Microlite20 purest essence

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

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

Characters

Stats

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

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

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

Races

Humans get +1 to all skill rolls

Elves get +2 **MIND**

Dwarves get +2 **STR**

Halflings get +2 **DEX**

Classes

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

Fighters

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

Rogues

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

Magi

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

Clerics

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

Skills

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

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

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

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

Magic

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

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

1 + double the level of the spell being cast

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

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

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

The Difficulty Class (**DC**) for all spells:

10 + Caster Level + Caster's MIND bonus

Combat

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

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

> Melee attack bonus = **STR** bonus + Level
>
> Missile attack bonus = **DEX** bonus + Level
>
> Magic attack bonus = **MIND** bonus + Level

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

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

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

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

Other Hazards

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

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

Poison
> Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

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

Level Advancement

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

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

Each level adds
> •1d6 to Hit Points
> •1 to all attack rolls
> •1 to all skills

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

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

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

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

Monsters

Animal (small) eg Badger
HD 1d8+2 (6 hp) AC 15 Claw +4 (1d2-1)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Wight
HD 4d12 (26 hp) AC 15 Slam +3 (1d4+1 plus energy drain)
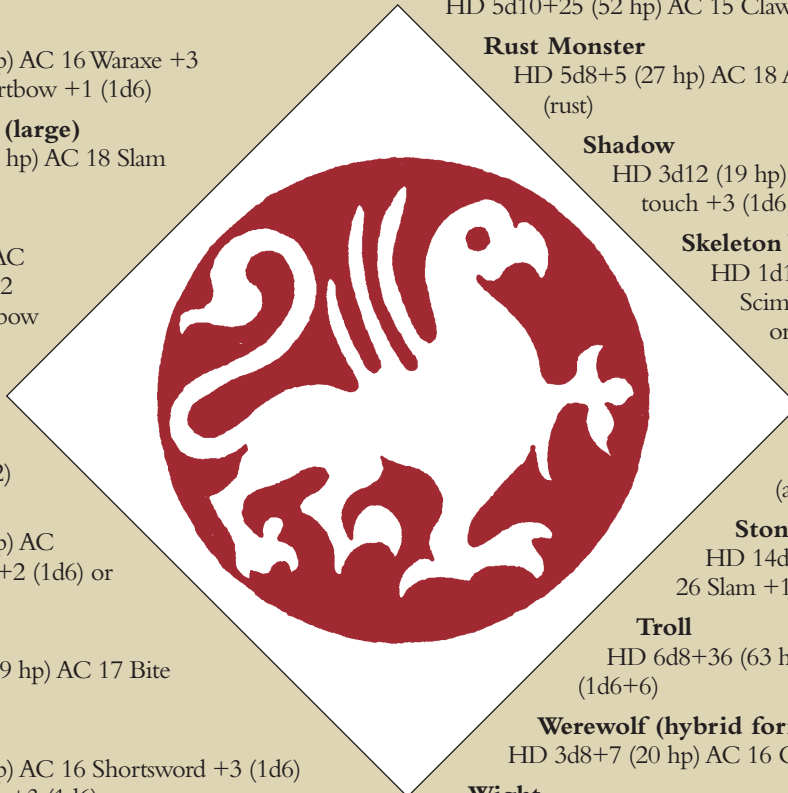
Wolf
HD 2d8+4 (13 hp) AC 14 Bite +3 (1d6+1)

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

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

Skills

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

Monster Advancement

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

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

Create your own

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

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

Sample Characters

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

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

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

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

Equipment List

Starting Wealth

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

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

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

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

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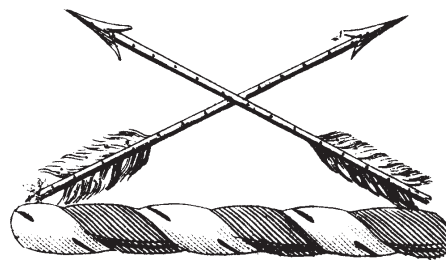
Weapons

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

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

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

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

Armour & Shields

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

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

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

Two-Handed Weapons

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

Light Weapons

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

Ranged Weapons

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

One-Handed Weapons

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

Armour

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

Shields

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

Adventuring Equipment

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

50 Gold Pieces each

Choose a pack or roll 1d6 to select one randomly

Finally, add the following, based on your Class:

Cleric: Silver Holy symbol & 5 Gold Pieces

Fighter: Vial of Holy Water & 5 Gold Pieces

Mage: Spellbook & 2 Spell Pouches & 5 Gold Pieces

Rogue: Thieves Tools

Fast Packs

Pack A (1–2)

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

Pack B (3–4)

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

Pack C (5–6)

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

Adventuring Gear

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

Clothing

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

Mounts and Related Gear

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

Spell Lists

0-Level Arcane Spells: Cantrips

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

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

Ghost Sound: Figment sounds for 1 round/level.

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

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

Prestidigitation: Performs minor tricks for 1 hour.

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

1st-Level Arcane Spells

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

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

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

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

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

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

2nd-Level Arcane Spells

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

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

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

Knock: Opens locked or magically sealed door.

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

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

3rd-Level Arcane Spells

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

Dispel Magic: Cancels magical spells and effects.

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

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

Lightning Bolt: Electricity deals 1d6/level damage.

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

4th-Level Arcane Spells

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

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

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

Dimension Door: Teleports you short distance.

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

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

5th-Level Arcane Spells

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

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

Feeblemind: Subject's MIND score drops to 1.

Passwall: Creates passage through wood or stone wall for 1 hour/level.

Permanency: Makes certain spells permanent.

Teleport: Instantly transports you as far as 100 miles/level.

6th–Level Arcane Spells

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

Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Contingency: Sets trigger condition for another spell. Lasts for 1 day/level or until discharged.

Disintegrate: Destroys one creature or object.

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

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

7th–Level Arcane Spells

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.

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

Finger of Death: Kills one subject.

Plane Shift: As many as eight subjects travel to another plane.

Power Word Blind: Blinds creature with 200 hp or less for 1d4+1 minutes (permanent if creature has less than 50 hp).

Spell Turning: Reflect 1d4+6 spell levels back at caster for 10 min./level or until expended.

8th–Level Arcane Spells

Clone: Duplicate awakens when original dies.

Horrid Wilting: Deals 1d6/level damage within 30 ft.

Incendiary Cloud: Cloud deals 4d6 fire damage/round for 1 round/level.

Irresistible Dance: Forces subject to dance for 1d4+1 rounds.

Power Word Stun: Stuns creature with 150 hp or less for 2d4 rounds.

Trap the Soul: Imprisons subject within gem.

9th–Level Arcane Spells

Astral Projection: Projects you and companions onto Astral Plane.

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

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

Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.

Power Word Kill: Kills one creature with 100 hp or less.

Soul Bind: Traps newly dead soul to prevent resurrection.

0–Level Divine Spells: Orisons

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

Guidance: +1 on one attack roll, saving throw, or skill check. Lasts for 1 min. or until discharged.

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

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

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

Virtue: Subject gains 1 temporary hp for 1 minute.

1st–Level Divine Spells

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

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

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

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

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

2nd–Level Divine Spells

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Delay Poison: Stops poison from harming subject for 1

Gentle Repose: Preserves one corpse.

Remove Paralysis: Frees one or more creatures from paralysis or slow effect.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

3rd–Level Divine Spells

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

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

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

Remove Disease: Cures all diseases affecting subject.

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

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

4th–Level Divine Spells

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

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

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

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

Restoration: Restores level and ability score drains.

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

5th–Level Divine Spells

Atonement: Removes burden of misdeeds from subject.

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

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

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

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

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

6th–Level Divine Spells

Banishment: Banishes 2 HD/level of extraplanar creatures.

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

Harm: Deals 10 points/level damage to target.

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

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

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

7th–Level Divine Spells

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

Destruction: Kills subject and destroys remains.

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

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

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

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

8th–Level Divine Spells

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

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

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

Discern Location: Reveals exact loc of creat or object.

Fire Storm: Deals 1d6/level fire damage.

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

9th–Level Divine Spells

Astral Projection: Projects you and companions onto Astral Plane.

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

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

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

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

Soul Bind: Traps newly dead soul to prevent resurrection.

Monster List

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

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

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

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

Animal

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

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

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

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

Cat: HD ½d8 (2 hp), AC 14, Claw +4 (1d2–4)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Dinosaur

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

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

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

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

Dire Animal

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

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

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

Dragon

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

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

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

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

Creatures

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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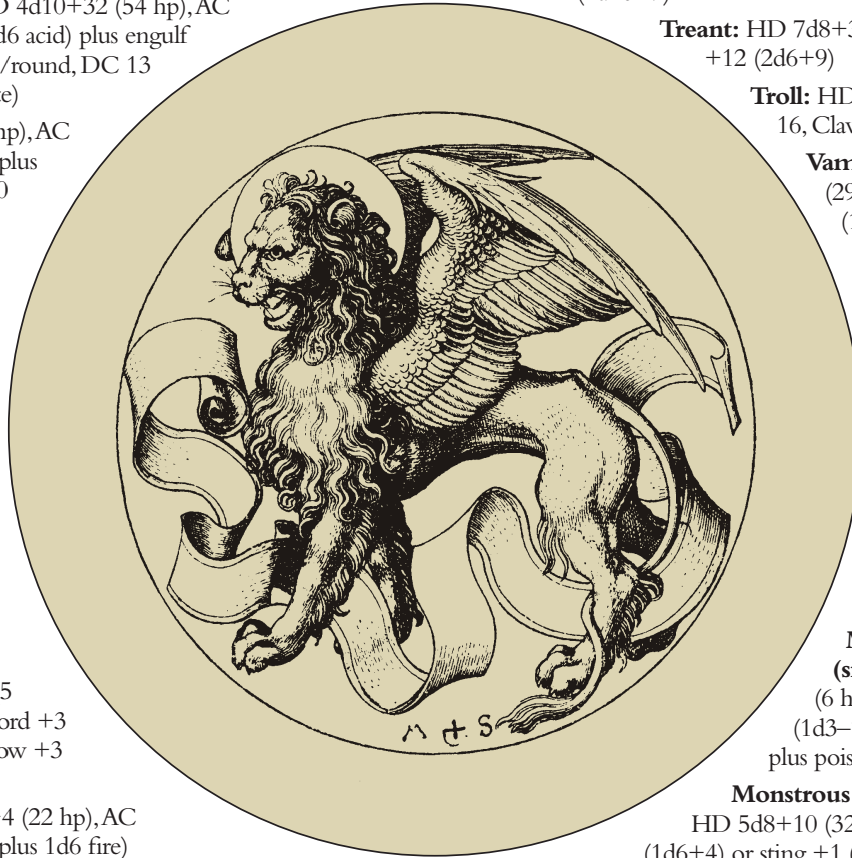
Vermin

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

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

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

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

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

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

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

Werewolf

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

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

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

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

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

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

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

Expert Rules

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

Races

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

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

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

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

Classes

Paladins

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

Rangers

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

Illusionists

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

Druids

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

Bards

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

Skills

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

Heroism

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

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

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

Magic

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

Extending

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

Empowering

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

Widening

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

Spell Lists

0-Level Illusionist Spells

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

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

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

Ghost Sound: Figment sounds for 1 round/level.

Prestidigitation: Performs minor tricks for 1 hour.

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

1st-Level Illusionist Spells

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

Color Spray: Incapacitates creatures within a 15' cone.

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

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

Silent Image: Creates minor illusion of your design.

Ventriloquism: Throws voice for 1 minute per level.

2nd-Level Illusionist Spells

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

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

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

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

Minor Image: As Silent Image plus some sound.

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

3rd-Level Illusionist Spells

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

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

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

Invisibility Sphere: Makes everyone within 10' invisible.

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

4th-Level Illusionist Spells

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

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

Confusion: Subjects behave oddly for 1 round/level.

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

Minor Creation: Create one cloth or wood object.

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

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

5th-Level Illusionist Spells

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

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

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

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

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

Sending: Delivers short message anywhere, instantly.

6th-Level Illusionist Spells

Mislead: Turns you invisible and creates illusory double.

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

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

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

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

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

7th-Level Illusionist Spells

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

Phase Door: Creates invisible passage through wood and stone.

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

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

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

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

0-Level Druid Spells

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

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

Detect Poison: Detects poison in one creature or object.

Mending: Makes minor repairs on an object.

Read Magic: Read scrolls and spellbooks.

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

1st-Level Druid Spells

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

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

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

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

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

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

2nd-Level Druid Spells

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

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

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

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

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

Warp Wood: Bends wood within 20' radius.

3rd-Level Druid Spells

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

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

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

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

Stone Shape: Sculpts stone into any shape.

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

4th-Level Druid Spells

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

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

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

Reincarnate: Brings dead subject back in random body.

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

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

5th-Level Druid Spells

Awaken: Animal or Tree gains human intellect.

Baleful Polymorph: Transforms subject into harmless animal.

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

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

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

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

6th-Level Druid Spells

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

LiveOak: Oak becomes treant guardian.

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

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

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

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

7th-Level Druid Spells

Changestaff: Your staff becomes a treant on command.

Control Weather: Changes weather in local area.

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

Finger of Death: Kills one subject.

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

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

Game Master's Guide

Disease

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

The entries for diseases include the following information:

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

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

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

Incubation lists the time before damage begins.

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

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

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

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

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

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

Extreme Heat & Cold

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

Falling Damage

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

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

Poison

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Traps

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

The entries for traps include the following information:

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

Type lists the trap used and the effect it has.

Attack shows the traps attack bonus or type of effect.

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

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

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

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

EL1 Traps

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

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

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

EL2 Traps

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

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

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

EL3 Traps

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

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

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

EL4 Traps

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

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

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

EL5 Traps

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

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

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

EL6 Traps

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

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

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

EL7 Traps

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

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

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

EL8 Traps

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

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

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

EL9 Traps

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

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

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

EL10 Traps

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

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

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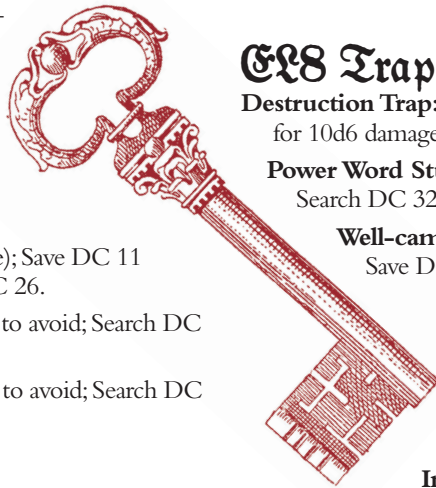
When in Doubt... Remember

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

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