowing with ideas for plots and places for the characters in your adventures to explore, other times, you're not.

To alleviate some of the stress of adventure or campaign creation, or in the event your player's characters head off in an unexpected direction, we have for you Random Adventure Creation tables. This will cover you in almost all circumstances, wilderness, dungeon, or other regions the characters may wander off to.

Random Dungeon Generator

The following "micro-sized" random dungeon generator can be used for those times when you don't have an adventure prepared, you just feel like winging it or want to play a solo game.

To use the random dungeon generator you will at least need to come up with a starting point for the character(s). It could be a passage, a room, or a door. If you start your random dungeon and are immediately confronted with something like a dead end, reroll the result.

d20	**Passages	Behind a Door	Chamber & Rooms	Exits	*Exit Location	Stairs	Door	d20
1	Straight 30'	Passage straight	Square 20'x 20'	None	Same wall as entrance	Ramp up 1 level	Secret DC20	1
2	Straight 50'	Passage left				Ramp down 1 level	Unlocked & Unstuck	2
3	Door	Passage right	Square 30'x 30'		Left Wall	Stairs down 1 level		Stuck DC13
4		Passage left	Rectangle 20'x 40'				4	
5	Straight 20' door on left or right	Passage left, right and straight	Rectangle 30'x 40'	1	Right Wall			5
6							Circle 20'x 20'	6
7	Straight 20' passage on left or right	Room or Chamber (Even number room, odd number chamber)	Circle 40'x 40'	2	Opposite Wall	Stairs up 1 level		7
8							Special	8
9	Trap		3	Trapdoor up		9		
10	Treasure				10			
11	"T" intersection		Monster	Trapdoor down		11		
12	"Y" intersection				12			
13	Passage goes left		4	Shaft		13		
14	Passage goes right				14			
15	Chamber		Stairs	Exit outside	Hold Portal		15	
16	Room	16						
17	Stairs	Monster		17				
18	Straight 20' stairs on left or right	Monster		18				
19	Passage Ends	Trap		19				
20	Monster	Monster	Monster	Stairs		20		

Note: Some blocks will have two features that need to be determined, such as stairs and a passage.

* Exits from chambers are passages, exits from rooms are doors.

** A passage will continue for 30' before the feature indicated on the table unless a distance is noted.

Using the Random Dungeon Generator is fairly simple. Roll a d20 and reference the necessary features block column on the table.

Say you have the party at an old ruined monastery and they have discovered a passage under some rubble leading into darkness. You would roll a d20 and reference the Passages column. If you roll something like, "passage ends," that doesn't make sense, roll again. Okay, so you roll a d20 and get a 14. A roll of 14 on the Passages column indicates a Chamber is there. You may have noticed the ** note associated with Passages. A passage will continue for 30' before the feature indicated on the table unless a distance is noted. No distance is noted for a Chamber, so the Chamber will be located after 30' of passage. On your GM's map draw a straight 30' passage with an opening at the end for your chamber.

Now you need to know how big the chamber is. Did you notice the color in the background of the "Chambers" box? This color-code tells you what column to roll on and reference next. The light red color tells you to go to the "Chamber & Rooms" column. If you roll a d20 and get a 5 you would reference the "Chamber & Rooms" column and see that the chamber is "Rectangle 20' x 30'." Now you can draw in a rectangular 20' x 30' chamber on your map. The dark violet color of the "Rectangle 20' x 30'" box tells you to go to "Exits" next to determine how many exits out of the chamber there are.

This progression continues as you roll and create your dungeon. The roll results for a d20 are listed on both sides of the table to make it easier for you to find the block associated with your roll.

If a features block color references a color not found in the header row it means three possible things; further movement is no longer possible do to results of "Passage Ends," "None," or "Exit Outside," that you are in either a chamber or room and need to proceed to either the "Passages" column or "Door" column (chamber exits are passages and room exits are doors) or you ended with a result of "Monster", "Trap" or "Treasure."

For Monster or Trap results roll on the Random Monster Tables or the Random Trap Tables for the appropriate dungeon level to find what monster or trap lies ahead and then roll again on the previous column, ignoring any duplicate results, to determine the map content. If Monster is behind a door than ignore any result of Monster in the Chamber and Rooms column. An encounter with a Monster will also have Treasure.

For Treasure use the Treasure and Magic Items section. If any treasure is unguarded it will take a DC20 + dungeon level (SUB+Mind) Skill check to find it.

The "Special" found in the features block under Chamber & Rooms allows the GM to create something unique, such as a great hall, enormous cavern, etc., and the "Hold Portal" under the "Door" column is per the 1st level Wizard spell.

If a roll is made that would cause you to have to overrun areas of your dungeon already created either modify the result to fit your map or roll again.

Chamber, Room and Passage Dressing

d20	Room	Furnishings	Terrain	Miscellaneous	Personal
1	shrine, temple, chapel	basin, pews, lectern, shrine, pulpit	alter	decanter, robes, bag, bottle, bowl, censer, religious books	anklet, cassocks, decanter, bracer, book, candle snuffer
2	meditation	candelabrum, pedestal, mat, cushion, brazier	columns	chime, bell, drum, gong, horn, incense,	talisman, bandages, basket, bottle, bowl
3	gallery, game room, trophy room, common room	curtain, mosaic, loom, carpet	statue	animal (stuffed), candle, carving, horn, drum	armband, bracelet, scarab, coffer (jewelry),
4	privy	brazier, coat rack	sinkhole, fungus, mold	dust, dripping water, odor, bucket	box (jewelry), pendant, pin, cane, case
5	vault, treasury	chest, box	pillars	skull, trophy	brooch, medallion, cup, dipper, dish
6	library, study	bench, painting, chair, couch	dome	books, paper, scroll tube, scroll	buckle, clasp, food, hourglass
7	vestibule, lounge, antechamber, reception, office, entry, courtyard	sconce, tapestry, armchair, desk	fireplace	hourglass, jar, jug, kettle	cameo, collar
8	laboratory, summoning room	workbench, rug, shelf	obelisk	pentagram, scorch marks, herbs, mortar & pestle, wire, beaker, chalk, stone	pitcher, medal, knife, knucklebones, pipe
9	torture chamber	rack, stock, iron maiden, table	stalactite, stalagmite	whips, branding iron, chains, knives, manacles, bones, dried blood, skin, corpse	choker, chalice, mirror, mug, needle & thread
10	bestiary, cell, chantry, kennel, pen, prison, stable	cage, mattress, trough, garbage	ledge	straw, dung, odor, trash,	torc, comb, necklace, scented oil, pan,
11	crypt, tomb	casket, coffin	sarcophagus, rubble	cobwebs, scratches on wall	hair brush, chain, parchment, instrument,
12	divination, observatory	mural, bookcase, fresco	chasm	magic circle, crystal ball, ashes, potion, bottles, parchment, pot	hair pin, charm, rod
13	smithy	anvil, furnace	crevasse	bellows, smock, charcoal	earring, idol, periapt, pouch, quill
14	audience chamber, court, great hall, throne room	throne, chandelier, statues	balcony, dais, pillars, platform	mosaic, pennants	statuette, amulet, razor, salve, crown
15	dining hall, refectory	huge pot, buffet, crate, cupboard, table	recess	belt, boots, cap, cloak, gloves, apron	locket, religious beads, tiara, scroll
16	barracks, dormitory, storage	stool, bunk, pillow, trunk, sheet, weapons, armor, chamber pot, pallet	alcove	coat, doublet, hat, leggings, dress, tunic, surcoat, gauntlets, rope	religious symbol, headband, stopper, statuette
17	armory, guard room, training, arena, stockade	torches, relief, weapon rack, weapons, armor	fighting pit	coif, gauntlets, hood, kirtle, mantle, helm	ring, diadem, figurine, tankard, whetstone
18	pantry, cistern, kitchen	cabinet, cask, oven, pans, barrel, sack	fire pit, well	pouch, ladle, broom, spoon, apron, plate, platter, pot., saucer, fork, tongs, towel, whetstone	flask, pouch
19	closet, dressing room, sitting room, bedroom	bed, blanket, chairs, wardrobe, mirror, armoire, quilt	steps	gown, jerkin, hose, pantaloons, scarf, purse, kerchief, girdle, bag	scepter, coronet, tray, vase, vial
20	bath, bathhouse	pail, pegs, tub, screen	arch, pool	sandals, shift, slippers, oil, soap, ewer	staff, circlet, ewer, wig, whetstone, razor

Roll once and read across the row and categories or roll individually for each category to mix things up.

Random Trap Tables

d20	EL 1 Traps
1,2	Basic Arrow Trap
3,4	Camouflaged Pit Trap
5,6	Deeper Pit Trap
7,8	Fusillade of Darts
9-10	Poison Dart Trap
11-12	Poison Needle Trap
13-14	Portcullis Trap
15	Razor-Wire Across Hallway
16	Rolling Rock Trap
17	Scything Blade Trap
18	Spear Trap
19	Swinging Block Trap
20	Wall Blade Trap

d20	EL 2 Traps
1-2	Box of Brown Mold
3-4	Bricks from Ceiling
5-6	Burning Hands Trap
7-8	Camouflaged Pit Trap
9-10	Inflict Light Wounds Trap
11-12	Javelin Trap
13-14	Large Net Trap
15	Pit Trap
16	Poison Needle Trap
17	Spiked Pit Trap
18	Tripping Chain
19-20	Well-Camouflaged Pit Trap

d20	EL 3 Traps
1-2	Burning Hands Trap
3-4	Camouflaged Pit Trap
5-6	Ceiling Pendulum
7-8	Fire Trap
9-10	Hail of Needles
11-12	Acid Arrow
13-14	Pit Trap
15-16	Poisoned Arrow Trap
17-18	Spiked Pit Trap
19-20	Stone Blocks from Ceiling

d20	EL 4 Traps
1-2	Bestow Curse Trap
3-4	Camouflaged Pit Trap
5-6	Collapsing Column
9-10	Lightning Bolt Trap
11-12	Pit Trap
13-14	Poisoned Dart Trap
15-16	Spiked Pit Trap
17	Wall Scythe Trap
18	Water-Filled Room Trap
19,20	Wide-Mouth Spiked Pit Trap

d20	EL 5 Traps
1-2	Camouflaged Pit Trap
3	Doorknob w/Contact Poison
4-5	Falling Block Trap
6	Fire Trap
7	Fireball Trap
8	Flooding Room Trap
9-10	Fusillade of Darts
11-12	Moving Executioner Statue
13-14	Pit Trap
15-16	Poison Wall Spikes
17-18	Spiked Pit Trap
19	Spiked Pit Trap (80 ft)
20	Ungol Dust Vapor Trap

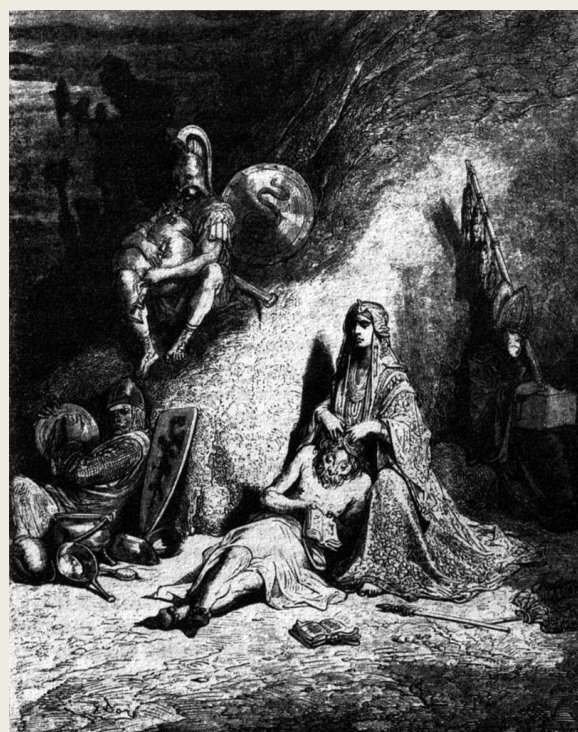
d20	EL 6 Traps
1-2	Built-to-Collapse Wall
3-4	Compacting Room
5-6	Flame Strike Trap
7-8	Fusillade of Spears
11-12	Lightning Bolt Trap
13-14	Spiked Blocks from Ceiling
15	Spiked Pit Trap (100 ft)
16	Whirling Poison Blades
17-18	Wide-Mouth Pit Trap
19-20	Wyvern Arrow Trap

d20	EL 7 Traps
1-3	Blade Barrier Trap
4-5	Burnt Othur Vapor Trap
6-7	Chain Lightning Trap
8-10	Black Tentacles Trap
11-13	Fusillade of Poison Darts
14-15	Lock Covered in Dragon Bile
16-17	Water-Filled Room
18-20	Well-Camouflaged Pit Trap

d20	EL 8 Traps
1-4	Deathblade Wall Scythe
5-7	Destruction Trap
8-10	Insanity Mist Vapor Trap
11-13	Acid Arrow Trap
14-16	Power Word Stun Trap
17-20	Well-Camouflaged Pit Trap

d20	EL 9 Traps
1-4	Drawer Handle w/Poison
5-8	Dropping Ceiling
9-12	Incendiary Cloud Trap
13-16	Wide-Mouth Pit Trap
17-20	Wide-Mouth Poison Spike Pit

d20	EL 10 Trap
1-4	Crushing Room
5-8	Crushing Wall Trap
9-12	Energy Drain Trap
13-16	Summon Trap
17-20	Poison Spike Pit Trap



Random Monster Tables

Level 1 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Darkmantle	1-2
3-4	Drow	1-2
5-6	Duerger	1-2
7-8	Goblin	1-3
9-10	Hobgoblin	1-2
11-12	Kobold	1-4
13-14	Orc	1-2
15-16	Skeleton	1-2
17-18	Zombie	1-2
19-20	Roll on Level 2	-

Level 2 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Bugbear	1-3
3-4	Gnoll	2-3
5-6	Hippogriff	1-2
7-8	Pseudragon	1-2
9-10	Shocker Lizard	1-3
11-12	Spider, Large	1-2
13-14	Thoqqua	1-2
15-16	Wolf	1-2
17-18	Worg	1-2
19-20	Roll on Level 3	-

Level 1 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Gnoll	1-2
3-4	Kobold	1-4
5-6	Krenshar	1-2
7-8	Lizardfolk (water)	1-2
9-10	Merfolk (water)	1-2
11-12	Stirge	1-2
13-14	Tiefling	1-2
15-16	Troglodyte	1-2
17-18	Wolf	1-2
19-20	Roll on Level 2	-

Level 3 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Bugbear & Goblins	1 & 3-6
3-4	Earth Elemental	1-2
5-6	Gelatinous Cube	1
7-8	Ghast	1-2
9-10	Hell Hound	1-2
11-12	Ogre	1-2
13-14	Rust Monster	1
15-16	Shadow	1-2
17-18	Wight	1-2
19-20	Roll on Level 4	-

Level 2 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Bugbear	1-2
3-4	Dire Rat	3-6
5-6	Drow	2-3
7-8	Dueger	2-3
9-10	Ghoul	1-2
11-12	Grimlock	1-2
13-14	Shocker Lizard	1-3
15-16	Spider, Large	1-2
17-18	Thoqqua	1-2
19-20	Roll on Level 3	-

Level 3 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Air Elemental (HD4)	1-2
3-4	Ankheg	1-2
5-6	Centaur	1-2
7-8	Cockatrice	1-2
9-10	Dire Wolf	1-2
11-12	Dryad	1-2
13-14	Pegasus	1
15-16	Scorpion, Large	1-2
17-18	Yeth Hound	2-3
19-20	Roll on Level 4	-

Level 4 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Fire Elemental (4HD)	1-2
3-4	Gargoyle	1-2
5-6	Grick	1-3
7-8	Howler	1
9-10	Mimic	1-2
11-12	Minotaur	1-2
13-14	Ogre & Wolf	1 & 1-2
15-16	Otyugh	1-2
17-18	Vampire Spawn	1-2
19-20	Roll on Level 5	-

Level 5 Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Djinni	1
3-4	Ettercap	1-2
5-6	Green Hag	1
7-8	Hydra (5 heads)	1
9-10	Sea Hag & Thoqquas	1 & 1-2
11-12	Spider, Huge	1-2
13-14	Troll	1-2
15-16	Water Elem. (4 HD)	1-2
17-18	Winter Wolf	1-2
19-20	Roll on Level 6	-

Level 4 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Gargoyle	1-2
3-4	Griffon	1-2
5-6	Harpy	1-2
7-8	Owlbear	1-2
9-10	Pegasus	1
11-12	Pixie	1-2
13-14	Satyr	1-2
15-16	Sea Hag (water)	1-2
17-18	Vampire Spawn	1-2
19-20	Roll on Level 5	-

Level 6 Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Fire Elem. (8 & 4 HD)	1 & 1
3-4	Medusa & Hellhound	1 & 1
5-6	Mummy & Wight	1 & 1-2
7-8	Ogres	2-4
9-10	Shocker Lizard	4-8
11-12	Troll, Ogre & Worg	1 & 1 & 1
13-14	Wraith & Ghost	1 & 1-2
15-16	Xill	1-2
17-18	Xorn	1-2
19-20	Roll again on Level 7	-

Level 5 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Cloaker	1-2
3-4	Fire Elem. (8 HD)	1-2
5-6	Gargoyle	2-3
7-8	Gibbering Mouther	1-2
9-10	Medusa	1
11-12	Minotaur & Worgs	1 & 2-3
13-14	Mummy	1-2
15-16	Shadow Mastiff	1-2
17-18	Wraith	1-2
19-20	Roll on Level 6	-

Level 6 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Basilisk	1-2
3-4	Ettin	1-2
5-6	Manticore & Dryad	1 & 1
7-8	Phase Spider & Dryad	1 & 1-2
9-10	Salamander	1-2
11-12	Shambling Mound	1-2
13-14	Winter & Dire Wolf	1 & 1-2
15-16	Wyvern	1-2
17-18	Xill	1-2
19-20	Roll again on Level 7	-

Level 7 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Black Pudding	1
3-4	Drider	1-2
5-6	Minotaur	3-4
7-8	Salamand. & Howler	1 & 2
9-10	Scorpion, Huge	1-2
11-12	Spectre	1-2
13-14	Vampire Spawn	2-3
15-16	Water Elem. (16HD)	1
17-18	Xill & Otyugh	1 & 2-3
19-20	Roll on Level 8	-

Level 8 random Monsters (Outdoors)

d20	Monsters	# Encountered
	Chimera & Grn. Hag	1 & 1
	Dire Bear & Troll	1 & 1-2
	Earth Elem. (16 HD)	1-2
	Gorgon	1-2
	Gray Render	1-2
	Hill Gia. & Wint. Wolf	1 & 1
	Ogre Mage	1
	Stone Giant	1-2
	Treant	1
19-20	Roll on Level 9	-

Level 7 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Basilisk & Satyr	1 & 1
3-4	Bulette	1-2
5-6	Chimera	1-2
7-8	Dire Bear	1-2
9-10	Earth Elem. (16HD)	1
11-12	Hill Giant	1
13-14	Hydra (8 heads)	1
15-16	Nymph	1-2
17-18	Remorhaz	1-2
19-20	Roll on Level 8	-

Level 9 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Earth Elem. (16 HD)	2-3
3-4	Frost Giant	1-2
5-6	Hill Giant	2-3
7-8	Mummy	3-5
9-10	Ogre Mage	1-2
11-12	Ogre Mage, Xill, Xorn	1 & 1 & 1
13-14	Salamander	2-4
15-16	Spectre	2-3
17-18	Wraith	3-5
19-20	Roll on Level 10	-

Level 8 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Drider & Shad Mastiff	1 & 1-2
3-4	Hill Giant & Djinni	1 & 1
5-6	Ogre Mage	1
7-8	Spectre & Mummy	1 & 1-2
9-10	Spider & Scorp. Huge	1 & 1
11-12	Stone Giant	1-2
13-14	Troll	3-5
15-16	Water Elem. (16HD)	1
17-18	Wight	3-5
19-20	Roll on Level 9	-

Level 9 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Frost Giant	1-2
3-4	Gorgon	1-2
5-6	Gorgon & Wyvern	1 & 1
7-8	Gray Render	1-2
9-10	Hydra (10 heads)	1
11-12	Roc	1
13-14	Stone Giant & Ettin	1 & 1
15-16	Treant	1-2
17-18	Water Elem. (16 HD)	2-3
19-20	Roll on Level 10	-

Level 10 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Barbed Devil	1
3-4	Clay Golem	1-2
5-6	Fire Elem. (24 HD)	1
7-8	Flesh Golem	1-2
9-10	Frost & Hill Giant	1 & 1
11-12	Hill Giant	2-5
13-14	Iron Golem	1
15-16	Lich	1
17-18	Roper	1
19-20	Stone Golem	1

Level 10 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Cloud Giant	1
3-4	Fire Giant	1-2
5-6	Frost Worm	1
7-8	Hill Giant	2-5
9-10	Hydra (12 heads)	1
11-12	Kraken (water)	1
13-14	Naga, Guardian	1-2
15-16	Rakshasa	1-2
17-18	Roc & Hill Giant	1 & 1
19-20	Storm Giant	1

Themed Monster Tables

You can also create your own Random Monster Table that has a monster “theme” to it. For example, you could create; “The Goblin Caves!”

“The Goblin Caves!”

d20	Goblin Caves!	# Encountered
1-2	Goblins	1-4
3-4	Goblin Guards	1-2
5-6	Goblin Javelin Guards	1-2
7-8	Goblins	1-3
9-10	Goblin Mage (Mage)	1
11-12	Bugbear Mercenary	1
13-14	Goblin Queen (add 1 HD) Roll again and add to encounter.	1-2
15-16	Goblin King (add 2 HD) Roll again and add to encounter.	1-2
17-18	Goblin Shaman (Cleric) Roll again and roll	1
19-20	once more and add to encounter.	-

Blank Random Monster Theme Table

d20	Monsters	# Encountered
1-2		
3-4		
5-6		
7-8		
9-10		
11-12		
13-14		
15-16		
17-18		
19-20		

Random Wilderness Generator

Eventually your players will leave the depths of the dungeons and look to travel across the realm for new adventures. For this we have a Random Wilderness Generator to establish the lands around the character's hometown. It will fill in terrain and add the opportunity to find new towns and other dungeons whose depths are waiting to be explored.

To use the Random Wilderness Generator take the terrain that you currently have your player's characters set in and roll on the Random Wilderness Table for the new location they plan to move into. Locate the party's current terrain in the header row, roll a d20, and then locate the result in the column on the left. That's the terrain of the area they have moved into. The size of these areas is up to you but an agreeable distance is commonly 3-6 miles per square or hex on your map.

Random Wilderness Table

Terrain	Badland	Canyon	Desert	Flatland	Forest	Hills	Mtn's	Swamp	Water
Badlands	1-8	1	1	1,2	1,2	1,2	1,2	1	1
Canyon	9	2-9	2	3	3	3	3	2	2
Desert	10	10	3-10	4	4	4	4	3	3
Flatlands	11,12	11,12	11,12	5-11	5,6	5,6	5,6	4,5	4,5
Forest	13,14	13,14	13,14	12,13	7-12	7,8	7,8	6,7	6,7
Hills	15,16	15,16	15,16	14,15	13,14	9-14	9,10	8,9	8,9
Mountain	17,18	17,18	17,18	16,17	15,16	15,16	11-17	9,10	9,10
Swamp	19	19	19	18	17	17	18	11-15	11,12
Water	20	20	20	19,20	18-20	18-20	19,20	16-20	13-20

Random Terrain Examples

For some variation to the terrain rolled on the Random Wilderness Table use the following table.

Terrain	Examples
Badlands	brush, brackens, bush, crags, rough, scrub, thickets, veldt
Canyon	basin, chasm, crevasse, dale, gap, gorge, gulch, hollow, notch, ravine, rift, vale, valley
Desert	barrens, dunes, flat, sands, snowfield, waste
Flatlands	downs, fields, flats, heath, meadow, moor, plain, prairie, savanna, steppe
Forest	copse, glade, glen, grove, jungle, woods
Hills	barrow, bluff, cairn, dunes, foothills, ridges
Mountain	cliffs, glacier, mesas, pass, peak, summit, tor
Swamp	bayou, bog, fen, marsh, mire, morass, slough, quagmire
Water	bay, bend, brook, creak, delta, falls, gulf, harbor, inlet, lake, ocean, pond, rapids, river, sea, stream, tributary

When character explore a new area using the Random Wilderness Table you may also want to make a d20 roll on the following table to determine if there are any dwellings or abandoned locations there.

Dwellings and Abandoned Locations Table

d20	Dwellings or Abandoned Locations	d20	Abandoned Locations
1	Homestead - house, inn, lodging, quarters	1-14	Homestead - den, haunt, house, inn, lodging, quarters
2	Village - crossroads, hamlet, thorp	15	Village - crossroads, hamlet, thorp
3	Town	16	Town
4	City - capital, port	17	City
5	Castle – barbican, citadel, fasthold, fortress, garrison, hold, keep, manor, palace, stronghold	18	Tower - obelisk, pillar
6	Abandoned (roll on Abandoned Locations to the right)	19	Castle – barbican, citadel, fasthold, fortress, garrison, hold, keep, manor, palace, stronghold
7-20	Uninhabited	20	Monastery - abbey, temple

It's up to the Game Master to decide if an abandoned location contains any monsters or underground dungeon complex. Also, if any rolls indicate something doesn't make sense simply roll again.

Random Weather

Random weather is another way to spice up your adventure. Instead of the characters waking up to the same old day, this time they could wake up to a heat wave, a driving snowstorm or worse! Even if the weather is calm and normal a quick description of the day helps paint a picture in your player's imaginations.

Roll on the Random Weather Table and reference the text under the climate the characters are currently in. You may want to roll twice in a day to show changing weather conditions, once in the morning and once in the afternoon, it's up to you. You may also want to consider a penalty for *unfavorable conditions*, see the Player Skills section, if extreme weather is rolled.

Random Weather Table

d20	Weather	Cold Climate	Temperate Climate*	Desert
1-13	Normal Weather	Cold, calm	Normal for season**	Hot, calm
14,15	Abnormal weather	Heat wave (1-6) or cold snap (7-20)	Heat wave (1-10) or cold snap (11-20)	Hot, windy
16,17	Inclement weather	Precipitation, snow	Precipitation, normal for season	Hot, windy
18,19	Storm	Snowstorm	Thunderstorm, snowstorm	Duststorm
20	Powerful storm	Blizzard	Windstorm, blizzard, hurricane, tornado	Downpour

* Temperate includes Flatlands, forest, hills, mountains, swamp and warm waters.
 ** Winter is cold, summer is warm, spring and autumn are temperate. A swamp is slightly warmer in winter.

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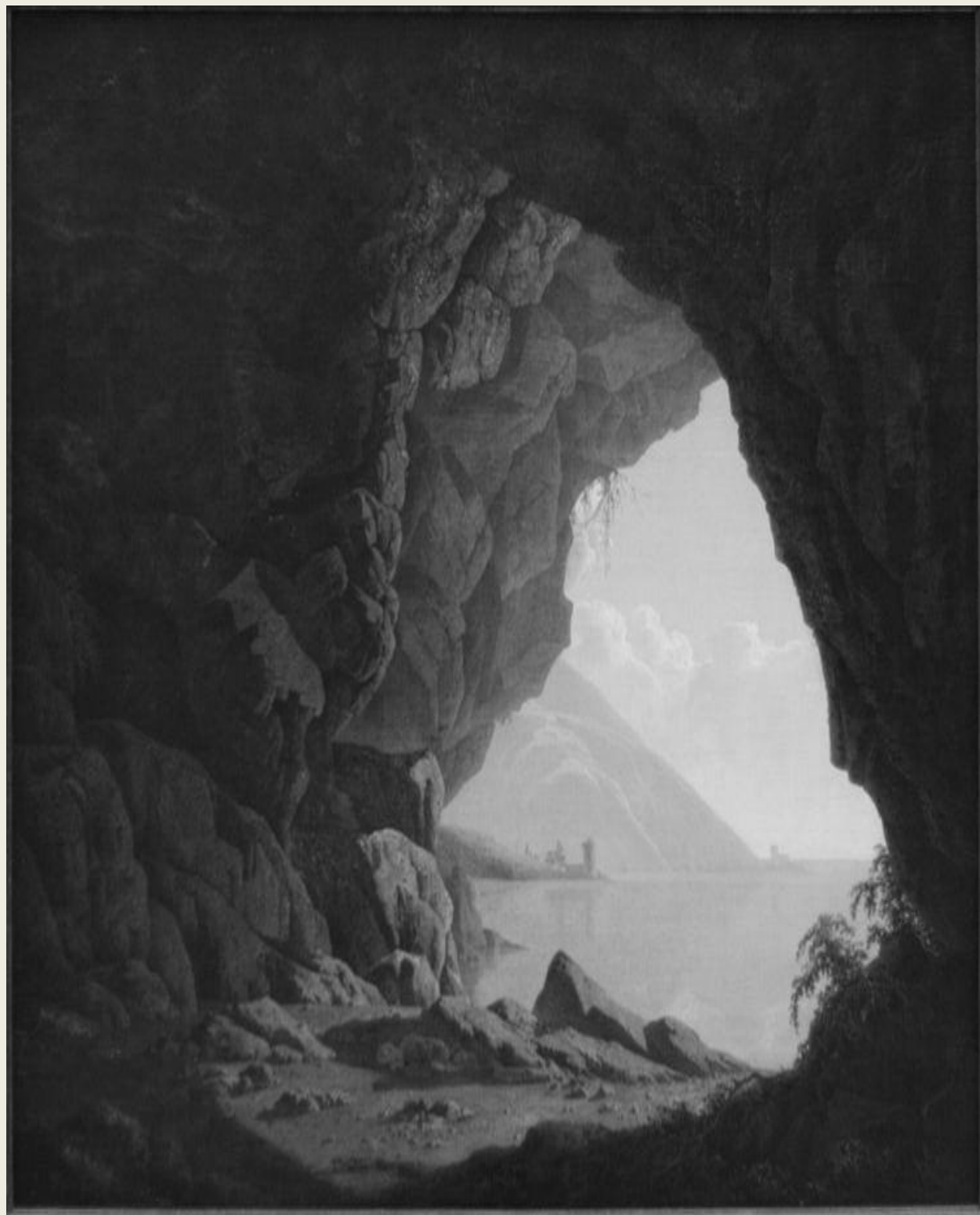
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DUNGEONFINDER

Book of Monsters



A Book of Monsters for the *DUNGEONFINDER* role-playing game, a streamlined version of the Primary Fantasy SRD rules, for use by itself or in combination with other Primary Fantasy SRD compatible games.





Revised by Chad E. Rose

Illustrations by Gustave Dore, Dorothy Hardy,
Dunker Tell, Viktor Vasnetsov, Joseph Wright

Additional help Bronwyn Davis

Special thanks to;

Greywulf for creating Microlite20.

The authors of the Purest Essence rules.

The Microlite20 community for all their
enthusiasm and ideas.

Seth Drebitko for keeping the legacy alive.

*"The goal was to create a simpler game but
one where all the resources of the Primary
Fantasy SRD (monsters, spells, adventures and
equipment) could be used without conversion."*

- The authors of Microlite20 Purest Essence.

On October 14th 2006 Greywulf (Robin V. Stacey) replied to a thread on the ENWorld forums and placed a link to his simplified version of the World's Most Popular Role-Playing Game. Two days later he started his own thread on those very forums, "Microlite20: The Smallest Thing in Gaming." This thread spanned 82 pages and 1,217 posts over a year and four months before it was closed and restarted due to the extreme length of the thread.

You could say Microlite20 met with some success.

On March 12th 2010 it was announced that Microlite20 was sold to Seth Drebitko and...

...the adventure's just begun.

What is the DUNGEONFINDER role-playing game?

To those new to role-playing games *DUNGEONFINDER* is a fantasy game where one person, called the Game Master, creates an adventure, controlling the people and monsters in it, while the other people play heroes they create who will explore the cities and castles and ruins in the adventure.

To the people with more experience with RPG's, *DUNGEONFINDER* is the Primary Fantasy SRD streamlined into a slimmer package and then having the Microlite20 rules dropped in on top to trim things down even further. A fast-paced game that may be easily used with adventures made for the *World's Most Popular Role-Playing Game* or the *World's Second Most Popular Role-Playing Game* based on the 3.5 edition rules.

Or, just use the *DUNGEONFINDER* Player's Guide, *DUNGEONFINDER* Game Master's Guide and *DUNGEONFINDER* Book of Monsters to create your own adventures. Everything you need is there, character creation and advancement, equipment, spells, monsters, treasure and magic-items, and a random adventure creator to help you along or for solo play.

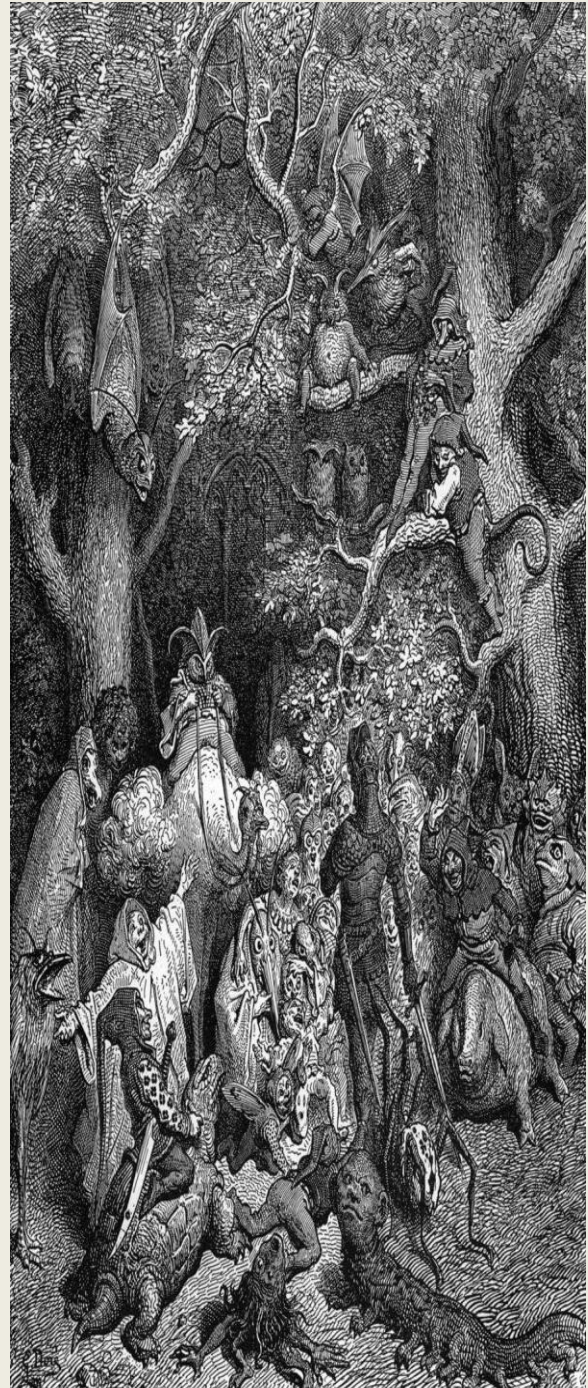
So what changes have been made to create a slimmer, trimmer, even more streamlined game? Well, the major changes are; the inclusion of only the four major classes, the elimination of feats, a streamlined skill system, a reduction to the spell lists, efficient monster listings, and a treasure and magic-item section that instead of being 100 pages long has been nicely reduced to just 5 pages!

Read on, fill your adventure with monsters and prepare for epic fantasy!

"Written rules by themselves cannot make for great adventure. The game master must envision a fantastic world and the players breathe life into it and only then will everyone be lost in epic fantasy."

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Monsters



Monsters in Microlite20 don't have levels like characters do but instead have what are called Hit Dice (HD). Hit Dice are a representation of how strong a monster is because the number of Hit Dice is the same number of times a die is rolled to determine the monster's Hit Points (HP).

The monsters in the tables below are grouped together by their Hit Dice, i.e. 1 Hit Die monsters are found in the Hit Die 1 table, 2 Hit Die in the Hit Die 2 table, etc.

Reading the Monster Entries

Each monster description is organized in the same general format, as outlined below.

Name, Size and Type – This is the name by which the creature is generally known. The descriptive text may provide other names. This line also describes the creature's size. A creature's size also determines how much space it occupies in a fight and how far it can reach to make a melee attack. A medium or smaller monster occupies a 5 ft. area and can attack anything within 5 ft., a large monster occupies a 10 ft. area and can attack anything up to 10 ft. away, Huge 15' area, and 15' attack, Gargantuan a 20 ft. area, and 20 ft. attack, and Colossal occupying a 30 ft. area and attacking up to 30 ft. away. Type determines how magic affects a creature.

Hit Dice – This line gives the creature's number and type of Hit Dice (the die rolled to generate hit points), and lists any bonus hit points. A parenthetical note gives the average hit points for a creature of the indicated number of Hit Dice. A creature's Hit Dice total is also treated as its level for determining how spells affect the creature and its maximum ranks in a skill.

Speed – This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature has other modes of movement, these are given after (or in place of) the land speed.

Armor Class – The Armor Class line gives the creature's AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor).

Attack/Damage – This line shows the single attack the creature makes with an attack action. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack

bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon. If the creature has several different weapons at its disposal, the alternatives are shown, with each different attack separated by the word "or". The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

Special Attacks and Special Qualities – Many creatures have unusual abilities. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defenses, vulnerabilities, and other special abilities that are not modes of attack. When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text.

Explanations of abilities not given here will be found in the, "Monsters Special Abilities," section found after the monster listings.

Abilities – This line lists the creature's ability scores, in the customary order: STR, DEX, and Mind.

Skills – This line gives the creatures Skill ranks.

Challenge Rating – This shows the average level of a party of four adventurers for which one creature would make an encounter of moderate difficulty.

Additional Notes

Monster Skills

All creatures have a bonus to all skills (*Physical, Subterfuge, Knowledge and Communication*) equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open – if you

need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

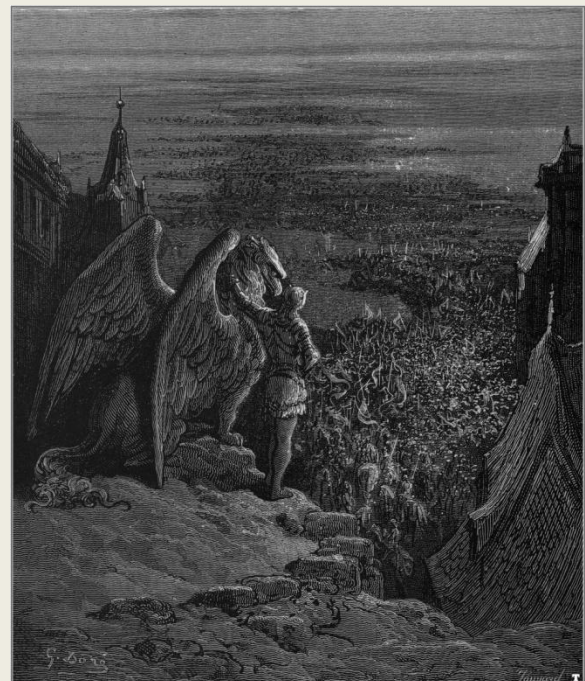
Monster Advancement

To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (e.g. d4->d6, d6->d8, etc).

Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create Your Own

Assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.



Monsters Hit Die 1

DARKMANTLE - Small Magical Beast

Hit Dice: 1d10+1 (6HP)

Speed: 4/6 (fly)

AC: 17 (+1 size, +6 natural)

Attack/Damage:

Slam +5 (1d4+4 & grab)

Special Attacks:

Grab – If slam attack hits may grapple and constrict

Constrict – 1d4+4

Darkness – 1x/day as spell caster level 5th

Special Qualities:

Blindsight 90 ft.

Abilities:

STR16(+3), DEX10, MIND 10

Skills: all @ 1

CR: 1

A Darkmantle is about 4' long and resembles an aerial squid with webbing between its tentacles that allow it to fly.

DIRE RAT - Small Animal

Hit Dice: 1d8+1 (5HP)

Speed: 8/4 (climb)

AC: 15 (+1 size, +3DEX, +1 natural)

Attack/Damage:

Bite +4 (1d4 & disease)

Disease – Filth Fever incubation 1d3 days 1d3 DEX/1d3 STR (Fort. DC11 neg.)

Special Attacks:

Disease – Filth Fever incubation 1d3 days 1d3 DEX/1d3 STR (Fort. DC11 neg.)

Special Qualities:

Low-light vision, scent

Abilities:

STR10, DEX17(+3), MIND 12 (+1)

Skills: all @ 1

CR: 1/3

This rat is the size of a small dog, about 4 feet long and 50 pounds, with a coat of coarse fur, a long a scabby tail and two glowing red eyes.

DROW - Medium Humanoid

Hit Dice: 1d8 (4HP)

Speed: 6

AC: 16 (+1DEX, +4 chain shirt, +1 light shield)

Attack/Damage:

Rapier +3 (1d6+1) or

Hand Crossbow +2 (1d4 & posion)

Poison – unconscious/ unconscious 2d4 hr. (Fort. DC13 neg.)

Special Attacks:

Spell-like Abilities – dancing lights/ darkness

Special Qualities:

Darkvision 120 ft., spell resistance 12, light blindness – such as sunlight or daylight spell causes blindness 1 round then dazzled

Abilities:

STR13(+1), DEX13 (+1), MIND 12 (+1)

Skills: all @ 1

CR: 1

White is the most common hair color among Drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red.

DUERGER - Medium Humanoid

Hit Dice: 1d8+5 (9)

Speed: 4

AC: 17 (+5 chainmail, +2 heavy shield)

Attack/Damage:

Warhammer +2 (1d8+1) or

Light Crossbow +1 (1d8)

Special Attacks:

Spell-like Abilities – 1x/day enlarge person/ invisibility

Special Qualities:

Darkvision 120 ft., immunity paralysis/ phantoms/ poison, light sensitivity – dazzled in sunlight/ daylight spell

Abilities:

STR13(+1), DEX11, MIND 10

Skills: all @ 1

CR: 1

Sometimes called gray dwarves, these evil beings dwell in the underground. Most Duerger are bald (even the females), and they dress in drab clothing that is designed to blend into stone. In their lairs they may wear jewelry, but it is always kept dull. They war with other dwarves, even allying with other underground creatures from time to time.

DWARF – Medium Humanoid

Hit Dice: 1d8+2

Speed: 4

AC: 16 (+4 scale mail, +2 heavy shield)

Attack/Damage:

Dwarven waraxe +3 (1d10+1) or

Shortbow +1 (1d6)

Special Qualities:

Darkvision 60 ft.

Abilities:

STR13(+1), DEX11, MIND 10

Skills: all @ 1

CR: ½

Short and stocky men and woman from under the mountains with ruddy skin, dark hair and dark eyes.

ELF – Medium Humanoid

Hit Dice: 1d8 (4)

Speed: 6

AC: 15 (+1 DEX, +3 studded leather, +1 light shield)

Attack/Damage:

Longsword +2 (1d8+1) or
Longbow +3 (1d8)

Special Qualities:

Immunity sleep spells, low-light vision

Abilities:

STR13(+1), DEX13(+1), MIND 10

Skills: all @ 1

CR: ½

Elves average 5 feet tall and typically weigh just over 100 pounds. Elves prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest.

GNOME – Small Humanoid

Hit Dice: 1d8+2 (6)

Speed: 4

AC: 15 (+1 size, +4 chain shirt, +1 light shield)

Attack/Damage:

Longsword +2 (1d6) or

Light Crossbow +3 (1d6)

Special Qualities:

Low-light vision

Abilities:

STR11, DEX11, MIND10

Skills: all @ 1

CR: 1/2

Gnomes stand 3 to 3½ feet tall and weigh 40 to 45 pounds. Their skin color ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Gnome males prefer short, carefully trimmed beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry.

GOBLIN – Small Humanoid

Hit Dice: 1d8+1 (5HP)

Speed: 6

AC: 15 (+1 size, +1 DEX, +2 leather armor, +1 light shield)

Attack/Damage:

Morningstar +2 (1d6) or

Javelin +3 (1d4)

Special Qualities:

Darkvision 60 ft.

Abilities:

STR11, DEX13(+1), MIND10

Skills: all @ 1

CR: 1/3

A goblin stands 3 to 3½ feet tall and weighs 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors.

HALFLING – Small Humanoid**Hit Dice:** 1d8+1 (5)**Speed:** 4**AC:** 15 (+1 size, +1 DEX, +3 studded leather, +1 light shield)**Attack/Damage:**Longsword +3 (1d6) or
Light Crossbow +3 (1d6)**Abilities:**

STR11, DEX13(+1), MIND10

Skills: all @ 1**CR:** ½*Halflings stand about 3 feet tall and usually weigh between 30 and 35 pounds. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen.***HOBGOBLIN – Medium Humanoid****Hit Dice:** 1d8+2 (6HP)**Speed:** 6**AC:** 15 (+1 DEX, +3 studded leather, +1 light shield)**Attack/Damage:**Longsword +2 (1d8+1) or
Javelin +3 (1d6+1)**Special Qualities:**

Darkvision 60 ft.

Abilities:

STR13(+1), DEX13(+1), MIND10

Skills: all @ 1**CR:** ½*Hobgoblins are larger cousins of goblins. Hobgoblins' hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair.***KOBOLD – Small Humanoid****Hit Dice:** 1d8 (4HP)**Speed:** 6**AC:** 15 (+1 size, +1 DEX, +1 nat., +2 leather)**Attack/Damage:**

Spear +1 1d6-1)

Special Qualities:

Darkvision 60 ft., light sensitivity

Abilities:

STR9(+0), DEX13(+1), MIND10(+0)

Skills: all @ 1**CR:** ¼*Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies. A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Its tail is non-prehensile. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2½ feet tall and weighs 35 to 45 pounds.***MERFOLK – Medium Humanoid****Hit Dice:** 1d8+2 (6)**Speed:** 1/10 (swim)**AC:** 15 (+1 DEX, +2 leather armor)**Attack/Damage:**Trident +2 (1d8+1) or
Heavy Crossbow +2 (1d10)**Special Qualities:**

Amphibious, low-light vision

Abilities:

STR13(+1), DEX13(+1), MIND10

Skills: all @ 1**CR:** ½*Slipping in and out of the crashing waves, this beautiful creature has the lower torso of a long, slender fish. A Merfolk is about 8 feet long from the top of the head to the end of the tail, and weighs about 400 pounds.***ORC – Medium Humanoid****Hit Dice:** 1d8+1 (5HP)**Speed:** 6**AC:** 13 (+3 studded leather)**Attack/Damage:**Falchion +4 (2d4+4) or
Javelin +1 (1d6+3)**Special Qualities:**Darkvision 60 ft., light sensitivity –
dazzled in daylight or by daylight spell**Abilities:**

STR17(+3), DEX11(+0), MIND8(-1)

Skills: all @ 1**CR:** ½*An Orc's hair usually is black. It has lupine ears, reddish eyes, a high forehead, and a prominent jaw with jutting teeth. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male Orc is a little over 6 feet tall and weighs about 210 pounds.***PIXIE - Small Fey****Hit Dice:** 1d6 (3HP)**Speed:** 4/12 (fly)**AC:** 16 (+1 size, +4 DEX, +1 nat.)**Attack/Damage:**Short sword +5 (1d4-2) or
Longbow +5 (1d6-2)**Special Attacks:**Spell-like Abilities – dancing lights/
dispel magic/ entangle (CL1)
Special arrows – memory loss arrow
(Will DC15 neg,) sleep arrow as Sleep
spell (Fort. DC15 neg.)**Special Qualities:**Damage reduction 10/cold iron, greater
invisibility as spell, low-light vision, spell
resistance 15**Abilities:**

STR7(-1), DEX18(+4), MIND 16(+3)

Skills: all @ 1**CR:** 4*A Pixie stands about 2½ feet tall and weighs about 30 pounds, with long, pointy ears and small wings. Pixies wear bright clothing, often including a cap and shoes with curled and pointed toes.***SKELETON – Medium Undead****Hit Dice:** 1d12 (6HP)**Speed:** 6**AC:** 15 (+1 DEX, +2 nat., +2 heavy steel shield)**Attack/Damage:**Scimitar +1 (1d6+1) or
2 Claws +1 (1d4+1)**Special Qualities:**Damage Reduction 5/bludgeoning,
darkvision 60 ft., immunity cold, undead
traits**Abilities:**

STR13(+1), DEX13(+1), MIND10

Skills: all @ 1**CR:** 1/3*Literally a creature of sinew and bone clad in various bits and pieces of armor and clothing with a dull glow in its empty eye sockets.***STIRGE – Tiny Magical Beast****Hit Dice:** 1d10 (5HP)**Speed:** 2/8 (fly)**AC:** 16 (+2 size, +4 DEX)**Attack/Damage:**

Touch +7 (attach)

Special Attacks:Attach – grapple and blood drain
Blood Drain - 1d4 STR (max 4)**Special Qualities:**

Darkvision 60 ft.

Abilities:

STR3(-4), DEX19(+4), MIND12(+1)

Skills: all @ 1**CR:** ½*A Stirge's hairy body is about 1 foot long, with a wingspan of about 2 feet and it weighs about 1 pound. It has eight clawed legs and a long stinger protruding from the front of its head.*

TIEFLING – Medium Outsider**Hit Dice:** 1d8+1 (5)**Speed:** 6**AC:** 15 (+1 DEX, +3 studded leather, +1 light shield)**Attack/Damage:**Rapier +3 (1d6+1) or
Light Crossbow +2 (1d8)**Special Attacks:**

Darkness – as spell 1x/day

Special Qualities:Darkvision 60 ft., resistance cold/
electricity/ fire 5**Abilities:**

STR13(+1), DEX13(+1), MIND12(+1)

Skills: all @ 1**CR:** ½

Planetouched is a general word to describe someone who can trace his or her bloodline back to an outsider, usually a fiend or celestial. This lanky man sneers as he draws his sword. Tiny horns and a barbed tail reveal that he is something more than human. The effects of having a supernatural being in one's heritage last for many generations.

Monsters Hit Die 2

GHOUL – Medium Undead**Hit Dice:** 2d10 (13HP)**Speed:** 6**AC:** 14 (+2 DEX, +2 nat.)**Attack/Damage:**Bite +2 (1d6+1 & paralysis & disease)
and
2 Claws +0 (1d3 & paralysis)**Special Attacks:**Paralysis – paralyzed 1d4 rnds (Fort.
DC12 neg.)
Disease – Ghoul Fever – incubation 1
day 1d3STR/ 1d3 DEX (Fort. DC12 neg.)
becomes Ghoul**Special Qualities:**Darkvision 60 ft., undead traits, +2 turn
resistance**Abilities:**

STR13(+1), DEX15 (+2), MIND 14 (+2)

Skills: all @ 2**CR:** 1

Drawn and rotting skin is pulled tight over this dead creatures bones while an eerie glow emanates from its eyes.

GNOLL – Medium Humanoid**Hit Dice:** 2d8+2 (11)**Speed:** 6**AC:** 14 (+1 natural, +2 leather armor, +2
heavy steel shield)**Attack/Damage:**Battleaxe +3 (1d8+2) or
Shortbow +1 (1d6)**Special Qualities:**

Darkvision 60 ft.

Abilities:

STR15(+2), DEX10, MIND 11

Skills: all @ 2**CR:** 1

Gnolls are tall, hyena-headed, evil humanoids with dirty yellow or reddish-brown fur that wander in loose tribes. A Gnoll is about 7½ feet tall and weighs 300 pounds.

GRICK – Medium Aberration**Hit Dice:** 2d8 (9)**Speed:** 6/4 (climb)**AC:** 16 (+2DEX, +4 natural)**Attack/Damage:**4 Tentacles +3 (1d4+2) and
Bite (1d3+1)**Special Qualities:**Damage reduction 10/ magic, darkvision
60 ft., scent**Abilities:**

STR14(+2), DEX14 (+2), MIND 14 (+2)

Skills: all @ 2**CR:** 3

An adult Grick is about 8 feet long from the tips of its tentacles to the end of its body and weighs some 200 pounds. Its body coloration is uniformly dark, its mouth a sickening tangle of tentacles and hooked jaws.

GRIMLOCK – Medium Monstrous Humanoid**Hit Dice:** 2d8+2 (11)**Speed:** 6**AC:** 15 (+1DEX, +4 natural)**Attack/Damage:**

Battleaxe +4 (1d8+3)

Special Qualities:Blindsight 40 ft., Immunity gaze attacks,
visual effects, illusions, and other attack
forms that rely on sight, scent**Abilities:**

STR15(+2), DEX13 (+1), MIND 10

Skills: all @ 2**CR:** 1

A muscular humanoid stares with dark, eyeless sockets using exceptional senses of smell and hearing to notice foes nearby. Brandishing a notched, stone battleaxe it emits a low growl.

KRENSHAR – Medium Magical Beast**Hit Dice:** 2d10 (11HP)**Speed:** 8**AC:** 15 (+2DEX, +3 nat.)**Attack/Damage:**Bite +2 (1d6) and
2 Claws +0 (1d4)**Special Attacks:**

Scare – sonic, frightened Will DC13 neg.

Special Qualities:

Darkvision 60 ft., low-light vision, scent

Abilities:

STR11, DEX14 (+2), MIND 12 (+1)

Skills: all @ 2**CR:** 1

The Krenshar is a strange, catlike carnivore with extremely flexible skin on its head. A typical Krenshar measures 4 or 5 feet in length with a long, narrow head. It weighs about 175 pounds.

LIZARDFOLK – Medium Humanoid**Hit Dice:** 2d8+2 (11)**Speed:** 6**AC:** 17 (+5 natural, +2 heavy shield)**Attack/Damage:**2 Claws +2 (1d4+1) and
Bite +0 (1d4) or
Club +2 (1d6+1) and
Bite +0 (1d4) or
Javelin +1 (1d6+1)**Special Qualities:**Hold Breath – A lizardfolk can hold its
breath for a number of rounds equal to
four times its STR score before it risks
drowning.**Abilities:**

STR13(+1), DEX10, MIND 10

Skills: all @ 2**CR:** 1

Lizardfolk resemble reptilian humans standing between 6' and 7' tall with brown, grey or green scales and a 3'-4' long tail, though some tribes dock their tails for religious beliefs.

PSEUDODRAGON – Tiny Dragon**Hit Dice:** 2d12+2 (15)**Speed:** 3/12 (fly)**AC:** 18 (+2 size, +2 DEX, +4 natural)**Attack/Damage:**Sting +6 (1d3-2 & poison) and
Bite +1 (1)**Special Attacks:**Poison – sleep 1 min/ sleep 3 hr. (Fort.
DC14 neg.)**Special Qualities:**Blindsight 60 ft., darkvision 60 ft.,
immunity sleep/ paralysis, low-light
vision, spell resistance 19, telepathy -
can communicate telepathically with
creatures that speak Common or Sylvan,
provided they are within 60 feet.**Abilities:**

STR6 (-2), DEX15(+2), MIND12(+1)

Skills: all @ 2**CR:** 1

This housecat-sized miniature dragon has fine scales, sharp horns, wicked little teeth, and a tail tipped with a barbed stinger. A Pseudodragon has a body about 1 foot long, with a 2-foot tail. It weighs about 7 pounds.

SHOCKER LIZARD – Small Magical Beast**Hit Dice:** 2d10+2 (13)**Speed:** 8/4/4 (climb/swim)**AC:** 16 (+1 size, +2 DEX, +3 natural)**Attack/Damage:**

Bite +3 (1d4)

Special Attacks:

Stunning Shock - 5 ft., (2d8 nonlethal damage Reflex DC12 ½)

Lethal Shock - Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10 + number of lizards contributing) reduces the damage by half.

Special Qualities:

Darkvision 60 ft., immune electricity, low-light vision

Abilities:

STR10, DEX15(+2), MIND12(+1)

Skills: all @ 2**CR:** 2

A Shocker Lizard has a pale gray or blue underside, shading to a darker hue on its back. It has blue-black markings along its back and tail. A Shocker Lizard is about 1 foot tall at the shoulder and weighs about 25 pounds.

SHRIEKER – Medium Plant**Hit Dice:** 2d8+2 (11)**Speed:** 0**AC:** 8 (-5 DEX, +3 natural)**Attack/Damage:**

-

Special Attacks:

Shriek - Movement or a light source within 10 feet of a Shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near Shriekers come to learn that the fungus's noise means there is food nearby.

Special Qualities:

Low-light vision, plant traits

Abilities:

STRO(-5), DEX0(-5), MIND0(-5)

Skills: all @ 2**CR:** 1

A shrieker is a stationary fungus that emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places, often in the company of violet fungi, whose poison they are immune to. Shriekers come in of shades of purple.

TROGLODYTE – Medium Humanoid**Hit Dice:** 2d8+4 (13)**Speed:** 6**AC:** 15 (-1 DEX, +6 natural)**Attack/Damage:**

Club +1 (1d6) and
Claw -1 (1d4) or
2 Claws +1 (1d4) and
Bite -1 (1d4) or
Javelin +1 (1d6)

Special Attacks:

Stench – 30 ft. sickened 10 rnds. (Fort. DC13 neg.)

Special Qualities:

Darkvision 90 ft.

Abilities:

STR10, DEX9(-1), MIND10

Skills: all @ 2**CR:** 1

A Troglodyte stands about 5 feet tall, weighs about 150 pounds and resembles Lizardfolk but are slightly smaller and even more reptilian looking.

VIOLET FUNGUS – Medium Plant**Hit Dice:** 2d8+6 (15)**Speed:** 2**AC:** 13 (-1 DEX, +4 natural)**Attack/Damage:**

4 Tentacles +3 (1d6+2 & poison)

Special Attacks:

Poison – 1d4STR/ 1d4 STR (Fort. DC 14 neg.)

Special Qualities:

Low-light vision, plant traits

Abilities:

STR14(+2), DEX8(-1), MIND11

Skills: all @ 2**CR:** 3

A Violet Fungi's coloration ranges from purple overall to dull gray or violet covered with purple spots. A violet fungus flails about with its tentacles at living creatures that come within its reach.

WOLF - Medium Animal**Hit Dice:** 2d8+4 (13HP)**Speed:** 10**AC:** 14 (+2DEX, +2 nat.)**Attack/Damage:**

Bite +3 (1d6+1 & trip)

Special Attacks:

Trip – If bite attack hits trip +1

Special Qualities:

Low-light vision, scent

Abilities:

STR13 (+1), DEX15 (+2), MIND 12 (+1)

Skills: all @ 2**CR:** 1

This powerful canine watches its prey with piercing yellow eyes, darting its tongue across sharp white teeth.

ZOMBIE - Medium Humanoid**Hit Dice:** 2d12+3 (16HP)**Speed:** 6 (can't run)**AC:** 11 (-1 DEX, +2 nat)**Attack/Damage:**

Slam +2 (1d6+1) or
Club +2 (1d6+1)

Special Qualities:

Single actions only, DR5/slashing, darkvision 60 ft., undead traits

Abilities:

STR12(+1), DEX8(-1), MIND10

Skills: all @ 2**CR:** ½

Literally a creature of sinew and bone clad in various bits and pieces of armor and clothing with a dull glow in its empty eye sockets.

Monsters Hit Die 3

ANKHEG – Large Magical Beast**Hit Dice:** 3d10+12 (28HP)**Speed:** 6/4 (burrow)**AC:** 18 (-1 size, +9 natural)**Attack/Damage:**

Bite +7 (2d6+7 & 1d4 acid & grab)

Special Attacks:

Spit Acid – 30 ft. line, 4d4 acid, (Reflex DC14 ½)
Grab – If hits with bite attack may grapple

Special Qualities:

Darkvision 60 ft., low-light vision, tremorsense 60 ft.

Abilities:

STR21 (+5), DEX10, MIND13(+1)

Skills: all @ 3**CR:** 3

The Ankheg is a segmented burrowing monster with a taste for fresh meat. An Ankheg has six clawed legs, mandibles, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.



BUGBEAR – Medium Humanoid**Hit Dice:** 3d8+3 (16HP)**Speed:** 6**AC:** 17 (+1 DEX, +3 natural, +2 leather, +1 light wooden shield)**Attack/Damage:**
Morningstar +5 (1d8+2) or
Javelin +3 (1d6+2)**Special Qualities:**
Darkvision 60 ft., scent**Abilities:**
STR15 (+2), DEX12(+1), MIND10**Skills:** all @ 3**CR:** 2*Taller than a man, a Bugbear's muscular body is covered in thick coarse fur and they have long, sharp fangs and claws.***CHOKER – Small Aberration****Hit Dice:** 3d10+3 (16HP)**Speed:** 4/2 (climb)**AC:** 17 (+1 size, +2 DEX, +4 natural)**Attack/Damage:**
2 Tentacles +6 (1d3+3 & grab)**Special Attacks:**
Grab – If hits with bite attack may grapple and constrict
Cosntrict – (1d3+3)**Special Qualities:**
Darkvision 60 ft., quickness – may make additional standard or move**Abilities:**
STR16 (+3), DEX14(+2), MIND13(+1)**Skills:** all @ 3**CR:** 2*These vicious little predators lurk underground, grabbing whatever prey happens by. The size of a human child its long-limbed hands and feet have spiny pads that help the choker grip almost any surface.***HIPPOGRIFF – Large Magical Beast****Hit Dice:** 3d10+9 (25)**Speed:** 10/20 (fly)**AC:** 15 (-1 size, +2 DEX, +4 natural)**Attack/Damage:**
2 Claws +6 (1d4+4) and
Bite +1 (1d8+2)**Special Qualities:**
Darkvision 60 ft., low-light vision, scent**Abilities:**
STR18(+4), DEX15(+2), MIND13(+1)**Skills:** all @ 3**CR:** 2*Hippogriffs are aggressive flying creatures with the torso and hind end of a horse and front legs, wings and head of a giant eagle.***SEA HAG – Medium Monstrous Humanoid****Hit Dice:** 3d8+6 (19)**Speed:** 6/8 (swim)**AC:** 14 (+1 DEX, +3 natural)**Attack/Damage:**
2 Claws +7 (1d4+4)**Special Attacks:**Horrific Appearance - The sight of a sea hag is so revolting that anyone who sets eyes upon one loses 2d6 STR (Fort. DC13 neg.) Will not drop targets STR below 0.
Evil Eye – 3x/day, a sea hag can cast its dire gaze upon any single creature within 30 ft, dazed 3 days (Will DC13 neg.)**Special Qualities:**
Amphibious, spell resistance 14, darkvision 60 ft.**Abilities:**
STR19 (+4), DEX12(+1), MIND13(+1)
Skills: all @ 3
CR: 4*A Sea Hag appears as a weatherworn old woman but the bent shape belies the maliciousness within.***SHADOW - Medium Undead****Hit Dice:** 3d12 (19)**Speed:** 8 (fly)**AC:** 13 (+2 DEX, +1 deflection)**Attack/Damage:**
Incorporeal Touch +3 (1d6 STR)**Special Attacks:**Strength Damage - The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.
Create Spawn - Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.**Special Qualities:**
Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits**Abilities:**
STR0(-5), DEX14(+2), MIND12(+1)**Skills:** all @ 3**CR:** 3*A gloomy patch of moving darkness in roughly the shape of a human.***THOQUUA – Medium Elemental****Hit Dice:** 3d8+3 (16HP)**Speed:** 6/4 (burrow)**AC:** 18 (+1 DEX, +7 natural)**Attack/Damage:**
Slam +4 (1d6+3 & 2d6 fire (Burn))**Special Attacks:**Heat - 2d6 fire if touching or touched by
Burn - 1d4 rnds (Reflex DC12 avoid)**Special Qualities:**

Darkvision 60 ft., elemental traits, immunity fire, tremorsense, vulnerability cold

Abilities:

STR15 (+2), DEX13(+1), MIND12(+1)

Skills: all @ 3**CR:** 2*This creature's thick, serpentine body is protected by dense, horny plates. A visible haze of heat rises from its red-hot scales.***YETH HOUND – Medium Outsider****Hit Dice:** 3d8+6 (19HP)**Speed:** 8/12 (fly)**AC:** 20 (+2 DEX, +8 natural)**Attack/Damage:**
Bite +6 (1d8+4 & trip)**Special Attacks:**
Bay - sonic, panicked 2d4 rnds. (Will DC11 neg.)
Trip - +3 to trip Skill check**Special Qualities:**
DR10/silver, Darkvision 60 ft., scent**Abilities:**
STR17 (+3), DEX15(+2), MIND14(+2)**Skills:** all @ 3**CR:** 3*A Yeth Hound stands 5 feet tall at the shoulder and weighs about 400 pounds. This emaciated, hairless canine has a strange air of menace and cruelty about it.*

Monsters Hit Dice 4

AIR ELEMENTAL – Medium Elemental**Hit Dice:** 4d8+8 (26)**Speed:** 20 (fly)**AC:** 18 (+5 DEX, +3 natural)**Attack/Damage:**
Slam +8 (1d6+1)**Special Attacks:**
Air mastery - Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.
Whirlwind – 30 ft. tall (see Monster Special Abilities)**Special Qualities:**
Darkvision 60 ft., elemental traits**Abilities:**
STR12 (+1), DEX21(+5), MIND11**Skills:** all @ 4**CR:** 3*This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.*

ASSASSIN VINE - Large Plant**Hit Dice:** 4d8+12 (30HP)**Speed:** 1**AC:** 15 (-1 size, +6 natural)**Attack/Damage:**

Slam +7 (1d6+7 & grab)

Special Attacks:

Grab – If slam attack hits may grapple causing constrict damage
 Constrict – 1d6+7
 Entangle – 30 ft. (Reflex DC13 avoid), otherwise DC 20 STR or Escape Artist check to break free.

Special Qualities:

Blindsight 30 ft., camouflage DC20 Spot check to notice, immunity electricity, plant traits, resistance cold/fire 10

Abilities:

STR20 (+5), DEX10, MIND 13 (+1)

Skills: all @ 4**CR:** 3

A vine about 20' long with smaller vines branching off that end in clusters of flat leaves with five finger-like shoots.

Skills: all @ 4**CR:** 3

In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slit pupils.

DRYAD – Medium Fey**Hit Dice:** 4d6 (14)**Speed:** 6**AC:** 17 (+4 DEX, +3 natural)**Attack/Damage:**

Dagger +6 (1d4) or
 Longbow +7 (1d8)

Special Attacks:

Spell-like abilities entangle/ suggestion

Special Qualities:

Damage reduction 5/ cold iron

Abilities:

STR10, DEX19(+4), MIND 15 (+2)

Skills: all @ 4**CR:** 3

A Dryad's delicate features are much like a female elf's, though her flesh is like bark or fine wood, and her hair is like a canopy of leaves that changes color with the seasons.

EAGLE, GIANT – Large Magical Beast**Hit Dice:** 4d10+4 (26)**Speed:** 2/16 (fly)**AC:** 15 (-1 size, +3 DEX, +3 natural)**Attack/Damage:**

2 Claws +7 (1d6+4) and
 Bite +2 (1d8+2)

Special Qualities:

Low-light vision, evasion

Abilities:

STR18 (+4), DEX17(+3), MIND14

Skills: all @ 4**CR:** 3

A typical giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size. It weighs about 500 pounds.

EARTH ELEMENTAL – Medium Elemental**Hit Dice:** 4d8+12 (30)**Speed:** 4**AC:** 18 (-1 DEX, +9 natural)**Attack/Damage:**

Slam +8 (1d8+7)

Special Attacks:

Earth mastery - An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.
 Push – An earth elemental can start a

bull rush maneuver and the combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Special Qualities:

Darkvision 60 ft., earth glide, elemental traits

Abilities:

STR21 (+5), DEX8(-1), MIND11

Skills: all @ 4**CR:** 3

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

GARGOYLE - Medium Monstrous Humanoid**Hit Dice:** 4d8+19 (37)**Speed:** 8/12 (fly)**AC:** 16 (+2 DEX, +4 natural)**Attack/Damage:**

2 Claws +6 (1d4+2) and
 Bite +4 (1d6+1) and
 Gore +4 (1d6+1)

Special Qualities:

Damage reduction 10/magic, darkvision 60 ft., freeze - A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Abilities:

STR15(+2), DEX14(+2), MIND 11

Skills: all @ 4**CR:** 4

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes.

CENTAUR - Large Monstrous Humanoid**Hit Dice:** 4d8+8 (26)**Speed:** 10**AC:** 14 (-1 size, +2 DEX, +3 nat.)**Attack/Damage:**

Longsword +7 (2d6+6) and
 2 Hooves +3 (1d6+2) or
 Longbow +5 (2d6+4)

Special Qualities:

Darkvision 60 ft.

Abilities:

STR18(+4), DEX14(+2), MIND 13 (+1)

Skills: all @ 4**CR:** 3

A Centaur has the upper body of a human and the lower body of a heavy horse.

DOPPELGANGER - Medium Monstrous Humanoid**Hit Dice:** 4d8+4 (22)**Speed:** 6**AC:** 14 (+1 DEX, +4 natural)**Attack/Damage:**

Slam +5 (1d6+1)

Special Attacks:

Detect thoughts – as spell (Will DC13 neg.)

Special Qualities:

Change shape – any small or med. humanoid, darkvision 60 ft., immunity sleep/ charm

Abilities:

STR12(+1), DEX13(+1), MIND 14 (+2)



GELATINOUS CUBE - Large Ooze**Hit Dice:** 4d10+32 (54)**Speed:** 3**AC:** 4 (-1 size, -5 DEX)**Attack/Damage:**

Slam +2 (1d6 & 1d6 acid)

Special Attacks:

Acid – does not harm metal or stone.

Engulf - Although it moves slowly, a Gelatinous Cube can simply mow down large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.

Paralysis - A Gelatinous Cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

Special Qualities:

Blindsight 60 ft., immunity electricity, Ooze traits, transparent - Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Abilities:

STR10, DEX1 (-5), MIND1(-5)

Skills: all @ 4**CR:** 3

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is 10 feet on a side and weighs about 15,000 pounds, though much larger specimens are not unknown.

GHAST - Medium Undead**Hit Dice:** 4d12+3 (29)**Speed:** 6**AC:** 17 (+3 DEX, +4 nat.)**Attack/Damage:**

Bite +2 (1d8+3 & paralysis & disease) and
2 Claws +3 (1d4+1 & paralysis)

Special Attacks:

Paralysis – paralyzed 1d4 rnds. (Fort. DC15 neg.)

Disease – Ghoul Fever – incubation 1 day 1d3STR/ 1d3 DEX (Fort. DC15 neg.)

becomes Ghoul

Stench – 10 ft. 1d6+4 min. (Fort. DC15 neg.)

Special Qualities:

Darkvision 60 ft., undead traits, +2 turn resistance

Abilities:

STR17(+3), DEX17 (+3), MIND 14 (+2)

Skills: all @ 4**CR:** 3

Eyes glow from deep within this creatures withered body as a sharp stench and toothy grin greets you.

GIBBERING MOUTHER - Medium Aberration**Hit Dice:** 4d8+24 (42)**Speed:** 2/4 (swim)**AC:** 17 (+1 DEX, +8 natural)**Attack/Damage:**

6 Bites +4 (1 & Grab) and
Spittle +4 30 ft. touch attack(1d4 acid & blindness(spittle))

Special Attacks:

Grab – if bite attack hits may Grapple
Spittle – blinded 1d4 rnds (Fort. DC18 neg.)

Gibbering – sonic 60 ft. confusion 1d2 rnds (Will DC13 neg.)

Swallow Whole - can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check.

Blood Drain - A swallowed opponent automatically takes 1d4 points of Strength damage each round.

Ground Manipulation - can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Special Qualities:

Amorphous, damage reduction 5/ bludgeoning, darkvision 60 ft.

Abilities:

STR10, DEX13 (+1), MIND 13 (+1)

Skills: all @ 4**CR:** 5

A Gibbering Moulder is a horrible creature seemingly drawn from a lunatic's nightmares with eyes and toothy mouths opening and closing all over the creature's doughy body.

OGRE - Large Giant**Hit Dice:** 4d8+11 (29)**Speed:** 6**AC:** 17 (-1 size, -1 DEX, +5 natural, +3 hide armor)**Attack/Damage:**

Greatclub +8 (2d8+7) or
Javelin +1 (1d8+5)

Special Qualities:

Darkvision 60 ft., low-light vision

Abilities:

STR21(+5), DEX8 (-1), MIND10

Skills: all @ 4**CR:** 3

Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

OWL, GIANT - Large Magical Beast**Hit Dice:** 4d10+4 (26)**Speed:** 2/14 (fly)**AC:** 15 (-1 size, +3 DEX, +3 natural)**Attack/Damage:**

2 Claws +7 (1d6+4) and
Bite +2 (1d8+2)

Special Qualities:

Low-light vision

Abilities:

STR18(+4), DEX17 (+3), MIND14(+2)

Skills: all @ 4**CR:** 3

Nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with good creatures. A typical giant owl stands about 9 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size.

PEGASUS - Large magical Beast**Hit Dice:** 4d10+12 (34)**Speed:** 12/22 (fly)**AC:** 16 (-1 size, +2 DEX, +3 natural)**Attack/Damage:**

2 Hooves +7 (1d6+4) and
Bite +2 (1d3+2)

Special Qualities:

Darkvision 60 ft., low-light vision, scent

Abilities:

STR18(+4), DEX15(+2), MIND 13(+1)

Skills: all @ 4**CR:** 3

A magnificent winged horse highly prized as an aerial steed, Pegasi are wild and shy creatures not easily tamed. A typical Pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. Pegasi cannot speak, but they understand Common.

HELLHOUND - Medium Outsider
Hit Dice: 4d8+4 (22)
Speed: 8
AC: 16 (+1 DEX, +5 natural)
Attack/Damage: Bite +5 (1d8+1 & 1d6 fire)
Special Attacks: Breath Weapon – fire 10 ft. cone 1x/2d4 rnds. (2d6 fire) (Reflex DC13 ½)
Special Qualities: Darkvision 60 ft., immunity fire, scent, vulnerability cold
Abilities: STR13(+1), DEX13(+1), MIND 10
Skills: all @ 4
CR: 3
<i>A typical hell hound stands 4½ feet high at the shoulder and weighs 120 pounds with reddish fur and black markings and features, white claws, and burning, fiery red eyes.</i>

SHADOW MASTIFF – Medium Outsider
Hit Dice: 4d8+12 (30)
Speed: 10
AC: 14 (+1 DEX, +3 natural)
Attack/Damage: Bite +7 (1d6+4)
Special Attacks: Bay - When a shadow mastiff howls or barks, all creatures within a 300-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Trip – can attempt trip +3 with successful bite attack
Special Qualities: Darkvision 60 ft., shadow blend - In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving total concealment. Artificial illumination, such as a light spell, does not negate this ability. A <i>daylight</i> spell, however, will, scent
Abilities: STR17(+3), DEX13(+1), MIND12(+1)
Skills: all @ 4
CR: 5
<i>This creature has the body of a large dog, with a smooth black coat and a mouth full of sharp teeth. A shadow mastiff is slightly more than 2 feet high at the shoulder and weighs about 200 pounds.</i>

SPIDER, LARGE – Large Spider
Hit Dice: 4d8+4 (22)
Speed: 6/4 (climb)
AC: 14 (-1 size, +3 DEX, +2 natural)
Attack/Damage: Bite +4 (1d8+3 & poison)
Special Attacks: Poison – 1d6STR/ 1d6STR (Fort. DC13 neg.) Web - This is similar to an attack with a

net but has a maximum range of 50 feet, with a range increment of 10 feet. An entangled creature can escape with a successful Escape Artist (DC13) check or burst it with a Strength check (DC17). The web has 12 hit points.
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits
Abilities: STR15(+2), DEX17(+3), MIND10
Skills: all @ 4
CR: 2
<i>All monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey. Monstrous spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can.</i>

UNICORN – Large Magical Beast
Hit Dice: 4d10+20 (42)
Speed: 12
AC: 18 (-1 size, +3 DEX, +6 natural)
Attack/Damage: Horn +11 (1d8+8) and 2 Hooves +3 (1d4+2)
Special Qualities: Darkvision 60 ft., spell-like abilities – cure light wounds/ neutralize poison/ teleport, immunity poison/ charm, low-light vision, scent
Abilities: STR20 (+5), DEX17(+3), MIND21(+5)
Skills: all @ 4
CR: 3
<i>This magnificent beast looks like a white horse, 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds, but with a single long ivory horn on its forehead.</i>

VAMPIRE SPAWN – Medium Undead
Hit Dice: 4d12+3 (29)
Speed: 6
AC: 15 (+2 DEX, +3 natural)
Attack/Damage: Slam +5 (1d6+4 & energy drain)
Special Attacks: Energy Drain – one negative level and vampire gains 5hp (Fort. DC14 neg.) Domination - A vampire spawn can crush an opponent's will just by looking onto his or her eyes 30 ft. (Will DC14 neg.) or fall instantly under the vampire's influence. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Blood Drain - A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of STR drain each round. On each such successful drain attack, the vampire spawn gains 5 temporary hit

pints.
Special Qualities: +2 Turn Resistance, damage reduction 5/ silver, darkvision 60 ft., fast healing 2, gaseous form, resistance cold/ electricity 10, spider climb – as the spell Wiz2, undead traits
Abilities: STR16 (+3), DEX14(+2), MIND13(+1)
Skills: all @ 4
CR: 4
<i>Vampire spawn are undead creatures that come into being when vampires slay mortals. Like their creators, spawn remain bound to their coffins and to the soil of their graves. Vampire spawn appear much as they did in life, although their features are often hardened, with a predatory look.</i>

WATER ELEMENTAL – Medium Elemental
Hit Dice: 4d8+12 (30)
Speed: 4/18 (swim)
AC: 19 (+1 DEX, +8 natural)
Attack/Damage: Slam +6 (1d8+4)
Special Attacks: Water Mastery - A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental). Drench - The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD). Vortex – A whirlpool, 30 ft. tall, with same traits as a Whirlwind (see Monster Special Abilities)
Special Qualities: Darkvision 60 ft., elemental traits
Abilities: STR16 (+3), DEX12(+1), MIND11
Skills: all @ 4
CR: 3
<i>This translucent creature's shape shifts between a spinning column of water and a crashing wave.</i>

WIGHT – Medium Undead**Hit Dice:** 4d12 (26)**Speed:** 6**AC:** 15 (+1 DEX, +4 natural)**Attack/Damage:**

Slam +3 (1d4+1 & energy drain)

Special Attacks:

Energy Drain – one negative level and Wight gains Shp (Fort. DC14 neg.)
 Create Spawn - Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death.

Special Qualities:

Darkvision 60 ft., undead traits

Abilities:

STR12(+1), DEX12(+1), MIND13(+1)

Skills: all @ 4**CR:** 3

A Wight is about the height and weight of a human but the appearance is a weird and twisted reflection of the form it had in life compared to its debased self now.

WORG – Medium Magical Beast**Hit Dice:** 4d10+8 (30HP)**Speed:** 10**AC:** 14 (+2 DEX, +2 natural)**Attack/Damage:**

Bite +7 (1d6+4 & Trip)

Special Attacks:

Trip – If bite attack hits may trip +3

Special Qualities:

Darkvision 60 ft., low-light-vision, scent

Abilities:

STR17 (+3), DEX15(+2), MIND14(+2)

Skills: all @ 4**CR:** 2

More intelligent than their smaller cousins, the wolf, a Worg has gray or black fur, grows to 5 feet long and stands 3 feet tall at the shoulder. It weighs 300 pounds.

Monsters Hit Die 5

COCKATRICE - Small Magical Beast**Hit Dice:** 5d10 (27)**Speed:** 4/12 (fly)**AC:** 14 (+1 size, +3 DEX)**Attack/Damage:**

Bite +9 (1d4-2 & petrification)

Special Attacks:

Petrification – turn to stone (Fort. DC12 neg.)

Special Qualities:

Darkvision 60 ft., low-light vision

Abilities:

STR6(-2), DEX17(+3), MIND 13 (+1)

Skills: all @ 5**CR:** 3

A male cockatrice has wattles and a comb, just like a rooster and resembles one as such except for its bat-like wings and long reptilian tail. Females, much

rarer than males, differ only in that they have no wattles or comb. A cockatrice weighs about 25 pounds.

ETTERCAP - Medium Aberration**Hit Dice:** 5d8+5 (27)**Speed:** 6/6 (climb)**AC:** 14 (+3 DEX, +1 natural)**Attack/Damage:**Bite +5 (1d8+2 & poison) and
2 Claws +3 (1d3+1)**Special Attacks:**

Poison – 1d6DEX/ 2d6DEX (Fort. DC15 neg.)

Web – (see Monster Special Abilities)

Special Qualities:

Low-light vision

Abilities:

STR14(+2), DEX17(+3), MIND 15 (+2)

Skills: all @ 5**CR:** 5

An ettercap is a hideous purple creature that walks upright like a man, but its face is that of a spider, and its hands are sickle-shaped claws. It stands about 6 feet tall and weighs about 200 pounds.

OGRE MAGE – Large Giant**Hit Dice:** 5d8+15 (37)**Speed:** 8/ 8 (fly)**AC:** 15 (-1 size, +5 natural, +4 chain shirt)**Attack/Damage:**

Greatsword +7 (3d6+7) or

Longbow +2 (2d6)

Special Attacks:

Spell-like Abilities – darkness/ cone of cold/ gaseous form

Special Qualities:

Change shape - an ogre mage can assume the form of any Small, Medium, or Large humanoid or giant, darkvision 60 ft., low-light vision, regeneration 5 –, fire and acid deal normal damage, spell resistance 19, flight – can cease or resume flight as a free action

Abilities:

STR21 (+5), DEX10, MIND14(+2)

Skills: all @ 5**CR:** 8

An ogre mage stands about 10 feet tall and weighs up to 700 pounds. Its skin varies in color from light green to light blue, its hair is black or very dark brown and tusks glisten from between its lips. A pair of stunted horns grows from its head. Ogre mages favor loose, comfortable clothing and lightweight armor.

OWLBEAR – Large magical Beast**Hit Dice:** 5d10+25 (52)**Speed:** 6**AC:** 15 (-1 size, +1 DEX, +5 natural)**Attack/Damage:**

2 Claws +9 (1d6+5 & grab) and

Bite +4 (1d8+2)

Special Attacks:

Grab – if hits with claw may grapple

Special Qualities:

Scent

Abilities:

STR21 (+5), DEX12(+1), MIND12(+1)

Skills: all @ 5**CR:** 4

An amalgam of fur and feathers, an Owlbear's coat ranges in color from brown-black to yellowish brown, this bizarre half-bear, half-owl monstrosity can stand as tall as 8 feet and weigh up to 1,500 pounds with huge, ursine claws and its beak is a dull ivory color. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes.

PHASE SPIDER - Large Magical Beast**Hit Dice:** 5d10+15 (42)**Speed:** 8/4 (climb)**AC:** 15 (-1 size, +3 DEX, +3 natural)**Attack/Damage:**

Bite +7 (1d6+4 & poison)

Special Attacks:

Poison – 1d8STR/ 1d8STR (Fort. DC17 neg.)

Special Qualities:

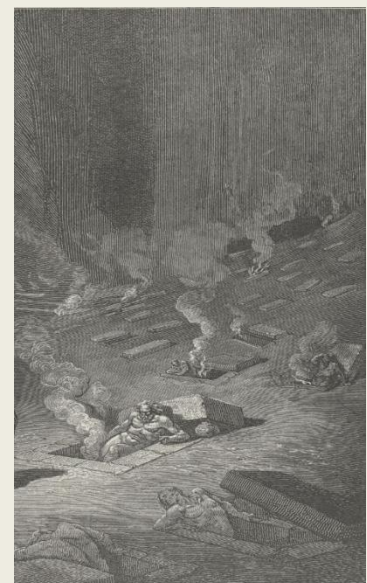
Darkvision 60 ft., ethereal jaunt - a phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or during a move action), low-light vision

Abilities:

STR17(+3), DEX17(+3), MIND13(+1)

Skills: all @ 5**CR:** 5

This large spider-like monster has an eerie, humanoid face surrounded by a shaggy mane of fur. Phase spiders are aggressive predators that can move quickly from the Ethereal Plane to attack opponents on the Material Plane. A typical phase spider's body is 8 feet long. It weighs about 700 pounds.



RUST MONSTER - Medium Aberration**Hit Dice:** 5d8+5 (27)**Speed:** 8**AC:** 18 (+3 DEX, +5 natural)**Attack/Damage:**

Antennae touch (rust) and Bite -2 (1d3)

Special Attacks:

Rust - A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved.

Special Qualities:

Darkvision, scent

Abilities:

STR10, DEX17(+3), MIND13(+1)

Skills: all @ 5**CR:** 3

This insect-like monster has four legs, a bumpy almost shell like back, strange triangular-shaped protrusion at the end of its tail, and two long, feathery antennae. The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact. The typical Rust Monster is the size of a small horse.

SATYR - Medium Fey**Hit Dice:** 5d6+5 (22)**Speed:** 8**AC:** 15 (+1 DEX, +4 natural)**Attack/Damage:**

Head Butt +2 (1d6) and Dagger -3 (1d4) or Shortbow +3 (1d6)

Special Attacks:

Pipes - Satyrs can play a variety of magical tunes on their pan pipes. When it plays, all creatures within a 60-foot spread must succeed on a DC 13 Will save or be affected by *charm person*, *sleep*, or *fear*.

Special Qualities:

Damage reduction 5/ cold iron, low-light vision

Abilities:

STR10, DEX13(+1), MIND13(+1)

Skills: all @ 5**CR:** 4

This handsome, grinning man has the furry legs of a goat and a set of curling ram horns extending from his temples. A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. A satyr is about as tall and heavy as a half-elf.

SCORPION, LARGE - Large Vermin**Hit Dice:** 5d8+10 (32)**Speed:** 10**AC:** 16 (-1 size, +7 natural)**Attack/Damage:**

2 Claws +6 (12d6+4 & grab) and Sting +1 (1d6+2 & poison)

Special Attacks:

Grab - if claw attack hits may grab and constrict
Constrict - on a successful grapple deals constrict damage (1d6+4)
Poison - 1d4STR/ 1d4STR (Fort. DC14 neg.)

Special Qualities:

Darkvision 60 ft., tremorsense 60 ft., vermin traits

Abilities:

STR19(+4), DEX10, MIND10

Skills: all @ 5**CR:** 3

Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.

WRAITH - Medium Undead (incorporeal)**Hit Dice:** 5d12 (32HP)**Speed:** 12 (fly)**AC:** 15 (+3 DEX, +2 Deflection)**Attack/Damage:**

Incorporeal touch +5 (1d4 & drain)

Special Attacks:

Drain - Fort. 1d6 STR DC14 Wraith gains 5HP

Special Qualities:

Darkvision 60 ft., daylight powerlessness - Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it, incorporeal traits, +2 turn resistance, undead traits, unnatural aura

Abilities:

STR0 (-5), DEX16(+3), MIND14(+2)

Skills: all @ 5**CR:** 5

Wraiths are incorporeal creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance reflects the shape it had in life. A wraith is about as tall as a human and is weightless.

XILL - Medium Elemental**Hit Dice:** 5d8+10 (32HP)**Speed:** 8**AC:** 20 (+3 DEX, +7 natural)**Attack/Damage:**

2 Short swords +7 (1d6+2) and 2 Claws +7 (1d4+2 & Grab) or 4 Claws +5 (1d4+2 & Grab) or 2 Longbows +4 (1d8)

Special Attacks:

Grab - (Grapple +2 (Bite 0d0 & par.))
Paralysis - 1d4 hr. (Fort. DC14 neg.)

Special Qualities:

Darkvision 60 ft., planewalk, SR21

Abilities:

STR15 (+2), DEX16(+3), MIND12(+1)

Skills: all @ 5**CR:** 6

This flame-red humanoid appears to be a strange mix of insect and reptile, with four arms and twitching, fanged mandibles.

Monsters Hit Die 6**BASILISK - Medium Magical Beast****Hit Dice:** 6d10+12 (45HP)**Speed:** 4**AC:** 16 (-1 DEX, +7 natural)**Attack/Damage:**

Bite +8 (1d8+3)

Special Attacks:

Petrifying Gaze - Turn to stone, 30 ft., Fort. DC13 neg.

Special Qualities:

Darkvision 60 ft., low-light vision

Abilities:

STR15 (+2), DEX8(-1), MIND12(+1)

Skills: all @ 6**CR:** 5

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. The creature weighs about 300 pounds.

CLOAKER - Large Aberration**Hit Dice:** 6d8+18 (45)**Speed:** 2/8 (fly)**AC:** 19 (-1 size, +3 DEX, +7 natural)**Attack/Damage:**

Tail slap +8 (1d6+5) and Bite +3 (1d4+2)

Special Attacks:

Moan - 30 ft. cone prone and nauseated 1d4+1 rnds (Fort. DC15 neg.)
Engulf - On successful grapple bites +4 and may still attack with tail

Special Qualities:

Darkvision 60 ft., shadow shift - concealment 1d4 rnds

Abilities:

STR21(+5), DEX16(+3), MIND 15 (+2)

Skills: all @ 6**CR:** 5

When resting or lying in wait, these creatures are almost impossible to distinguish from common black cloaks (the Cloaker's ivory claws look very much like bone clasps). Only when it unfurls does the horrific nature of the creature become apparent.

DIRE WOLF - Large Animal**Hit Dice:** 6d8+18 (45)**Speed:** 10**AC:** 14 (-1 size, +2 DEX, +3 natural)**Attack/Damage:**

Bite +11 (1d8+10 & trip)

Special Attacks:

Trip – if bite attack hits +11 to trip

Special Qualities:

Low-light vision, scent

Abilities:

STR25(+7), DEX15(+2), MIND 12 (+1)

Skills: all @ 6**CR:** 3

A huge wolf about the size of a horse with coarse fur and glowing eyes. Dire wolves are mottled gray or black, about 9 feet long and weighing some 800 pounds.

DRIDER – Large Aberration**Hit Dice:** 6d8+18 (45)**Speed:** 6/3 (climb)**AC:** 17 (-1 size, +2 DEX, +6 natural)**Attack/Damage:**2 Daggers +3 (1d6+2) and
Bite +1 (1d4+1 & poison) or
Shortbow +5 (1d8)**Special Attacks:**Poison – 1d6 STR/ 1d6 STR (Fort. DC16
neg.)Spells – as 6th Cleric/ WizardSpell-like Abilities darkness/ dispel
magic/ suggestion**Special Qualities:**

Darkvision 60 ft., spell resistance 17

Abilities:

STR15(+2), DEX15(+2), MIND 16 (+3)

Skills: all @ 6**CR:** 7

A Drider has the torso and head of a Drow and the lower body of a huge spider.

HOWLER - Large Outsider**Hit Dice:** 6d8+12 (39)**Speed:** 12**AC:** 17 (-1 size, +3 DEX, +5 natural)**Attack/Damage:**Bite +10 (2d8+5) and
1d4 quills +5 (1d6+2 & lodged)**Special Attacks:**Quills - each lodged quill gives -1
attacks, saves, checks (Reflex DC16 neg.)
DC20 heal check and 1d6 damage to
remove quill.**Special Qualities:**

Darkvision 60 ft.

Abilities:

STR21(+5), DEX17(+3), MIND 14 (+2)

Skills: all @ 6**CR:** 3

Howlers live on planes where chaos and evil hold sway. A howler is about 8 feet long and weighs about 2,000 pounds. This vile predator has a hide as thick and tough as leather. A howler's neck bristles with wicked ebony quills running from its head,

down its back, and to its tail.

HYDRA (5 heads) - Huge Magical Beast**Hit Dice:** 6d10+33 (66)**Speed:** 4/4 (swim)**AC:** 16 (-2 size, +1 DEX, +7 natural)**Attack/Damage:**

6 Bites +8 (1d10+3)

Special Qualities:Darkvision 60 ft., fast healing 16, low-
light vision, scent**Abilities:**

STR17(+4), DEX12(+1), MIND10

Skills: all @ 6**CR:** 5

Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds.

MANTICORE - Large Magical Beast**Hit Dice:** 6d10+24 (57)**Speed:** 6/10 (fly)**AC:** 17 (-1 size, +2 DEX, +6 natural)**Attack/Damage:**2 Claws +10 (2d4+5) and
Bite +8 (1d8+2) or
6 Spikes +8 (1d8+2)**Special Attacks:**Spikes - With a snap of its tail, a
manticore can loose a volley of six
spikes as a standard action (make an
attack roll for each spike). This attack
has a range of 180 feet with no range
increment. All targets must be within 30
feet of each other.**Special Qualities:**

Darkvision 60 ft., low-light vision, scent

Abilities:

STR20(+5), DEX15(+2), MIND 12 (+1)

Skills: all @ 6**CR:** 5

This creature has a vaguely humanoid head, the body of a lion, and the wings of a dragon. Its back has a row of spikes and its tail ends in long, sharp spikes.

MEDUSA – Medium Monstrous Humanoid**Hit Dice:** 6d8+6 (33)**Speed:** 6**AC:** 15 (+2 DEX, +3 natural)**Attack/Damage:**Shortbow +8/+3 (1d6) or
Dagger +8/+3 (1d4) and
Snakes +3 (1d4 & poison)**Special Attacks:**Poison – 1d6STR/ 2d6STR (Fort. DC15
neg.)Petrifying Gaze – 30 ft. turn to stone
(Fort. DC15 neg.)**Special Qualities:**

Darkvision 60 ft., immunity cold, low-

light vision, scent, vulnerability fire

Abilities:

STR18 (+4), DEX13(+1), MIND13(+1)

Skills: all @ 6**CR:** 5

This slender, attractive woman has strangely glowing eyes from a hideous face and a full head of writhing, hissing snakes for hair. A medusa tries to disguise its true nature until the intended victim is within range of its petrifying gaze, using subterfuge and bluffing games to convince the target that there is no danger. It uses normal weapons to attack those who avert their eyes or survive its gaze, while its poisonous snakes strike at adjacent opponents.

MINOTAUR – Large Monstrous Humanoid**Hit Dice:** 6d8+12 (39)**Speed:** 6**AC:** 14 (-1 size, +5 natural)**Attack/Damage:**Greataxe +9/+4 (3d6+6) and
Gore +4 (1d8+2)**Special Attacks:**Powerful Charge - A minotaur typically
begins a battle by charging at an
opponent, lowering its head to bring its
mighty horns into play. In addition to
the normal benefits and hazards of a
charge, this allows the beast to make a
single gore attack with a +9 attack
bonus that deals 4d6+6 points of
damage.**Special Qualities:**

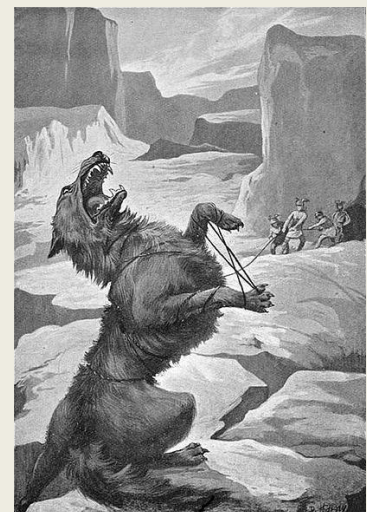
Darkvision 60 ft., scent

Abilities:

STR19 (+4), DEX10, MIND10

Skills: all @ 6**CR:** 4

With the body of a powerfully built man covered in thick hair and the head of a snarling bull, this creature stomps its hooves and its eyes gleam as if preparing to charge.



NYMPH – Medium Fey
Hit Dice: 6d6+6 (27)
Speed: 6/4 (swim)
AC: 14 (+3 DEX, +4 deflection)
Attack/Damage: Dagger +6 (1d4)
Special Attacks: Blinding Beauty – This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 17 Fortitude save or be blinded permanently as though by the blindness spell. A nymph can suppress or resume this ability as a free action. Spells – Cleric Spell-like Abilities – dimension door Stunning Glance – As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds.
Special Qualities: Damage reduction 10/ cold iron, low-light vision, unearthly grace - +4 to all saving throws
Abilities: STR10, DEX17(+3), MIND17(+3)
Skills: all @ 6
CR: 7
<i>A Nymph is about the height and weight of a delicate female elf that is both captivating and dangerous. She has long hair, large eyes and pointed, swept back ears.</i>

OTYUGH – Large Aberration
Hit Dice: 6d8+9 (36)
Speed: 4
AC: 17 (-1 size, +8 natural)
Attack/Damage: 2 Tentacles +4 (1d6 & grab) and Bite -2 (1d4 & disease)
Special Attacks: Grab – if hits with tentacle may grapple and constrict. Constrict – on successful grapple check deals automatic tentacle damage (1d6) Disease – Filth Fever, incubation 1d3 days, 1d3DEX/ 1d3STR (Fort. DC14 neg.)
Special Qualities: Darkvision 60 ft., scent
Abilities: STR11, DEX10, MIND12(+1)
Skills: all @ 6
CR: 4
<i>This three-legged creature is mostly mouth with rows of short sharp teeth. Three tentacles, two ending in round, flat hands with spiked barbs extend from its sides while the other one has eyes and extends from its rock-like back. A typical Otyugh has a body 8 feet in diameter and weighs about 500 pounds.</i>

TROLL – Large Giant
Hit Dice: 6d8+36 (63)
Speed: 6
AC: 15 (-1 size, +2 DEX, +5 natural)
Attack/Damage: 2 Claws +9 (1d6+6 & rend) and Bite +4 (1d6+3)
Special Attacks: Rend – if both claw attacks hit additional (2d6+9)
Special Qualities: Darkvision 90 ft., low-light vision, regeneration 5, scent
Abilities: STR23(+6), DEX14(+2), MIND9(-1)
Skills: all @ 6
CR: 5
<i>A typical adult troll is tall and thin standing about 9 feet tall and weighing 500 pounds. Females are slightly larger than males. A troll's rubbery hide is moss green, mottled green and gray, or putrid gray and their hair is usually greenish black or iron gray. Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and clawed hands drag along the ground. For all this seeming awkwardness, trolls are very agile.</i>

WINTER WOLF – Large Magical Beast
Hit Dice: 6d10+18 (51HP)
Speed: 10
AC: 15 (-1 size, +1 DEX, +5 natural)
Attack/Damage: Bite +9 (1d8+6 & 1d6 cold & trip)
Special Attacks: Trip – If bite attack hits may trip +8 Breath Weapon – 15 ft. cone 4d6 cold, Reflex DC16 ½ .
Special Qualities: Darkvision 60 ft., immunity cold, low-light vision, scent, vulnerability fire
Abilities: STR18 (+4), DEX13(+1), MIND13(+1)
Skills: all @ 6
CR: 5
<i>This bear-sized wolf, about 8 feet long and 4 1/2 feet at the shoulder, has white fur and ice-frost around its muzzle that tinkles as it moves its head. Its eyes are pale blue, almost white in color, and an icy-cold air comes out of its mouth in freezing breaths.</i>

Monsters Hit Die 7

DJINNI – Large Outsider
Hit Dice: 7d8+14 (45)
Speed: 4/12 (fly)
AC: 16 (-1 size, +4 DEX, +3 natural)
Attack/Damage: 2 Slams +10 (1d8+4)
Special Attacks: Air mastery - Airborne creatures take a -1 penalty on attack and damage rolls against a Djinni. Spell-like Abilities – invisibility/ create food and water/ gaseous form

Whirlwind – 50 ft. tall, (see Monster Special Abilities)
Special Qualities: Darkvision 60 ft., immunity acid, plane shift, telepathy 100 ft.
Abilities: STR18 (+4), DEX19(+4), MIND15(+2)
Skills: all @ 7
CR: 5
<i>This creature stands nearly twice as tall as a human with darkish skin and its lower torso trails away in a smoky vortex.</i>

GRIFFON – Large Magical Beast
Hit Dice: 7d10+21 (59)
Speed: 6/16 (fly)
AC: 17 (-1 size, +2 DEX, +6 natural)
Attack/Damage: Bite +11 (2d6+4) and 2 Claws +8 (1d4+2)
Special Attacks: Pounce – If Griffon dives or charges foe may add two rake attacks. Rake – (1d6+2)
Special Qualities: Darkvision 60 ft., low-light vision, scent
Abilities: STR18 (+9), DEX15(+2), MIND13(+1)
Skills: all @ 7
CR: 4
<i>Griffons are powerful, majestic creatures with the characteristics of both a lion, the body, and an eagle, the head and forelegs. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. A pair of broad, golden wings emerges from the creature's back and span 25 feet or more. A griffon weighs about 500 pounds.</i>

HARPY – Medium Monstrous Humanoid
Hit Dice: 7d8 (31)
Speed: 6/16 (fly)
AC: 13 (+2 DEX, +1 natural)
Attack/Damage: Club +7/+2 (1d6) and 2 Claws +2 (1d3)
Special Attacks: Captivating Song – 300 ft. sonic, mind-affecting charm as long as Harpy sings +1 rnd. victim takes no actions except to defend self (Will DC16 neg.)
Special Qualities: Darkvision 60 ft.
Abilities: STR10, DEX15(+2), MIND12(+1)
Skills: all @ 7
CR: 4
<i>Save for the tattered wings and taloned feet, this creature resembles a feral woman with a reptilian look about her. Harpies like to entrance hapless travelers with their magical songs and lead them to unspeakable torments. Only when a harpy has finished playing with its new "toys" will it release them from suffering by killing and consuming them.</i>

MIMIC – Large Aberration**Hit Dice:** 7d8+21 (52)**Speed:** 2**AC:** 15 (-1 size, +1 DEX, +5 natural)**Attack/Damage:**

2 Slams +9 (1d8+4)

Special Attacks:

Adhesive - A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples and crushes any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 16 Reflex save. A successful DC 16 Strength check is needed to pry it off. Crush – on a successful grapple (1d8+4)

Special Qualities:

Darkvision 60 ft., immunity acid, mimic shape - A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame.

Abilities:

STR19 (+4), DEX12(+1), MIND13(+1)

Skills: all @ 7**CR:** 4

A mimic appears as a normal object, chest, chair, or table and can have almost any dimensions, but usually is not more than 10 feet long. A typical mimic has a volume of 150 cubic feet (5 feet by 5 feet by 6 feet) and weighs about 4,500 pounds. When prey comes close the mimic grows appendages and a large mouth with many sharp teeth appears.

RAKSHASA – Medium Outsider**Hit Dice:** 7d8+21 (52)**Speed:** 8**AC:** 21 (+2 DEX, +9 natural)**Attack/Damage:**2 Claws +8 (1d4+1) and
Bite +3 (1d6)**Special Attacks:**

Detect Thoughts - A Rakshasa can continuously use *detect thoughts* as the spell (Will DC 15 neg.).

Spells - Wizard

Special Qualities:

Change shape - A Rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a Rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead), damage reduction 15/ good and piercing, darkvision 60 ft., spell resistance 27

Abilities:

STR12 (+1), DEX14(+2), MIND13(+1)

Skills: all @ 7**CR:** 10

A Rakshasa is about the same height and weight as a human, has the features of a tiger and its palms and backwards-bending fingers are on the tops of its hands. It's bestial, snarling visage leave little doubt as to its fiendish nature.

REMORHAZ – Huge Magical Beast**Hit Dice:** 7d10+35 (73)**Speed:** 6/4 (borrow)**AC:** 20 (-2 size, +1 DEX, +11 natural)**Attack/Damage:**

Bite +13 (2d8+12 & grab)

Special Attacks:

Grab – if bite hits may grapple

Swallow Whole - When a Remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the Remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15).

Special Qualities:

Darkvision 60 ft., heat - an enraged Remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a Remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the Remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a Remorhaz is allowed a DC 18 Fortitude save to avoid destruction, low-light vision, tremorsense 60 ft.

Abilities:

STR26 (+13), DEX13(+1), MIND12(+1)

Skills: all @ 7**CR:** 7

An immense centipede-like beast erupts from the snow, rows of chitinous plates on its back glowing red-hot. A Remorhaz is whitish-blue in color but pulses with a reddish glow from the heat its body produces. The creature is a little more than 20 feet long, with a body about 5 feet wide. It weighs about 10,000 pounds.

SPECTRE – Medium Undead**Hit Dice:** 7d12 (45)**Speed:** 8/16 (fly)**AC:** 15 (+3 DEX, +2 deflection)**Attack/Damage:**

Incorporeal Touch +6 (1d8 & energy drain)

Special Attacks:

Energy Drain – Spectre's touch deals two negative levels (Fort. DC15 neg.)

Create Spawn - Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command

of the spectre that created them and remain enslaved until its death.

Special Qualities:

Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness - powerless in natural sunlight and flee from it. A spectre caught in sunlight cannot attack and can take only a single move action or standard action in a round, undead traits, unnatural aura – animals can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so.

Abilities:

STR0, DEX16(+3), MIND15(+2)

Skills: all @ 7**CR:** 7

A Spectre looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. A Spectre is roughly human-sized and is weightless.

TREANT – Huge Plant**Hit Dice:** 7d8+35 (66)**Speed:** 6**AC:** 20 (-2 size, -1 DEX, +13 natural)**Attack/Damage:**

2 Slams +12 (2d6+9)

Special Attacks:

Animate Trees - A Treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a Treant in all respects. Animated trees lose their ability to move if the Treant that animated them is incapacitated or moves out of range.

Trample – 2d6+13 (Reflex DC22 ½)

Special Qualities:

Damage reduction 10/ slashing, low-light vision, plant traits, vulnerability fire

Abilities:

STR29(+9), DEX8(-1), MIND16(+3)

Skills: all @ 7**CR:** 8

This animated tree's bark is knotted into vaguely humanoid features, with branches for arms and roots for legs. A Treant is about 30 feet tall, with a "trunk" about 2 feet in diameter. It weighs about 4,500 pounds.

WYVERN – Large Dragon
Hit Dice: 7d12+14 (59HP)
Speed: 4/10 (fly)
AC: 18 (-1 size, -1 DEX, +8 nat.)
Attack/Damage: Sting +10 (1d6+4 & poison) and Bite +8 (2d8+4) and 2 Wings +8 (1d8+2) and 2 Talons +8 (2d6+4)
Special Attacks: Poison – 2d6 STR/ 2d6 STR (Fort. DC17 neg.) Talons – if both hit grapple attempt
Special Qualities: Darkvision 60 ft., immunity sleep/paralysis, low-light vision, scent
Abilities: STR19 (+4), DEX12(+1), MIND12(+1)
Skills: all @ 7
CR: 6
<i>A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail. A wyvern's body is 15 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 20 feet. A wyvern weighs about one ton.</i>

XORN - Medium Outsider
Hit Dice: 7d8+17 (48HP)
Speed: 4/4 (burrow)
AC: 24 (+14 nat.)
Attack/Damage: Bite +10 (4d6+3) and 3 Claws +8 (1d4+1)
Special Qualities: All-around vision, earth glide, DR5/bludgeoning, darkvision 60 ft., immunity cold/fire, resistance electricity 10, tremorsense 60 ft.
Abilities: STR17(+3), DEX10, MIND11
Skills: all @ 7
CR: 6
<i>This squat beast is as wide as it is tall. Strangely symmetrical, it has three arms, three legs, three eyes, and one huge mouth.</i>

Monsters Hit Die 8

AIR ELEMENTAL – Large Elemental
Hit Dice: 8d8+24 (60)
Speed: 20 (fly)
AC: 20 (-1 size, +7 DEX, +4 natural)
Attack/Damage: 2 Slams +12 (2d6+2)
Special Attacks: Air mastery - Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental. Whirlwind – 40 ft. tall (see Monster Special Abilities)
Special Qualities: Damage reduction 5/-, darkvision 60 ft., elemental traits

Abilities: STR14 (+2), DEX25(+7), MIND11
Skills: all @ 8
CR: 5
<i>This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.</i>

EARTH ELEMENTAL – Large Elemental
Hit Dice: 8d8+32 (68)
Speed: 4
AC: 18 (-1 size, -1 DEX, +10 natural)
Attack/Damage: 2 Slams +12 (2d8+7)
Special Attacks: Earth mastery - An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. Push – An earth elemental can start a bull rush maneuver and the combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.
Special Qualities: Damage reduction 5/-, darkvision 60 ft., earth glide, elemental traits
Abilities: STR25 (+7), DEX8(-1), MIND11
Skills: all @ 8
CR: 5
<i>This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.</i>

FIRE ELEMENTAL – Large Elemental
Hit Dice: 8d8+24 (60)
Speed: 10
AC: 18 (-1 size, +5 DEX, +4 natural)
Attack/Damage: 2 Slams +6 (2d6+2 & 2d6 fire (Burn))
Special Attacks: Burn - A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save, DC17, or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame.
Special Qualities: Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity fire, vulnerability cold
Abilities: STR14 (+2), DEX21(+5), MIND11
Skills: all @ 8
CR: 5
<i>This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.</i>

GORGON – Large Magical Beast
Hit Dice: 8d10+40 (85)
Speed: 6
AC: 20 (-1 size, +11 natural)
Attack/Damage: Gore +12 (1d8+7)
Special Attacks: Breath Weapon – 60 ft. cone, 1x/1d4 rnds., turn to stone, (Fort. DC19 neg.) Trample – (Reflex DC19 ½) (see Monster Special Abilities)
Special Qualities: Darkvision 60 ft., low-light vision, scent
Abilities: STR21 (+5), DEX10, MIND12(+1)
Skills: all @ 8
CR: 8
<i>This bull-like creature seems to be made of interlocking metallic plates. Faint plumes of green smoke puff from its mouth. A typical gorgon stands over 6 feet tall at the shoulder and measures 8 feet from snout to tail. It weighs about 4,000 pounds.</i>

HYDRA (8 heads) – Huge Magical Beast
Hit Dice: 8d10+40 (85)
Speed: 4/ 4 (swim)
AC: 18 (-2 size, +1 DEX, +9 natural)
Attack/Damage: 8 Bites +11 (1d10+4)
Special Qualities: Darkvision 60 ft., fast healing 18, low-light vision, scent
Abilities: STR19 (+4), DEX12(+1), MIND10
Skills: all @ 8
CR: 7
<i>Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds.</i>

INVISIBLE STALKER – Large Elemental
Hit Dice: 8d8+16 (52)
Speed: 6/6 (fly)
AC: 17 (-1 size, +4 DEX, +4 natural)
Attack/Damage: 2 Slams +10 (2d6+4)
Special Qualities: Darkvision 60 ft., elemental traits, natural invisibility - this ability is constant, allowing a stalker to remain invisible even when attacking.
Abilities: STR18 (+4), DEX19(+2), MIND15(+2)
Skills: all @ 8
CR: 7
<i>A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly. No true form can be detected, yet a sense of force and hulking malevolence is undeniable in this creature's presence.</i>

MUMMY – Medium Undead
Hit Dice: 8d12+3 (55)
Speed: 4
AC: 20 (+10 natural)
Attack/Damage: Slam +11 (1d6+10 & disease)
Special Attacks: Disease – Mummy Rot 1d6STR/ 1d6COM (Fort. DC16 neg.) (see Diseases) Despair - At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours.
Special Qualities: Damage reduction 5/-, darkvision 60 ft., undead traits, vulnerability fire
Abilities: STR24 (+7), DEX10, MIND14(+2)
Skills: all @ 8
CR: 5
<i>Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten and wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.</i>

SHAMBLING MOUND - Large Plant
Hit Dice: 8d8+24 (60)
Speed: 4/4 (swim)
AC: 20 (-1 size, +11 natural)
Attack/Damage: 2 Slams +11 (2d6+7 & grab)
Special Attacks: Grab – if hits with both slams may grapple and constrict Constrict – a successful grapple deals (2d6+7)
Special Qualities: Darkvision 60 ft., immunity electricity, low-light vision, plant traits, resistance fire 10
Abilities: STR21(+5), DEX10, MIND10
Skills: all @ 8
CR: 6
<i>A mass of tangled vines and dripping slime rises on two trunk-like legs, reeking of rot and freshly turned earth. Shambling mounds, also called Shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants. A Shambler's body has an 8-foot girth and is about 6 feet tall when the creature stands erect. It weighs about 3,800 pounds.</i>

SPIDER, HUGE – Huge Vermin
Hit Dice: 8d8+16 (52)
Speed: 6/4 (climb)
AC: 16 (-2 size, +3 DEX, +5 natural)
Attack/Damage: Bite +9 (2d6+6 & poison)

Special Attacks:
Poison – 1d6STR/ 1d6STR (Fort. DC13 neg.) Web - This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet. An entangled creature can escape with a successful Escape Artist (DC16) check or burst it with a Strength check (DC20). The web has 14 hit points.
Special Qualities:
Darkvision 60 ft., tremorsense 60 ft., vermin traits
Abilities:
STR19(+4), DEX17(+3), MIND10
Skills:
all @ 8
CR:
5
<i>This translucent creature's shape shifts between a spinning column of water and a crashing wave.</i>

WATER ELEMENTAL – Large Elemental
Hit Dice: 8d8+32 (68)
Speed: 4/18 (swim)
AC: 20 (-1 size, +2 DEX, +9 natural)
Attack/Damage: 2 Slams +10 (2d8+5)
Special Attacks: Water Mastery - A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental). Drench - The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD). Vortex – A whirlpool, 40 ft. tall, with same traits as a Whirlwind (see Monster Special Abilities)
Special Qualities:
Damage reduction 5/-, darkvision 60 ft., elemental traits
Abilities:
STR20 (+5), DEX14(+2), MIND11
Skills:
all @ 8
CR:
5
<i>This translucent creature's shape shifts between a spinning column of water and a crashing wave.</i>

Monsters Hit Die 9

BULETTE - Huge Magical Beast
Hit Dice: 9d10+45 (94)
Speed: 8/ 2 (burrow)
AC: 22 (-2 size, +2 DEX, +12 nat.)

Attack/Damage:
Bite +16 (2d8+8) and 2 Claws +10 (2d6+4)
Special Attacks:
Leap – may make 4 claw attacks
Special Qualities:
Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.
Abilities:
STR27(+8), DEX15(+2), MIND 13 (+1)
Skills:
all @ 9
CR:
7
<i>This armor-plated creature's toothy maw gapes wide as a fin-like dorsal plate rises between its shoulders. Also known as the landshark, the Bulette is a terrifying predator that lives only to eat.</i>

CHIMERA - Large Magical Beast
Hit Dice: 9d10+27 (76)
Speed: 6/10 (fly)
AC: 19 (-1 size, +1 DEX, +9 nat.)
Attack/Damage: Bite +12 (2d6+4) and Bite +12 (1d8+4) and Gore +12 (1d8+4) and 2 Claws +10 (1d6+2)
Special Attacks: Breath weapon – 40 ft. line acid 3d8 (Reflex DC17 ½)
Special Qualities:
Darkvision 60 ft., low-light vision, scent
Abilities:
STR19(+4), DEX13(+1), MIND 13 (+1)
Skills:
all @ 9
CR:
7
<i>This winged monster has the body of a lion, though two more heads flank its central feline one—a dragon and a horned goat. A Chimera is about 5 feet tall at the shoulder, nearly 10 feet long, and weighs about 4,000 pounds.</i>

FLESH GOLEM – Large Construct
Hit Dice: 9d10+30 (79)
Speed: 6
AC: 18 (-1 size, -1 DEX, +10 natural)
Attack/Damage: 2 Slams +10 (2d8+5)
Special Qualities:
Construct traits, damage reduction 5/ adamantine, darkvision 60 ft., immunity magic or spell-like abilities with spell resistance, low-light vision
Abilities:
STR25 (+7), DEX9, MIND11
Skills:
all @ 11
CR:
10
<i>A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. No natural animal willingly tracks a flesh golem. The golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions and no weapons. It stands 8 feet tall and weighs almost 500 pounds.</i>

GREEN HAG - Medium Monstrous Humanoid
Hit Dice: 9d8+9 (49)
Speed: 6/6 (swim)
AC: 22 (+1 DEX, +11 natural)
Attack/Damage: 2 Claws +13 (1d4+4)
Special Abilities: Spell-like Abilities – dancing lights/ disguise self Weakness - A green hag can weaken a foe by making a special touch attack, 2d4 STR (Fort. DC16 neg.) Mimicry - A green hag can imitate the sounds of almost any animal found near its lair.
Special Qualities: Darkvision 90 ft., spell resistance 18, water breathing
Abilities: STR19(+4), DEX12(+1), MIND 13(+1)
Skills: all @ 9
CR: 5
<i>Knots of dark, moldering hair spill over the features of this sickly, thin, green-skinned crone. Green hags are found in desolate swamps and dark forests. A green hag is about the same height and weight as a female human.</i>

SALAMANDER - Medium Outsider
Hit Dice: 9d8+18 (58)
Speed: 4
AC: 18 (+1 DEX, +7 natural)
Attack/Damage: Spear +11 (1d8+3 & 1d6 fire) and Tail Slap +9 (2d6+1 & 1d6 fire & grab)
Special Attacks: Grab – if tail slap attack hits may grapple and constrict. Constrict - A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check.
Special Qualities: Damage reduction 10/ magic, darkvision 60 ft., immunity fire, vulnerability cold
Abilities: STR14(+2), DEX13(+1), MIND15(+2)
Skills: all @ 9
CR: 6
<i>This snake-bodied humanoid hisses with anger. Spines of crackling flame dance along the creature's blackened, fiery-red scales.</i>

WILL-O-WISP - Small Aberration
Hit Dice: 9d8 (40)
Speed: 10 (fly)
AC: 29 (+1 size, +9 DEX, +9 deflection)
Attack/Damage: Shock +16 touch (2d8 electricity)
Special Qualities: Darkvision 60 ft., immunity magic, natural invisibility - A startled or frightened will-o'-wisp can extinguish its

glow, effectively becoming invisible as the spell.
Abilities: STR1(-5), DEX29(+9), MIND 16(+3)
Skills: all @ 9
CR: 6
<i>Will-o'-wisps can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1 foot across and weighing about 3 pounds, and its glowing body sheds as much light as a torch.</i>

Monsters Hit Die 10

BLACK PUDDING - Huge Ooze
Hit Dice: 10d10+60 (115)
Speed: 4/2 (climb)
AC: 3 (-2 size, -5 DEX)
Attack/Damage: Slam +8 (2d6+4 & 2d6 acid & grab)
Special Attacks: Acid - The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. Grab – if hits with slam may grapple and constrict Constrict - A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.
Special Qualities: Blindsight 60 ft., split - slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points, Ooze traits
Abilities: STR17(+3), DEX1(-5), MIND 1(-4)
Skills: all @ 10
CR: 7
<i>This black, amorphous blob piles up on itself, a quivering mound of midnight sludge that glistens darkly before surging forward. The typical black pudding measures 15 feet across and 2 feet thick. It weighs about 18,000 pounds.</i>

ETTIN - Large Giant
Hit Dice: 10d8+20 (65)
Speed: 6
AC: 18 (-1 size, -1 DEX, +7 natural, +3

hide)
Attack/Damage: 2 Morningstars +12/+7 (2d6+6) or 2 Javelins +5 (1d8+6)
Special Qualities: Low-light vision
Abilities: STR23(+6), DEX8(-1), MIND 10
Skills: all @ 10
CR: 6
<i>Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. The filthy giant wears tattered remnants of leather armor and clutches a large morningstar in each fist. Adult ettins are about 13 feet tall and weigh 5,200 pounds.</i>

GRAY RENDER - Large Magical Beast
Hit Dice: 10d10+70 (125)
Speed: 6
AC: 19 (-1 size, +10 natural)
Attack/Damage: Bite +15 (2d6+6 & grab) and 2 Claws +10 (1d6+3)
Special Attacks: Grab – if bite attack hits may grapple and rend. Rend – if grapple successful rends target (2d6+9)
Special Qualities: Darkvision 60 ft., low-light vision, scent
Abilities: STR23(+6), DEX10, MIND 12 (+1)
Skills: all @ 10
CR: 8
<i>A gray render stands about 9 feet tall in spite of its hunched posture and is about 4 feet wide. This hulking beast has slick, gray, hairless skin. Its numerous yellow eyes and wide toothy maw are its only facial features. It weighs about 4,000 pounds.</i>

HYDRA (10 heads) - Huge Magical Beast
Hit Dice: 10d10+53 (108)
Speed: 4/4 (swim)
AC: 20 (-2 size, +1 DEX, +11 natural)
Attack/Damage: 10 Bites +14 (1d10+5)
Special Qualities: Darkvision 60 ft., fast healing 20, low-light vision, scent
Abilities: STR21(+5), DEX12(+1), MIND10
Skills: all @ 10
CR: 9
<i>Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds.</i>

ROPER - Large Magical Beast
Hit Dice: 10d10+30 (85)
Speed: 2
AC: 24 (-1 size, +1 DEX, +14 natural)
Attack/Damage: 6 Strands +11 ranged touch (drag & weakness) and Bite +13 (2d6+6)
Special Attacks: Drag - If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round unless that creature breaks free, which requires a DC 23 Escape Artist check or a DC 19 Strength check. A roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points. Strands - The creature can have up to six strands at once, and they can strike up to 50 feet away. If a strand is severed, the roper can extrude a new one on its next turn as a free action. Weakness - A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage.
Special Qualities: Darkvision 60 ft., immunity electricity, low-light vision, resistance cold 10, spell resistance 30, vulnerability fire
Abilities: STR19(+4), DEX13(+1), MIND16(+3)
Skills: all @ 10
CR: 12
A huge eye opens in this conical creature's front, just above a toothy mouth. Long strands of fibrous material whip from its sides. A roper stands some 9 feet tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. It weighs 2,200 pounds. A roper's coloration and temperature change to match the features of the surrounding cave.

SCORPION, HUGE – Huge Vermin
Hit Dice: 10d8+30 (75)
Speed: 10
AC: 20 (-2 size, +12 natural)
Attack/Damage: 2 Claws +11 (1d8+6) and Sting +6 (2d4+3 poison)
Special Attacks: Grab – if claw attack hits may grab and constrict Constrict – on a successful grapple deals constrict damage (1d8+6) Poison – 1d6STR/ 1d6STR (Fort. DC18 neg.)
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits

Abilities: STR23(+6), DEX10, MIND10
Skills: all @ 10
CR: 7
<i>Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.</i>

Monsters Hit Dice 11

CLAY GOLEM – Large Construct
Hit Dice: 11d10+30 (90)
Speed: 4
AC: 22 (-1 size, -1 DEX, +14 natural)
Attack/Damage: 2 Slams +14 (2d10+7 & cursed wound)
Special Attacks: Cursed wound - The damage a clay golem deals doesn't heal naturally and resists healing spells. Casting a healing spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect.
Special Qualities: Construct traits, damage reduction 10/ adamantite and bludgeoning, darkvision 60 ft., haste 1x/day as the spell, immunity magic or spell-like abilities with spell resistance, low-light vision
Abilities: STR25 (+7), DEX9, MIND11
Skills: all @ 11
CR: 10
<i>This lumbering figure is sculpted from soft clay. It wears filthy rags and its face is only vaguely humanoid. A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.</i>

GUARDIAN NAGA – Large Aberration
Hit Dice: 11d8+44 (93)
Speed: 8
AC: 18 (-1 size, +2 DEX, +7 natural)
Attack/Damage: Bite +12 (2d6+7 & poison) or Spit +9 (poison)
Special Attacks: Poison – 1d10STR/ 1d10STR (Fort. DC19 neg.) Spit – 30' touch attack (poison) Spells – Cleric and Wizard
Special Qualities: Darkvision 60 ft.
Abilities: STR21 (+5), DEX14(+2), MIND19(+4)
Skills: all @ 11
CR: 10
<i>A contemplative humanoid face framed by a cobra-like hood adorns the body of this long, brightly colored serpent.</i>

LICH - Medium Undead
Hit Dice: 11d12 (66)

Speed: 6
AC: 23 (+2 DEX, +4 chain shirt, +5 natural, +2 deflection)
Attack/Damage: Touch +5 (1d8+5 negative energy & paralysis)
Special Attacks: Paralysis – permanent (Fort. DC18 neg.) Spells – Cleric, or, Wizard.
Special Qualities: Turn resistance +4, damage reduction 15/ bludgeoning or magic, immunity cold, electricity, polymorph and mind affecting attacks.
Abilities: STR10, DEX14(+2), MIND 22 (+6)
Skills: all @ 11
CR: 12
<i>A lich is an undead spellcaster, usually a wizard but sometimes a cleric, who has used its magical powers to unnaturally extend its life. A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets. Once fine robes hang in tatters from this withered corpse's frame.</i>

Monsters Hit Die 12

BARBED DEVIL (HAMATULA) – Medium Outsider
Hit Dice: 12d8+72 (126)
Speed: 6
AC: 29 (+6 DEX, +13 natural)
Attack/Damage: 2 Claws +18 (2d8+6 & fear & grab)
Special Attacks: Fear – on successful attack, as the spell, (Will DC20 neg.) Grab – on successful claw attack may grapple and impale Impale - A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.
Special Qualities: Barbed defense - Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longswords, do not endanger their users in this way, damage reduction 10/ good, darkvision 60 ft., immunity fire/ poison, resistance acid/ cold 10, spell resistance 23, spell-like abilities – teleport, telepathy
Abilities: STR23 (+6), DEX23(+6), MIND14(+2)
Skills: all @ 12
CR: 11
<i>From the tip of its lashing tail to the serrated features of its fang-filled visage, this fiery-eyed sentinel bristles with barbs. A barbed devil is about 7 feet tall and weighs about 300 pounds.</i>

DIRE BEAR - Large Animal
Hit Dice: 12d8+51 (105)
Speed: 8
AC: 17 (-1 size, +1 DEX, +7 natural)
Attack/Damage: 2 Claws +19 (2d4+10 & grab) and Bite +13 (2d8+5)
Special Attacks: Grab – if hits with claw attack may grapple
Special Qualities: Low-light vision, scent
Abilities: STR31(+10), DEX13(+1), MIND 12(+1)
Skills: all @ 14
CR: 7
<i>Spittle drips from this feral bear's roaring maw, and its matted fur is broken in places by wicked, bony growths. The omnivorous dire bear usually does not bother creatures that try to avoid it, but will aggressively defend a kill or other source of food. It will not hesitate to rip apart anything that might contain something edible. A typical dire bear is 12 feet long and weighs as much as 8,000 pounds.</i>

HILL GIANT - Large Giant
Hit Dice: 12d8+48 (102)
Speed: 6
AC: 20 (-1 size, -1 DEX, +9 natural, +3 hide armor)
Attack/Damage: Greatclub +16/+11 (2d8+10) or 2 Slams +15 (1d4+7) or Rock +8 (2d6+7)
Special Attacks: Rock Throwing
Special Qualities: Low-light vision, rock catching
Abilities: STR25(+7), DEX8(-1), MIND 10
Skills: all @ 12
CR: 7
<i>This hunched giant exudes power and a crude, stupid anger, its filthy fur clothing bespeaking a brutish and backwoods lifestyle. Skin color among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out. Adults are about 10½ feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old.</i>

HYDRA (12 heads) - Huge Magical Hydra
Hit Dice: 12d10+63 (129)
Speed: 4/4 (swim)
AC: 22 (-2 size, +1 DEX, +13 natural)
Attack/Damage: 12 Bites +17 (2d8+6)
Special Qualities: Darkvision 60 ft., fast healing 22, low-light vision, scent
Abilities: STR23(+6), DEX12(+1), MIND10

Skills: all @ 12
CR: 11
<i>Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds.</i>

Monsters Hit Die 13

DRAGON, RED (Old) – Gargantuan Dragon
Hit Dice: 23d12+161 (310)
Speed: 8/50 (fly)
AC: 23 (-1 size, -1 DEX, +8 natural, +7 half-plate armor)
Attack/Damage: Bite +32 (4d6+19) and 2 Claws +32 (2d8+13) and 2 Wings +30 (2d6+6) and Tail Slap +30 (2d8+19)
Special Attacks: Breath Weapon – 60 ft. cone 18d10 fire (Reflex DC31 ½) Tail Sweep – 30 ft. (2d6+19)(Reflex DC31 ½)
Special Qualities: Immunity fire, low-light vision, rock catching, vulnerability cold
Abilities: STR31 (+10), DEX9, MIND11
Skills: all @ 16
CR: 10
<i>This lumbering giant has short stumpy legs and powerful, muscular arms. Its hair and beard seem to be made of fire. Some fire giants have bright orange hair. An adult male is 12 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old. Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.</i>

Monsters Hit Die 14

FROST GIANT - Large Giant
Hit Dice: 14d8+70 (133)
Speed: 8
AC: 21 (-1 size, -1 DEX, +9 natural, +4 chain shirt)
Attack/Damage: Greataxe +18/+13 (3d6+13) or 2 Slams +18 (1d4+9) or Rock +9 (2d6+9)
Special Attacks: Rock Throwing
Special Qualities: Immunity cold, low-light vision, rock catching vulnerability fire
Abilities: STR29(+9), DEX9, MIND 14 (+2)
Skills: all @ 14
CR: 9
<i>This giant looks like a thick, muscular human. It has</i>

frost-white skin and long, light blue hair that it wears braided. A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors add chain shirts and metal helmets decorated with horns or feathers. An adult male is about 15 feet tall and weighs about 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old.

FROST WORM – Huge Magical Beast
Hit Dice: 14d10+70 (147)
Speed: 6/2 (burrow)
AC: 18 (-2 size, +10 natural)
Attack/Damage: Bite +21 (2d8+12 & 1d8 cold)
Special Attacks: Cold - A frost worm's body generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed take this same cold damage each time one of their attacks hits. Trill - This sonic mind-affect affects all creatures within a 100-foot radius. Creatures must succeed on a DC 17 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Breath Weapon - 30-foot cone, 1x/hr., damage 15d6 cold, (Reflex DC22 ½). Opponents held motionless by the frost worm's trill get no saving throw.
Special Qualities: Darkvision 60 ft., immunity cold, low-light vision, vulnerability fire
Abilities: STR26 (+8), DEX10, MIND11
Skills: all @ 14
CR: 12
<i>This immense white worm has a single circular eye in the center of its head. Wisps of icy fog waft up from between its mandibles. A frost worm is about 40 feet long, 5 feet in diameter, and weighs about 8,000 pounds.</i>



STONE GIANT - Large Giant**Hit Dice:** 14d8+56 (119)**Speed:** 6**AC:** 25 (-1 size, +2 DEX, +11 natural, +3 hide)**Attack/Damage:**
Greatclub +17/+12 (2d8+12) or
2 Slams +17 (1d4+8) or
Rock +11 (2d8+12)**Special Attacks:**

Rock Throwing

Special Qualities:

Darkvision 60 ft., low-light vision, rock catching

Abilities:

STR27(+8), DEX15(+2), MIND 12 (+1)

Skills: all @ 14**CR:** 8*This giant has chiseled, muscular features and a flat, forward-sloping head, looking almost as if it were carved of stone. Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old.***STONE GOLEM - Large Construct****Hit Dice:** 14d10+30 (107)**Speed:** 4**AC:** 26 (-1 size, -1 DEX, +18 natural)**Attack/Damage:**
2 Slams +18 (2d10+9)**Special Attacks:**

Slow – 10 ft., as the spell, 1x/2 rnds., lasts 7 rnds., (Will DC17 neg.)

Special Qualities:

Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity magic and spell-like abilities with spell resistance, low-light vision

Abilities:

STR29(+9), DEX9, MIND 11

Skills: all @ 14**CR:** 11*This towering stone automaton bears the likeness of an archaic, armored warrior. It moves with ponderous but inexorable steps. This golem has a humanoid body made from stone. A stone golem is 9 feet tall and weighs around 2,000 pounds. Its body is frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.*

Monsters Hit Die 15

FIRE GIANT – Large Giant**Hit Dice:** 16d8+64 (136)**Speed:** 6**AC:** 23 (-1 size, -1 DEX, +8 natural, +7 half-plate armor)**Attack/Damage:**Greatsword +20/+15/+10 (3d6+15) or
2 Slams +20 (1d4+10) or
Rock +10 (2d6+10 & 2d6 fire)**Special Attacks:**

Rock Throwing

Special Qualities:

Immunity fire, low-light vision, rock catching, vulnerability cold

Abilities:

STR31 (+10), DEX9, MIND11

Skills: all @ 16**CR:** 10*This lumbering giant has short stumpy legs and powerful, muscular arms. Its hair and beard seem to be made of fire. Some fire giants have bright orange hair. An adult male is 12 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old. Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.*

Monsters Hit Die 16

AIR ELEMENTAL – Huge Elemental**Hit Dice:** 16d8+64 (136)**Speed:** 20 (fly)**AC:** 21 (-2 size, +9 DEX, +4 natural)**Attack/Damage:**

2 Slams +19 (2d8+4)

Special Attacks:

Air mastery - Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Whirlwind – 50 ft. tall (see Monster Special Abilities)

Special Qualities:

Damage reduction 5/-, darkvision 60 ft., elemental traits

Abilities:

STR18 (+5), DEX29(+9), MIND11

Skills: all @ 16**CR:** 7*This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.***EARTH ELEMENTAL – Huge Elemental****Hit Dice:** 16d8+80 (152)**Speed:** 6**AC:** 18 (-2 size, -1 DEX, +11 natural)**Attack/Damage:**

2 Slams +19 (2d10+9)

Special Attacks:Earth mastery - An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.
Push – An earth elemental can start a bull rush maneuver and the combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.**Special Qualities:**

Damage reduction 5/-, darkvision 60 ft.,

earth glide, elemental traits

Abilities:

STR29 (+9), DEX8(-1), MIND11

Skills: all @ 16**CR:** 7*This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.***FIRE ELEMENTAL – Huge Elemental****Hit Dice:** 16d8+64 (136)**Speed:** 12**AC:** 19 (-2 size, +7 DEX, +4 natural)**Attack/Damage:**

2 Slams +17 (2d8+4 & 2d8 fire (Burn))

Special Attacks:

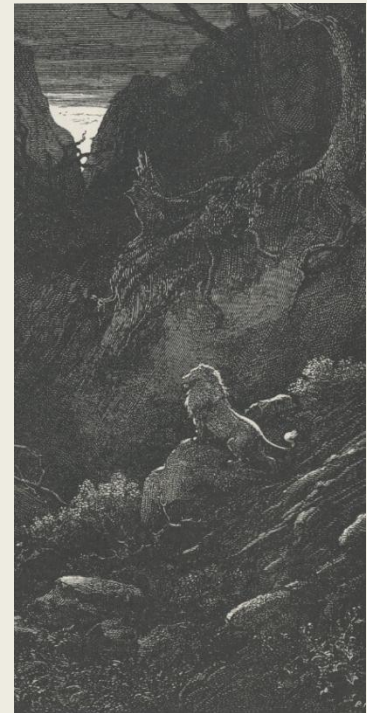
Burn - A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save, DC22, or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame.

Special Qualities:

Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity fire, vulnerability cold

Abilities:

STR18 (+4), DEX17(+3), MIND11

Skills: all @ 16**CR:** 7*This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.*

PURPLE WORM – Gargantuan Magical Beast**Hit Dice:** 16d10+112 (200)**Speed:** 4/4/2 (borrow/swim)**AC:** 19 (-4 size, -2 DEX, +15 natural)**Attack/Damage:**Bite +25 (2d8+12 & grab) and
Sting +20 (2d6+6 & poison)**Special Attacks:**

Grab – if bite attacks hits may grapple
Swallow Whole - can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17).

Poison – 1d6STR/ 2d6STR (Fort. DC25 neg.)

Special Qualities:

Tremorsense 60 ft.

Abilities:

STR35 (+12), DEX6(-2), MIND8(-1)

Skills: all @ 16**CR:** 12

This enormous worm is covered with dark purple plates of chitinous armor. Its giant, tooth-filled mouth is the size of an ox. The body of a mature purple worm is 5 feet in diameter and 80 feet long, weighing about 40,000 pounds. The creature has a poisonous stinger in its tail.

WATER ELEMENTAL – Huge Elemental**Hit Dice:** 16d8+80 (152)**Speed:** 6/22 (swim)**AC:** 21 (-2 size, +4 DEX, +9 natural)**Attack/Damage:**

2 Slams +17 (2d10+7)

Special Attacks:

Water Mastery - A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls.

An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental).

Drench - The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

Vortex – A whirlpool, 50 ft. tall, with same traits as a Whirlwind (see Monster Special Abilities)

Special Qualities:

Damage reduction 5/–, darkvision 60 ft.,

elemental traits

Abilities:

STR24 (+7), DEX18(+4), MIND11

Skills: all @ 16**CR:** 7

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

Monsters Hit Die 17

CLOUD GIANT – Huge Giant**Hit Dice:** 17d8+102 (178)**Speed:** 10**AC:** 25 (-2 size, +1 DEX, +12 natural, +4 chain shirt)**Attack/Damage:**Gargantuan Morningstar +22/+17/+12 (4d6+18) or
2 Slams +22 (1d6+12) or
Rock +12 (2d8+12)**Special Attacks:**

Rock throwing – (see Monster Special Abilities)

Spell-like Abilities – levitate/ fog cloud

Special Qualities:

Low-light vision, rock catching, scent

Abilities:

STR35 (+12), DEX13(+1), MIND16(+3)

Skills: all @ 17**CR:** 11

Cloud giants' skin ranges in color from milky white to light sky blue. Their hair is silvery white or brass, and their eyes are iridescent blue. Adult males are about 18 feet tall and weigh about 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old. Cloud giants dress in the finest clothing available and wear jewelry. To many, appearance indicates station. The better the clothes and the finer the jewelry, the more important the wearer. They also appreciate music, and most can play one or more instruments (the harp is a favorite).

Monsters Hit Die 18

IRON GOLEM – Large Construct**Hit Dice:** 18d10+30 (129)**Speed:** 4**AC:** 30 (-1 size, -1 DEX, +22 natural)**Attack/Damage:**

2 Slams +23 (2d10+11)

Special Attacks:

Breath Weapon – 10 ft. cube poisonous gas, lasts 1 rnd., 1d4STR/ 3d4STR (Fort. DC19 neg.)

Special Qualities:

Construct traits, damage reduction 15/ adamantine, darkvision 60 ft., immunity magic and spell-like abilities with spell resistance, low-light vision

Abilities:

STR33 (+11), DEX9, MIND11

Skills: all @ 18**CR:** 13

This iron automaton stands twice as tall as a normal human. Its heavy footsteps shake the ground with

*bone-jarring force.***ROC – Gargantuan Animal****Hit Dice:** 18d8+126 (207)**Speed:** 4/16 (fly)**AC:** 17 (-4 size, +2 DEX, +9 natural)**Attack/Damage:**2 Talons +21 (2d6+12) and
Bite +19 (2d8+6)**Special Qualities:**

Low-light vision

Abilities:

STR34 (+12), DEX15(+2), MIND13(+1)

Skills: all @ 18**CR:** 9

This immense raptor unleashes a shrill cry as it bares its talons, each large enough to carry off a horse.

Monsters Hit Die 19

STORM GIANT – Huge Giant**Hit Dice:** 19d8+114 (199)**Speed:** 7/6 (swim)**AC:** 27 (-2 size, +2 DEX, +12 natural, +5 breastplate)**Attack/Damage:**Greatsword +26/+21/+16 (4d6+21) or
2 Slams +26 (1d6+14) or
Longbow +14/+9/+4 (3d6+14)**Special Attacks:**

Spell-like abilities – chain lightning/ levitate

Special Qualities:

Freedom of movement - Storm giants have a continuous freedom of movement ability as the spell, immunity electricity, low-light vision, rock catching, water breathing

Abilities:

STR39 (+14), DEX14(+2), MIND20(+5)

Skills: all @ 19**CR:** 13

This giant is a towering, muscular human of heroic proportions, with bronze skin, dark hair, and sparkling green eyes. Adults are about 21 feet tall and weigh about 12,000 pounds. Storm giants can live to be 600 years old. Storm giants' garb is usually a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food.

Monsters Hit Die 20

BALOR – Large Outsider
Hit Dice: 20d8+200 (290)
Speed: 8/18 (fly)
AC: 35 (-1 size, +7 DEX, +19 natural)
Attack/Damage: +1 vorpal longsword +31/+26/+21/+16 (2d6+13) and +1 Flaming Whip +30/+25 (1d4+6 & 1d6 fire & entangle) or 2 Slams +31 (1d10+12)
Special Attacks: Entangle – A balor's +1 flaming whip entangles foes much like an attack with a net. The whip has 20 hit points. If it hits, the target and the Balor immediately make opposed Strength checks; if the balor wins, it drags the target against its flaming body (see below). The target remains anchored against the balor's body until it escapes the whip. Spell-Like Abilities – teleport/ un(Holy) Aura/ Implosion Vorpal Sword – On a natural 20 severs foes head.
Special Qualities: Damage reduction 15/ cold iron and good, darkvision 60 ft., flaming body - The body of a balor is wreathed in flame. Anyone grappling a Balor takes 6d6 points of fire damage each round, immunity electricity/ fire/ poison, resistance acid/ cold 10, spell resistance 28, telepathy, true seeing - Balors have a continuous <i>true seeing</i> ability, as the spell CL5.
Abilities: STR35 (+12), DEX25(+7), MIND24(+7)
Skills: all @ 20
CR: 20
This winged fiend's horned head and fanged visage present the perfection of the demonic form, about 12 feet tall and dark red skin with fire spurting from its flesh.

KRAKEN – Gargantuan Magical Beast (Aquatic)
Hit Dice: 20d10+180 (290)
Speed: 4 (swim)
AC: 20 (-4 size, +14 natural)
Attack/Damage: 2 Tentacles +28 (2d8+12 & grab) and 6 Arms +23 (1d6+6 & grab) and Bite +23 (4d6+6)
Special Attacks: Grab – if tentacles or arm attack hits may start grapple and constrict. Constrict – a Kraken deals automatic constrict damage (2d8+12 or 1d6+6) with a successful grapple check.
Special Qualities: Darkvision 60 ft., ink cloud - A kraken

can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment and creatures within the cloud are considered to be in darkness, jet - A kraken can jet backward once per round as a full-round action, at a speed of 280 feet, spell-like abilities - resist energy

Abilities: STR34 (+12), DEX10(+1), MIND21(+5)
Skills: all @ 20
CR: 12
<i>This tremendous leviathan resembles a vast squid, yet the markings on its body are strangely unsettling to look upon. Six of the beast's tentacles are shorter arms about 30 feet long; the remaining two are nearly 60 feet long and covered with barbs. Its beaklike mouth is located where the tentacles meet the lower portion of its body.</i>

TITAN – Huge Outsider
Hit Dice: 20d8+280 (370)
Speed: 8
AC: 38 (-2 size, +19 natural, +11 +4 half-plate armor)
Attack/Damage: Gargantuan +3 adamantite warhammer +37/+32/+27/+22 (4d6+27) or Javelin +22 (2d6+19) or 2 Slams +34 (1d8+16)
Special Attacks: Spell-like abilities – chain lightning/ levitate/ meteor swarm
Special Qualities: Change shape – any small or med. humanoid, damage reduction 15/ good, darkvision 60 ft., spell resistance 32
Abilities: STR43(+16), DEX12(+1), MIND28(+9)
Skills: all @ 20
CR: 21
<i>This titanic humanoid wears gilt-edged armor of ancient make and carries an immense hammer made of gleaming metal. A Titan is about 25 feet tall and weighs about 14,000 pounds.</i>

Monsters Hit Die 24

AIR ELEMENTAL ELDER – Huge Elemental
Hit Dice: 24d8+96 (204)
Speed: 20 (fly)
AC: 27 (-2 size, +11 DEX, +8 natural)
Attack/Damage: 2 Slams +27 (2d6+6)
Special Attacks: Air mastery - Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental. Whirlwind – 30 ft. tall (see Monster Special Abilities)
Special Qualities: Damage reduction 10/-, darkvision 60 ft., elemental traits

Abilities: STR22 (+6), DEX33(+11), MIND11
Skills: all @ 24
CR: 11
<i>This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.</i>

EARTH ELEMENTAL – Huge Elemental
Hit Dice: 24d8+120 (228)
Speed: 6
AC: 22 (-2 size, -1 DEX, +15 natural)
Attack/Damage: 2 Slams +27 (2d10+11)
Special Attacks: Earth mastery - An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. Push – An earth elemental can start a bull rush maneuver and the combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.
Special Qualities: Damage reduction 10/-, darkvision 60 ft., earth glide, elemental traits
Abilities: STR33 (+11), DEX8(-1), MIND11
Skills: all @ 24
CR: 11
<i>This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.</i>

FIRE ELEMENTAL ELDER – Huge Elemental
Hit Dice: 24d8+96 (204)
Speed: 12
AC: 25 (-2 size, +9 DEX, +8 natural)
Attack/Damage: 2 Slams +26 (2d8+6 & 2d8 fire (Burn))
Special Attacks: Burn - A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save, DC26, or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame.
Special Qualities: Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity fire, vulnerability cold
Abilities: STR22 (+6), DEX29(+9), MIND11
Skills: all @ 24
CR: 11
<i>This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.</i>

WATER ELEMENTAL ELDER – Huge Elemental

Hit Dice: 24d8+120 (228)

Speed: 6/22 (swim)

AC: 23 (-2 size, +6 DEX, +9 natural)

Attack/Damage:

2 Slams +25 (2d10+9)

Special Attacks:

Water Mastery - A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls.

An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental).

Drench - The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

Vortex - A whirlpool, 40 ft. tall, with same traits as a Whirlwind (see Monster Special Abilities)

Special Qualities:

Damage reduction 10/-, darkvision 60 ft., elemental traits

Abilities:

STR28 (+9), DEX22(+6), MIND11

Skills: all @ 24

CR: 11

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

Monsters Hit Die 31

DRAGON, RED (Very Old) – Gargantuan Dragon

Hit Dice: 31d12+248 (449)

Speed: 8/40 (fly)

AC: 36 (-4 size, +30 natural)

Attack/Damage:

Bite +40 (4d6+19) and
2 Claws +35 (2d8+13) and
2 Wings +35 (2d6+6) and
Tail Slap +35 (2d8+19)

Special Attacks:

Breath Weapon - Cone of fire, 60 feet long, every 1d4 rounds; damage 18d10, Reflex half DC 33.

Frightful Presence - Dragons can unsettle foes with their mere presence. This ability takes effect automatically (radius 270 ft) whenever the dragon attacks, charges, or flies overhead. A potentially affected creature (one with less than 31 HD) that succeeds at a Will save (DC 31) remains immune to that

dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with more than 5 HD become shaken for 4d6 rounds.

Spells - Wiz

Special Qualities:

Damage reduction 15/magic, blindsense 60 ft., darkvision 120 ft., immunity fire/sleep/paralysis, vulnerability cold, spell resistance 26

Abilities:

STR37(+13), DEX10, MIND23(+6)

Skills: all @ 31

CR: 21

The small scales of a wyrmling Red Dragon are a bright glossy scarlet, making the dragon easily spotted by predators and hunters, so it stays underground and does not venture outside until it is more able to take care of itself. Toward the end of young age, the scales turn a deeper red, and the glossy texture is replaced by a smooth, dull finish. As the dragon grows older, the scales become large, thick, and as strong as metal. The neck frill and wings are an ash blue or purple-gray toward the edges, becoming darker with age. The pupils of a red dragon fade as it ages; the oldest red dragons have eyes that resemble molten lava orbs.

Monsters Hit Die 48

TERRASQUE – Colossal Magical Beast

Hit Dice: 48d10+594 (858)

Speed: 4

AC: 35 (-8 size, +3 DEX, +30 natural)

Attack/Damage:

Bite +57 (4d8+17 & grab) and
2 Horns +52 (1d10+8) and
2 Claws +52 (1d12+8) and
Tail Slap +52 (3d8+8)

Special Attacks:

Augmented critical - The Tarrasque's bite threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

Grab - if bite attack successful may grapple and swallow whole

Swallow Whole - The Tarrasque can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the Tarrasque's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the Tarrasque's digestive tract (AC 25).

Frightful Presence - can inspire terror by charging or attacking causing shaken condition (Will DC36 neg.) until 60 ft. away.

Rush - 1x/min. can move at Speed 30

Special Qualities:

Carapace - The Tarrasque's armor-like carapace is exceptionally tough and highly reflective, deflecting all rays,

lines, cones, and even *magic missile* spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the creature's spell resistance, damage reduction 15/-, immunity fire, poison, disease, energy drain and ability damage, regeneration 40, scent, spell resistance 32

Abilities:

STR45(+17), DEX16(+3), MIND14(+2)

Skills: all @ 48

CR: 20

This immense reptilian beast towers over the surroundings like a dinosaur, all teeth and horns and claws and thrashing spiked tail. The Tarrasque is 70 feet long and 50 feet tall, and it weighs about 130 tons.



Monster Special Attacks and Qualities

Ability Damage and Drain - Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. While ability damage can be healed naturally, ability drain is permanent and can only be restored through magic.

All-Around Vision - The creature sees in all directions at once. It cannot be flanked.

Amorphous - The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

Amphibious - Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Alternate Form - A creature with this special quality has the ability to assume one or more specific alternate forms.

Antimagic - An antimagic field spell or effect cancels magic altogether.

Attach - The creature automatically latches onto its target when it successfully makes the listed attack. The creature is considered grappling, but the target is not.

Blindsense - Using non-visual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see.

Blindsight - This ability is similar to blindsense, but is far more discerning. Using non-visual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature.

Blood Drain - The creature drains blood at the end of its turn if it grapples a foe, inflicting Strength damage.

Breath Weapon - Some creatures can exhale a cone, line, or cloud of energy or other magical effects.

Burn - A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. A creature affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage at the start of its turn for an additional 1d4 rounds. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

Burrow - A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise

Change Shape - A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities.

Charm and Compulsion - A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Climb - Such a creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Constrict - A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check.

Construct Traits - Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage,

ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Curse of Lycanthropy - A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates).

Damage Reduction (DR) - A creature with this special quality ignores damage from most weapons and natural attacks. The creature takes normal damage from spells. The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability. When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.

Darkvision - Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature.

Death Attacks - In most cases, a death attack allows the victim a Fortitude save to avoid the affect, but if the save fails, the character dies instantly.

Disease - A creature with this ability causes disease in those it contacts. The effects of the disease, including its save, frequency, and cure, are included in the creature's description

Earth Glide - When the creature burrows, it can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.

Elemental Traits - Immunity to poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

Energy Drain - This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels. A draining creature

gains 5 temporary hit points for each negative level it bestows on an opponent.

Engulf - The creature can engulf creatures in its path as part of a standard action. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Etherealness - Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. Invisibility and true seeing reveal ethereal creatures.

Even if a creature on the Material Plane can see an ethereal creature the ethereal creature is on another plane. Only force effects can affect the ethereal creatures. If, on the other hand, both creatures are ethereal, they can affect each other normally.

A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a wall of force blocks an ethereal creature, and a magic missile can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Evasion and Improved Evasion - If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save. Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

Fast Healing - A creature with fast healing regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry

Fear - Fear attacks can have various effects, see below.

Fear Aura – A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Fear Cone and Ray – These effects usually work like the fear spell. All fear attacks are mind-affecting fear effects.

Ferocity - A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. The creature still dies when its hit point total reaches a negative amount equal to its STR score.

Flight - A creature with this ability can cease or resume flight as a free action.

Freeze - The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on).

Frightful Presence - This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken.

Gaseous Form - Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.

Creatures in gaseous form have damage reduction 10/magic. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor still apply.

Discerning a creature in gaseous form from natural mist requires a DC 15 Spot check.

Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

Gaze - A gaze attack takes effect when foes look at the attacking creature's eyes. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Opponents can avoid the need to make the saving throw by not looking at the creature.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Grab - If a creature with this special attack hits with the indicated attack it deals normal damage and attempts to start a grapple.

A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Heat - The creature generates so much heat that its mere touch deals additional fire damage. The creature's metallic melee weapons also conduct this heat.

Hold Breath - The creature can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Immunity - A creature with immunities takes no damage from listed sources.

Incorporeal - An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or spells. It is immune to all nonmagical attack forms.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures.

Invisibility - Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any).

Jet - The creature can swim backward as a full-round action at the listed speed. It must move in a straight line while jetting.

Keen Scent - The creature can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Lifesense - The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Light Blindness - Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

Light Sensitivity - Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Low-Light Vision - A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Lycanthropic Empath - In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Natural Invisibility - This ability is constant—the creature remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the invisibility purge spell.

Negative Energy Affinity - The creature is alive, but reacts to positive and negative energy as if it were undead—positive energy harms it, negative energy heals it.

Paralysis - This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions.

Planewalk - These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile.

Plant Traits - Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Poison - A creature with this ability can poison those it attacks. The effects of the poison,

including its save, frequency, and cure, are included in the creature's description.

Pounce - When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Polymorph - Magic can cause creatures and characters to change their shapes—sometimes against their will, but usually to gain an advantage. Polymorphed creatures retain their own minds but have new physical forms.

Powerful Charge - When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

Rage - When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 to the Physical Skill and +2 Strength, but takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Rake - A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

Rays - All ray attacks require the attacker to make a successful ranged touch attack against the target.

Regeneration - A creature with this ability is difficult to kill. creatures with regeneration heal damage at a fixed rate, as with fast healing, but

they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally.

Rend - If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description.

Resistance - A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, electricity, or fire). The entry indicates the amount and type of damage ignored.

Rock Catching - The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Rock Throwing - This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. The creature can hurl rocks up to two categories Smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five

range increments. The size of the range increment varies with the creature.

Scent - This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

See in Darkness - Some devils can see perfectly in darkness of any kind, even that created by a deeper darkness spell.

Sonic Attacks - Once a sonic attack has taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws.

Spell-Like Abilities - Spell-like abilities are magical and work just like spells. They are subject to spell resistance if the spell the ability is based on would be subject to spell resistance.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. If no caster level is specified, the caster level is equal to the creature's Hit Dice.

Spell Resistance (SR) - A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine whether a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw if the spell would normally permit one.

Spells - Sometimes a creature can cast arcane or divine spells just as a member of a spellcasting class can (and can activate magic items accordingly). Such creatures are subject

to the same spellcasting rules that characters are.

Split - The creature splits into two identical copies of itself if subject to certain attacks or effects. Each copy has half the original's current hit points (rounded down). A creature reduced below the listed hit points cannot be further split and can be killed normally.

Stench - A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive.

Summon - A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry).

Sunlight Powerlessness - If the creature is in sunlight (but not in an area of daylight or similar spells), it cannot attack and is staggered.

Swallow Whole - If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new grapple check. If it succeeds, it swallows its prey, and the opponent takes bite damage. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's Statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Telepathy - The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language

Trample - As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets can attempt to avoid the trampling creature and receive a Reflex save to take half damage. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tremorsense - A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Trip - A creature with the trip special attack can attempt to trip its opponent if it hits with the specified attack

Turn Resistance - A creature with this special quality (usually an undead) is less easily affected by channeled negative or positive energy. The creature adds the listed bonus to its hit dice, and therefore additional hit points, when resisting the effects of turn undead.

Undead Traits - Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Unnatural Aura - Animals do not willingly approach the creature unless the animal's

master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Vulnerabilities - A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a -4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor).

Water Breathing - Creatures with this ability can breathe water as well as air.

Web - Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Attempts to burst a web by those caught in it take a -4 penalty.

Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Whirlwind - Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form; otherwise it gains a fly speed equal to its base land speed while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half its height. The creature controls the exact height, but it must be at least 10 feet high.

A creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

A creature that comes in contact with the whirlwind must succeed on a Reflex save ($DC\ 10 + \frac{1}{2}\text{ the monster's HD} + \text{the monster's Strength modifier}$) or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round on its turn to escape the whirlwind. The creature still takes damage that round but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check ($DC\ 15 + \text{spell level}$) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. As a free action, the whirlwind can eject any carried creatures whenever it wishes, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check ($DC\ 15 + \text{spell level}$) to cast a spell.



Monsters by Challenge Ratings

The monsters are listed here in their entirety by Challenge Rating (CR). This Challenge Rating shows the average level of a party of four adventurers for which one monster would make an encounter of moderate difficulty.

For encounters of more than one monster with the same Challenge Rating figure that each time you double the number of monsters you add 2 to the Challenge Rating.

To make an encounter with monsters of different Challenge Ratings choose one monster with a Challenge Rating one less than the character's Party Encounter Level (PEL) and then pick another monster whose CR is three less than the PEL.

CR <1 Monsters

CR <1 Monsters	Hit Dice
Dire Rat	1
Elf	1
Gnome	1
Goblin	1
Halfling	1
Hobgoblin	1
Kobold	1
Merfolk	1
Orc	1
Skeleton	1
Stirge	1
Tiefling	1
Zombie	2

CR 1 Monsters

CR 1 Monsters	Hit Dice
Darkmantle	1
Drow	1
Duerger	1
Dwarf	2
Ghoul	2
Grimlock	2
Krenshar	2
Lizardfolk	2

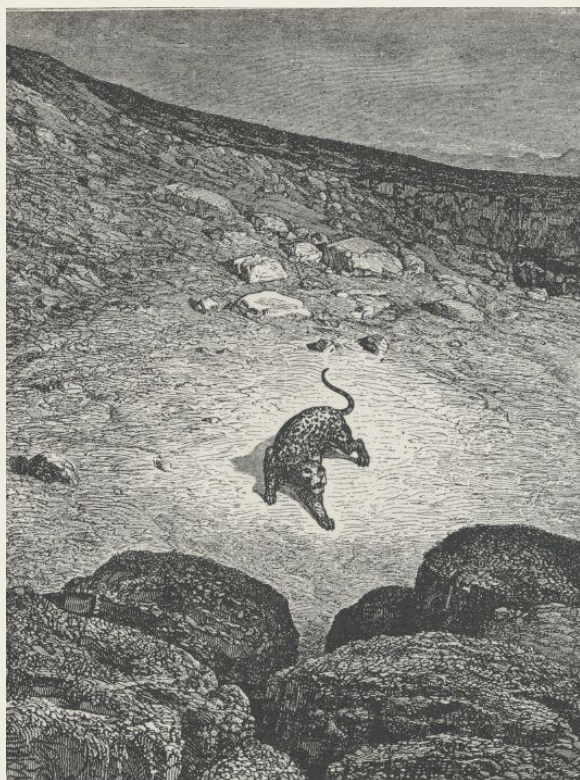
Pseudodragon	2
Shrieker	2
Troglodyte	2
Wolf	2

CR 2 Monsters

CR 2 Monsters	Hit Dice
Bugbear	3
Hippogriff	3
Shocker Lizard	2
Spider, Large	4
Thoqqua	3
Worg	4

CR 3 Monsters

CR 3 Monsters	Hit Dice
Air Elemental	4
Ankheg	3
Centaur	4
Cockatrice	5
Dire Wolf	6
Doppelganger	4
Dryad	4
Eagle, Giant	4
Earth Elemental	4
Gelatinous Cube	4
Ghast	4
Grick	2
Hellhound	4
Howler	6
Ogre	4
Owl, Giant	4
Pegasus	4
Rust Monster	5
Scorpion, Large	5
Shadow	3
Unicorn	4
Violet Fungus	2
Water Elemental	4
Wight	4
Yeth Hound	3



CR 4 Monsters

CR 4 Monsters	Hit Dice
Pixie	1
Sea Hag	3
Gargoyle	4
Vampire Spawn	4
OwlBear	5
Satyr	5
Minotaur	6
Otyugh	6
Griffon	7
Harpy	7
Mimic	7

CR 5 Monsters

CR 5 Monsters	Hit Dice
Air Elemental	8
Cloaker	6
Djinni	7
Earth Elemental	8
Ettercap	8
Fire Elemental	8
Gibbering Mouther	4

Green Hag	9
Hydra (5 heads)	6
Manticore	6
Medusa	6
Mummy	8
Phase Spider	5
Shadow Mastiff	4
Spider, Huge	8
Troll	6
Water Elemental	8
Winter Wolf	6
Wraith	5

CR 6 Monsters

CR 6 Monsters	Hit Dice
Basilisk	6
Ettin	10
Salamander	9
Shambling Mound	8
Will-O-Wisp	9
Wyvern	7
Xill	5
Xorn	7

CR 7 Monsters

CR 7 Monsters	Hit Dice
Air Elemental	16
Black Pudding	10
Bulette	9
Chimera	9
Dire Bear	12
Drider	6
Earth Elemental	16
Fire Elemental	16
Hill Giant	12
Hydra (8 heads)	8
Invisible Stalker	8
Nymph	6
Remorhaz	7
Scorpion, Huge	10
Spectre	7
Water Elemental	16

CR 8 Monsters

CR 8 Monsters	Hit Dice
Gorgon	8
Grey Render	10
Ogre Mage	5
Stone Giant	14
Treant	7

CR 9 Monsters

CR 9 Monsters	Hit Dice
Frost Giant	14
Hydra (10 heads)	10
Roc	18

CR 10 Monsters

CR 2 Monsters	Hit Dice
Clay Golem	11
Fire Giant	16
Flesh Golem	9
Naga, Guardian	11
Rakshasa	7

CR 11 Monsters

CR 11 Monsters	Hit Dice
Air Elemental	24
Barbed Devil	12
Cloud Giant	17
Earth Elemental	24
Fire Elemental	24
Hydra (12 heads)	12
Stone Golem	14
Water Elemental	24

CR 12 Monsters

CR 12 Monsters	Hit Dice
Frost Worm	14
Kraken	20
Lich	11
Purple Worm	16
Roper	10

CR 13 Monsters

CR 13 Monsters	Hit Dice
Iron Golem	18
Storm Giant	19

CR 20 Monsters

CR 2 Monsters	Hit Dice
Balor	20
Terrasque	48

CR 21 Monsters

CR 2 Monsters	Hit Dice
Dragon, Red	31
Titan	20



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Grimm Lite

A simple game of twisted fantasy

A MicroLITE d20 version of the fantastic Grimm d20 RPG in which kids from our world slip through a nightmare into a very dark world of cruel, twisted fairytales...

The Grimm Lands

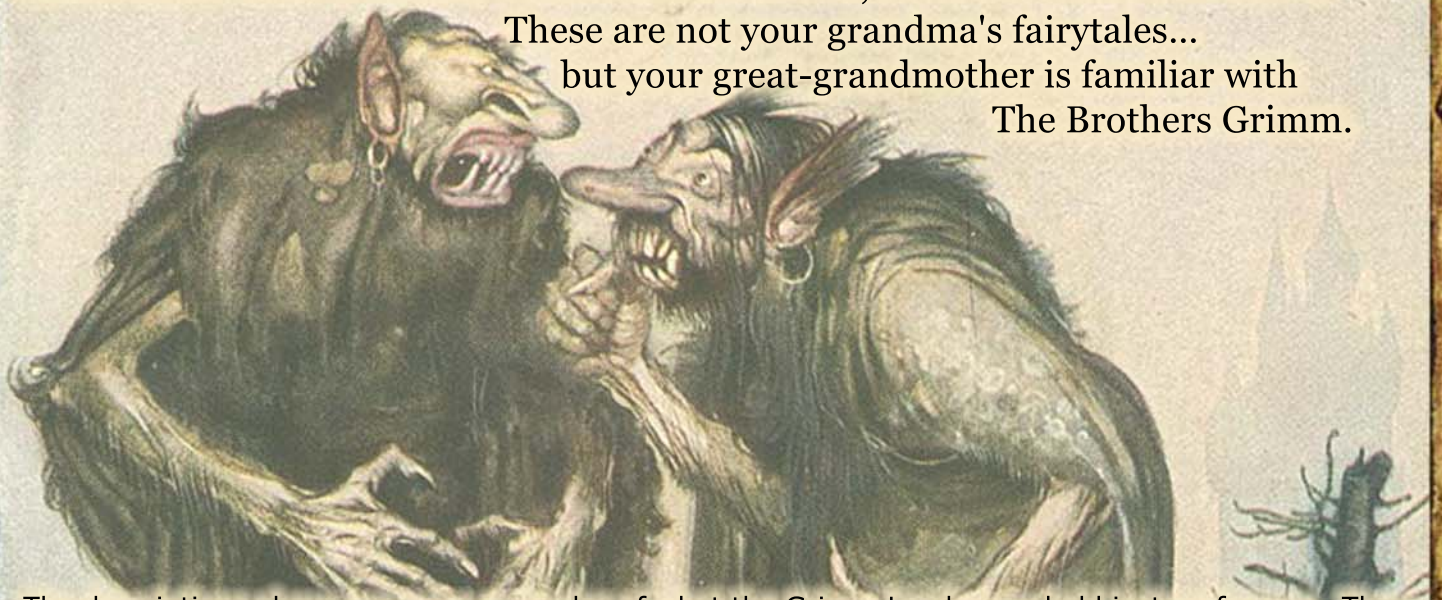


A patched together Humpty Dumpty is the dreaded Rotten King of the Big and Awful Forest and only his madness prevents him from conquering the Checkered Kingdom. Cinderella grew up to become a dictatorial, sadistic queen and Little Red Riding Hood is a cursed teenage vampire who travels the lands under a blood soaked cloak suggestively luring in her next victim. Hansel and Gretel are now the cannibalistic servants of the house made of sweets, since the witch is no more.

These are not your grandma's fairytales...

but your great-grandmother is familiar with

The Brothers Grimm.



The descriptions above are mere examples of what the Grimm Lands may hold in store for you. They are based on familiar fairy tales, folk lore, myth, nursery rhymes, or anything else that may have captivated you as a child. As we grow older we see how violent and awful the events in these stories are. We recognize the immoral acts and we notice the triviality of the human experience. The characters are sometimes forced to deal with awful entities to preserve their own lives. Make sure the players discuss and decide what sort of Grimm experience they would like before delving in. For some, it may be an opportunity to consider the implications of these deeper topics. For others, it may simply be a fun chance to pretend to be the bully they hated, the popular kid they envied, or to relive being the nerd or dreamer. Grimm could stretch into an extended campaign wherein the kids take over the Grimm Lands. Alternatively, the game could be short-lived where the characters are snuffed out one by one. Somewhere in between a Grimm campaign may take characters from 1st to 6th level culminating in a "skin of their teeth" escape to the real world. Regardless of your style; this game is all about fantastic imagination.

Take on the persona of a child who has slipped from reality into a nightmare of grotesque fantasy. The core system is MicroLITE d20 which is a simple yet robust version of D&D d20. While significant portions of the game have been adapted, you will find that most of it translates simply and concepts are easy to grasp. This streamlined core system makes the mechanics easier so that players are more free to focus on the story and characters; putting the Role Playing back in Role Playing Games!

The Story

You may be familiar with the structure of: Campaign > Adventures > Encounters > Challenges. A Campaign is the over arching story that ties together all of the Adventures with a clear beginning and end. Adventures typically have their own beginning and end; they are a culmination of several Encounters. These Encounters are comprised of different challenges; such as conflict, mysteries, puzzles, or other trials. Grimm Md20 uses the same construct but with different names: Story > Chapters > Scenes > Trials

There is an over arching Story with a clear beginning; usually starting with all of the kids ending up in the Grimm Lands. The Story also has a definitive end; this may be an escape back to reality by the skin of their teeth or perhaps some other epic achievement. All players, including the GM, need to have a discussion before the game on just what kind of story everyone wants. Is this going to be a long or short story? Do players want a gritty nightmare of grotesque tribulations or something more lighthearted, facniful yet epic? What are the expectations of players and the GM? After creating characters; players should again discuss with the GM their character's persona. What drives the characters? Do they have their own personal goals? What is their background and personality?

The GM can then tailor Chapters, Scenes, and Trials that the characters will take part in. While many elements of familiar stories can, and should, be used to create your story... make no mistake this is a whole new story limited only by imagination.

Get ready to partake in the greatest story not yet told!

Fairy Tale Elements

Fairy tales employ several staple elements. Here is a brief deconstruction to aid in creating your own stories.

Moral: The lesson or moral of the story. Feel free to twist it. For example "Too much of a good thing is bad!" but a Grimm twist could be "Too much of a bad thing is great!"

Characters: Heroes and villains. Make no mistake that the PCs are the true heroes. NPCs should never steal the spotlight. Grimm Land 'heroes' are often failed precursors who attempted the quest but fell to their own moral or physical failings. It's now up to the kids!

Motives: NPCs in the Grimm Lands have powerful motivations driving them: Hunger, Hate, Jealousy, Fear, Love, etc. Emotions and actions taken to reach their goals should be over the top. Personalities can be multidimensional and they are always driving to their goals.

Environment: Adventures are typically set in an environment. Paint them lavishly but with twisted or even creepy overtones and details. Everything in the Grimm Lands is created from imagination thus everything, even the environment itself, is alive and changing.

Call to Adventure: Often a herald is used to announce the call to adventure; a talking animal, old woman, or some temptation leading the children to danger.

Descent: Be it physical or psychological, descent is a great element. The kids are pushed past the threshold of security and must face danger. In order to reach the top they must start at the bottom.

Trials: Think beyond combat. Puzzles, riddles, mazes, and contests test the kids resolve.

Victory & Rewards: When objectives are achieved then rewards are deserved. New items, spells, treasure, information leading toward a long term goal, securing the hand of a princess for marriage, and much more await children who descend into danger, face their trials, and triumph!

Ability Scores

A kid has four stats:

- **Grit** (strength, physical toughness, fortitude),
- **Wit** (perception, intelligence, wisdom),
- **Quick** (dexterity, agility)
- **Pluck** (courage, willpower).

How to generate stats and modifiers:

Roll 4d6 and ignore the lowest die for Wit, Quick, and Pluck. For Grit you roll 2d8 because kids are small, fragile, and not as strong as adults... even if they are the heroes of the tale.

Ability Score Modifier: $(\text{Stat} - 10) / 2$ (round down)

It's called a modifier instead of a bonus because you can actually end up with negative numbers. That's not always a bad thing! Your character is far more than the sum of its ability scores or modifiers.

Skills

There are also seven skills:

- **Scamper** (athletics, acrobatics)
- **Country Club** (being polite, riding horses, playing music)
- **Naughty** (lying, picking pockets, sneaking)
- **Boy Scouts** (survival, first aid, ingenuity, reading a map, knowing direction)
- **Knowledge** (education, mathematics, writing, reading, 'book smarts')
- **Tore** (knowledge of fairytales, legends, and myths)
- **Rustic** (clean, cook, feed the chickens, draw water from the well, build a fence)

Skill Rank: (Level + any Archetype modifier)

All kids may also choose one skill at character creation to give an extra +1 to because of hobby, background, upbringing, or other reason outlined in their character persona.

Skill Roll: $(1d20 + \text{skill rank} + \text{Stat modifier})$

Use which ever stat seems most appropriate to the action which requires a skill check. Do not choose a stat modifier simply because it may be higher than another. Think about what best applies to the circumstances.

A GM may also ask a player to apply a situational modifier to their skill roll for any number of reasons. This should be disclosed to the player prior to a Skill Roll. The GM does not have to disclose modifiers applied to hidden GM rolls.

Archetypes

They are both race, class, and much more. Archetypes are iconic stereotypes on purpose. The Grimm Lands are a place of well-known stories and familiar figures. These archetypes not only define characters capabilities but they also provide useful guidelines for role-playing. Since a characters archetype is much more than their class but rather an integral aspect of their persona, it is thus not possible to multiclass.

As these characters are assumed to be children age 8 to 12 then most have a solid understanding of Right and Wrong; however they may lack a deeper understanding of ethical considerations or dilemmas. Consequently GrimmLITE does not use a traditional alignment system; again it's a clearly stereotypical premise... you are either: Good or Bad, Right or Wrong, Righteous or Evil. Actions speak louder than words; how your character behaves dictates more who they are than what they say.

Special Abilities:

Each Archetype has two special abilities. One it starts the game with, and one it gets access to upon reaching level 6. This new special ability represents the inevitable growth in power that comes with the story's big twist, climax, or life lesson.

Weakness:

Every Archetype also has a flaw. Just as their opponents have secret weaknesses, kids in the Grimm Lands have their own. This flaw is triggered by certain situations in game.

Bonuses:

All kids receive the following bonuses.

- Armor Class +1
- Attack +1

Advancement:

Grimm Md20 is a straight forward and simple game. Kids advance in their archetype after every Chapter they survive. A Chapter is an adventure in the Story which has it's own beginning and end yet progresses the over-arching Story.

- +1 to Armor Class (AC)
- +1 to all Attack Rolls (ATK)
- +1 to all Skills
- Bonus Hit Points (HP) according to archetype
- +1d6 Imagination points added to base total
- +1 to a single Ability Score (Stat) every three levels (4,7,10,13,16,19)
- New special ability at level six according to archetype.

Bully

I'm here to steal your lunch money and hand out wedgies. Being in charge is very important and second only to survival. I am the subject of fear and loathing in the eyes of other children. However being dropped into the Grimm Lands puts a new perspective on being a bully. While I may still push around the other kids; ultimately they are MY kids. If anyone else is going to intimidate or harm them they have to go through me first!

Features:

- +8 Base HP
- +1 Grit

Special Abilities:

• Taunt (Level 1)

• **Description:** Quickly ascertain someone's doubts, weaknesses, and misgivings then exploit them to your advantage.

• **Amount:** 1 Taunt per Level per day

• **Cost:** 1 Imagination point

• **Check:** Bully rolls (1d20 + Wit + Naughty) vs. Opponent (1d20 + Pluck + Rustic)

• **Effect:** Success causes the opponent to doubt themselves and they take a -2 on all rolls for the rest of the Scene. If the bully succeeds by 10 or more the opponent completely despairs and flees the Scene as quick as possible; if they can not flee then they cower in place.

• **Duration:** Instant

• Take One for the Team (Level 6)

• **Description:** The bully's life lesson is that the true meaning of being strong is not harming those weaker than yourself- it's protecting them!

• **Amount:** Unlimited (as long as the bully can see their friends)

• **Cost:** 1 Imagination point

• **Check:** None; but the bully must be able to see all of their friends

• **Effect:** Take all damage one friend was supposed to take that round

• **Duration:** 1 Round

Weakness:

• **Description:** Bullies only feel safe when they are sure of their superiority.

• **Trigger:** Facing an opponent either larger, stronger (Grit), mightier (Level), or scarier than the bully.

• **Effect:** Unable to use Taunts and -2 on all rolls against that opponent.

Dreamer

It's hard to be the dreamer... my mother nags me about paying more attention, my teachers have special meetings with my parents, some of the other kids pick on me, and everyone thinks I have ADHD. I spend more time in my own head or reading about fascinating alternate realities than I spend paying attention to the 'real world' and I love every minute of it. That time was not wasted now that I'm in the Grimm Lands. While the other kids struggle to understand how to manipulate this strange new world around them I have a natural control over my imagination and already I have an affinity with the Grimm Lands.

Features:

- +4 Base HP
- +1 Imagination at character creation

Special Abilities:

- **Daydream** (Level 1)
 - **Description:** Imagination is the cornerstone of the dreamer; enjoying idle daydreaming soothes and rejuvenates the dreamer.
 - **Amount:** 1 Daydream per day
 - **Cost:** 1 hour doing nothing but daydreaming.
 - **Check:** None
 - **Effect:** Regain maximum Imagination points for the character's current level.
 - **Duration:** 1 Day
- **Hero of Your Dreams** (Level 6)
 - **Description:** Superhero, knight in shining armor, guardian angel, a golden dragon... Your dreams manifest and you take on the form of an imaginary hero you've always imagined yourself to be!
 - **Amount:** 1 Dream Hero per day
 - **Cost:** 8 Imagination points
 - **Check:** None
 - **Effect:** +8 Grit, +4 Quick, +4 Pluck, and one unique special ability
(Work with your GM to figure out an appropriate special ability)

Weakness:

- **Description:** Believing in fiction has a drawback; it's hard to tell when someone isn't being honest with you or is trying to manipulate you. Dreamers are highly suggestible.
- **Trigger:** Illusions, charms, temptations, mind altering magic, bluffs, or lies.
- **Effect:** -2 on all checks, attempts to resist, or saves against the triggers listed.

Jock

I am able to lift more, run faster, jump higher, climb better, and throw farther than most kids; but sportsmanship is important too: I don't use my talent or ability to hurt my peers and winning takes teamwork. I spend my time playing sports and practicing; all that nerdy school stuff and boring daydreaming is a waste of time. The strangeness of the Grimm Lands is very queer to me but ignorance is bliss; I don't even want to know what half of this weird stuff is! We just need to stick together and figure out how to get out of here!

Features:

- +8 Base HP
- +3 Scamper

Special Abilities:

• Adrenaline Rush (Level 1)

- **Description:** Your heart begins to race, your eyes focus, and with an explosion of physical prowess you push yourself beyond your limitations.
- **Amount:** 1 Adrenaline Rush per Level per day
- **Cost:** 1 Imagination Point
- **Check:** None
- **Effect:** +2 Quick, +2 Grit, +2 on rolls to save against Fear and Despair.
- **Duration:** 1 round per Grit modifier

• Team Spirit (Level 6)

- **Description:** You show everyone what it really takes to win; working as a team!
- **Amount:** Unlimited (as long as you can take a standard action on your turn)
- **Cost:** 2 Imagination Points plus you must spend your entire turn Aiding Another
- **Check:** None
- **Effect:** Whoever you are aiding gains a +4 bonus on all rolls for their turn.
- **Duration:** 1 Round

Weakness:

- **Description:** Unfortunately you are lacking in sophistication and mental acuity.
- **Trigger:** Choose two of the following triggers: Knowledge, Lore, Country Club, Rustic
- **Effect:** -2 on all checks involving the two trigger skills you chose.

Nerd

I excel at math, science, geography, civics, English, history.. uh, what's that? Oh... Sports? Yes I love sports; chess and debate team! What? Those aren't "real" sports? Well I just never had the time for 'real' sports. Now here in the Grimm Lands I sure wish I could run a little faster and jump further! This world confounds me; it makes no sense and does not operate in accordance to any rational logic. Though magical incantations here do really intrigue me! I shall have to study them and figure some out.

Features:

- +4 Base HP
- +3 Knowledge

Special Abilities:

• Flash of Inspiration (Level 1)

- **Description:** Insight hits you like a bolt of lightning and often just when needed; an ineffable moment of epiphany!
- **Amount:** Unlimited (as long as you have Imagination Points to spend)
- **Cost:** As many Imagination Points as you wish.
- **Check:** None
- **Effect:** Ask the GM for a clue or bit of information. How clear and helpful this information is depends directly on how much Imagination you spend.
- **Duration:** Instant

• Make Sense (Level 6)

- **Description:** Only a nerd would use their imagination to enforce logic upon a world based entirely on fantasy; but it's not surprising!
- **Amount:** Unlimited (as long as you have Imagination Points to spend)
- **Cost:** 8 Imagination Points
- **Check:** None
- **Effect:** All opponents in this scene are unable to use any spell-like abilities or supernatural abilities for the duration of this scene.
- **Duration:** 1 Scene

Weakness:

- **Description:** Everyone knows you are pathetically under developed and simply not cool; but you would debate those points on the basis that their definitions of "developed" and "cool" are unenlightened and misguided.
- **Trigger:** Any checks involving Naughty or Scamper.
- **Effect:** -2 to all checks using Naughty or Scamper skills.

Normal Kid

I play sports but I'm not the star. I have friends, just not as many as that popular kid. I get good grades but I'm not a nerd. I'm just an ordinary kid who sits three rows back from you in English class. What? You don't remember that I'm even in your class?! Now that we are in the Grimm Lands together I hope you won't forget me. Seems like everything here in this crazy place is always looking at me, sizing me up, as if I'd be the first thing they would eat if we were all in their pot of stew... it's kind'a creepy...

Features:

- +6 Base HP
- +1 to any two skills you choose at character creation.

Special Abilities:

• Jack of All (Level 1)

- **Description:** As the old saying goes: Jack of all trades but master of none.
- **Amount:** Unlimited (As long as you have Imagination Points to spend)
- **Cost:** 3 Imagination Points
- **Check:** Use check from the special ability used from other Archetype.
- **Effect:** Use any Level 1 Special Ability from any other Archetype.
- **Duration:** Use duration of the special ability used from other Archetype.

• Unusual Heritage (Level 6)

- **Description:** Like all too many dramatic stories; the normal kid finds out later in the story that they are anything but normal.
- **Amount:** Unlimited (this is a permanent effect)
- **Cost:** None
- **Check:** None
- **Effect:** You should figure out what your characters unusual heritage is and then work with your GM to figure out what appropriate features will enhance your character. There should be some sort of cost (such as Imagination) or drawback to use your new features.
- **Duration:** Permanent

Weakness:

- **Description:** The red shirt, the heroes expendable side kick, the meat shield, the extra character on the away team that everyone knows will get greased first.
- **Trigger:** Any time the GM is supposed to pick a kid 'randomly' it always seems to be a normal kid in the group. When misfortune strikes it aims for the normal kid.
- **Effect:** Opponents always try to hit the normal kid first. If the GM is supposed to pick a kid at random for some ill fate they always choose the normal kid.

Outcast

Nobody understands what it's like to be me! I don't fit in anywhere it seems. Fine by me; who needs those supposedly 'cool' kids anyway? I can get along just fine by myself. Well that was until I ended up these sick Grimm Lands. I may just have to let some of these chumps tag along with me otherwise I don't think I'll ever get out of here.

Features:

- +6 Base HP
- ☞ 3 Naughty

Special Abilities:

• **Fight Dirty** (Level 1)

- **Description:** You know just when to let off that cheap shot or where to place a low blow and particularly like sneaking up first to really catch them off guard.
- **Amount:** Unlimited (As long as you sneak up on your target)
- **Cost:** Must successfully sneak up on target.
- **Check:** Roll 1d20 + Quick + Naughty vs opponent's 1d20 + Wit + Boy Scouts
- **Effect:** Add Naughty modifier to damage on successful sneak attack.
- **Duration:** 1 Turn

• **Escape Artist** (Level 6)

- **Description:** Sometimes it's good to be unnoticed. Gives you time to wiggle free, the guards forget you're there and fall asleep, or some other opportune oversight.
- **Amount:** Once per day
- **Cost:** 2 Imagination Points
- **Check:** Roll 1d20 + Wit + Naughty vs DC 10 + opponent's Wit.
- **Effect:** Depends on the situation. Perhaps the guard fell asleep, Maybe you snatch a key when nobody is looking, you're able to wiggle out of your bonds while nobody is paying attention to you.


Weakness:

- **Description:** You are pathologically shy and have a difficult time talking or interacting with anyone who isn't a kid.
- **Trigger:** Whenever attempting a visible, dynamic, action. Such as talking to an NPC directly, having to speak for the party or drawing an opponent's attention.
- **Effect:** Roll 1d20 + Pluck + Country Club vs. DC 10 + the number of people witnessing this action. If you fail your save then the action fails. Perhaps you look down and skulk away murmuring to yourself or you begin to stutter when trying to talk to an NPC and fail to properly communicate.

Popular

Everyone knows my name and they all like me. I'm THE most popular kid in school. Kids look to me for social rules and I'm happy to give them. My friends and I determine fashion, who's 'in' or who's 'out', and what's cool. Now here in the Grimm Lands I have only a few friends which is unnerving at best. However at least I'm not alone and I have a team to work with and help find a way out of here.

Features:

- +6 Base HP
-  3 Country Club

Special Abilities:

• **Chearleading** (Level 1)

- **Description:** Words of confidence from the popular kid can go a long ways to inspiring other people and motivating them to succeed.
- **Amount:** Unlimited (So long as you can speak and they can hear you)
- **Cost:** 1 Imagination Point plus you may take no other actions except chearleading
- **Check:** Roll 1d20 + Wit + Country Club vs. DC 20
- **Effect:** Success means your allies gain +2 on all rolls while you chearlead
- **Duration:** As long as you do nothing but chearlead they gain the bonus

• **Silver Tongue** (Level 6)

- **Description:** You have an uncanny ability to convince others of seeing things your way and doing what you ask them to do.
- **Amount:** Unlimited (As long as you have enough Imagination Points)
- **Cost:** 8 Imagination Points
- **Check:** Target rolls 1d20 + Pluck + Rustic vs. DC 40
- **Effect:** Target will obey a single command, answer a single question to the best of it's ability, or see a point of view that agrees with you.
- **Duration:** 1 round

Weakness:

- **Description:** Haughty and proud; it's hard for you to take advice from others, admit they are right when you thought they were wrong, or to obey orders.
- **Trigger:** Whenever someone tries to help you with out you asking them to.
- **Effect:** Spend 1 Imagination Point to receive their help else you turn them away.

The Role of Imagination

Description: The kids may be trapped in a nightmare but even a nightmare is, at its core, a bad dream. Dreams are created purely out of imagination and therefore the boundaries and behaviors of the Grimm Lands are more flexible than reality. Kids poses a powerful magic feared by all foul denizens; Imagination. They are able to manipulate the world around them, unlock their inner potential, and even cast magical incantations!

Imagination Points:

- **Description:** Children in the Grimm Lands quickly learn imagination has real power here; giving them the ability to edit the story they now find themselves in. These Imagination Points represent their capacity for manipulating the story and the Grimm Lands. Using Imagination Points to warp the world or change the story is called an 'imagining'. These points are also used to empower some special abilities.

- **Starting Points:** Each kid starts with (Pluck + 3) Imagination Points.

- **Using Imagination:** Kids can spend Imagination Points at any time during a round under any circumstance; only death can stop a child's imagination. Simply come up with the idea and then your character must believe in it. How strongly a kid believes in their imagination is determined by how many Imagination Points they spend on the imagining.

- **Two Rules of Imaginings:** Coming up with a bunch of convoluted rules and categories for circumstances and results of using ones imagination is way too complicated (and probably wouldn't be much fun!) There are instead only two hard rules of an imagining:

- 1) Imagination can not be used to directly damage or destroy anything.

- 2) Imaginings can not be used to replicate an archetype feature or special ability.

- **Increasing Points:** There are three ways to gain points.

- **Advancement:** Base Imagination Points increased by +1d6 every level.

- **Inspirational:** The GM may declare an exceptionally creative action to be Inspirational and award a small number of temporary Imagination Points to all who witnessed it. Since inspiration is fleeting these points last only an hour or so.

- **Self Exploration:** For acts or thoughts that are so creative, expressive, and selfless the GM may declare these to be acts of Self Exploration. Thus granting a permanent increase to that character's base Imagination Points.

- **Depleting Points:**

- **Using Points:** Typically Imagination Points are spent on imaginings, incantations, and special abilities.

- **Despair:** Imagination points can be lost from fear, despair, anger, loneliness, and other psychologically damaging situations. Being separated from friends or allies in unsafe circumstances particularly put kids in danger of despair. Details are found under the "Hazardous Story Elements" section

- **Zero Points:** If a kid ever reaches 0 Imagination Points they take a -4 to all rolls and become a beacon to villains who are eager to exploit their moment of weakness.

- **Replenishing Points:** Imagination is planted in the fertile soil of the idle mind and takes root in dreams. After six hours of uninterrupted sleep kids regain their imagination points up to their base total.

Adjudicating Imaginings

Guidelines & Examples:

• **Cost Reduction:** Ultimately the cost of an imagining is decided by the GM however players are encouraged to use rationalization in an effort to lower the cost. A guideline here would be that if you can come up with a logical rationale as to how the imagining occurred then the cost could be lowered by 1 point (example: It begins to rain from the dark grey clouds we noticed a while back). If you came up with a imaginative fairytale to explain the imagining then it may be lowered by 2 points (example: Rain sprinkles down heavily from the clouds above because a giant who lives in the clouds is watering his garden!).

• **Keep It Original:** Try not to use the same idea or imagining more than once. Keep the story fun, new, exciting, and full of imagination. It's not about exploiting the lax nature of these rules or trying to get the most bang out of your Imagination Points. You and your friends are participating in the greatest story that's never been told; make it fun and exciting... not boring and predictable.

• **Cost of Imaginings:** It's important to point out again that these are merely suggestions and guidelines. Each imagining must be adjudicated on a case by case basis between players and the GM to decide if it even happens, how it will happen, and what the cost is.

• **One Point Imagining:** Subtle, minor, change to the space around a character. These are usually fleeting adjustments and do not last long. A kid Finds a piece of candy in their pocket they must have forgotten about. A fruit tree just happens to be near by. The sun peeks out from a cloud shedding light on an area (translating in to a +1 bonus on a roll).

• **Two Point Imagining:** Noticeable changes to the scene; fortuitous happenings. Mild environmental changes that may effect other characters nearby. The children find a tool just in time to use it. They stumble upon a hidden passage. Someone left a donkey tied to a tree. Rain breaks out from dark clouds above. Fog rolls in off a nearby pond.

• **Four Point Imagining:** Obvious and specific changes may be imagined. Specific and useful items may appear. Children become capable of miraculous things. The key they just found opens a specific door. A kid becomes stronger, faster, smarter, more clever, or cooler then they ever were in the real world (+2 bonus). The raging river has a convenient ford around the next bend. The rope bridge snaps just as the last kid steps off it safely.

• **Six Point Imagining:** Powerful and drastic alterations to a scene. Changes to the weather or environment in a dramatic fashion. Manipulate other characters specifically. A snow storm kicks up in midsummer. Hurricane-force-winds die down to a still calm. The forest suddenly gives way to open plains. As they are running from a monstrous troll they spot a tiny cave too small for the troll to fit in.

• **Eight Point Imagining:** The children take the reigns of the story, if only for a short time, and may steer it as they wish. They may reasonably dictate a character's next action. Temporarily enchant an item with some special feature or quality. At a moment when all hope is lost and evil may triumph the tables are turned; the plot twists in the kids' favor. A kid notices obscured writing on the the sword found weeks ago; saying them aloud causes the sword to engulf in flames for an hour.

Magical Incantations

He'd been practicing this crazy dance and chant for days; I thought it was rather pointless if not comical. Then the other morning he was at it again but this time it worked! He pulled out a feather, began hopping about, flapping his arms, chanting and jeering... with a final stomp and shout he pointed at me and I began to float up into the air!

- **Description:** Magic is as much art as it is science and while it may not be so rapid, efficient, or easy to learn as other fantasy worlds it is available to any kid who learns to weave the strands of arcane power. Spells are called Incantations in the Grimm Lands.

- **Learning Incantations:** Kids come from the real world and thus have learned no incantations prior to landing in the Grimm Lands. They must study and learn or be taught.

- **Education:** A kid must spend days learning and practicing equal to 2 times the level of the incantation (spell level)

- **Casting Incantations:**

- **Specific Incantations:** Refer to the d20 SRD for spells (Incantations) and use the following adaptations: There are no 0-level spells; they are all at least 1st-level. Casting an Incantation does not provoke attacks of opportunity, do not require concentration checks (though they may require the ac to of concentration), can not be interrupted, and may still take a move action as part of the casting process (such as dancing around and leaping in circles as part of the incantation's somatic gestures). How Incantations are cast is also different but outlined in detail below.

- **Cost:** Casting costs Imagination Points equal to the Incantation's level.

- **Casting Time:** Casting an Incantation takes as many turns as the Incantation's level.

- **Check:** $1d20 + \text{Wit} + \text{Lore}$ vs DC (Incantation Level * 4). Success means the incantation is cast and failure means it fails (but no Imagination Points are spent).

- **Estrangement:** Casting takes a toll on kids mentally and physically. After each successful casting a kid must roll a save $1d20 + \text{Pluck} + \text{Lore}$ vs Incantation Level of the Incantation being cast. Failure means a kid suffers an Estrangement point. These Estrangement points manifest in odd ways as they start to accumulate; their eyes now glow, their ears grow pointy, a yearning to taste blood, or they laugh with a witch like cackle! After a kid's estrangement points equal their Level + Pluck they lose all vestige of humanity and are now a creature of the Grimm Lands for eternity.

- **NPCs & Incantations:** Creatures of the Grimm Lands are made of imagination; they simply use a part of themselves to cast incantations as spell like abilities. The cost of this

Combat

- **Hit Points:** $HP = \text{Grit} + \text{Archetype Base HP} * \text{Level}$

- **Archetype Base HP:**

- **Bully:** 8 HP
- **Rock:** 8 HP
- **Normal:** 6 HP
- **Outcast:** 6 HP
- **Popular:** 6 HP
- **Dreamer:** 4 HP
- **Nerd:** 4 HP

- **Armor Class:** $AC = 10 + \text{Quick} + \text{Armor}$

- **Attack Bonuses:**

- **Melee:** $\text{Grit} + \text{Level}$

Grit may also be added to melee ATK damage ($\text{Grit} * 2$ for two handed weapons).

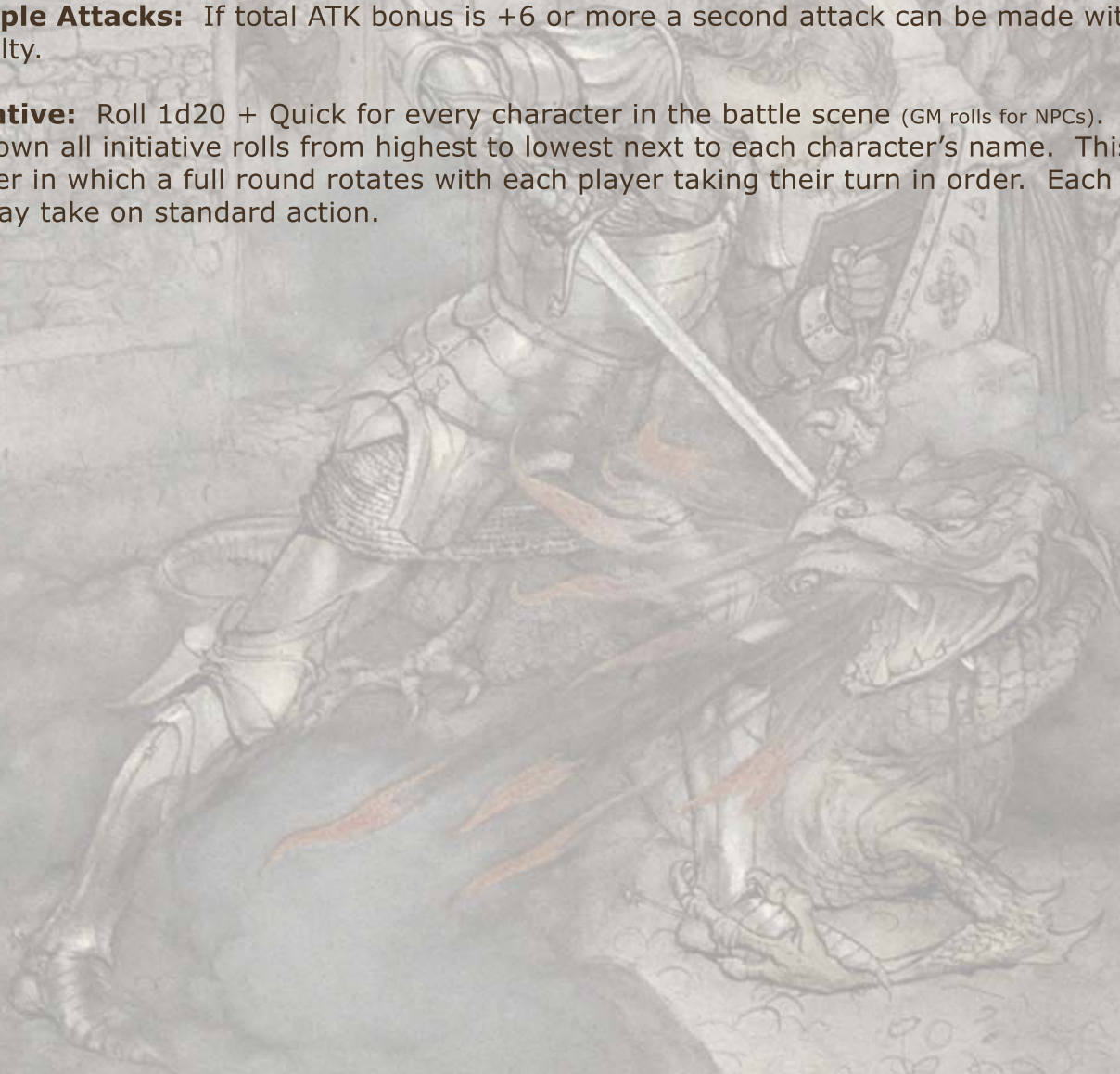
- **Ranged:** $\text{Quick} + \text{Level}$

- **Dual Wielding:** All kids may wield two weapons at once but they take a -2 ATK on their primary hand (first attack) and -4 on their secondary hand (second attack).

- **Multiple Attacks:** If total ATK bonus is +6 or more a second attack can be made with a -5 penalty.

- **Initiative:** Roll 1d20 + Quick for every character in the battle scene (GM rolls for NPCs).

Write down all initiative rolls from highest to lowest next to each character's name. This is the order in which a full round rotates with each player taking their turn in order. Each turn a kid may take on standard action.



Weapons, Armor, and Equipment

• Starting Equipment:

• **Items:** Kids start with only what they had on them or holding when they were warped to the Grimm Lands. This isn't an opportunity to take advantage of the ambiguity of these rules; pick items that make sense to your character's background story. A character's background story is a way of developing a fun and interesting character; not an excuse to try and get an unfair advantage or unbalance the game in your favor.

• **Keepsake:** Every kid has an item in which they have focused their imagination. Perhaps a favorite stuffed animal, a blanket grandma' gave them, that pocket knife dad gave you, your favorite piece of sports equipment, or even an invisible friend. A kid would never knowingly be separated from their keepsake. Now in the Grimm Lands this item holds great emotional significance and holds special power. Work with your GM to figure out your kid's keepsake and how exactly it works in the Grimm Lands.

• Equipment:

• **Using Equipment:** A kid may pick up and use any weapon, wear any armor, and use any tool so long as they are able to wield it, understand how it works, or it is the right size. In other words it should not be too heavy to wield with precision, too large or small to put on, or so exotic that it requires advanced training to use. Keep in mind kids are considered small creatures so medium sized equipment (such as an adult size suit of armor) is too large to be used effectively.

• **Melee Weapons:** Rather than lay out every single type of weapon and it's stats it would be easier to just break it down by size, it's DMG dice, and some examples. You may opt to use an equipment list from some other OGL d20 resource. (such as the original Grimm d20)

• **Tiny:** 1d2 DMG - Pencil, pocket knife, switchblade, sticks & stones.

• **Small:** 1d4 DMG - Dagger, hammer, hatchet, cleaver, heavy branch.

• **Medium:** 1d6 DMG - Hockey stick, baseball bat, shortspear, short sword, shovel.

• **Large:** 1d8 DMG - Longspear, bastard sword, long sword, ball & chain, battle axe,.

• **Two-handed:** 1d10 DMG - Greatclub, great sword, troll axe, polearm.

• **Ranged Weapons:** Handled much the same way as melee except they all require two hands to use and have a maximum distance which they are effective.

• **Tiny:** 1d2 DMG - Fist sized rock, dishes, .

• **Small:** 1d4 DMG - Sling, dart, blowgun.

• **Medium:** 1d6 DMG - Light crossbow, short bow, thrown short spear, javelin.

• **Large:** 1d8 DMG - Long bow, heavy crossbow, thrown long spear.

• **Armor:** As with weapons; it's much more simple to break it down by type. Again you are welcome to use an equipment list from some other OGL d20 resource.

• **Light:** +2 AC - Leather jerkin, studded leather, heavy winter coat, football pads.

• **Medium:** +4 AC - Thick hides, chainmail, noble's suit of armor,

• **Heavy:** +6 AC - Soldier's suit of armor, turtle shell, hard wood, plate armor.

• **Shields:** Same as armor.

• **Light:** +1 AC - Buckler, targe, serving platter, heavy pillow.

• **Medium:** +2 AC - Wood shield, sturdy barrel lid, bar stool,

• **Heavy:** +3 AC - Metal shield, heavy wood shield.

Arthur Rackham. 1910

Hazardous Story Elements

• **Temptation:**

• **Description:** Temptation is a key fairytale element used against the story's protagonists; in this case your characters. Being kids... it's hard to resist temptation!

• **Check:** $1d20 + \text{Pluck} + \text{A skill modifier vs DC}$. The skill modifier is up to the player and they should decide what best suits the situation and their character (Don't just choose a skill modifier because it's the highest number). The DC is decided by the GM based on the situation and the antagonist making the temptation.

• **Effect:** Success and the kid resists the temptation, sees through the adversary's motives, and is able to decide a better course of action. Failure and the child gives in to the temptation and falls right in to the antagonists plot.

• **Swallowed Whole:**

• **Description:** Being swallowed alive is a common theme in fairy tales, nursery rhymes, and mythology. Finding oneself in the belly of a beast, while unpleasant, does not necessarily mean the end of the road.

• **Check:** Opposed Grapple Checks: $1d20 + \text{Grit} + \text{Scamper vs } 1d20 + \text{Grit} + \text{Scamper}$

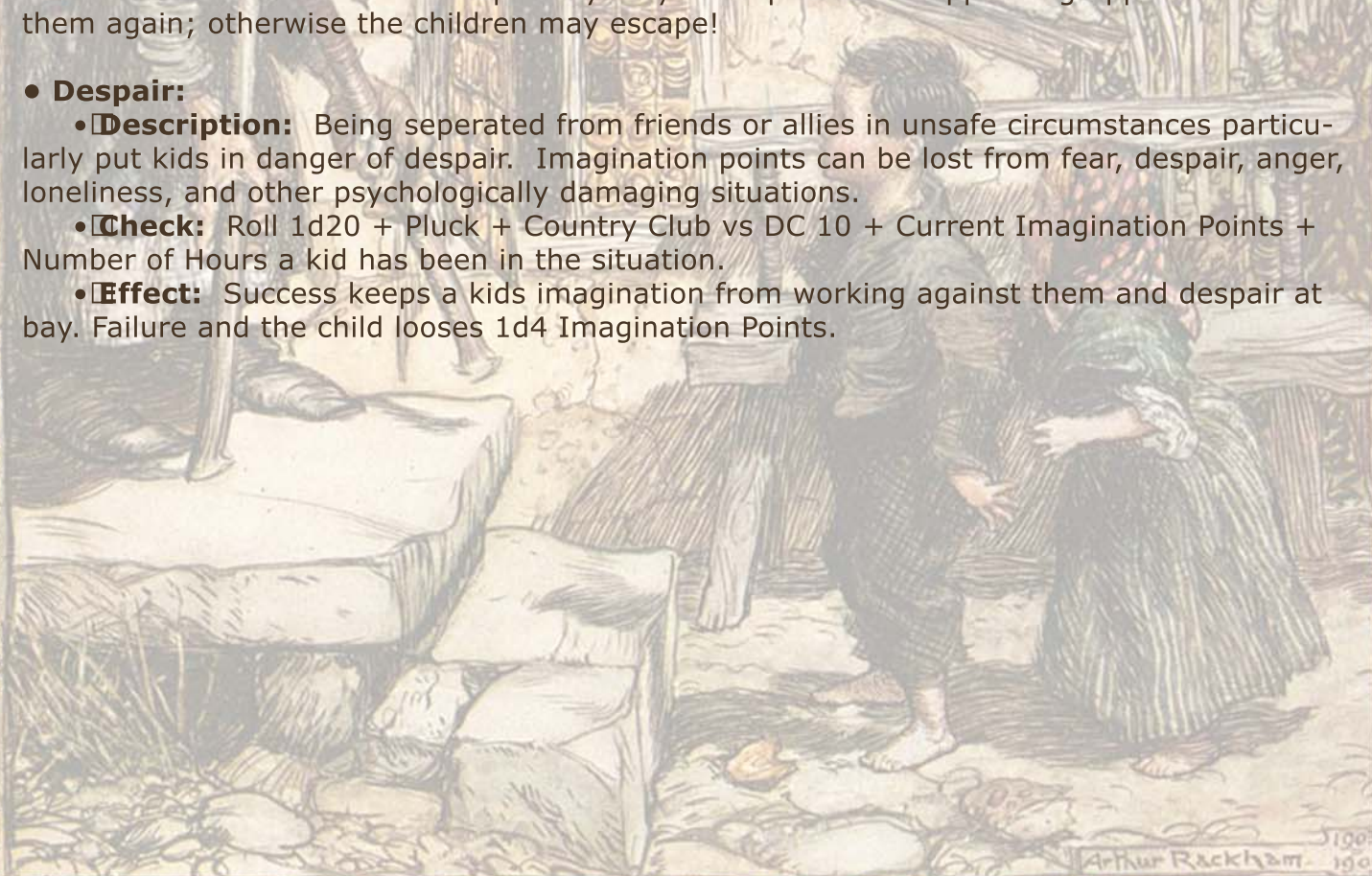
• **Effect:** Success and a kid manages to avoid being swallowed and breaks free of the grapple. Failure and the child is forced into the creature's mouth and down to their stomach. While in the stomach the GM may decide to start rolling DMG each round as the kid is digested or if the creature is vast enough in size they GM may rule that they are able to avoid being digested if they are careful and a whole different scene can take place within the creature's body! Characters are not without reprieve; they may attempt to escape using more opposed grapple checks to make their way back to the monstrous gullet. From there they can attempt to sneak or burst out the next time the creature opens its mouth. If the monster notices their escape they may attempt another opposed grapple to swallow them again; otherwise the children may escape!

• **Despair:**

• **Description:** Being separated from friends or allies in unsafe circumstances particularly put kids in danger of despair. Imagination points can be lost from fear, despair, anger, loneliness, and other psychologically damaging situations.

• **Check:** Roll $1d20 + \text{Pluck} + \text{Country Club vs DC } 10 + \text{Current Imagination Points} + \text{Number of Hours a kid has been in the situation}$.

• **Effect:** Success keeps a kid's imagination from working against them and despair at bay. Failure and the child loses $1d4$ Imagination Points.



Hazards of the Environment

• **Falling:**

- **Description:** Here are some guidelines for when a character fails that climb check or gets bull rushed over a ledge!

- **Damage:** DMG = 1d6 per 10' (20d6 max)

- **Other Hazards:** Icy spikes, jagged rocks, thorny vines, outcroppings, etc..
+1 DMG per 10' fallen (max. +10)

- **Save:** 1d20 + Pluck + Quick save for half DMG vs DC Depth Fallen (in feet)

• **Extreme Weather:**

- **Description:** Kids in the Grimm Lands may find themselves in all sorts of weather conditions. Usually characters that are properly equipped or sheltered do not take damage from foul weather.

- **Damage:** DMG = 1d6 per 10 minutes.

- **Other Hazards:** Lighting, thunder, large hail, extreme winds, etc
Add DMG dice as needed based on the ferocity of the weather.

- **Save:** 1d20 + Pluck + Grit save for half DMG vs DC Time in Minutes.

- **Types:** heat, cold, hail, sand storm, etc.

• **Swimming & Drowning:**

- **Description:** Here are some guidelines for characters that find themselves having to swim or other situation that may lead to drowning.

- **Swimming DCs:**

- Calm shallow water = DC 10

- Fast moving deep water = DC 15

- Dangerous cascades, rocks, or other treacherous water = DC 20

- **Swimming Check:** 1d20 + Grit + Boy Scouts. Failing a swim check forces the character to start holding their breath, begin sinking, and must succeed in another swim check in order to reach the surface to breath again. Success and a kid can swim at half their normal speed that round.

- **Hold Breath:** Rounds = Grit STAT + Grit Modifier

- **Drowning:** After a character has ran out of breath they begin to drown. First round they fall unconscious (0 HP), second round they are dying (0 Grit), and third round they have drown.

Disease & Poison

• Disease:

• **Description:** Diseases have various symptoms and are spread through a number of ways. Several typical diseases, types, and how they are spread are summarized below. A disease stat block contains the following: Name: Type, DC, incubation time, damage.

- **Type** lists the disease's method of delivery (contact, inhaled, or injury).
- **Save DC** lists the Fortitude save DC needed to prevent infection.
- **Incubation** lists the time before damage begins after failed save.
- **Damage** lists the ability damage the character takes after incubation and each day afterward.

• Pathogens:

- o **Virus**
- o **Bacteria**
- o **Fungus**
- o **Supernatural**

• Delivery Method:

- o **Contact** (inhale, engulf, spit, etc)
- o **Injury** (bite, sting, slash, pierce, inject, etc)
- o **Ingested / Digested** (ate, drank, forced ingestion, etc)

• Check: 1d20 + Grit + Boy Scouts vs DC

• Poison:

• **Description:** Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way. A poison stat block contains the following: Name: Type, DC, damage, price.

- **Name of the poison:**
- **Type** lists the poison's method of delivery (contact, ingested, inhaled, or injury).
- **Save DC** is the DC for a Fortitude save to resist the poison's effect.
- **Damage / Effect** is expressed as "xdx/xdx" and a descriptive effect name. The first number is the initial damage, taken immediately upon failing the Fortitude save against the poison. The second number is the secondary damage, taken one minute after exposure to the poison if a second save is failed.
- **Price** lists the cost for one dose of the poison. It can usually only be obtained through less-than-reputable sources.

• Delivery Method:

- o **Contact** (inhale, engulf, spit, etc)
- o **Injury** (bite, sting, slash, pierce, inject, etc)
- o **Ingested / Digested** (ate, drank, forced ingestion, etc)
- o **Fungus**

• Effects:

- o **Damage:** Additional damage subtracted from HP.
- o **Ability Drain:** Damage subtracted from the stat listed. This effect is temporary unless marked with an asterisk *.
- o **Unconsciousness:** Some poisons actually render the victim unconscious.

• Check: 1d20 + Grit + Scamper vs DC

Grimm Lite



Converted By: Mr. Nobody
Design & Editing: Morgam M
Original Art: Aurthur Rackham

If you like Grimm Lite but wish it was more "crunchy" then please buy
the game which inspired this lite conversion. It's published by
Fantasy Flight Games and it's called "Grimm" by Robert J. Schwalb

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