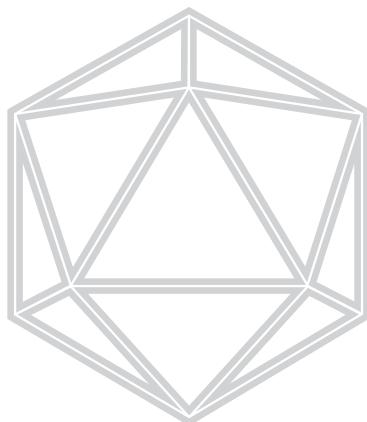


Microlite 20



Golden Edition

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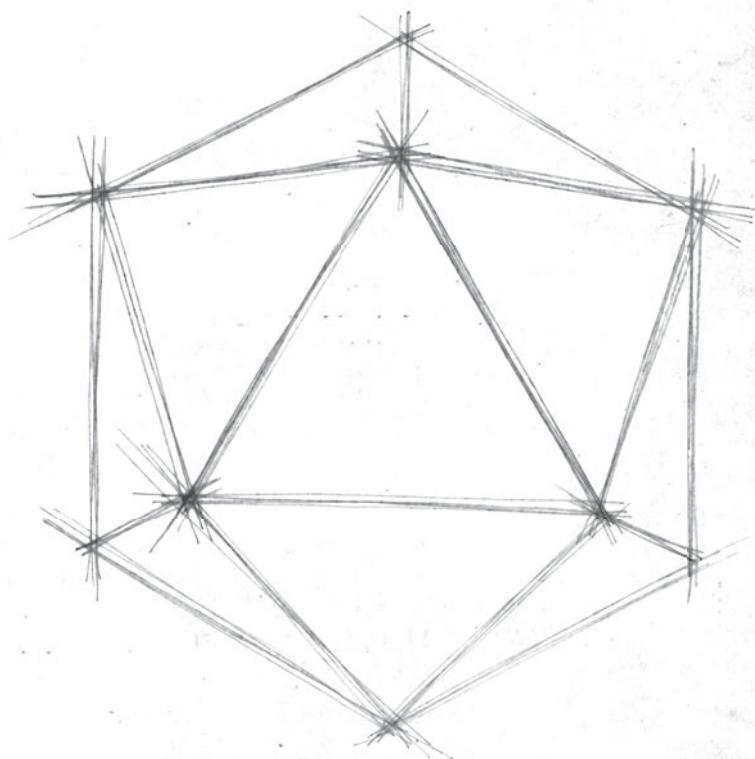
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Microlite 20 Golden Edition
by Massimo Baffoni

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FOREWORDS

What is Microlite20?

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

So do we!! – Greywulf

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

History of Microlite20

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

Amazing, one page of basic rules (coupled with the Fantasy SRD for spells and monsters) really did allow for fast-playing games with just about every adventure and supplement published for the 3.x edition. Microlite20 was an immediate hit with players who liked the 3.x edition of the world's most popular fantasy RPG but did not like the complex and time-consuming (both to GM for and to play out combats) beast it had become. Microlite20 was a rules-light way to play that brought fun back to many game tables.

The Microlite20 rules were entirely open game content. Only the names "Microlite20" and "Robin V. Stacey" were listed as product identity. Having the entire system open game content sparked a flurry of gamer creativity. Simple variant rules and basic expansions came first – for example, lists of limited spells and monsters so Microlite20 could be played without lugging the huge SRD around. However, customized rule sets and complete games based on Microlite20 soon followed.

In the spring of 2010, Robin sold the rights to Microlite20 to Seth Dreibitko. Seth has big plans for the game but even without big plans, the Microlite20 community

is still going strong, still producing new material and complete new games based on Microlite20.

About Microlite20 Golden Edition

This edition wants to transform the minimalist idea of the original Microlite20 in a full and complete Rulebook. While the original “one page rulesheet” was mainly aimed to already experienced players, the Golden Edition wants to extend the original idea to both new and expert players, giving them a framework that permits to play quickly, freely and virtually everywhere having all the rules and manuals at hand.

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FIRST STEPS



If you are a novice, the best and quickest way to learn playing is to find an experienced group of players, but if you and your friends are absolute newbies, a good start is to try directly: give yourselves a few tries, pick up a low-level adventure and go for it. Even if there are few rules, try to focus on having fun: rules will follow.

Equipment needed

You will need paper sheets, pencils and dices. Many times during the game you will need to roll dices to check if you can do certain types of actions or tasks. There are many types of dices, with 4, 6, 8 or more faces. It will be asked you to roll "xdy" that simply means "x dices with y faces" ("2d6" is "two 6-sided dices, while "1d20" is "one 20-sided dice").

What is a role-playing-game

A role-playing game (RPG) is a cooperative narration game in which players assume the roles of characters in a fictional setting, deciding freely which action let them do and acting as their fictional alter-ego. The *Game Master*, the main narrator of the game, describes the game world and its inhabitants. The other players describe the intended actions of their characters, and the GM describes the outcomes. Actions taken within the game succeed or fail according to a formal system of rules and guidelines.

GM: "You're walking along a path in a small wood when you hear noises coming from behind a large bush of vegetation. A sparkle of light reveals something shiny..."

Now it's your turn: are you a fearful adventurer that decides to run for his life or are you brave enough to search in the wood? Maybe you're a warrior that grabs

his sword, sure that this is an ambush, or maybe you're a smart thief, that climbs silently on a tree to look what's behind the plants. Or maybe you're a powerful wizard that casts a spell to clearly see through obstacles. Now it's up to you!

Simplicity

When you'll begin playing with Microlite20, especially if you have played role games before, you will surely feel that certain stats and skills don't represent fully and realistically all the possibilities you will encounter during the game. But while complexity means more realism, it also means slowing down the game itself for the need of checking continuously rulebooks and tables. The aim of Microlite20 is to focus on gameplay instead, forgiving sometimes a more realistic approach in favor of fluidity and freedom of choice.

CHARACTERS



The first thing to do before beginning your quest is to create a character, your alter-ego in the world described by the Game Master.

Stats

Each character can be described using some values, called *stats*, as reference. There are 3 stats :

Strength (STR): represents the physical status of the character, his strength and his toughness, his physical resistance and how hard he can hit.

Dexterity (DEX): represents his coordination, precision, agility, reflexes, balance and movement involved skills.

Mind (MIND): represents his analytical thinking, his lore and wisdom, memory and everything related to knowledge and intelligence.

Optional **Charisma (CHAR)**: measures a character's persuasiveness, personal magnetism, and ability to lead. It is not a reflection of physical attractiveness, although attractiveness certainly plays a role. The skill bonus can then be used in place of your MIND bonus for any interactions with intelligent creatures.

Roll 4d6, drop lowest dice and sum the remaining 3 dices. Allocate this value to one of the stats. Repeat for remaining stats.

This value represents how the character is "gifted" in his traits. If this value is particularly high (or low) he will receive a proportional bonus that may help (or obstruct) his actions involving these personal characteristics. Stat bonus can be calculated as follows:

$$\text{Stat-bonus} = (\text{STAT}-10)/2, \text{rounded down.}$$

Health Points (HP) represent the health level of the character: anytime you get wounded this number drops. Your total HP is $\text{STR} + 1\text{d}6/\text{Level}$.

Armour Class (AC) is a value representing how difficult it is to hit you. Its base value is $10 + \text{DEX bonus}$. Your AC can be improved using armours, spells or other magical artefacts.

Melee attack bonus is Level + STR bonus and **Missile attack bonus** is Level + DEX bonus.

Races

Many different species inhabit a fantasy world. Each of them have its common traits and characteristics, but you are not forced to stick to them. However, due to their innate traits, each race applies some modifiers to base stats. Game masters can limit the choice to only few races, if this suits their scenario, or add other races to the list.

You can find some special abilities descriptions in the “Special Abilities” section of the Bestiary (Appendixes).

Human

Humans are usually the most common race, thanks to their ability in adapting to every kind of environment. Due to this they can live in a wild range of habitats and can easily learn lots of competencies. Skin color and body type varies heavily.



- +1 to all skill rolls.
- Move 30' / per round or 20' / round in heavy armor.

Elf

Smaller than humans, have more angular and defined facial traits, pointy ears, and an unnatural beauty and grace. They seem detached from the world around them, seen by some as introversion or xenophobia. Elves are deeply connected to magic and nature and can live up to 500 years.



- +2 MIND, +1 DEX, -1 STR.
- Move 30' / per round or 20' / round in heavy armour.
- Darkvision.
- Immunity to magic sleep effects and ghoul paralysis.
- +2 on Listen, Search, and Spot checks. An elf who passes within 5 feet of a secret or concealed door can make a Search check to notice it as if she were actively looking for it.

Dwarf

Dwarves are four feet tall, with squat, broad bodies, proud of their long and thick beards. Dwarves mistrust half-orcs, and fail to appreciate elves, whom they only ally with in their many battles against orcs, goblins, gnolls, bugbears and trolls.



- +2 STR, -1 CHAR.
- Move 20'/ per round even in heavy armour.
- Darkvision.
- Stonecunning.
- +4 on checks to resist being bull rushed/tripped when standing on the ground
- +2 racial bonus on saves against poison, spells and spell-like effects.
- +2 racial bonus on Appraise and Craft checks related to stone or metal items.

Halfling

They have thin lean bodies, no more than three and a half feet tall, have pointed ears, brown eyes and straight black hair held in a topknot which is a source of pride. Halflings are intensely curious, rambling and speaking very quickly when excited. They are masters at the art of insulting people.



- +2 DEX, -1 STR.
- Small Creature.
- Move 20'/ per round or 15'/round in heavy armor.
- +1 size bonus to Armor Class .
- +4 size bonus on Subterfuge checks to hide in outdoor environments.
- +2 morale bonus to saves against fear effects.
- +2 racial bonus on Climb, Jump, Listen, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +1 racial bonus on attack rolls with thrown weapons and slings.

Gnome

Gnomes are 3-3½ feet tall, naturally friendly, highly social and fun loving people. They have a deep relationship with nature and in the eyes of a gnome, animals are people too. Gnomes can perform the spell-like abilities of dancing lights, ghost sound and prestidigitation, that play a large role in their games.

- +1 DEX, +1 MIND.
- Small creature.

- Move 20'/ per round or 15'/ round in heavy armor.
- +1 size bonus to Armor Class.
- +2 bonus to saving throws against illusions and +1 to DC for all saving throws against illusion spells cast by gnomes.
- +4 size bonus on Subterfuge checks to hide in underground environments.
- Once per day may speak with burrowing animals (duration 1 minute).
- Low-Light Vision.
- +2 racial bonus on Listen checks.
- +2 racial bonus on Craft (alchemy) checks.



Lizardmen

Primitive reptilian humanoids with scaly skin, normally dull, earthy colors such as green, brown, or gray. They use their tail for balance, which measures three to four feet long. There are several species of lizardmen, from small and skinny to tall and strong ones. Lizardfolk are usually neutral.

- 2 STR, +2 DEX, -2 MIND.
- Move 30'/ per round or 20'/ round in heavy armor.
- +5 natural armour bonus.
- Natural Weapons: 2 claws (1d4) and bite (1d4).
- A lizardfolk can hold its breath for $4 \times \text{STR}$ rounds before it risks drowning.
- +4 racial bonus on Jump, Swim, and Balance checks because of their tails
- +1 on Fortitude rolls and +3 on Reflexes rolls



Half-Orc

Tall and strong, they see themselves gifted with strength and opportunities beyond those of either of their parent races. They tend toward a chaotic outlook drawing strength of character from the inequities they face. Half-orcs rarely have strong religious views.

- +3 STR, -1 MIND, -2 CHAR.
- Move 30'/ per round.
- Darkvision.
- +4 racial bonus on intimidate checks.
- Orc Ferocity: Once per day, when brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to



above 0 hit points, he falls unconscious and begins dying.

- Rage: once a day can enrage and gain +2 to Strength and Fortitude. At the end becomes fatigued.
- Natural Weapons: bite (1d4).

Half-Elf

In them humans see the grace, the fair face and the pointy ears of elves while these see the opposite. A half-elf's skin is pale and their eyes have the bright green or blue hue common to elves. They have the curiosity and the ambitions of humans and the sense for magic and love for nature of elves.



- +1 MIND, +1 DEX, +1 Comm.
- Move 30' / per round or 20' / round in heavy armor.
- +1 to any 2 Skills.
- Immunity to magic sleep effects.
- Low-Light Vision.
- +1 racial bonus on Listen, Search, and Spot checks.
- +1 racial bonus to your Will defense.
- +2 racial bonus on Diplomacy and Gather Information checks.

Mul (Half-Dwarf)

They retain the height and cunning of humans, plus the durability, raw strength and constitution of dwarves. Born usually as slaves, they can perform heavy work for days and have gruff personality and violent reactions. Fair skinned, they have pale-colored eyes, no hair or beard. Muls are sterile.



- +2 STR, -1 MIND, -1 CHAR, +1 Physic.
- Move 30' / per round.
- Muls may be any chaotic alignment.
- Darkvision.
- +2 racial bonus on Intimidate checks.
- Muls are able to work longer and harder without rest than most other races. Regardless of the preceding type of exertion, eight hours of sleep will let a Mul become fully rested, ready to begin work again.

Thiefling

Their lineage can be traced back to to a fiend or demon. Tieflings have any of a number of features that reference (directly or indirectly) their fiendish lineage

including horns of various styles, pointed teeth, hooves, tails, and unusually colored eyes. They are not necessarily evil, but usually sneaky and subtle.

- +2 DEX, +1 MIND, -2 CHAR.
- Move 30'/per round or 20'/round in heavy armor.
- +2 racial bonus on Bluff and Hide checks.
- Darkvision out to 60 feet.
- Resistance to cold 5, electricity 5, and fire 5.
- Darkness: can use Darkness spell once per day.



Half-Fiend

They born from fiends who have mated with a human. Often grotesque mockeries of humans, rarely one learns from and takes on characteristics of its non-fiendish parents, turning from its evil heritage. Never truly fitting into society, half-fiends are usually loners. They are outcasts, hated corrupters of the natural order.

- +3 MIND, -1 STR or -1 DEX, -2 CHAR
- Move 30'/per round or 20'/round in heavy armor.
- Darkvision out to 60 feet.
- Immunity to poison.
- Resistance to acid 10, cold 10, electricity 10, and fire 10.
- Darkness: can use Darkness spell once per day.
- Non-good alignment.
- Natural Weapons: claw (1d4) and bite (1d6)
- Bat wings: can fly at the base creature's base land speed.



Drow

Drows are black-skinned and pale haired relatives of elves, with sharp features, large eyes and pointed ears. Drows are silent and swift, highly resistant to magic and capable to use some innate magical abilities even if not spellcasters. They are described as chaotic or evil in alignment, and highly intelligent.



- +2 DEX, -2 STR, +2 MIND.
- Move 30'/per round or 20'/round in heavy armor.
- Immunity to magic sleep effects.
- +2 racial on Will saving throws against enchantment spells



or effects.

- Darkvision out to 120 feet.
- +2 on Listen, Search, and Spot checks. A drow who passes within 5 feet of a secret or concealed door can to a Search check to notice it as if she were actively looking for it.
- Spell-Like Abilities once per day: Dancing Lights, Darkness, Faerie Fire.
- Light Blindness: Abrupt exposure to bright light blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Minotaur

Their bodies (around 7ft tall) are humanoid and covered in short fur, but their heads are bovine and their back legs end in cloven hooves. They are proud, noble, tenacious and bold, deeply spiritual and respectful of their elders. Generally kind and benevolent, they become furious, savage and brutal in combat.



- +2 STR, +1 Physic, -2 MIND.
- Move 30'/ per round.
- Large size: -1 to AC, -1 on attack rolls, -4 on Hide checks, +4 on grapple checks, double lifting and carrying limits.
- Darkvision: 60 feet.
- +2 racial bonus on Search, Spot, and Listen checks.
- +3 natural armor bonus.
- Natural Weapon: Gore (1d6+STR bonus if first attack, 1d6 if used as secondary).
- Powerful Charge: in addition to the normal benefits/hazards of a charge, allows the minotaur to make a single gore attack dealing 4d6 + STR bonus damages.
- Natural Cunning.
- Immune to Maze spell.
- Scent
- -2 on Balance, Escape Artist and Tumble skill checks.

Half-Giant

A cross between humans and giants (7/8 ft tall, weigh 250/400 pounds) usually held captive as warriors and laborers. As a result, nothing is more important to them than their freedom. Like humans they are curious, cooperative and communicative, with a general tendency toward kindness. They disdain religion.



- +2 STR, +2 Physic, -2 DEX.
- Move 30'/ per round.

- Large size: -1 to AC, -1 on attack rolls, -4 on Hide checks, +4 on grapple checks, double lifting and carrying limits.
- Giant: not subject to spells or effects that affect only humanoids (charm person or dominate person).
- Low-Light Vision.
- +2 racial bonus on saving throws against all fire spells and effects.
- Spell-Like Abilities once per day: Stomp - his foot stomp, precipitating a psychokinetic shock wave that travels along the ground, topples creatures (they become prone and take 1d4 non-lethal damages) and loose objects. Save DC is 10+half-giant STR modifier.

Alignment

The character's alignment is a guide to his basic moral and ethics used to provide a clear idea of how the character will handle moral dilemmas, but doesn't prevent a character from changing his beliefs, acting irrationally, or behaving out of character. Possible alignments are:

Lawful Good

An orderly, strong society with a well-organized government can work to make life better for the majority of the people. Lawful good characters strive for those things that will bring the greatest benefit to the most people and cause the least harm. Examples are an honest and hard-working serf, a kindly and wise king, or a stern but forthright minister of justice.

Lawful Neutral

Order and organization are of equal importance: they believe in a strong, well-ordered government, whether that government is a tyranny or benevolent democracy. The benefits of organization and regimentation outweigh any moral questions raised by their actions. Examples are an inquisitor determined to ferret out traitors at any cost or a soldier who never questions his orders.

Lawful Evil

They believe in using society and its laws to benefit themselves. Structure and organization elevate those who deserve to rule as well as define hierarchy between master and servant. They obey laws out of fear of punishment and are careful giving their word to not be forced to honour unfavorable oaths. They break their word only if they can find a way to do it legally.

Neutral Good

A balance of forces is important, but the concerns of law and chaos do not moderate the need for good. Since there are many creatures striving for different goals, a pursuit of good will counte-balance entropy. Social structure can be supported or thrown up: by itself it has no innate value to them. A baron who violates his king's order to destroy something he sees as evil is an example.

True Neutral

They believe in the ultimate balance of forces, and refuse to see actions as either good or evil. Since the majority of people in the world make judgments, true neutral characters are extremely rare. True neutrals do their best to avoid siding with the forces of either good or evil, law or chaos. It is their duty to see that all of these forces remain in balanced contention.

Neutral Evil

They are primarily concerned with themselves and their own advancement. If there is a quick and easy way to gain a profit, whether it be legal, questionable, or obviously illegal, they take advantage of it, even betraying friends and companions. They typically base their allegiance on power and money, like an unscrupulous mercenary, a common thief, and a double-crossing informer.

Chaotic Good

They are strong individualists marked by a streak of kindness and benevolence. They believe in all the virtues of goodness and right, but they have little use for laws and regulations. Their actions are guided by their own moral compass which, although good, may not always be in perfect agreement with the rest of society.

Chaotic Neutral

There is no order to anything, including their own actions: they tend to follow whatever whim strikes them at the moment. Good and evil are irrelevant when making a decision. Chaotic neutral characters are extremely difficult to deal with. They are almost totally unreliable. Lunatics and madmen tend toward chaotic neutral behavior.

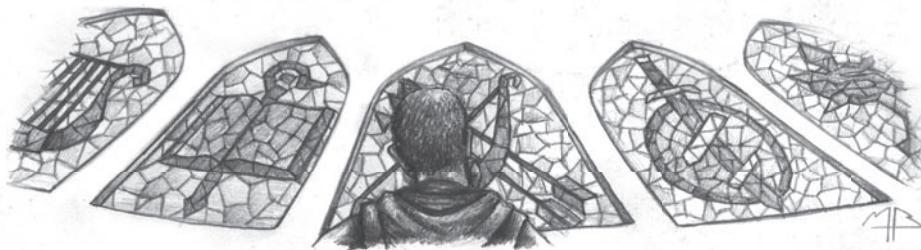
Chaotic Evil

There's nothing wrong with taking whatever they want by whatever means possible. Laws and governments are the tools of weaklings. The strong have the right to take what they want, and the weak are there to be exploited. They band together only to oppose powerful enemies. Such a group can be held together only by a strong leader capable of bullying his underlings into obedience.

Other Characteristics

It's not fundamental, but often useful, to know other things about your character: age, sex, weight and height are the most useful to take note of, since they will influence heavily your gameplay. In choosing these traits, keep always in mind the chosen race and age. Other sub-trait are hair colour, eyes colour, right or left handed, voice, body shape and so on. Talk with the Game Master about these traits: he (or you both) could choose to apply additional modifiers to stats to represent them.

CLASSES



A class are what your character is trained at. A sort of job, if you prefer. The basic ones are Fighter, Rogue, Mage, Cleric, but you can choose (if your Game Master allows them) between many more or invent them. Keep in mind what your stats are in order to choose a right class for you character: a mage with a really low MIND stat simply doesn't make sense, usually. Characters begin at Level 1.

Fighter

Fighters are voted in the study of armed fighting. They are though people, strong, but not necessarily rude. Some prefer the brute force and aggressiveness of the berserker, other prefer a classical way of fight, and others see fighting also as a form of art, like *bladedancers*.

- Wear any kind of armour and use shields.
- +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.
- Every 6 levels the fighter gains an additional attack (e.g., at 6th level the fighter may attack twice in one combat round).
- +1 attack bonus (AB) to all attack rolls, increasing by +1 per level



Cleave

When facing more enemies, they can hit and maintain momentum to attack other foes. If you kill a creature in a single blow, you get an immediate bonus melee attack against another creature within reach (no movement allowed).

DEX Bonus

Their body moves swiftly during combat. Can use DEX bonus + Level as Melee attack bonus if wielding a light weapon.

Double Weapon

Can use 2 light weapons and attack with both in a round but with a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you can not wield two rapiers at the same time.

Rogue

They live by subterfuges, but not all of them are thieves (even if most of them are). They have a lot of personal and physical skills that help them to get in and out of troubles effortlessly. The less they have to toil and struggle like everyone else the better they think they are.

- Can use light armour.
- +3 bonus to Subterfuge.
- Bonuses on climbing even on difficult circumstances.
- +1 attack bonus (AB) to all attack rolls, increasing by +1 every 4 levels.
- Any alignment except lawful good. If possible at least partially neutral.



Pick Pockets

Rogues are swift of hand. They can perform or try to steal small items (also from pockets, sleeves, backpacks, purses) sneaking unnoticed or distracting people. A failed roll means they didn't get the object, but not that they have been noticed (another roll is required).

Open Locks

They have bonuses to solve puzzle locks (locks with sliding panels, hidden releases, and concealed keyholes) and they can try to pick locks in general using thief's tools. They can use improvised ones (iron wire, a thin dirk, a stick, etc.) but with a penalty.

Find/Remove Traps

They can try to find concealed traps or alarms on objects or places they can examine. The GM rolls a check: if it fails the rogue didn't find any trap. This could mean both there's no trap or he didn't see it. If found, the rogue can work out how it works and try to disarm it (see Open Locks).

Move Silently

Their step is smooth and soundless. Declaring the will to move silently, the GM rolls to check if the movement is silent or not, while the rogue always thinks to be quiet. Movement rate is 1/3 normal. Penalties can be applied depending on the

surface (leaves, cobbles...) and equipment (noisy objects, armours...)

Hide in Shadows

Experts in hiding, if noone looks at them, they can completely disappear in the darkness or behind other kinds of concealments (bushes, curtains...) as long as they don't move. The GM rolls a check and keeps it secret, but the rogue will always think he is successfully hidden.

Read Languages

Hearing and communicating with many different people every day helps rogues in understanding writings in other languages. If a successful check roll is achieved, the rogue manages to guess some bits of information. Is possible to try only once per level for each single document.

Sneak Attack

If unnoticed a rogue can attack someone from behind with a light weapon: the attack deals an extra 1d6 damage at 1st level, and increases by an additional 1d6 damage for every two rogue levels thereafter. If the enemy notices the rogue, the backstab becomes a normal attack from behind. To sneak attack, the victim must have a definable back-side and be easily reachable.

Mage

Mages are devote to the study of magic. Due this they generally lack in physical abilities, but with few words and gestures they can manipulate the magic energy, called "mana", and use it as their weapon, armour or tool, from entertaining people to fight demons and dragons.

- Wear no armour. If wear light armour they can't cast spells since it limits the movement.
- Use only light weapons or staff (or others requiring little skill and strength)
- +1 attack bonus (AB) every 6 levels.
- They can cast arcane spells
- +1 bonus to MIND.



Grimoire

The grimoire is the collection of spells and knowledge a mage always carries with him. It can be one or more books, scrolls or whatever the GM allows. A mage has to read over and over his spells from his book in order to memorize them and make them ready to cast.

Number of spells

Even if the number of spells in the grimoire is limited only by the number of pages it has, a mage has a limit in memorizing spells ready to be casted depending on his level (see the following table). A mage cannot cast lot of magics, as it drains energy. See the "Magic" chapter for further details.

Wizard Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	1	--	--	--	--	--	--	--	--
2	2	--	--	--	--	--	--	--	--
3	2	1	--	--	--	--	--	--	--
4	3	2	--	--	--	--	--	--	--
5	4	2	1	--	--	--	--	--	--
6	4	2	2	--	--	--	--	--	--
7	4	3	2	1	--	--	--	--	--
8	4	3	3	2	--	--	--	--	--
9	4	3	3	2	1	--	--	--	--
10	4	4	3	2	2	--	--	--	--
11	4	4	4	3	3	--	--	--	--
12	4	4	4	4	4	1	--	--	--
13	5	5	5	4	4	2	--	--	--
14	5	5	5	4	4	2	1	--	--
15	5	5	5	5	5	2	1	--	--
16	5	5	5	5	5	3	2	1	--
17	5	5	5	5	5	3	3	2	--
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2

Cleric

They're not simple followers of a divinity, but also his faithful intercessors in the world, using the power the god gave them to spread the faith and defend their beliefs. They're not skilled in combat like warriors, but well trained to use weapons, and they can cast spells to further their god's aims.

- Can wear light or medium armour.
- Cast divine spells
- +3 bonus to Communication.
- Turn Undead with a successful Magic Attack.
- +1 attack bonus (AB) every 4 levels.



Turn Undead

Clerics can invoke the power of their god to

turn undead creatures. This can be used ($2 + \text{Level} + \text{MIND Bonus}$) times per day or ($2 + \text{Level} + \text{CHAR Bonus}$) times if you use Charisma. The DC is determined by the Hit Points of the Undead. If the roll exceeds DC by 10 the undead is destroyed.

Clerics of an evil cult can bind undead creatures to their will instead.

Cleric spells

Clerics spells are a gift of the god they pray and serve, as a reward and as instrument to spread the cult. They should not abuse this power to not be punished or left without spells. A change in alignment or actions that go against ethics of the cult are another way to have their powers removed. The higher the cleric level, the greater the powers the god gives, as shown in the following table.

Cleric Level	Spell Level						
	1	2	3	4	5	6*	7**
1	1	--	--	--	--	--	--
2	2	--	--	--	--	--	--
3	2	1	--	--	--	--	--
4	3	2	--	--	--	--	--
5	3	3	1	--	--	--	--
6	3	3	2	--	--	--	--
7	3	3	2	1	--	--	--
8	3	3	3	2	--	--	--
9	4	4	3	2	1	--	--
10	4	4	3	3	2	--	--
11	5	4	4	3	2	1	--
12	6	5	5	3	2	2	--
13	6	6	6	4	2	2	--
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2

Ethic

Weapons used and powers strictly depend on their cult. Some cults limit the use of certain weapons: some gods are associated with particular weapons (e.g. the god of blacksmiths will permit only hammers). In game terms, the beliefs should always guide all the character actions and behaviours.

Paladin

Paladins are proud and noble warriors, with high ideals, always pursuing the goodness and the law. They fight proudly and never use forms of fighting from distance, poisons, stealth or subterfuges. A paladin never lies and can cooperate fine only with lawful good people. The only money and treasures he keeps is enough to live modestly.

- Wear any kind of armor and use shields.
- +1 bonus to Physical
- +2 bonus to Communication.
- Immune to diseases and apply a +1 bonus to all saving throws (this increases by +1 at 5th level and every 5 levels on).
- Can detect evil within 60' at will
- 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.



Ethics

Paladins must follow a rigid code of rules and their alignment has always to be lawful good. If they inadvertently don't follow their ethic principles they will loose all special powers, temporarily or definitively. If deliberately, or if alignment changes, this loss is irrevocable.

Aura of protection

Paladins are surrounded by a special aura that protects them and others from being harmed by evil creatures. All evil creatures within a 10 foot radius suffer a -1 penalty on attack rolls. All creatures affected by this aura can easily find its source.

Paladin spells

Once level 9, a paladin is helped by his god himself and gains the ability to cast spells of combat, divination, healing and protection. Spell progression is listed in the following table.

Paladin Level	Casting Level	Priest Spell Level			
		1	2	3	4
9	1	1	--	--	--
10	2	2	--	--	--
11	3	2	1	--	--
12	4	2	2	--	--
13	5	2	2	1	--
14	6	3	2	1	--
15	7	3	2	1	1
16	8	3	3	2	1
17	9*	3	3	3	1
18	9*	3	3	3	1
19	9*	3	3	3	2
20*	9*	3	3	3	3

* Maximum spell ability

Ranger

Rangers are skilled hunters and woodsmen, they're unbeatable in tracking animals and other creatures. They all have a special bond with nature and animals, they're expert wanderers and often prefer to be and work alone. Lawful, neutral, or chaotic, rangers tend to be protectors of good.

- Can use light or medium armor and can use shields.
- +1 to hit and damage with ranged weapons
- Only incur in -1 to hit penalty when fighting with 2 weapons
- +3 bonus to Survival
- Can move silently and hide in shadows with light armors



Special enemy

At 2nd level a ranger must select a special enemy. (GM have to confirm the choice): from there on, he will have a +4 bonus to hit that kind of enemy. It's hard to hide this enmity (-4 penalty on encounter reactions) and also during combat hated creatures are the preferred target unless there isn't greater danger.

Animal empathy

Approaching an animal, a ranger can try to modify its reactions (automatic if domestic or clearly non-hostile), in either friendly or aggressive way. Rangers can easily evaluate the characteristics of an animal (strongest horse in the corral, most loyal wolf in the pack...).

Natural lore

Rangers know nature, plants and animals in a deeper way many other people do. They can have a natural bonus on everything relate to nature knowledge, anatomy, woodworking, tracking, hunting, water finding and so on.

Druid

Protectors and worshippers of nature and its spirits, are far from implications of temporal world: even good and evil are part of the same cycle. Order and cility is all that concerns them. While they understand hunting, wood chopping and farming as part of a natural cycle, they can't tolerate them when unnecessary: they are known to be unforgiving, patient and subtle in their revenges.

- Only pure neutral alignment

- Wear any non-metal armor or shield.
- They cast Druid spells
- +2 to Knowledge and +2 to Survival.
- Immune to the spell-like effects of woodland fey.

Animal form

From 3rd level a druid can transform in a small animal once a day, and every three levels this number increases by one. Two uses can be used to transform in a medium-sized animal, three uses for a large-sized one.

Natural lore

Druids know wilderness in its deep nature. From the 3rd level they can identify plants, animals, and pure water with perfect accuracy, can learn the languages of woodland creatures and from 7th level they are completely immune to charm spells cast by woodland creatures.

Movement

Druids can move in overgrown areas with ease. They don't suffer normal speed penalty and from 3rd level they can move at normal movement rate leaving no trace behind.

Weapons and armors allowed

For armors they avoid using metal, preferring living or once-living materials -- padded, hide, or leather armor and wooden shields, including those with magical enhancements. Their weapons are limited to club, sickle, dart, spear, dagger, scimitar, sling, and staff.

Druidic Spells

Their bond with nature lets druids manipulate natural energies, allowing them to cast generic, animal, elemental, healing, plant, and weather spells with a minor access to the divination ones. The following table represents the spell progression.

Druid Level	Spell Level						
	1	2	3	4	5	6	7
1	1	--	--	--	--	--	--
2	2	--	--	--	--	--	--
3	2	1	--	--	--	--	--
4	3	2	--	--	--	--	--
5	3	3	1	--	--	--	--
6	3	3	2	--	--	--	--
7	3	3	2	1	--	--	--
8	3	3	3	2	--	--	--



9	4	4	3	2	1	--	--
10	4	4	3	3	2	--	--
11	5	4	4	3	2	1	--
12	6	5	5	3	2	2	--
13	6	6	6	4	2	2	--
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2

Bard

Bards make their day with the help of their swift tongue, charm and talent. They wander learning and bringing legends, songs and many knowledges. Bards tend to use their skills more to entertain and impress than to fight. All bards are good singers and can play a musical instrument.

- Wear light armor and can use bucklers.
- +2 bonus to Communication, Subterfuge, and Knowledge.
- Can use his song to charm person or remove fear up to 3 times (total) per day.
- From 6th level, a Bard casts illusion spells (player's choice) of 5 levels lower.



Detect Noise

With their fine ear, bards have better chances of hearing and interpreting sounds or overhear parts of a conversation. To do so, the bard must not wear helmets and stay concentrate in silence for one minute. The GM makes a secret check roll and says what the bard is hearing.

Pick Pockets

Bards are swift of hand. They can perform or try to steal small items (also from pockets, sleeves, backpacks, purses) sneaking unnoticed or distracting people. A failed roll means they didn't got the object, but not that they have been noticed (another roll is required).

Read Languages

Hearing and communicating with many different people every day helps bards in understanding writings in other languages. If a successful check roll is achieved, the bard manages to guess some bits of information. Is possible to try only once per level for each single document.

Influence reactions

They can try to obtain a better reaction (or a worse one, if they want) from people and encounters simply performing: it can be a speech, a song or music, a tale, a joke... Targets must roll a save (against paralyzation) with a -1 for every three levels of the bard. If the save is successfull the reaction is opposite.

Bardic powers

Bards can inspire allies that can hear them with their art, giving them a +1 bonus to attack rolls, or a +1 bonus to saving throws, or a +2 bonus to morale. Can have also other effects but only related to will and concentration. This requires at least 3 minutes and lasts one round per bard level. Cannot be renewed if allies are engaged in battle.

Magic-counter

They can counter effects of songs and poetry used as magical attacks within 30 feet of distance. They can't do anything than a slow walk (halved movement). If hit or if fail a saving throw the counter-effect is interrupted. To counter they make a save against spells (only once per encounter).

Bardic knowledge

Bards travels a lot and learn a lot. They have a 5% chance per level to know anything the GM thinks appropriate or identify the general nature of a magical item but not the exact function (only if is possible to examine it closely).

Monk

Monks train in monasteries, often settled in regions hard to reach. There they alternate prayers with training in bare-handed fighting. In many cases, when finished the initial training period, monks have to travel around the world to improve their skills and then return to teach younger pupils. They empower their punches and kicks focusing their own energy.

- Monks use no armour
- Must be lawful
- +3 bonus to Physical
- can fight unarmed
- Their attacks count as magical after 3rd level.



Unarmed fighting

Monks fight unarmed, but with such skill and power their body can become a weapon itself (kicks, punches, etc) doing d6 damage (STR bonus to damage still

applies). Their unarmed damage increases every four levels starting at the fourth level as shown in the following table:

Level	1-3	4-7	8-11	12-15	16-19	20
Damage	1d6	1d8	1d10	2d6	2d8	2d10

Fighting style and multiple attacks

There are many kinds of fighting styles, each one focusing on different set of skills. According to GM, choose if your fighting style will grant you a DEX bonus or a STR bonus during combats. Monks make multiple attacks per round by taking -2 on the first attack, -4 on the second attack, and so on, as long as their melee attack bonus is positive.

Hard to hit

As monks increase in level, it becomes more and more difficult to hit them thanks to their expert movements. If wearing only normal loose clothing they gain an AC bonus equal to half their level (rounded up)

Ethic

Monks live accordingly with rigid sets of rules. Those rules may vary from monastery to monastery and should be decided accordingly with the GM, but they never should be broke them, or they loose temporarily or definitively all special powers derived from being a monk.

Background Story

It's the past of your character and will influence all your gameplay. It has to pass the final judgement of the GM (he may ask you to modify something to better suit the adventure you'll be playing or the scenario) but basically you have freedom to imagine what kind of personal history your character has. Why he decided to adventure? Why he chose to learn something he does? Why he is of a specific class? What does scares him by? What turns him angry? Keep in mind your alignment when doing so.

Think of three adjectives describing your character; these are his motivators – they keep him going on and summarize his personality. You can describe your character in more detail – you are encouraged to do so – but your character can only have three motivators nevertheless.

And remember: no one is perfect, so neither characters should be!

Character Creation Example

Let's create a thief! Name: Alex. Class: Rogue. Race: Human. Level: 1.

Roll 4d6: 5, 5, 2, 4. Drop 2 for a total of 14, above average: let's assign this to DEX.

Roll another 4d6: 5, 2, 5, 6. Drop 2 for a total of 16. Damn! Should have used

this for DEX. Doesn't matter, however. We'll use it for STR. This is going to be a master assassin!

Roll the last 4d6: 5, 5, 3, 3. Drop 3 for a total of 13. This must be my lucky day. Use it for MIND.

This gives us STR 16, DEX 14, MIND 13. STR bonus is +3, DEX bonus is +2, MIND bonus is +1 since we have to round down.

Skills are Level + 1 because we're human. And Sub is + 3 because we're a rogue. Thus: Phys 2, Sub 5, Know 2, Comm 2.

There's no magic to worry about. As for combat, we'll be wearing studded leather and a large weapon because we're so strong: A katana, which we could use as a two-handed weapon, if necessary!

Hitpoints is STR + 1d6 (3) = 19. Not bad for a rogue...

Armour Class is 10 + DEX bonus (+2) + armour bonus (+3 for studded leather) = 15.

Melee attack bonus is Level + STR bonus = +4.

Missile attack bonus is Level + DEX bonus = +3.

Let's consider the katana like a bastard sword. Damage is thus 1d10 + STR bonus = 1d10+3.

If you come up with an average (or less) set of stats, don't think immediately to throw the character in the recycle bin: the difference between a powerful character and an hero is the way you role-play him. Try to work on the personality and you will end with a fun-to-play and unforgettable character!

SKILLS, CHECKS AND SAVES



Every time you do something there's a chance to succeed and a chance to fail. It depends on how much you are skilled in what you're doing, on how hard is the task and on a lot of things that can influence your performance. The same thing happens in game terms with *Check rolls*.

A check is one roll of a twenty-sided die where the result can be modified for different reasons. A check serves to determine whether an action is successful or not. In order to do that, the modified result of the die roll is compared to a number, the so called Difficulty Class (DC). If the modified result of the die roll is greater than or equal to the DC, the action is successful, else it failed.

The DC and modifiers for a check are set by the GM. As a general rule, a character receives a +2 bonus to a check for every beneficial circumstance or detail the player gives while describing the action the character tries to perform. Any hindering circumstance may incur a -2 penalty to the check (again, the GM decides whether a penalty applies). The following table gives a guideline on how to set check DCs.

2 A Simple task

5 An Easy task

10 A normal task, an average person has a good chance to succeed

15 A hard task, requires some time and the right tools for average people

20 A very hard task, only the skilled have a real chance to succeed

25 A heroic task, a lot of luck and skill is required

30 An epic task, only a true master, maybe with divine help can succeed

Usually, when enough time is given, or the task is obviously easy, to speed up the game it's not necessary to make a check roll: the action can be considered automatically successful.

Skills

There are just 5 skills and their value is equal to your level + any bonus due to your class or race.

Physical: is used for everything related to strength, movement and all things related to pure physical attributes.

Subterfuge: covers a wide range of skills, including Hide, Move Silently, Listen,

Open Lock, Search and Spot.

Knowledge: based on this skill are all the actions involving evaluations, logic thinking, memorization and the use of brain in general.

Communication: everything related to communication and empathy with others, people or creatures.

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.

As seen few lines ago, to see if you succeed in doing something you have to roll a check against a DC decided by the GM. If your roll is higher you succeed. Do as follows:

Skill roll = d20 + appropriate skill rank + appropriate stat bonus + situation modifiers

If you roll a 20 (defined "natural 20" or "critical") you automatically succeed, if you roll a 1 you automatically fail in the worst possible way, sometimes even hurting yourself.

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.

To climb the character could use Phys+STR ("I pull myself up"), Phys+DEX ("I nimbly climb the cliff face"), Phys+MIND ("I take my time, working out the best route and carefully testing each handhold") or even Sub+STR ("I climb, quietly").

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

See Appendix for a list of suggested rolls for Standard Actions and common Checks.

High level players and skills

Higher level characters in Microlite20 tend to be very skilled even at things outside of their area of expertise. A +3 bonus to one skill at level 1 is a significant advantage. However, by level 20 (and beyond), that bonus is marginal.

To signify the different specialties of each class you can use the following system.

Clerical classes (clerics, druids...) are at (Level + 3 + Mind Modifier) for Communication, and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Cleric uses (Level + MIND) for Knowledge when used for all things related to dogma-related.

Fighters are at (Level + 3 + Strength Modifier) for Physical, and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Fighter uses (Level + MIND) for Knowledge when applicable to martial areas.

Magic users are at (Level + 3 + Mind Modifier) for Knowledge, and (Half-Level + Ability Modifier) for all otherskills. The GM may rule that a Magi uses (Level + MIND) for Communication when dealing with other spellcasters.

Rogues and similars (rogues, bards, rangers...) are at (Level + 3 + Dexterity Modifier) for Subterfuge and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Rogue uses (Level + MIND) for Knowledge when applicable to all things rogue-like.

Saves and Checks

Lot of times characters will face critical situations and they will have to see if their chance to resist to something or to notice something is successful or not. For this occasions the GM will ask to roll one of the following against a DC (like other skills).

Fortitude Save (Fort): chance to resist effects targeting the body's toughness (e.g. poison).

1D20 + LVL + STR modifier + race/class bonus

Reflex Save (Ref): chance to resist effects targeting the body's reflexes (e.g. avoiding an arrow).

1D20 + LVL + DEX modifier + race/class bonus

Willpower Save (Will): chance to resist effects targeting the mind (e.g. resist charm).

1D20 + LVL + CHAR modifier (or INT if you don't use Charisma) + race/class bonus.

Perception Check (Per): chance to notice something or being aware of

something.

1D20 + LVL + MIND modifier + race/class bonus

Feats (Optional)

Characters acquire 1 feat (or 2 if human) at 1st Level, and one more every third character level (1st, 3rd, 6th, 9th, 12th, 15th and 18th levels).

Fighter classes may take "Fighter" Feats, as Mages may take "Magi" feats, Monks may take "Monk" feats, Rogues-like classes may take "Rogue" Feats, and Clerical classes may take "Cleric" feats.

See *Appendix* for a small list of Feats.

Proficiencies (Optional)

A proficiency is a learned skill that isn't essential to the character's class, but enriches him. A character must train, study, and practice to learn a new proficiency. A character may have to wait for several days while his companions heal from an adventure and can decide to spend this time learning something new. Most skills are easier to learn if someone teaches the character. Furthermore, most teachers want payment. Or you can try to self-learn them.

If your GM decides not to use proficiencies, situations will arise in which you'll have to determine whether your character has certain skills. One way to answer this is to pretend that your character knows most of the things that you know: you can learn something outside the game and bring it into your adventure, but you probably have a lot of knowledge that is just not available to someone in a medieval world (even a fantasy medieval world). Likewise, there are things that a typical person in a medieval world would know that you, as a modern person, have never needed to learn. The GM must make it up during play.

See *Appendix* for a list of Proficiencies.

The GM can raise or lower a character's chance of success if the situation calls for it. Factors that can affect a proficiency check include availability and quality of tools, quality of raw material used, time spent doing the job, difficulty of the job, and how familiar the character is with the task.

When two proficient characters work together on the same task, the highest ability score is used (the one with the greatest chance of success). Furthermore, a +1 bonus is added for the other character's assistance. The bonus can never be more than +1, as having too many assistants is sometimes worse than having none.

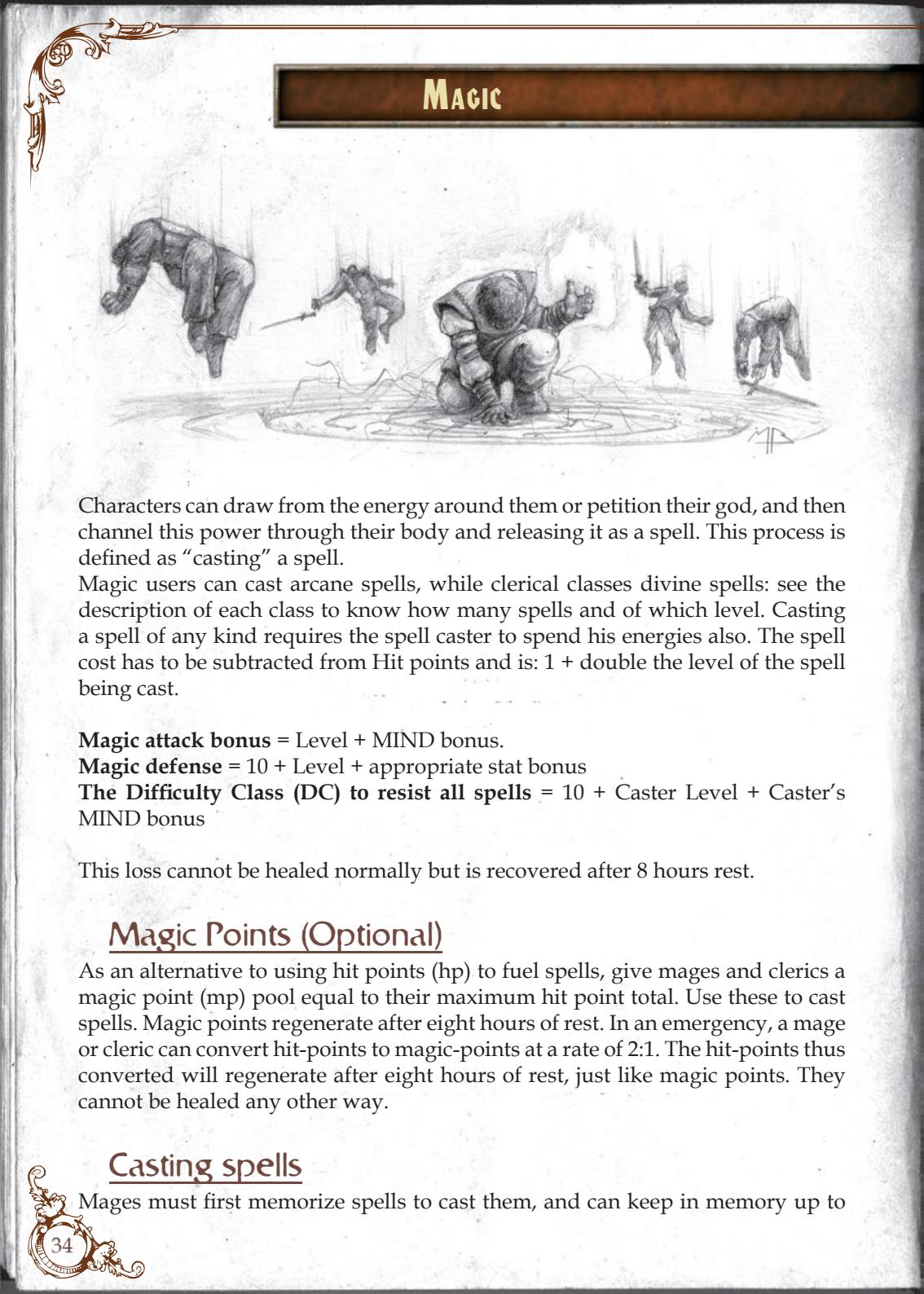
Nonweapon proficiencies can also be improved beyond the ability score the character starts with. For every additional proficiency slot a character spends on a nonweapon proficiency, he gains a +1 bonus to those proficiency checks.

Heroism (Optional)

While Microlite20 simplifies your game by may decline the use of "Feats", this could decrease Microlite20's compatibility with some d20 adventures: 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



Characters can draw from the energy around them or petition their god, and then channel this power through their body and releasing it as a spell. This process is defined as "casting" a spell.

Magic users can cast arcane spells, while clerical classes divine spells: see the description of each class to know how many spells and of which level. Casting a spell of any kind requires the spell caster to spend his energies also. The spell cost has to be subtracted from Hit points and is: $1 + \text{double the level of the spell being cast.}$

Magic attack bonus = Level + MIND bonus.

Magic defense = $10 + \text{Level} + \text{appropriate stat bonus}$

The Difficulty Class (DC) to resist all spells = $10 + \text{Caster Level} + \text{Caster's MIND bonus}$

This loss cannot be healed normally but is recovered after 8 hours rest.

Magic Points (Optional)

As an alternative to using hit points (hp) to fuel spells, give mages and clerics a magic point (mp) pool equal to their maximum hit point total. Use these to cast spells. Magic points regenerate after eight hours of rest. In an emergency, a mage or cleric can convert hit-points to magic-points at a rate of 2:1. The hit-points thus converted will regenerate after eight hours of rest, just like magic points. They cannot be healed any other way.

Casting spells

Mages must first memorize spells to cast them, and can keep in memory up to

MIND+Mage Level Spells. Memorization takes 10 minutes per spell and a spell book containing the spell to be memorized. Memorized spells can be dismissed at will to be replaced by other spells. Divine casters (clerics, for example) have to pray their god instead of reading from books.

First level Magic User start with a spell book including all 0 level spells and two first level spells. New spells can be gained by other character's spell books or from scrolls, copying a spell requires use of the Read magic spell. Scrolls get used up in the copying process. First level Clerics can cast any 0 and 1st level spells, new spells are automatically gained on appropriate levels.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. All Mages and Clerics should 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.

Whenever "level" is part of a formula used to determine a spell's effects, always use the appropriate spell-casting class level and not character level (if using multi-class characters).

Counter magic

A spell-caster that decides to wait may use it's own spell points and knowledge to counter and nullify another spellcaster's spell instead of taking an action. The spell to be countered, Dispel Magic or Anti-Magic Field must be accessible to the countering spell-caster (of an accessible level for clerics, memorized as well for Magic-Users) who must spend a number of Hit Points equal to those necessary to cast a spell of the same level of the one to be countered.

Both spell-casters roll 1d20, add to this their Mind (or Charisma) bonus and their level: access to dispel magic adds +3 to the roll, while access to Anti-Magic Shell adds an extra +6. Higher roll wins: if the countering spell-caster wins the contest the spell is successfully countered, if the other caster wins it's spell goes off as planned.

Spell upgrades (Optional)

Each upgrade 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 or mana 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.

COMBAT



To protect someone, to fight for your ideals or simply to save your life, sooner or later you will face the need of cross your sword in a real fight. But while realistically everyone moves and attacks at the same time, to better semplify a combat, this is turn-based. Individual characters and creatures take one turn each and after all members of the party and the enemy have had their turns, a new round begins. A combat round represents 6 seconds of time passing for the characters. During combat, distance is measured in squares. Use any size for a square you are comfortable with, though 5ft (1,5m) is recommended.

Basic combat structure

Everyone (GM included) rolls a d20 and adds DEX or initiative modifiers: this roll is called "initiative roll" and the result will give the order of action (lower results first). To simplify more, GM can choose to make a single roll for all the enemies together.

During his turn a character can perform each of the following actions once, in any order:

- **Move:** Move up to your SPD in squares or retrieve an item from your backpack.
- **Standard:** Make an attack or use an item.
- **Minor:** shout an order, activate an item, drop to the ground, stand up, etc..

Standard Modifiers to Initiative

Specific Situation	Modifier
Hasted	-2
Slowed	+2
On higher ground	-1
Set to receive a charge	-2

Wading or slippery footing	+2
Wading in deep water	+4
Foreign environment	+6
Hindered (tangled, climbing, held)	+3
Waiting for reactions	+1

Movement

Movement can be active or passive. Active movement is the movement you make during your turn with a move action, passive movement is any movement caused by special effects or generally spoken any forced movement.

SPD (Speed) is the number of squares a creature can move in a combat turn without making any other action. Is it possible to move for half movement rate and make an attack. The basic value is 6 for standard human sized creatures, but can be modified in various ways:

smaller creatures have a proportional malus and bigger ones a proportional bonus.

Races and creatures that move quickly can have a bonus.

Being heavily encumbered can apply a penalty

Difficult terrains require double the normal value of squares for movement (deep vegetation, spiky rocks and so on), but some classes and races can move freely even in those terrains.

You cannot move more than your max SPD, but passively moved squares are never counted against your SPD. A creature cannot end its movement in a square occupied by an enemy.

Attacking

To perform an attack, roll a D20 and add AB (Attack Bonus).

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters, Rogues and Rangers 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.

An attack roll is a check against the AC (Armor Class) of the target: if the result is higher the blow has landed. A natural 20 is an automatic hit doing the maximum damage. The AC of a character or of a creature is:

Armor Class (AC) = 10 + DEX bonus + Armour bonus (if any)

Damages

If the attack is successful, the attacker rolls for damage as indicated by the weapon he uses, and adds his damage bonus. Add STR bonus to Melee damage, x2 for 2-handed weapons. The creature targeted by the attack loses that much Health Points (HP). If HP reaches 0, the character or creature falls unconscious and near death; further damage directly reduces STR. If STR reaches 0 death occurs.

Non-Lethal damages (Optional)

Certain types of attacks or effects deal non-lethal damages, like bare-handed fights or suffocation, for example, that could leave you unconscious but that are easily recoverable if you rest enough.

Near your total HP you can sign a parallel number for non-lethal damages: all non-lethal damage suffered is then added to this total. When equals your HP, the character can only do simple actions. If exceeds your HP he falls unconscious. You can heal nonlethal damage at the rate of 1 hit point per hour per character level. You can deal non-lethal damages also with your weapon (with the flat of the blade, for example) but since it is an uncommon way of using it, the attack suffers a -4 of penalty.

When a spell or a magical power cures hit point damage, it also removes an equal amount of non-lethal damage.

Optional Rules

The following rules can be optionally used to add depth to the combat phase.

Feint

Make a SUB check against the opponent's Mind + SUB + Attack Bonus. If you win, on your next attack against him he doesn't get Dexterity bonuses.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Sometimes only part of all the combatants on a side are aware of their opponents. Determining awareness may call for listen Skill checks, spot Skill checks, or other checks. In the first round of combat, only not surprised characters and monsters can act and roll for initiative. If no one or everyone is surprised, no surprise round occurs.

Grapple

To start a grapple, you need to grab and hold your target making a successful melee touch attack roll (the defender does not count there armor bonus in his

Armor Class). Characters with multiple attacks can try to grapple multiple times (at successively lower base attack bonuses). If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike. If you lose, you simply fail to start the grapple. In case of a tie, the combatant with the higher Statistic modifier wins. If this is a tie, roll again to break the tie.

Trip

Make an unarmed melee touch attack against your target (the defender does not count there armor bonus in his Armor Class). If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength (the one with the higher modifier). The defender gets a +4 bonus if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. A tripped character is prone. Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack.

Opportunity Attack

All squares a character can attack with an equipped melee weapon are called the character's threat range. Whenever an enemy moves out of a character's threat range (actively or passively), that character gets to make a an attack against that enemy (opportunity attack). Any character can only perform one opportunity attack per round.

Fighting with two weapons

Characters wielding two weapons can make two attacks instead of one when taking a standard action. When making two attacks the character receives a -4 penalty to both attack rolls (-2 if one weapon is light).

Attack from behind

Attacker has an easier target to hit, plus the defending creature cannot use all his ability to parry. Attacker gets +2 modifier for rear attack and negate the target's shield and Dexterity bonuses.

Charging an Opponent

Charging a foe offers several advantages and disadvantages.

Advantages: movement rate by +50%, attack at the end of his movement, +2 bonus to attack roll from momentum. Certain weapons (such as a lance) inflict double the rolled damage in a charge.

Disadvantages: opponents gain a -2 bonus to their initiative rolls and if the defender is using a spear or polearm weapon and sets it against the charge (bracing the butt against a stone or his foot) inflicts double damage on a successful hit, plus the attacker gains no Dexterity bonuses to Armor Class and suffers an AC penalty of 1.

Fleeing

To flee from combat, a character simply turns and runs up to his full movement rate dropping his defenses. The enemy is allowed a free attack (or multiple attacks if the creature has several attacks per round) at the rear of the fleeing character. This attack is made the instant the character flees: It doesn't count against the number of attacks that opponent is allowed during the round, and initiative is irrelevant. The fleeing character can be pursued, unless a companion blocks the advance of the enemy.

Defence

In order to make himself harder to hit, a character can parry if forfeits all actions for the round, not attacking, moving or casting and focusing only on defense and gaining an AC bonus equal to half the level. Warriors or similar fighting classes gain an additional +1 bonus. This bonus is not effective against rear attacks, magic effects or missile attacks.

Overwhelming

When there is more than one person attacking the same target in the same round, each attacker beyond the first adds +1 to their attack rolls for each attacker before them. So, a second attack on the same target in the same round by a party member would be at +1, a third attack at +2, etc.

Death From Massive Damage

A character runs the risk of dying if hit with a considerable amount of damages due to the shock. A character who suffers 50 or more points of damage from a single attack must roll a successful Fortitude saving throw with DC 15, or he dies. For every 10 damage points exceeding 50, add a +2 to DC.

Special Moves

You can try to disarm, trip or other special moves rolling an attack at -8 (-4 if the weapon you're using is designed for that purpose) against d20+your opponent's to-hit bonus. If you roll higher, you succeed. If not, combat continues with no damages dealt.

Combat Modifiers

Different positions while fighting can help or can cause problems in hitting the foe.

Situation	Attack Roll Modifier
Attacker on higher ground	+1
Defender invisible	-4
Defender off-balance	+2



Defender sleeping or held	Automatic
Defender stunned or prone	+4
Defender surprised	+1
Missile fire, long range	-5
Missile fire, medium range	-2
Rear attack	+2

Morale (Optional)

Instinct tends to make you run for your life when in great danger instead of fight to the end. The Game Master decides when creatures flee the battle and retreat, based on the situation and the creature intelligence. When important for the gameplay, a morale check can be done with a WILL save against a DC decided by the GM.

Weapons and armours

Armour

Armour is protective kind of clothing used to decrease the amount of damages suffered when hit by an enemy giving a Defence Bonus. Armour come in various shapes and materials, offering greater or lesser protection and influencing the performances of the one wearing them causing a penalty to all attack, defence and magic rolls and to all checks related to physical activity such as climbing or sneaking. Following, a general list of armour types: for more accurate values of different types of armour see equipment list.

Type	Armour Bonus	Maximum Speed	Penalty
light armour	+2	unaffected	-2
medium armour	+5	5	-4
heavy armour	+8	4	-6
small shield	+1	unaffected	-1
large shield	+2	unaffected	-2

Armour Class (AC) = 10 + DEX bonus + Armour bonus.

Weapon Type vs. Armor Modifiers (Optional)

Different kinds of armour offer different levels of protection depending on the type of attack they have to absorb. Ringmails, for example, are really effective against cutting attacks, but due to their flexibility offer no protection against the blow of an hammer. You can find these values in the equipment list for armours (S slash, P pierce, B blunt).

Armor Type	Slash	Pierce	Bludgeon
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Banded mail	+2	0	+1
Brigandine	+1	+1	0
Chain mail*	+2	0	-2
Field Plate	+3	+1	0
Full Plate	+4	+3	0
Leather armor**	0	-2	0
Plate mail	+3	0	0
Ring mail	+1	+1	0
Scale mail	0	+1	0
Splint mail	0	+1	+2
Studded leather	+2	+1	0

* Includes bronze plate mail

** Includes padded armor and hides

Weapon

Like in a real world exist an infinite number of different weapons, from the simpler sword to the most exotic ones. Moreover, in a fantasy setting this number can grow considerably. You can also invent your own weapon according to Game Master. A weapon determines the amount of damage the character deals with a successful attack. Weapons with a range of 1 square are called melee weapons. Weapons with a greater range are called ranged weapons. As basic rule, shields cannot be used while employing a two-handed weapon.

Following the basic damage and range values for weapons.

Type	Damage	Range
Unarmed	1d4	1
Light	1d6	1
Medium	1d8	1
Heavy	1d10	1
One-handed missile	1d6	15
Two-handed missile	1d6+2	30
Throwing	1d6+2	5

Missile Weapons

Range

Key element in ranged attacks is precision, that strictly depends on the weapon characteristics. Precision progressively drops with the growing of distance. Is possible to shoot to the double of specified range with a -2 penalty to attack roll or at triple distance at -5.

Firing into a Melee

When firing into a melee, the GM counts the number of fighters closely engaged. Small (S) figures count as $\frac{1}{2}$, Medium as 1, Large as 2, Huge as 4, and Gargantuan as 6. The Game Master then rolls to see who will be the target of the shot.

Taking Cover

Concealed is when the target can be seen with difficulty and is not easy to exactly determine where it is (bushes, branches, smoke, curtains...).

Covered is when the target is behind something that can effectively block incoming missiles (trees, rocks, walls, furniture...).

Modifiers for concealment or cover depends on the degree of covering.

Combat Examples

Simple one-on-one example

Alex the thief (HP 19, Melee +4 for 1d10+3, AC 15) is sneaking up on an Orc wearing studded leather and wielding a falchion (HP 1d8+1=3, Melee +1 for 2d4+4, AC 13).

Alex tries to sneak up to the Orc: Roll 1d20+sub+DEX. $1+5+2 = 8$. Not good. The Orc has to beat only 8 to spot him. He rolls 1d20+sub+MIND (1 from his 1 HD, 0 for MIND bonus) for $11+1 = 12$, easily noticing Alex's attempt to be a shadow. The Orc hits Alex: $1d20 (19) + 1 = 20$ which is bigger than AC 15. Damage is $2d4 (3) + 4 = 7$. Alex is now down to 12 HP.

Time for initiative rolls! Alex has $1d20 (10) + 2 = 12$, the orc has $1d20 (5)$. Alex is first and attacks with $1d20 (9) + 4 = 14$ which is higher than 13. He hits for $1d10 (7) + 3 = 10$ points of damage. This kills the orc.

Four against an Ogre

Kyoshi, Fighter-3, 29hp, STR 16, DEX 12, MIND 8, AC 16, Masterwork Katana+8/+3 (1d10+7)

Myung, Rogue-3, 21hp, STR 12, DEX 18, MIND 9, AC 14, Wakizashi+7/+2 (1d6+1)
Yonkyu, Cleric-3, 23hp, STR 9, DEX 18, MIND 11, AC 14, Takujo+3 (1d6),
Kyuu+7/+2 (1d8), Magic+3 ("The Archer")

Yasu Odong, Mage-3, 18hp, STR 5, DEX 11, MIND 14, Tanto+1 (1d4-2), Magic+5 vs.

Ogre, 29hp; AC 16, club+8 (2d8+7).

We're assuming no surprise, no ranged combat, no ambush, and to semplify attacks go in order of attack bonus. Since both the ogre and Kyoshi have +8, let's rule that the Ogre goes first, then the exact order of players doesn't matter for the rest of the round.

Ogre rolls 10+8, does 12 damage to Kyoshi - down to 17.

Kyoshi rolls 17+8, does 10 damage to Ogre - down to 19.

Kyoshi rolls 2+3, misses.

Myung tries to hide, rolls 4 + sub (7) + DEX bonus (4) = 15

Ogre tries to spot, rolls 3 + HD (4) = 7, fails.

Yonkyu casts Bull's Strength on Kyoshi (giving him STR 20), uses 5hp - down to 18.

Yasu Odong casts Sleep on Ogre, rolls 10 + Magic Attack Bonus (5) = 15, uses 3hp - down to 15

Ogre tries to resist, rolls 15 + HD (4) = 19, succeeds.

Ogre rolls 8+8, does 17 damage to Kyoshi – down to 0!
Myung attacks from the shadows, rolls 12+7, does 5+7 damage – down to 7.
Yonkyu sees that the ogre is badly hurt and rolls 18, does 3 damage – down to 4.
Yasu Odong casts Sleep on Ogre, rolls 9 + Magic Attack Bonus (5) = 14, uses 3hp – down to 12

Ogre tries to resist, rolls 6 + HD (4) = 10, fails, and will fall asleep next round!

Ogre rolls 15+8, does 20 damage to Myung – down to 1!

Myung rolls 9+7, does 5 damage to ogre – killing it before sleep takes effect.
Party wins!

Yonkyu casts Cure Light Wounds twice on Kyoshi & Myung, costing him 12 hp total, healing 2d8+6 for each: 15 for Kyoshi and 14 for Myung.

Mass Combat Made Easy

Sometimes may happen to have the need to resolve large scale combats, with two large groups involved. Combat Scale is a multiplier that shows the size of the group fighting and it is only applied to damage in combat between units of different size. Hit Points, AC and all other stats remain the same.

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

For example, 20 Goblin warriors (CSx5) with HD1d8+1 (5hp), AC15, Morningstar +2 (1d6) or Javelin +3 (1d4) against 15 Elves (CSx5), combat is resolved normally as if it was one goblin against one elf.

If the two units are of a different size, CS acts as a multiplier for damage taken, and also divides any damage given, reducing the size of the Combat Scale as Hit Points are lost. For example, if the twenty Goblins above are reduced to 2hp, they have lost over half their unit, so are now CSx4. When down to just 1hp, they are CSx3 with just 5 goblins remaining.

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

Orcs vs Elves

20 orcs enter a forest glade where they are beset upon by 15 elven archers: same CS, considered then like a straight single combat. The elven archers fire their longbows (+3, 1d8), hitting for 3 points of damage. The Orcish unit is down to 2hp: no change to CS, combat continues. The Orcs charge into the bushes. The elves fire another volley, hitting for more 4 more hp: orchish unit is annihilated.

Goblins vs Lone Warrior

Twenty goblins ambush a lone 5th level Fighter. Their CS is x5, so any damage dealt is multiplied by five before it's applied against his Hit Points. Similarly, any damage he does is divided by five. In the first round he hits for 10 damage. That's divided by 5: 2hp lost by the Goblin unit so they're down to 3hp - if they lose another hp they will drop down to CSx4 as they've lost more than half their hit points. In reply, the Goblins hit, attacking with their Morningstars en masse. The Fighter is hit for 4hp, x5 due to their numbers.

Knights vs Red Dragon

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

500 Knights: HD2d8+4 (14hp), AC18, Lance +7 (1d10+4) or Longsword +6 (1d8+2), CSx10

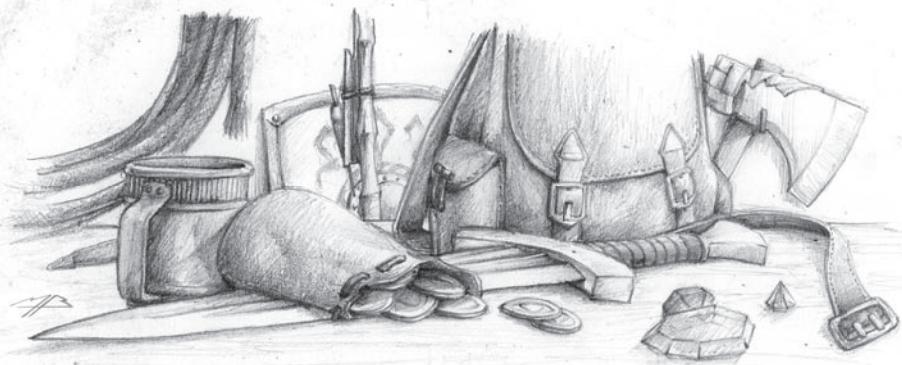
Red Dragon: HD13x12+39 (123hp), AC21, Bite +20 (2d6+7) or Breath 10d10 DC24.

The Dragon flies high above and breathes flame across their phalanx for 46hp damage. The knights dive for cover beneath their shields (phys+DEX to dodge DC24. They roll 25, barely making it). They take ½ damage - 23hp, divided by CSx10 for 2hp. The Knights are down to 12hp and the dragon lands.

They charge the dragon and hit (rolled 18+7 = 25 vs. AC21), scoring 11 damage, CSx10 for a massive 110hp damage. The Dragon is down to 13hp against the small army: he bites and hits (rolled 6+20 = 26 vs. AC18) for 17 damage, divided by 10 = 2hp. The Knights are down to 10hp.

Knights fail their attack ($6 + 8 = 14$, a miss). The Dragon turns to bite again, and rolls a Natural 20. It's a critical, so the Knights take 19hp damage, CSx10 so 2hp lost (down to 8hp). Their longswords hit ($18 + 6 = 24$ vs. AC21), for 6hp damage, CSx10 for a total of 60hp, enough to kill the dragon. 143 (500x4/14) knights lost their lives in the battle.

EQUIPMENT



If not specified by the Game Master, the common monetary value is the gold piece (gp). A gold piece is worth 10 silver pieces (sp), and a silver piece is worth 10 copper pieces (cp). 10 golden pieces worth 1 platinum piece (pp).

Each character begins his adventure with a starting wealth based on the class, that can be used to purchase initial gear.

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

Fast Packs

Without reading the full equipment list, you can give a quick pre-compiled pack to your character or NPC containing basic tools at the price of 50 gp each. You can freely pick one or let a 1d6 dice choose for you.

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

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).

Equipment Usage

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong always faces up in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square. Each time a creature moves into an area covered by caltrops (or spends a round fighting on it), it might step on one. The caltrops make an attack roll (attack bonus +0) against the creature. For this attack, the creature's shield, armor, and spell bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack it deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Candle: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has hardness 10 and 5 HP. It can be burst with a DC 26 STR check.

Crowbar: A crowbar grants a +2 bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a club.

Flint and Steel: Lighting a torch or fire takes a round.

Grappling Hook: Throwing it successfully requires a Skill check (DEX + SUB, DC 10, +2 per 10 feet of distance thrown).

Hammer: If used in combat, treat it as a light hammer.

Ink: Other colors than black costs twice as much.

Lantern: A lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a lantern in one hand.

Lock: The DC to open a lock with a Skill check depends on the lock's quality:

simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles: Manacles can bind a Medium creature. A manacled creature can use a Skill check to slip free (DEX + Sub, DC 30). Breaking the manacles requires a Strength check (DC 26). (Most manacles have locks; add the cost of the lock you want to the cost of the manacles.)

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon but it takes a full round to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a turn in a round to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a Skill check PHY + DEX, DC 15. Rolling on the ground provides the target a +2 bonus on the Skill check. Leaping into a lake or magically extinguishing the flames automatically smothers the fire. You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Piton: A piton is a metal spike with an eye through which a rope may be passed.

Ram, Portable: This iron-shod wooden beam gives you a +2 bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by +2.

Rope, 50': This rope has 2 hit points and can be burst with a DC 23 Strength check.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Vial of Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A vial of holy water can be thrown as a splash weapon. Treat this attack as a ranged attack with a range increment of 10 feet. A vial breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature you must be adjacent to it and pour the holy water out onto the target. Doing so is still a ranged attack. A direct hit by a vial of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the vial hits takes 1 point of damage from the splash. Temples to good deities sell holy water at cost (making no profit).

HEALING



There are many ways to recover Health Points. This value, however, can never be higher than the initial value.

Natural Healing

Characters heal naturally at a rate of 1HP and 1STR per day of rest, 3HP and STR bonus (minimum of 1 if no STR bonus) if complete bed rest (doing nothing for an entire day). For each complete week of bed rest, the character can add his STR. In both cases above, the character is assumed to be getting must have adequate food, water, and sleep.

HP lost due to spellcasting recover automatically after a night of rest.

Magical Healing

Healing spells, potions, and magical devices can speed the process of healing considerably.

By using magic, cuts and scratches and an equal amount of non-lethal damages. heal immediately., wounds close instantly and vigor is restored. The effects are immediate.

Herbalism & Healing Proficiencies

Characters can also gain minor healing benefits from those proficient in the arts of herbalism and healing. When aided by someone with healing ability, a character can recover 1HP and 1STR per day more than usual, or 1HP if aided by someone with herbalism (cumulative). The normal 1HP and 1 STR recover rate is possible even when travelling or engaging in nonstrenuous activity when under the care of an healer.

Diseases

A successful healing check allows do diagnose and treat a disease (Game Master may decide is not possible) to its mildest form and shortest duration. Herbalism helps with a +2 bonus to this roll.

Poison

Someone poisoned can be supported by someone with healing knowledge gaining a +2 to saving check. If the poison has been inhaled or swallowed, only an healer with herbalism knowledges can. The healer must help the victim the round after the contact with poison and forfeit all his action in order to help the victim for the next five rounds (the saving throw is delayed). If interrupted, no bonus is gained.

Disease

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized below. DC lists the phys+STR check against DC needed to prevent infection. Incubation lists the time before damage begins and Damage lists the ability damage the character takes after incubation and each day afterward.

Black Death: Injury or inhalation. DC 17, 1 day, 1d4 STR and 1 CHAR and target becomes fatigued.

Blinding Sickness; Spread in tainted water. Ingestion. DC 16, 1d3 days, 1d4 STR, if it causes more than 2 damages another save is required or the victim will be permanently blind.

Cackle Fever: high fever, disorientation, frequent bouts of hideous laughter. Inhaled, DC 16, 1 day, -1d6 MIND.

Demon Fever: Injury. DC 18, 1 day, -1d6 STR. -1STR if a second Fortitude save fails.

Devil Chills: Some demons and pit fiends spread it, injury. DC 14, 1d4 days, 1d4 STR. Requires 3 save throws to heal.

Filth Fever: Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it. DC 15, 1d3 days, -1d3 STR and 1d3 DEX.

Mindfire; Feels like your brain is burning. Causes stupor. Inhaled, DC 12, 1 day, -1d4 MIND.

Red Ache: Skin turns red, bloated, and warm to the touch. Injury,

Shakes: Causes involuntary twitches, tremors, and fits. Contact, DC 13, 1 day, -1d8 DEX.

Slimy Doom: Victim turns into infectious goo from the inside out. Contact, DC 14, 1 day, -1d4 STR. permanent -1STR if fails a second Fortitude save.

Poison

Many kinds of poison exist, some of them deadly. It can happen due to a poisoned weapon, a naturally poisonous creature or plant, or consumed in food and drinks. See description of each of them for further details. Poisons, generally, don't damage HP, but directly Stat points. Ability damage is temporary unless marked with an asterisk(*), in which case the loss is permanent.

Make a PHYS+STR check against poison's DC to see if it takes effect. Damage is expressed as X/Y, where X is the initial damage taken if the check fails, Y the secondary damage if a second save, rolled after one minute, also fails.

Unconsciousness lasts 1d3 hours. Price lists the cost for one dose of the poison.

Death From Poison

A poisoned character who dies (as a result of poisoning or not) may still have active venom in his blood. It's impossible to calculate the time it remains active (different body types, no blood circulation...), so it will be for at least 2d6 hours. If resurrected, the character could still be poisoned.

Extreme Heat & Cold

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

Resurrection

The only way a dead character can return to life is with an appropriate spell (or similar divine power or device). See the description of these spells for more specific information.

Fatigue (Optional)

This rule adds a bit of consequence to taking lethal or non-lethal damages (either via combat or spell casting). Subtract your non-lethal damages to your actual HP. When the resulting value is 1/2 of the max HP the character is fatigued, when less than 1/4 is exhausted.

Fatigued - cannot run nor charge and takes a -2 penalty to STR and DEX.

Exhausted - moves at half speed and takes a -6 penalty to Strength and Dexterity.

Movement



Movement while adventuring has a fundamental importance. You will find yourself marching across plains, making your way in deep forests, climbing rocks and buildings, swim in deep waters. While generally having a general knowledge of simple movement basics is enough, sometimes you will need to analyse exactly how you can move in the scenario around you.

Walking

A creature in normal conditions can walk 10x"base movement" yards per minute. Can also jog, run or run faster, multiplying this distance by 1,5, 2 or 3.

A normal day's marching lasts for 10 hours, including reasonable stops for rest and meals. Under normal conditions, a character can walk twice his movement rate in miles in those 10 hours.

Force marching enables a character to travel 2 ½ times his movement rate in miles. At the end of each day of the march, the character or creature must roll a STR check. If the check fails, no more force marching attempts can be made until the characters have completely recovered from the ordeal. Recovery requires half a day per day of force marching. But even if the check fails, the character can continue overland movement at his normal rate. Each day of force marching results in a -1 penalty to all attack rolls. This modifier is cumulative.

Difficult Terrains

Walking or marching could be more difficult in certain terrains than in others. In the following table suggested modifiers to normal movement speed.

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	×1	×½	×½
Flatlands	×1	×1	×¾
Forest	×1	×1	×½

Hills	x1	x $\frac{3}{4}$	x $\frac{1}{2}$
Jungle	x1	x $\frac{3}{4}$	x $\frac{1}{4}$
Moor	x1	x1	x $\frac{3}{4}$
Mountains	x $\frac{3}{4}$	x $\frac{3}{4}$	x $\frac{1}{2}$
Swamp	x1	x $\frac{3}{4}$	x $\frac{1}{2}$
Tundra, frozen	x1	x $\frac{3}{4}$	x $\frac{3}{4}$

Distances

Personal Movement

Speed	3	4	6	8
One Round	15 ft.	20 ft.	30 ft.	40 ft.
One Minute	150 ft.	200 ft.	300 ft.	400 ft.
One Hour	1 $\frac{1}{2}$ mi.	2 mi	3 mi.	4 mi.
One Day	12 mi.	16 mi.	24 mi.	32 mi.

Mounted Movement

Mounts	Per Hour	Per Day
Light Horse or Warhorse	6	48
Heavy Horse or Warhorse	5	40
Pony or Warpony	4	32
Donkey or Mule	3	24
Dog, Riding	4	32

Vehicle Movement

Vehicles	Per Hour	Per Day
Cart or Wagon	2	16
Raft or Barge (poled or towed)	1	25
Keelboat (rowed)	1	10
Rowboat (rowed)	1 $\frac{1}{2}$	15
Sailing Ship (sailed)	2	48
Warship (sailed and rowed)	2 $\frac{1}{2}$	60
Longship (sailed and rowed)	3	72
Galley (rowed and sailed)	4	96

Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Running (optional)

If necessary (in an important chase, for example) a STR check must be done after some time spent running: after STR turns if jogging, STR/2 if running, STR/4 if running faster respectively with no penalty, with -2 penalty and -4 penalty. If a check fails you can only keep jogging or, if were jogging, you have to stop and rest.

Swimming

Untrained swimmers, when unencumbered, can only manage to stay on the surface in calm waters.

All characters that can swim can cover half their current land movement rate in calm water if not wearing metal armor. Each half-hour spent swimming causes a cumulative penalty of -1 to all attack rolls and a temporary -1 STR.

If a swimming character fails a STR check, he must tread water for half an hour before he can continue swimming (this counts as time spent swimming, for purposes of STR point loss). A character drowns if his STR score drops to 0. Each day of rest recovers 1d6 ability points

Climbing

When climbing, a check roll is required every 10 feet. If not successful, the character cannot find a route to continue climbing and can only go back or let go the grip and fall. When deciding the DC for the roll (percentile) the GM has to consider not only the kind of surface to climb (frequency of handholds), but the race and class of the character. Players have to roll a value equal or less than the percentile requested by the Game Master to succeed.

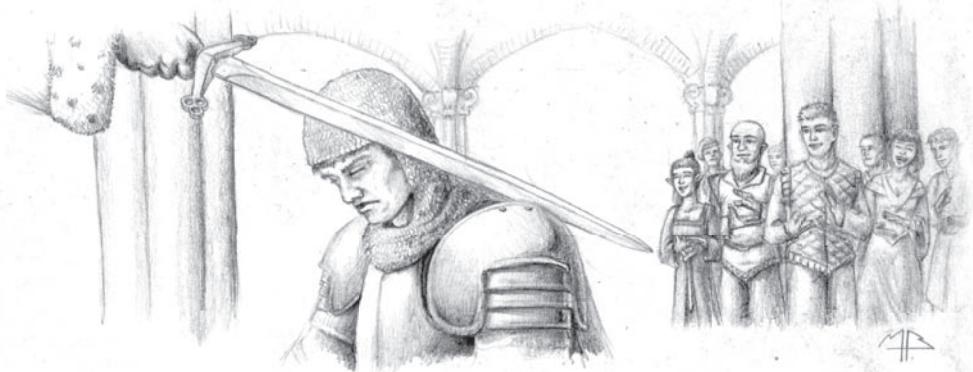
Falling

Falling is a really dangerous action. A falling creature suffers 1d6 damage per 10 feet, halved if a Phys+DEX saving roll is successful, where DC is equal to depth fallen in feet. If the fall ends in an area with spikes or jagged rocks, add +1 hp of damage to falling damage per 10' fallen (with a maximum of +10 hp).

Encumbrance

To simplify inventory management, characters can carry twelve items in addition to armor, primary weapon, and possibly a shield; up to six small items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item. The Game Master can decide that heavy or large objects may count as 2 or 3 slots (he has to consider the size of a normal backpack). Heavy encumbered characters may suffer a DEX and SPD penalty as decided by the GM.

LEVEL ADVANCEMENT



During their quests, wanderings, combats and a lot of different situations, characters gain experiences that help them to do better what they usually do or learn new things. In other words, advance their level. There are three ways to advance level: it's up to you and the Game Master to decide

Characters earn experience by completing adventures, defeating monsters and resolving puzzles, but GMs can also reward players with EXP points when they come up with clever thoughts, or when they follow the narration.

Even when a character has earned enough experience to attain the next level, the GM may not allow immediate advancement. He may require the character to receive training to advance. A GM can also rule that the circumstances are not appropriate for the character to advance in level, such as when the game session ends with the characters deep in an abandoned mine complex.

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

Game Master decision based advancement

Is the Game Master that decides if and when a character gains a level or gains some traits of new level (a new hit dice, new skills and proficiencies...) basing it in his scenario plot.

Encounter Level based advancement

Encounter Level (EL) is equal to 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 of every encounter you take part in. When the total = $10 \times$ your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Experience Points based advancement

Game Masters assign a value, expressed in Experience Points (EXP), proportional to the difficulty of the task/combat/puzzle faced. Each time, players add this value to their total and when this total is equal or greater than the needed amount, your character can advance.

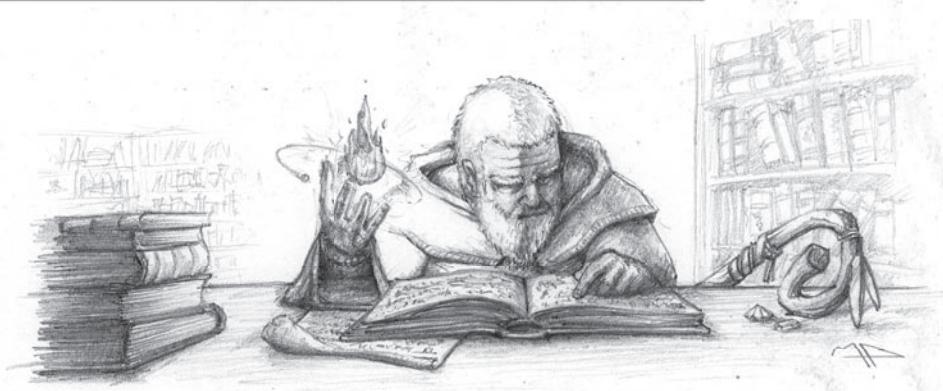
Level	XP	Level	XP	Level	XP
1st	0	8th	128000	15th	960000
2nd	2000	9th	240000	16th	1080000
3rd	4000	10th	360000	17th	1200000
4th	8000	11th	480000	18th	1320000
5th	16000	12th	600000	19th	1440000
6th	32000	13th	720000	20th	1560000
7th	64000	14th	840000		

Multiclassing

A character can decide, at one point, to begin following a new path, changing his class. Characters may have up to two classes (for example, Fighter/Cleric, or Ranger/Rogue). A multiclass character's Character Level is the sum of the levels in both her classes (a Fighter 2 / Cleric 1 is a level 3 character).

When a character earns the right to go up a level, the player chooses which class to advance or, if the character is single-classed, the player may choose a second class, which begins at level 1.

Advancement is determined by Character Level, but spell descriptions and abilities which reference "level" mean "specific class level".



All Spells have the following characteristics:

Range: determines how far away the target of the spell can be from the caster and still be affected by it. Ranges are: *Self* (affecting only the caster); *Touch* (Target must be touched); *Near* (within 10 yards); *Short* (up to 100 yards); *Far* (target must be in sight of the caster); *Special* (target can be affected by the spell wherever he is as long as the caster has some sort of physical connection to the target like blood, hair or personal item)

Duration: How long the spell lasts: *Instant* (only a moment, although it's effects could be permanent); *Concentration* (as long as the caster concentrates on the spell doing nothing else, usually no more than 20 minutes); *Short* (up to 1 Hour); *Hours* (up to 6 hours); *Day* (a whole day)

Week (a whole week); *Feat* (till a specific condition set by the spell or the caster is met).

Save: How saving against the spell works: *None* (No save possible); *Half* (Saving denies half effect); *Full* (Saving denies all effects)

Notes about SUMMON MONSTER spells.

- The summoning of a monster out of nothing to do your will lasts for 1 round / level.
- The monster has a number of HD equal the caster level that is required to cast the spell.
- The monster's AC equals $10 + (\text{monster's HD} / 2, \text{round up})$
- The monster inflicts damage equal to $1d8 + \text{half its HD}$ (round down)
- Each spell allows the caster to summon, instead of 1 monster from that spell, $1d3$ monsters from the previous spell level or $1d4+1$ monsters from the level below that.
- The monster always looks like a creature that reflects the caster's philosophies, beliefs and associations. I.E. an evil caster's monsters may look like demons, a

naturalist caster's as a glowing animal and a pious caster's monsters appear as glowing balls of light.

Divine Spells

Divine spellcasters can choose between the following spells, but have to carefully consider if these suits with their alignment or cult restrictions.

Level 0

Create Water	Creates 2 gallons/level of pure water.	Instantaneous (D)
Cure Minor Wounds	Cures 1 point of damage.	Instantaneous (D)
Detect Magic	Detects spells and magic items within 60 ft.	Concentration, up to 1 min./level (D)
Detect Poison	Detects poison in one creature or small object.	Instantaneous (D)
Guidance	+1 on one attack roll, saving throw, or skill check.	1 minute or until discharged
Inflict Minor Wounds	Touch attack, 1 point of damage.	Instantaneous
Light	Object shines like a torch.	10 min./level (D)
Mending	Makes minor repairs on an object.	Instantaneous
Purify Food and Drink	Purifies 1 cu. ft./level of food or water.	Instantaneous (D)
Read Magic	Read scrolls and spellbooks.	10 min./level
Resistance	Subject gains +1 on saving throws.	1 minute (D)
Virtue	Subject gains 1 temporary hp.	1 min.

Level 1

Bane	Enemies take -1 on attack rolls and saves against fear.	1 min./level
Bless	Allies gain +1 on attack rolls and +1 on saves against fear.	1 min./level
Bless Water	Makes holy water.	Instantaneous
Cause Fear	One creature of 5 HD or less flees for 1d4 rounds.	1d4 rounds or 1 round; (D)
Command	One subject obeys selected command for 1 round.	1 round
Comprehend Languages	You understand all spoken and written languages.	10 min./level
Cure Light Wounds	Cures 1d8 damage +1/level (max +5).	Instantaneous (D)
Curse Water	Makes unholy water.	Instantaneous
Deathwatch	Reveals how near death subjects within 30 ft. are.	10 min./level
Detect Chaos	Reveals creatures, spells, or objects of selected alignment.	Concentration, up to 10 min./level (D)

Detect Evil	Reveals creatures, spells, or objects of selected alignment.	Concentration, up to 10 min./level (D)
Detect Good	Reveals creatures, spells, or objects of selected alignment.	Concentration, up to 10 min./level (D)
Detect Law	Reveals creatures, spells, or objects of selected alignment.	Concentration, up to 10 min./level (D)
Detect Undead	Reveals undead within 60 ft.	Concentration, up to 1 minute/level (D)
Divine Favor	You gain +1 per three levels on attack and damage rolls.	1 minute
Doom	One subject takes -2 on attack rolls, damage rolls, saves, and checks.	1 min./level
Endure Elements	Exist comfortably in hot or cold environments.	24 hours (D)
Entropic Shield	Ranged attacks against you have 20% miss chance.	1 min./level (D)
Hide from Undead	Undead can't perceive one subject/level.	10 min./level (D)
Inflict Light Wounds	Touch attack, 1d8 damage +1/level (max +5).	Instantaneous
Magic Stone	Three stones gain +1 on attack rolls, deal 1d6+1 damage.	30 minutes or until discharged (D)
Magic Weapon	Weapon gains +1 bonus.	1 min./level
Obscuring Mist	Fog surrounds you.	1 min./level (D)
Protection from Chaos	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Evil	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Good	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Law	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Remove Fear	Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.	10 minutes; (D)
Sanctuary	Opponents can't attack you, and you can't attack.	1 round/level
Shield of Faith	Aura grants +2 or higher deflection bonus.	1 min./level
Summon Monster I	Calls extraplanar creature to fight for you.	1 round/level (D)

Level 2

Aid	+1 on attack rolls, +1 against fear, 1d8 temporary hp +1/level (max +10).	1 min./level
Align Weapon	Weapon becomes good, evil, lawful, or chaotic.	1 min./level
Augury	Learns whether an action will be good or bad.	Instantaneous
Barkskin	Toughens a creature's skin. Grants +2 bonus to AC (+1 every 3 Levels starting from 6 th).	10 min./level (D)
Bear's Endurance	Subject gains +4 to Fort for 1 min./level.	1 min./level (D)
Bull's Strength	Subject gains +4 to Str for 1 min./level.	1 min./level (D)

Calm Emotions	Calms creatures, negating emotion effects.	Concentration, up to 1 round/level (D)
Consecrate	Fills area of 20' radius with positive energy, making undead weaker. They suffer a -1 to all rolls and the caster gains a +3 to turning rolls..	2 hours/level
Cure Moderate Wounds	Cures 2d8 damage +1/level (max +10).	Instantaneous
Darkness	20-ft. radius of supernatural shadow.	10 min./level (D)
Death Knell	Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level (empowers known spells but doesn't grant new spells).	Instantaneous/10 minutes per HD of subject.
Delay Poison	Stops poison from harming subject for 1 hour/level.	1 hour/level (D)
Desecrate	Fills area equal to a 25' + 5' / level with negative energy, making undead stronger. They gain +1 to all rolls.	2 hours/level
Eagle's Splendor	Subject gains +4 to Cha for 1 min./level.	1 min./level (D)
Enthrall	Captivates all within 100 ft. + 10 ft. / level. Will save.	1 hour or less
Find Traps	Notice traps as a rogue does (MIND + subterfuge) with a bonus equal to half your level (round down).	1 min./level
Gentle Repose	Preserves one corpse.	One day/level
Hold Person	Paralyses one humanoid for 1 round/level. The held creature may attempt a STR + physical save every round.	1 round/level (D)
Inflict Moderate Wounds	Touch attack, 2d8 damage +1/level (max +10).	Instantaneous
Make Whole	Repairs an object.	Instantaneous
Owl's Wisdom	Subject gains +4 to Knowledge for 1 min./level.	1 min./level (D)
Remove Paralysis	Frees one or more creatures from paralysis or slow effect.	Instantaneous
Resist Energy	touched target ignores 20 points of damage/attack from specified energy type after save roll (acid, cold, electricity, fire, or sonic)	10 min./level (D)
Restoration, Lesser	Dispels magical ability penalty or repairs 1d4 ability damage.	Instantaneous
Shatter	Sonic vibration damages objects or crystalline creatures within 25' + 5' / level. Damage against crystalline creatures inflicts 1d6 damage per level (max 1d6, save halves damage).	Instantaneous
Shield Other	You take half of chosen subject's damage. Subject must remain within 25' + 5' / level to benefit and gains +1 to AC and all rolls.	1 hour/level (D)
Silence	Negates sound in 20-ft. radius.	1 min./level (D)
Sound Burst	Deals 1d8 sonic damage to subjects at a range of 25' + 5' / level and a 10' radius ; may stun them on a failed STR + physical roll.	Instantaneous
Spiritual Weapon	Magic weapon attacks on its own within a range of 100' + 10' / level for 1d8 + 1 / level damage for 1 round / level. It attacks as if wielded by caster but the caster can always do something else while "thinking" it to attack.	1 round/level (D)

Status	Monitors condition, position of allies.	1 hour/level
Summon Monster II	Calls extraplanar creature to fight for you.	1 round/level (D)
Undetectable Alignment	Conceals alignment for 24 hours.	24 hours
Zone of Truth	Subjects within range ($25' + 5'$ / level) and radius ($20'$) cannot lie.	1 min./level

Level 3

Animate Dead	Creates a number of un-dead skeletons and/or zombies with a HD total equal to twice your caster level. They obey all commands until destroyed.	Instantaneous
Bestow Curse	-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	Permanent
Blindness/Deafness	Makes subject blinded or deafened.	Permanent (D)
Contagion	Infects subject with chosen disease.	Instantaneous (D)
Continual Flame	Makes a permanent, heatless torch.	Permanent
Create Food and Water	Feeds three humans (or one horse)/level.	24 hours; (D)
Cure Serious Wounds	Cures $3d8$ damage +1/level (max +15).	Instantaneous (D)
Daylight	60-ft. radius of bright light.	10 min./level (D)
Deeper Darkness	Object sheds supernatural shadow in 60-ft. radius.	One day/level (D)
Dispel Magic	Cancels magical spells and effects.	Instantaneous
Glyph of Warding	Inscription harms $1d8$ damage / 2 levels to those who pass it without proper password.	Permanent until discharged (D)
Helping Hand	Ghostly hand leads subject if within 5 miles to you if it chooses.	1 hour/level
Inflict Serious Wounds	Touch attack, $3d8$ damage +1/level (max +15).	Instantaneous
Invisibility Purge	Dispels invisibility within 5 ft./level.	1 min./level (D)
Locate Object	Senses direction toward object (specific or type).	1 min./level
Magic Circle Against Chaos	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Circle Against Evil	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Circle Against Good	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Circle Against Law	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Vestment	Armor or shield gains +1 enhancement per four levels.	1 hour/level
Meld into Stone	You and your gear merge with stone.	10 min./level (D)
Obscure Object	Masks object against scrying.	8 hours (D)
Prayer	Allies +1 bonus on most rolls, enemies -1 penalty.	1 round/level



Protection from Energy	Absorb 12 points/level of damage from one kind of energy.	10 min./level or until discharged (D)
Remove Blindness/Deafness	Cures normal or magical conditions.	Instantaneous (D)
Remove Curse	Frees object or person from curse.	Instantaneous
Remove Disease	Cures all diseases affecting subject.	Instantaneous (D)
Searing Light	Ray deals 1d8/two levels, more against undead.	Instantaneous
Speak with Dead	Corpse answers one question/two levels.	1 min./level
Stone Shape	Sculpts stone into any shape.	Instantaneous
Summon Monster III	Calls extraplanar creature to fight for you.	1 round/level (D)
Telepathic Bond, Lesser	As telepathic bond, but you and one other creature.	10 min./level
Water Breathing	Subjects can breathe underwater.	2 hours/level; (D)
Water Walk	Subject treads on water as if solid.	10 min./level (D)
Wind Wall	Deflects arrows, smaller creatures, and gases.	1 round/level (D)

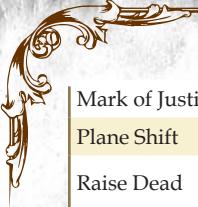
Level 4

Air Walk	Subject treads on air as if solid (climb at 45-degree angle).	10 min./level (D)
Control Water	Raises or lowers bodies of water by a volume of 10×10 to a maximum height of depth of 1'/ level	10 min./level (D)
Cure Critical Wounds	Cures 4d8 damage +1/level (max +20).	Instantaneous
Death Ward	Grants immunity to death spells and negative energy effects.	1 min./level
Dimensional Anchor	Bars extradimensional movement. Requires a magic attack to hit AC to effect subject.	1 min./level
Discern Lies	Reveals deliberate falsehoods in 1 creature / level, at a range of 25'+ 5' / level	Concentration, up to 1 round/level
Dismissal	Forces a creature to return to native plane.	Instantaneous
Divination	Provides useful advice for specific proposed actions.	Instantaneous
Divine Power	You gain attack bonus, +6 to Str, and 1 hp/level.	1 round/level
Freedom of Movement	Subject moves normally despite impediments.	10 min./level
Geas, Lesser	Commands subject of 7 HD or less.	One day/level or until discharged (D)
Giant Vermin	Turns centipedes, scorpions, or spiders into giant vermin.	1 min./level
Imbue with Spell Ability	Transfer 1 spell to subject, which can be cast at any time, once.	Permanent until discharged (D)
Inflict Critical Wounds	Touch attack, 4d8 damage +1/level (max +20).	Instantaneous
Magic Weapon, Greater	+1/four levels (max +5).	1 hour/level
Neutralize Poison	Immunizes subject against poison, detoxifies venom in or on subject.	10 min./level (D)

Planar Ally, Lesser	Exchange services with a 6 HD extraplanar creature.	Instantaneous
Poison	Touch deals 1d10 Str damage, repeats in 1 min.	Instantaneous; (D)
Repel Vermin	Insects, spiders, and other vermin stay 10 ft. away.	10 min./level (D)
Restoration	Restores level and ability score drains.	Instantaneous
Sending	Delivers short message anywhere, instantly.	1 round;
Spell Immunity	Subject is immune to one spell per four levels.	10 min./level
Summon Monster IV	Calls extraplanar creature to fight for you.	1 round/level (D)
Tongues	Speak any language.	10 min./level

Level 5

Atonement	Removes burden of misdeeds from subject.	Instantaneous
Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrification.	Instantaneous
Command, Greater	As command, but affects one subject/level.	1 round/level (D)
Commune	Deity answers one yes-or-no question/level.	1 round/level
Cure Light Wounds, Mass	Cures 1d8 damage +1/level for many creatures.	Instantaneous (D)
Dispel Chaos	+4 bonus against attacks by chaotic creatures.	1 round/level or until discharged, whichever comes first
Dispel Evil	+4 bonus against attacks by evil creatures.	1 round/level or until discharged, whichever comes first
Dispel Good	+4 bonus against attacks by good creatures.	1 round/level or until discharged, whichever comes first
Dispel Law	+4 bonus against attacks by lawful creatures.	1 round/level or until discharged, whichever comes first
Disrupting Weapon	Melee weapon destroys undead of equal or lower HD provided they fail a save	1 round/level
Flame Strike	Smite foes with divine fire (1d6/level damage) within 100'+ 10' with an area of 10' radius. Save reduces damage by one quarter.	Instantaneous
Hallow	Designates location of 40' radius as holy for a year. All attempts to turn un dead gain a +4 bonus, undead cannot be raised in the area and the area acts as a magic circle against undead, demons, devils etc.	Instantaneous
Inflict Light Wounds, Mass	Deals 1d8 damage +1/level to any creatures.	Instantaneous (D)
Insect Plague	Locust swarms attack creatures (1 swarm / 3 levels).	1 min./level (D)



Mark of Justice	Designates action that will trigger curse on subject.	Permanent;
Plane Shift	As many as eight subjects travel to another plane.	Instantaneous
Raise Dead	Restores life to subject who died as long as one day/ level ago.	Instantaneous
Righteous Might	Your size increases, and you gain combat bonuses (+8 STR, +4 AC, Damage inflicted goes up to next die, 1d6>1d8 etc).	1 round/level (D)
Scrying	Spies on subject from a distance.	1 min./level
Slay Living	Touch attack kills subject.	Instantaneous
Spell Resistance	Subject gains spell resistance 12 + level.	1 min./level
Summon Monster V	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Pain	Triggered rune wracks nearby creatures with pain. (60' radius, -4 on all rolls for 1 hour)	
Symbol of Sleep	Triggered rune puts nearby creatures under 10 HD into catatonic slumber for 3d6x10 minutes.	
True Seeing	Lets you see all things as they really are including in darkness, invisible, polymorphed etc. but not mundane events like being physically hidden, in disguise etc.	1 min./level (D)
Unhallow	Designates location as unholy for a year. Turning undead attempts suffer a -4 penalty and the area (40' radius) acts as a magic circle against good.	Instantaneous

Level 6

Animate Objects	Objects attack your foes.	1 round/level
Antilife Shell	10-ft. -radius field hedges out living creatures.	10 min./level (D)
Banishment	Banishes 2 HD/level of extraplanar creatures.	Instantaneous
Bear's Endurance, Mass	As bear's endurance, affects one subject/level.	1 min./level (D)
Blade Barrier	Wall of blades deals 1d6/level damage.	1 min./level
Bull's Strength, Mass	As bull's strength, affects one subject/level.	1 min./level (D)
Create Undead	Creates ghouls, ghosts, mummies, or mohrgs.	Instantaneous
Cure Moderate Wounds, Mass	Cures 2d8 damage +1/level for many creatures.	Instantaneous (D)
Dispel Magic, Greater	As dispel magic, but +20 on check.	Instantaneous
Eagle's Splendor, Mass	As eagle's splendor, affects one subject/level.	1 min./level (D)
Find the Path	Shows most direct way to a location.	10 min./level (D)
Forbiddance	Blocks planar travel, damages creatures of different alignment.	Permanent
Geas/Quest	As lesser geas, plus it affects any creature.	One day/level or until discharged (D)
Glyph of Warding, Greater	As glyph of warding, but up to 10d8 damage or 6th-level spell.	Permanent until discharged (D)
Harm	Deals 10 points/level damage to target.	Instantaneous

Heal	Cures 10 points/level of damage, all diseases and mental conditions.	Instantaneous
Heroes' Feast	Food for one creature/level cures and grants combat bonuses.	1 hour plus 12 hours;
Inflict Moderate Wounds, Mass	Deals 2d8 damage +1/level to many creatures.	Instantaneous
Owl's Wisdom, Mass	As owl's wisdom, affects one subject/level.	1 min./level
Planar Ally	As lesser planar ally, but up to 12 HD.	Instantaneous
Summon Monster VI	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Fear	Triggered rune panics nearby creatures.	
Symbol of Persuasion	Triggered rune charms nearby creatures.	
Undeath to Death	Destroys 1d4/level HD of undead (max 20d4).	Instantaneous
Wind Walk	You and your allies turn vaporous and travel fast.	1 hour/level (D);
Word of Recall	Teleports you back to designated place.	Instantaneous

Level 7

Blasphemy	Kills, paralyzes, weakens, or dazes nonevil subjects.	Instantaneous
Control Weather	Changes weather in local area.	4d12 hours (D)
Cure Serious Wounds, Mass	Cures 3d8 damage +1/level for many creatures.	Instantaneous
Destruction	Kills subject and destroys remains.	Instantaneous
Dictum	Kills, paralyzes, slows, or deafens nonlawful subjects.	Instantaneous
Ethereal Jaunt	You become ethereal for 1 round/level.	1 round/level (D)
Finger of Death	Kills a subject if fails a Save vs death.	Instantaneous (D)
Holy Word	Kills, paralyzes, slows, or deafens nongood subjects.	Instantaneous
Inflict Serious Wounds, Mass	Deals 3d8 damage +1/level to many creatures.	Instantaneous (D)
Refuge	Alters item to transport its possessor to you.	Permanent until discharged
Regenerate	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).	Instantaneous
Repulsion	Creatures can't approach you.	1 round/level (D)
Restoration, Greater	As restoration, plus restores all levels and ability scores.	Instantaneous
Resurrection	Fully restore dead subject.	Instantaneous
Scrying, Greater	As scrying, but faster and longer.	1 hour/level
Summon Monster VII	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Stun	Triggered rune stuns nearby creatures.	
Symbol of Weakness	Triggered rune weakens nearby creatures.	

Word of Chaos

Kills, confuses, stuns, or deafens nonchaotic subjects.

Instantaneous

Level 8

Antimagic Field	Negates magic within 10 ft.	10 min./level (D)
Brain Spider	Eavesdrop on thoughts of up to eight other creatures.	1 min./level
Cloak of Chaos	+4 to AC, +4 Fortitude, spell resistance 25 against lawful spells.	1 round/level (D)
Create Greater Undead	Create shadows, wraiths, spectres, or devourers.	Instantaneous
Cure Critical Wounds, Mass	Cures 4d8 damage +1/level for many creatures.	Instantaneous (D)
Dimensional Lock	Teleportation and interplanar travel blocked for one day/level.	One day/level
Discern Location	Reveals exact location of creature or object.	Instantaneous
Earthquake	Intense tremor shakes 80-ft. -radius.	1 round (D)
Fire Storm	Deals 1d6/level fire damage.	Instantaneous (D)
Holy Aura	+4 to AC, +4 Fortitude, and spell resistance 25 against evil spells.	1 round/level (D)
Inflict Critical Wounds, Mass	Deals 4d8 damage +1/level to many creatures.	Instantaneous (D)
Planar Ally, Greater	As lesser planar ally, but up to 18 HD.	Instantaneous
Shield of Law	+4 to AC, +4 Fortitude, and spell resistance 25 against chaotic spells.	1 round/level (D)
Spell Immunity, Greater	As spell immunity, but up to 8th-level spells.	10 min./level
Summon Monster VIII	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Death	Triggered rune slays nearby creatures.	
Symbol of Insanity	Triggered rune renders nearby creatures insane.	
Unholy Aura	+4 to AC, +4 Fortitude, spell resistance 25 against good spells.	1 round/level (D)

Level 9

Astral Projection	Projects you and companions onto Astral Plane.	
Energy Drain	Subject gains 2d4 negative levels.	Instantaneous
Etherealness	Travel to Ethereal Plane with companions.	1 min./level (D)
Gate	Connects two planes for travel or summoning.	Instantaneous or concentration (up to 1 round/level);
Heal, Mass	As heal, but with several subjects.	Instantaneous (D)
Implosion	Kills one creature/round.	Concentration (up to 4 rounds)
Miracle	Requests a deity's intercession.	
Soul Bind	Traps newly dead soul to prevent resurrection.	Permanent

Storm of Vengeance	Storm rains acid, lightning, and hail.	Concentration (maximum 10 rounds) (D)
Summon Monster IX	Calls extraplanar creature to fight for you.	1 round/level (D)
True Resurrection	As resurrection but within 10 years per level of the creatures death and you must be able to identify exactly who the creature was. Remains are not needed.	Instantaneous

Arcane Spells

Level 0

Acid Splash	Orb deals 1d3 acid damage.	Instantaneous
Arcane Mark	Inscribes a personal rune (visible or invisible).	Permanent
Dancing Lights	Creates torches or other lights.	1 minute (D)
Daze	Humanoid creature of 4 HD or less loses next action.	1 round
Detect Magic	Detects spells and magic items within 60 ft.	Concentration, up to 1 min./level (D)
Detect Poison	Detects poison in one creature or small object.	Instantaneous (D)
Disrupt Undead	Deals 1d6 damage to one undead.	Instantaneous
Flare	Dazzles one creature (-1 on attack rolls).	Instantaneous
Ghost Sound	Figment sounds.	1 round/level (D)
Light	Object shines like a torch.	10 min./level (D)
Mage Hand	5-pound telekinesis.	Concentration
Mending	Makes minor repairs on an object.	Instantaneous
Message	Whispered conversation at distance.	10 min./level
Open/Close	Opens or closes small or light things.	Instantaneous
Prestidigitation	Performs minor tricks.	1 hour
Ray of Frost	Ray deals 1d3 cold damage.	Instantaneous
Read Magic	Read scrolls and spellbooks.	10 min./level
Resistance	Subject gains +1 on saving throws.	1 minute (D)
Touch of Fatigue	Touch attack fatigues target.	1 round/level

Level 1

Alarm	Wards an area for 2 hours/level.	2 hours/level (D)
Animate Rope	Makes a rope move at your command.	1 round/level
Burning Hands	1d4/level fire damage (max 5d4).	Instantaneous

Cause Fear	One creature of 5 HD or less flees for 1d4 rounds.	1d4 rounds or 1 round;
Charm Person	Makes one person your friend.	1 hour/level
Chill Touch	One touch/level deals 1d6 damage and possibly 1 Str damage.	Instantaneous
Color Spray	Knocks unconscious, blinds, and/or stuns weak creatures.	Instantaneous;
Comprehend Languages	You understand all spoken and written languages.	10 min./level
Detect Secret Doors	Reveals hidden doors within 60 ft.	Concentration, up to 1 min./level
Detect Undead	Reveals undead within 60 ft.	Concentration, up to 1 minute/level (D)
Disguise Self	Changes your appearance.	10 min./level
Endure Elements	Exist comfortably in hot or cold environments.	24 hours
Enlarge Person	Humanoid creature doubles in size.	1 min./level (D)
Erase	Mundane or magical writing vanishes.	Instantaneous
Expeditious Retreat	Your speed increases by 30 ft.	1 min./level (D)
Feather Fall	Objects or creatures fall slowly.	Until landing or 1 round/level
Floating Disk	Creates 3-ft. -diameter horizontal disk that holds 100 lb./level.	1 hour/level
Grease	Makes 10-ft. square or one object slippery.	1 round/level (D)
Hold Portal	Holds door shut.	1 min./level
Hypnotism	Fascinates 2d4 HD of creatures.	2d4 rounds
Identify	Determines properties of magic item.	Instantaneous
Jump	Subject gets bonus on Jump checks.	1 min./level (D)
Mage Armor	Gives subject +4 armor bonus.	1 hour/level
Magic Aura	Alters object's magic aura.	One day/level (D)
Magic Missile	1d4+1 damage; +1 missile per two levels above 1st (max 5).	Instantaneous
Magic Weapon	Weapon gains +1 bonus.	1 min./level
Mount	Summons riding horse for 2 hours/level.	2 hours/level (D)
Obscuring Mist	Fog surrounds you.	1 min./level (D)
Protection from Chaos	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Evil	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Good	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Law	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Ray of Enfeeblement	Ray deals 1d6 +1 per two levels Str damage.	1 min./level
Reduce Person	Humanoid creature halves in size.	1 min./level (D)

Shield	Invisible disc gives +4 to AC, blocks magic missiles.	1 min./level (D)
Shocking Grasp	Touch delivers 1d6/level electricity damage (max 5d6).	Instantaneous
Silent Image	Creates minor illusion of your design.	Concentration
Sleep	Puts 4 HD of creatures into magical slumber.	1 min./level
Summon Monster I	Calls extraplanar creature to fight for you.	1 round/level (D)
True Strike	+20 on your next attack roll.	
Unseen Servant	Invisible force obeys your commands.	1 hour/level
Ventriloquism	Throws voice for 1 min./level.	1 min./level (D)

Level 2

Acid Arrow	Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.	1 round + 1 round per three levels
Alter Self	Assume form of a similar creature.	10 min./level (D)
Arcane Lock	Magically locks a portal or chest.	Permanent
Bear's Endurance	Subject gains +4 to Con for 1 min./level.	1 min./level (D)
Blindness/Deafness	Makes subject blinded or deafened.	Permanent (D)
Blur	Attacks miss subject 20% of the time.	1 min./level (D)
Bull's Strength	Subject gains +4 to Str for 1 min./level.	1 min./level (D)
Cat's Grace	Subject gains +4 to Dex for 1 min./level.	1 min./level (D)
Command Undead	Undead creature obeys your commands.	One day/level
Continual Flame	Makes a permanent, heatless torch.	Permanent
Darkness	20-ft. radius of supernatural shadow.	10 min./level (D)
Darkvision	See 60 ft. in total darkness.	1 hour/level (D)
Daze Monster	Living creature of 6 HD or less loses next action.	1 round
Detect Thoughts	Allows 'listening' to surface thoughts.	Concentration, up to 1 min./level (D)
Draw Runes	Stores a spell that you cast in a rune you draw to be released using a simple trigger you specify. The rune has to be drawn using rare ingredients.	
Eagle's Splendor	Subject gains +4 to Cha for 1 min./level.	1 min./level (D)
False Life	Gain 1d10 temporary hp +1/level (max +10).	1 hour/level or until discharged;
Flaming Sphere	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.	1 round/level
Fog Cloud	Fog obscures vision.	10 min./level (D)
Fox's Cunning	Subject gains +4 Int for 1 min./level.	1 min./level (D)
Ghoul Touch	Paralyzes one subject, which exudes stench that makes those nearby sickened.	1d6+2 rounds
Glitterdust	Blinds creatures, outlines invisible creatures.	1 round/level
Gust of Wind	Blows away or knocks down smaller creatures.	1 round (D)

Hideous Laughter	Subject loses actions for 1 round/level.	1 round/level
Hypnotic Pattern	Fascinates (2d4 + level) HD of creatures.	Concentration + 2 rounds
Invisibility	Subject is invisible for 1 min./level or until it attacks.	1 min./level (D)
Knock	Opens locked or magically sealed door.	Instantaneous;
Levitate	Subject moves up and down at your direction.	1 min./level (D)
Locate Object	Senses direction toward object (specific or type).	1 min./level
Magic Mouth	Speaks once when triggered.	Permanent until discharged
Minor Image	As silent image, plus some sound.	Concentration +2 rounds
Mirror Image	Creates decoy duplicates of you (1d4 +1 per three levels, max 8).	1 min./level (D)
Misdirection	Misleads divinations for one creature or object.	1 hour/level
Obscure Object	Masks object against scrying.	8 hours (D)
Owl's Wisdom	Subject gains +4 to Wis for 1 min./level.	1 min./level (D)
Phantom Trap	Makes item seem trapped.	Permanent (D)
Protection from Arrows	Subject immune to most ranged attacks.	1 hour/level or until discharged
Pyrotechnics	Turns fire into blinding light or choking smoke.	1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud;
Resist Energy	Ignores first 10 (or more) points of damage/attack from specified energy type.	10 min./level
Rope Trick	As many as eight creatures hide in extradimensional space.	1 hour/level (D)
Scare	Panics creatures of less than 6 HD.	1 round/level or 1 round; for cause fear
Scorching Ray	Ranged touch attack deals 4d6 fire damage, +1 ray/ four levels (max 3).	Instantaneous
See Invisibility	Reveals invisible creatures or objects.	10 min./level (D)
Shatter	Sonic vibration damages objects or crystalline creatures.	Instantaneous
Spectral Hand	Creates disembodied glowing hand to deliver touch attacks.	1 min./level (D)
Spider Climb	Grants ability to walk on walls and ceilings.	10 min./level
Summon Monster II	Calls extraplanar creature to fight for you.	1 round/level (D)
Summon Swarm	Summons swarm of bats, rats, or spiders.	Concentration + 2 rounds
Touch of Idiocy	Subject takes 1d6 points of Int, Wis, and Cha damage.	10 min./level
Web	Fills 20-ft. -radius spread with sticky spiderwebs.	10 min./level (D)

No more than
1 hour/level or
until discharged
(destination is
reached)

Whispering Wind Sends a short message 1 mile/level.

Level 3

Arcane Sight	Magical auras become visible to you.	1 min./level (D)
Blacklight	Creates an area of total darkness impenetrable even to darkvision, but you can see normally within it. Creatures outside cannot see through it.	1 round/level (D)
Blink	You randomly vanish and reappear for 1 round/level.	1 round/level (D)
Clairaudience/ Clairvoyance	Hear or see at a distance for 1 min./level.	1 min./level (D)
Daylight	60-ft. radius of bright light.	10 min./level (D)
Deep Slumber	Puts 10 HD of creatures to sleep.	1 min./level
Dispel Magic	Cancels magical spells and effects.	Instantaneous
Displacement	Attacks miss subject 50%.	1 round/level (D)
Explosive Runes	Deals 6d6 damage when read.	Permanent until discharged (D)
Fireball	1d6 damage per level, 20-ft. radius.	Instantaneous
Flame Arrow	Arrows deal +1d6 fire damage.	10 min./level
Fly	Subject flies at speed of 60 ft.	1 min./level
Gaseous Form	Subject becomes insubstantial and can fly slowly.	2 min./level (D)
Gentle Repose	Preserves one corpse.	1 day/level (D)
Halt Undead	Immobilizes undead for 1 round/level.	1 round/level
Haste	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	1 round/level
Heroism	Gives +2 bonus on attack rolls, saves, skill checks.	10 min./level
Hold Person	Paralyzes one humanoid for 1 round/level.	1 round/level (D)
Illusory Script	Only intended reader can decipher.	One day/level
Invisibility Sphere	Makes everyone within 10 ft. invisible.	1 min./level
Keen Edge	Doubles normal weapon's threat range.	10 min./level
Lightning Bolt	Electricity deals 1d6/level damage.	Instantaneous
Magic Circle Against Chaos	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Circle Against Evil	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Circle Against Good	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Circle Against Law	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level

Magic Weapon, Greater	+1/four levels (max +5).	1 hour/level
Major Image	As silent image, plus sound, smell and thermal effects.	Concentration + 3 rounds
Nondetection	Hides subject from divination, scrying.	1 hour/level
Phantom Steed	Magic horse appears for 1 hour/level.	1 hour/level (D)
Protection from Energy	Absorb 12 points/level of damage from one kind of energy.	10 min./level or until discharged
Rage	Subjects gains +2 to Phisic, +1 on Will saves, -2 to AC.	Concentration + 1 round/level (D)
Ray of Exhaustion	Ray makes subject exhausted.	1 min./level
Secret Page	Changes one page to hide its real content.	Permanent
Sepia Snake Sigil	Creates text symbol that immobilizes reader.	Permanent or until discharged; until released or 1d4 days + one day/level;
Shrink Item	Object shrinks to one-sixteenth size.	One day/level;
Sleet Storm	Hampers vision and movement.	1 round/level
Slow	One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.	1 round/level
Stinking Cloud	Nauseating vapors, 1 round/level.	1 round/level (D)
Suggestion	Compels subject to follow stated course of action.	1 hour/level or until completed
Summon Monster III	Calls extraplanar creature to fight for you.	1 round/level (D)
Telepathic Bond, Lesser	As telepathic bond, but you and one other creature.	10 min./level
Tiny Hut	Creates shelter for ten creatures.	2 hours/level (D)
Tongues	Speak any language.	10 min./level
Vampiric Touch	Touch deals 1d6/two levels damage; caster gains damage as hp.	Instantaneous/1 hour;
Water Breathing	Subjects can breathe underwater.	2 hours/level; (D)
Wind Wall	Deflects arrows, smaller creatures, and gases.	1 round/level (D)

Level 4

Animate Dead	Creates undead skeletons and zombies.	Instantaneous
Arcane Eye	Invisible floating eye moves 30 ft./round.	1 min./level (D)
Bestow Curse	-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	Permanent
Black Tentacles	Tentacles grapple all within 20 ft. spread.	1 round/level (D)
Charm Monster	Makes monster believe it is your ally.	One day/level (D)
Confusion	Subjects behave oddly for 1 round/level.	1 round/level
Contagion	Infects subject with chosen disease.	Instantaneous

Create Magic Item	Permanently enchant masterwork items including arms and armor with effects that are thematically linked to a spell you cast. The entire procedure takes a day. The item has to be custom made using rare ingredients.	Permanent
Crushing Despair	Subjects take -2 on attack rolls, damage rolls, saves, and checks.	1 min./level
Detect Scrying	Alerts you of magical eavesdropping.	24 hours
Dimensional Anchor	Bars extradimensional movement.	1 min./level
Dimension Door	Teleports you short distance.	Instantaneous
Enervation	Subject gains 1d4 negative levels.	Instantaneous
Enlarge Person, Mass	Enlarges several creatures.	1 min./level (D)
Fear	Subjects within cone flee for 1 round/level.	1 round/level or 1 round;
Fire Shield	Creatures attacking you take fire damage; you're protected from heat or cold.	1 round/level (D)
Fire Trap	Opened object deals 1d4 damage +1/level.	Permanent until discharged (D)
Geas, Lesser	Commands subject of 7 HD or less.	One day/level or until discharged (D)
Globe of Invulnerability, Lesser	Stops 1st- through 3rd-level spell effects.	1 round/level (D)
Hallucinatory Terrain	Makes one type of terrain appear like another (field into forest, or the like).	2 hours/level (D)
Ice Storm	Hail deals 5d6 damage in cylinder 40 ft. across.	1 full round (D)
Illusory Wall	Wall, floor, or ceiling looks real, but anything can pass through.	Permanent
Invisibility, Greater	As invisibility, but subject can attack and stay invisible.	1 round/level (D)
Locate Creature	Indicates direction to familiar creature.	10 min./level
Minor Creation	Creates one cloth or wood object.	1 hour/level (D)
Mnemonic Enhancer	Wizard only. Prepares extra spells or retains one just cast.	Instantaneous
Phantasmal Killer	Fearsome illusion kills subject or deals 3d6 damage.	Instantaneous
Polymorph	Gives one willing subject a new form.	1 min./level (D)
Rainbow Pattern	Lights fascinate 24 HD of creatures.	Concentration +1 round/level (D)
Reduce Person, Mass	Reduces several creatures.	1 min./level (D)
Remove Curse	Frees object or person from curse.	Instantaneous
Resilient Sphere	Force globe protects but traps one subject.	1 min./level (D)
Scrying	Spies on subject from a distance.	1 min./level
Secure Shelter	Creates sturdy cottage.	2 hours/level (D)
Shadow Conjunction	Mimics conjuration below 4th level, but only 20% real.	

Shout	Deafens all within cone and deals 5d6 sonic damage.	Instantaneous
Solid Fog	Blocks vision and slows movement.	1 min./level (D)
Stone Shape	Sculpts stone into any shape.	Instantaneous (D)
Stoneskin	Ignore 10 points of damage per attack.	10 min./level or until discharged (D)
Summon Monster IV	Calls extraplanar creature to fight for you.	1 round/level (D)
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.	Concentration + 1 round/level (D)
Wall of Ice	Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.	1 min./level (D)

Level 5

Animal Growth	One animal/two levels doubles in size.	1 min./level (D)
Baleful Polymorph	Transforms subject into harmless animal.	Permanent (D)
Blight	Withers one plant or deals 1d6/level damage to plant creature.	Instantaneous
Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrification.	Instantaneous
Cloudkill	Kills 3 HD or less; 4-6 HD save or die, 6+ HD take STR damage.	1 min./level
Cone of Cold	1d6/level cold damage.	Instantaneous
Contact Other Plane	Lets you ask question of extraplanar entity.	Concentration
Dismissal	Forces a creature to return to native plane.	Instantaneous
Dominate Person	Controls humanoid telepathically.	One day/level
Dream	Sends message to anyone sleeping.	
Fabricate	Transforms raw materials into finished items.	Instantaneous
False Vision	Fools scrying with an illusion.	1 hour/level
Feeblemind	Subject's MIND and CHA drop to 1.	Instantaneous
Hold Monster	As hold person, but any creature.	1 round/level (D)
Interposing Hand	Hand provides cover against one opponent. AC 20 and caster's total HP	1 round/level (D)
Mage's Faithful Hound	Phantom dog only you can see can guard 30 ft. and attack with 2d6+3 bite.	1 hour/caster level or until discharged, then 1 round/caster level;
Mage's Private Sanctum	Prevents anyone from viewing or scrying an area for 24 hours.	24 hours (D)
Magic Jar	Enables possession of another creature.	1 hour/level or until you return to your body
Major Creation	As minor creation, plus stone and metal.	

Mind Fog	Subjects in fog get -10 to Wis and Will checks.	30 minutes and 2d6 rounds;
Mirage Arcana	As hallucinatory terrain, plus structures.	Concentration +1 hour/level (D)
Nightmare	Sends vision dealing 1d10 damage, fatigue.	Instantaneous
Overland Flight	You fly at a speed of 40 ft. and can hustle over long distances.	1 hour/level
Passwall	Creates passage through wood or stone wall.	1 hour/level (D)
Permanency	Makes certain spells permanent. It costs experience (500xp per level of magic) and you have to be 9 levels above the magic level.	Permanent;
Persistent Image	As major image, but no concentration required.	1 min./level
Planar Binding, Lesser	Traps extraplanar creature of 6 HD or less until it performs a task.	Instantaneous
Prying Eyes	1d4 +1/level floating eyes scout for you.	1 hour/level; (D)
Secret Chest	Hides expensive and master-crafted chest on Ethereal Plane; you retrieve it at will using a smaller exact replica of it.	Sixty days or until discharged
Seeming	Changes appearance of one person per two levels.	12 hours (D)
Sending	Delivers short message anywhere, instantly.	1 round;
Shadow Evocation	Mimics evocation below 5th level, but only 20% real.	
Summon Monster V	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Pain	Triggered rune wracks nearby creatures with pain.	
Symbol of Sleep	Triggered rune puts nearby creatures into catatonic slumber.	
Telekinesis	Moves object, attacks creature, or hurls object or creature.	Concentration (up to 1 round/level) or instantaneous;
Telepathic Bond	Link lets allies communicate.	10 min./level (D)
Teleport	Instantly transports you as far as 100 miles/level.	Instantaneous
Transmute Mud to Rock	Transforms two 10-ft. cubes per level.	Permanent (D)
Transmute Rock to Mud	Transforms two 10-ft. cubes per level.	Permanent; (D)
Wall of Force	Wall is immune to damage.	1 round /level (D)
Wall of Stone	Creates a stone wall that can be shaped.	Instantaneous (D)
Waves of Fatigue	Several targets become fatigued.	Instantaneous

Level 6

Acid Fog	Fog deals acid damage.	1 round/level
Analyze Dweomer	Reveals magical aspects of subject.	1 round/level (D)
Antimagic Field	Negates magic within 10 ft.	10 min./level (D)
Bear's Endurance, Mass	As bear's endurance, affects one subject/level.	1 min./level (D)

Bull's Strength, Mass	As bull's strength, affects one subject/level.	1 min./level (D)
Cat's Grace, Mass	As cat's grace, affects one subject/level.	1 min./level (D)
Chain Lightning	1d6/level damage; 1 secondary bolt/level each deals half damage.	Instantaneous (D)
Circle of Death	Kills 1d4/level HD of creatures.	Instantaneous
Contingency	Sets trigger condition for another spell.	One day/level or until discharged
Control Water	Raises or lowers bodies of water.	10 min./level (D)
Create Golem	Creates constructs made of dead material	Process takes a day
Create Undead	Creates ghouls, ghosts, mummies, or mohrgs.	Instantaneous
Disintegrate	Makes one creature or object vanish.	Instantaneous
Dispel Magic, Greater	As dispel magic, but +20 on check.	Instantaneous
Eagle's Splendor, Mass	As eagle's splendor, affects one subject/level.	1 min./level (D)
Eyebite	Target becomes panicked, sickened, and comatose.	1 round per three levels;
Flesh to Stone	Turns subject creature into statue.	Instantaneous
Forceful Hand	Hand pushes creatures away.	1 round/level (D)
Fox's Cunning, Mass	As fox's cunning, affects one subject/level.	1 min./level (D)
Freezing Sphere	Freezes water or deals cold damage.	Instantaneous or 1 round/level; (D)
Geas/Quest	As lesser geas, plus it affects any creature.	One day/level or until discharged (D)
Globe of Invulnerability	As lesser globe of invulnerability, plus 4th-level spell effects.	1 round/level (D)
Guards and Wards	Array of magic effects protect area.	2 hours/level (D)
Heroism, Greater	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.	1 min./level
Legend Lore	Lets you learn tales about a person, place, or thing.	
Mage's Lucubration	Wizard only. Recalls spell of 5th level or lower.	Instantaneous
Mislead	Turns you invisible and creates illusory double.	1 round/level (D) and concentration + 3 rounds;
Move Earth	Digs trenches and builds hills, in an area up to 750' square and 10' deep.	Instantaneous (D)
Owl's Wisdom, Mass	As owl's wisdom, affects one subject/level.	1 min./level (D)
Permanent Image	Includes sight, sound, and smell.	Permanent (D)
Planar Binding	As lesser planar binding, but up to 12 HD.	Instantaneous
Probe Thoughts	Read subject's memories, one question/round.	Concentration
Programmed Image	As major image, plus triggered by event.	Permanent until triggered, then 1 round/level
Repulsion	Creatures can't approach you.	1 round/level (D)
Shadow Walk	Step into shadow to travel rapidly.	1 hour/level (D)
Stone to Flesh	Restores petrified creature.	Instantaneous
Suggestion, Mass	As suggestion, plus one subject/level.	1 hour/level or until completed

Summon Monster VI	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Fear	Triggered rune panics nearby creatures.	
Symbol of Persuasion	Triggered rune charms nearby creatures.	
Transformation	You gain combat bonuses.	1 round/level
True Seeing	Lets you see all things as they really are.	1 min./level
Undeath to Death	Destroys 1d4/level HD of undead (max 20d4).	Instantaneous
Veil	Changes appearance of group of creatures.	Concentration + 1 hour/level (D)
Wall of Iron	30 hp/four levels; can topple onto foes.	Instantaneous

Level 7

Arcane Sight, Greater	As arcane sight, but also reveals magic effects on creatures and objects.	1 min./level (D)
Banishment	Banishes 2 HD/level of extraplanar creatures.	Instantaneous
Control Undead	Undead don't attack you while under your command.	1 min./level
Control Weather	Changes weather in local area.	4d12 hours;
Delayed Blast Fireball	1d6/level fire damage; you can postpone blast for 5 rounds.	5 rounds or less;
Ethereal Jaunt	You become ethereal for 1 round/level.	1 round/level (D)
Finger of Death	Kills one subject.	Instantaneous
Forcecage	Cube or cage of force imprisons all inside.	2 hours/level (D)
Grasping Hand	Hand provides cover, pushes, or grapples.	1 round/level (D)
Hold Person, Mass	As hold person, but all within 30 ft.	1 round/level (D);
Insanity	Subject suffers continuous confusion.	Instantaneous
Instant Summons	Prepared object appears in your hand.	Permanent until discharged
Invisibility, Mass	As invisibility, but affects all in range.	1 min./level (D)
Limited Wish	Alters reality-within spell limits.	
Mage's Magnificent Mansion	Door leads to extradimensional mansion.	2 hours/level (D)
Mage's Sword	Floating magic blade strikes opponents.	1 round/level (D)
Phase Door	Creates an invisible passage through wood or stone.	One usage per two levels
Plane Shift	As many as eight subjects travel to another plane.	Instantaneous
Power Word Blind	Blinds creature with 200 hp or less.	

Prismatic Spray	Sprays seven multicolored beams of light from your hand. Creatures with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams (roll 1d8): 1 Red, 20 fire damages (Reflex half); 2 Orange, 40 acid damages (Reflex half); 3 Yellow, 80 electricity damages (Reflex half); 4 Green, Poison (Kills; Fortitude partial, take 1d6 points of STR damage instead); 5 Blue, Turned to stone (Fortitude negates); 6 Indigo, Insane, as insanity spell (Will negates); 7 Violet, Sent to another plane (Will negates); 8 Struck by two rays, roll twice more, ignoring any "8" results.	Instantaneous
Project Image	Illusory double can talk and cast spells.	1 round/level (D)
Reverse Gravity	Objects and creatures fall upward.	1 round/level (D)
Scrying, Greater	As scrying, but faster and longer.	1 hour/level
Sequester	Subject is invisible to sight and scrying; renders creature comatose.	One day/level (D)
Shadow Conjunction, Greater	As shadow conjunction, but up to 6th level and 60% real.	
Simulacrum	Creates partially real double of a creature.	Instantaneous
Spell Turning	Spells and magic effects are reflected back to their casters (except area effect spells and touch spells). Spell Turning interests (1d4+6) spell levels. The roll is secret. If a spell with a level higher than turning levels left is cast, only part of the spell is reflected.	Until expended or 10 min./level
Statue	Subject can become a statue at will.	1 hour/level (D)
Summon Monster VII	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Stunning	Triggered rune stuns nearby creatures.	
Symbol of Weakness	Triggered rune weakens nearby creatures.	
Teleport, Greater	As teleport, but no range limit and no off-target arrival.	Instantaneous
Teleport Object	As teleport, but affects a touched object.	Instantaneous
Vision	As legend lore, but quicker and strenuous.	
Waves of Exhaustion	Several targets become exhausted.	Instantaneous

Level 8

Antipathy	Object or location affected by spell repels certain creatures.	2 hours/level (D)
Binding	Imprisons a creature, making it comatose, forcing it to not wander outside a certain spot or making it partially gaseous and confined inside a jar.	(D)
Charm Monster, Mass	As charm monster, but all within 30 ft.	One day/level
Clenched Fist	Large hand provides cover, pushes, or attacks your foes.	1 round/level (D)
Clone	Duplicate awakens when original dies.	Instantaneous

Create Greater Undead	Create shadows, wraiths, spectres, or devourers.	Instantaneous
Demand	As sending, plus you can send suggestion.	1 round;
Dimensional Lock	Teleportation and interplanar travel blocked for one day/level.	One day/level
Discern Location	Reveals exact location of creature or object.	Instantaneous
Horrid Wilting	Deals 1d6/level damage within 30 ft.	Instantaneous
Incendiary Cloud	Cloud deals 4d6 fire damage/round.	1 round/level
Iron Body	Your body becomes living iron.	1 min./level (D)
Irresistible Dance	Forces subject to dance.	1d4+1 rounds
Maddening Scream		1d4+1 rounds
Maze	Traps subject in extradimensional maze. Can make a MIND save with DC20 each round to exit.	10 min.
Mind Blank	Subject is immune to mental/emotional magic and scrying.	24 hours
Moment of Prescience	You gain insight bonus on single attack roll, check, or save.	1 hour/level or until discharged
Planar Binding, Greater	As lesser planar binding, but up to 18 HD.	Instantaneous
Polar Ray	Ranged touch attack deals 1d6/level cold damage.	Instantaneous
Polymorph Any Object	Changes any subject into anything else.	
Power Word Stun	Stuns creature with 150 hp or less.	
Protection from Spells	Confers +8 resistance bonus.	10 min./level
Prying Eyes, Greater	As prying eyes, but eyes have true seeing.	1 hour/level; (D)
Scintillating Pattern	Twisting colors confuse, stun, or render unconscious.	Concentration + 2 rounds
Screen	Illusion hides area from vision, scrying.	24 hours
Shadow Evocation, Greater	As shadow evocation, but up to 7th level and 60% real.	
Shout, Greater	Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.	Instantaneous
Summon Monster VIII	Calls extraplanar creature to fight for you.	1 round/level (D)
Sunburst	Blinds all within 10 ft., deals 6d6 damage.	Instantaneous
Symbol of Death	Triggered rune slays nearby creatures.	
Symbol of Insanity	Triggered rune renders nearby creatures insane.	
Sympathy	Object or location attracts certain creatures.	2 hours/level (D)
Telekinetic Sphere	As resilient sphere, but you move sphere telekinetically.	1 min./level (D)
Temporal Stasis	Puts subject into suspended animation.	Permanent
Trap the Soul	Imprisons subject within gem.	Permanent;

Level 9

Astral Projection	Projects you and companions onto Astral Plane.	
Crushing Hand	Large hand provides cover, pushes, or crushes your foes.	1 round/level (D)
Dominate Monster	As dominate person, but any creature.	One day/level
Energy Drain	Subject gains 2d4 negative levels.	Instantaneous
Etherealness	Travel to Ethereal Plane with companions.	1 min./level (D)



Foresight	'Sixth sense' warns of impending danger.	10 min./level
Freedom	Releases creature from imprisonment.	Instantaneous
Gate	Connects two planes for travel or summoning.	Instantaneous or concentration (up to 1 round/level);
Hold Monster, Mass	As hold monster, but all within 30 ft.	1 round/level (D);
Imprisonment	Entombs subject beneath the earth.	Instantaneous (D)
Mage's Disjunction	Dispels magic, disenchants magic items.	Instantaneous
Meteor Swarm	Four exploding spheres each deal 6d6 fire damage.	Instantaneous
Power Word Kill	Kills one creature with 100 hp or less.	Instantaneous
Refuge	Alters item to transport its possessor to you.	Permanent until discharged
Shades	As shadow conjuration, but up to 8th level and 80% real.	
Shapechange	Transforms you into any creature, and change forms once per round.	10 min./level (D)
Soul Bind	Traps newly dead soul to prevent resurrection.	Permanent
Summon Monster IX	Calls extraplanar creature to fight for you.	1 round/level (D)
Teleportation Circle	Circle teleports any creature inside to designated spot.	10 min./level (D)
Time Stop	You act freely for $1d4+1$ rounds.	$1d4+1$ rounds (apparent time);
Wail of the Banshee	Kills one creature/level.	Instantaneous
Weird	As phantasmal killer, but affects all within 30 ft.	Instantaneous
Wish	As limited wish, but with fewer limits.	

Druid Spells

Druids can cast both divine and arcane magic, but only those related with nature: you can recognize them by a (D) in the spell duration. Druids have also their own exclusive spells:

Level 1

Goodberry	2d4 berries each cure 1 hp (max 8 hp/24 hours).	Instantaneous
Entangle	Plants entangle everyone in 40' radius	1 min./level
Faerie Fire	Outlines subjects with light, cancels blur, invisibility, etc..	1 min./level
Produce Flame	1d6 damage +1/level, touch or thrown.	Instantaneous
Speak with animals	Communicate with animals	1 min./level

Level 2

Heat Metal	Makes metal so hot it damages those who touches it	1 round/level
Tree Shape	You look exactly like a tree	1 hour/level
Warp Wood	Bends wood within 20' radius	1 round

Level 3

Call Lightning	Calls down 3d6-damage lightning bolts from the sky once per round	1 min./level
Speak with Plants	You can talk to normal plants and plant creatures	1 min./level
Spike Growth	Creatures in area take d4 damage per 5' movement, may be slowed.	1 hour/level

Level 4

Anti-Plant Shell	Keeps animated plants at bay by 10' radius	10 min./level
Reincarnate	Brings dead subject back in random body.	Instantaneous
Spike Stones	Creatures in area take 1d8 damage per 5' movement, may be slowed.	1 hour/level

Level 5

Awaken	Animal or Tree gains human intellect.	1 hour/level
Call Lightning Storm	Calls down 5d6-damage lightning bolts from the sky once per round	1 round/level

Level 6

Fire Seeds	Creates Acorn Grenades (1d6 fire dmg/lvl divided among up to 4 seeds) that explode in a 10' radius and ignite combustibles.	1 min./level
Live Oak	Oak becomes treant guardian.	1 hour./level
Stone Tell	Talk to natural or worked stone	1 min./level
Transport via Plants	Move instantly from one plant to another of its type anywhere.	Instantaneous

Level 7

Changestaff	Your staff becomes a treant on command.	1 hour/level
Earthquake	Intense tremor shakes 80' radius, collapsing ceilings, opening fissures,	1 round/level
Fire Storm	Does 1d6/lvl fire damage to 2 10' cubes per level.	Instantaneous
Wind Walk	You and your allies turn vaporous and travel at up to 60mph	1 hour/level

BESTIARY



A fantasy world is inhabited not only by common or exotic animals, but also by an incredible number of different creatures and monsters. Following just a small list of possible encounters and their stats. Game masters can decide to use them as they are, modify them or use them as blueprints to create new monsters.

AC = Armour Class

HD = Hit Dices. Also represent creature's Level

HP = Average Hit Points

Init = Initiative Modifier

SR = Spell Resistance

DR = Damage Resistance

DC = Difficulty Class

Monsters/Humanoids

Monster	AC	HD	hp	Init	Attacks and Qualities
Aboleth	16	8d8+40	76	+1	4 tentacles +12 (1d6+9 and transformation); transformation, psionics, enslave; mucus cloud
Achaierai	20	6d8+12	39	+1	2 claws +9 (2d6+4), bite +4 (4d6+2); black cloud; SR 19

Allip	15	4d12	26	+5	incorporeal touch +3 (1d4 perm. MIND); babble, madness; undead, incorporeal, +2 turn resistance
Ani. Object, Tiny	14	1/2 d10	2	+2	slam +1 (1d3-1); construct, hardness, etc.
Ani. Object, Small	14	1d10	5	+1	slam +1 (1d4); construct, hardness, etc.
Ani. Object, Medium	14	2d10	11	0	slam +2 (1d6+1); construct, hardness, etc.
Ani. Object, Large	14	4d10	22	0	slam +5 (1d8+4); construct, hardness, etc.
Ani. Object, Huge	13	8d10	44	-1	slam +9 (2d6+7); construct, hardness, etc.
Ani. Object, Gargantuan	12	16d10	88	-2	slam +15 (2d8+10); construct, hardness, etc.
Ani. Object, Colossal	11	32d10	176	-3	slam +25 (4d6+13); construct, hardness, etc.
Ankhieg	18	3d10+9	25	0	bite +6 (2d6+7); imp. grab, acid, spit acid; tremorsense
Aranea	13	3d8+6	19	+6	bite +4 (1d6 & poison); poison (DC13, 1d6/2d6 Str), spells, web; alternate form
Arrowhawk, Juv.	20	3d8+3	16	+5	electricity ray +9 (2d6), bite +9 (1d6+1); electricity ray; immunities, fire and cold resistance 20
Arrowhawk, Adult	21	7d8+7	38	+5	electricity ray +12 (2d8), bite +12 (1d8+2); electricity ray; immunities, fire and cold resistance 20
Arrowhawk, Elder	22	15d8+45	112	+5	electricity ray +19 (2d8), bite +20 (2d6+9); electricity ray; immunities, fire and cold resistance 20
Assassin Vine	15	4d8+12	30	0	slam +7 (1d6+7); camouflage, electricity immunity, cold and fire resistance 20, blindsight
Basilisk	16	6d10+12	45	-1	bite +8 (1d8+3); petrifying gaze
Beholder	20	11d8+11	60	+4	eye rays +7 (var.), bite +2 (2d4); eye rays; all-around vision, antimagic cone, fly
Blink Dog	16	4d10	22	+3	bite +4 (1d6); blink, dimension door, scent
Bugbear	17	3d8+3	16	+1	morningstar +4 (1d8+2), javelin +3 (1d6+2); darkvision 60 ft.
Carrion Crawler	17	3d8+6	19	+2	8 tentacles +3(par), bite -2(1d4+1); paralysis (DC13); scent
Centaur	15	4d8+8	26	+2	greatclub +7 (1d10+4), 2 hooves +3 (1d6+2), mighty composite longbow +5 (1d8+4)
Chimera	16	9d10+27	76	+1	bite +12 (2d6+4), bite +10 (1d8+2), butt +10 (1d8+2), 2 claws +10 (1d6+2); breath (40 or 20 ft., DC17, 3d8); scent
Cockatrice	14	5d10	27	+3	bite +4 (1d4-2); petrification; petrification immunity
Devil, Imp	18	3d8	13	+3	sting +8 (1d4 &p); poison (DC13, 1d4/2d4 Dex), spell-like abilities; DR 5/silver, SR 5, poison immunity, fire resistance 20, see in darkness, polymorph, regen. 2
Dino, Deinonychus	16	4d10+12	34	+2	rake +6 (2d6+4), 2 claws +1 (1d3+2), bite +1 (2d4+2); scent

Dino, Elasmosaur.	13	5d10+25	52	+2	bite +9 (2d8+12); scent
Dino, Megaraptor	16	8d10+32	76	+2	rake +9 (2d8+5), 2 claws +4 (1d4+2), bite +4 (2d6+2); scent
Dino, Triceratops	18	16d10+112	200	-1	gore +15 (2d8+7); charge for x2 damage, trample; scent
Dino, Tyrannosaur.	14	18d10+72	171	+1	bite +20 (5d8+13); improved grab, swallow whole; scent
Dire Rat	15	1d8+1	5	+3	bite +4 (1d4 &d), disease (DC12); scent
Dire Weasel	16	3d8	13	+4	bite +6 (1d6+3); attach, blood drain (2d4 Str/rnd); scent
Dire Badger	16	3d8+12	25	+3	2 claws +4 (1d4+2), bite -1 (1d6+1); rage; scent
Dire Bat	20	4d8+12	30	+6	bite +5 (1d8+4); blindsight
Dire Ape	15	5d8+10	32	+2	2 claws +8 (1d6+6), bite +3 (1d8+3); rend 2d6+12; scent
Dire Wolverine	16	5d8+20	42	+3	2 claws +8 (1d6+6), bite +3 (1d8+3); rage; scent
Dire Wolf	14	6d8+18	45	+2	bite +10 (1d8+10); trip; scent
Dire Boar	15	7d8+21	52	0	bite +12 (1d8+12); ferocity; scent
Dire Lion	15	8d8+24	60	+2	2 claw +12 (1d6+7), bite +7 (1d8+3); pounce, rake 1d6+3; scent
Dire Bear	17	12d8+48	102	+1	2 claws +18 (2d4+10), bite +13 (2d8+5); imp. grab; scent
Dire Tiger	16	16d8+48	120	+2	2 claw +18(2d4+8), bite +13 (2d6+4); pounce, rake 2d4+4; scent
Dire Shark	17	18d8+54	135	+2	bite +17 (2d6+9); impossible grab, swallow whole; keen scent
Doppelganger	15	4d8+4	22	+1	2 slams +4 (1d6+1); detect thoughts; alter self, immunities
Dragon, Black, Adult	27	19d12+76	199	0	bite +24 (2d6+6), 2 claws +19 (1d8+3), 2 wings +19 (1d6+3), tail slap +19 (1d8+9); breath (80 ft., DC23, 12d4), spell-like abilities, spells (3rd), fright (180 ft., DC20); blindsight (180 ft.), DR 5/+1, immunities, SR 18
Dragon, Blue, Adult	28	21d12+105	241	+4	bite +26 (2d8+7), 2 claws +21 (2d6+3), 2 wings +21 (1d8+3), tail slap +21 (2d6+10); breath (100 ft., DC25, 12d8), spell-like abilities, spells (5th), fright (180 ft., DC23); blindsight (180 ft.), DR 5/+1, immunities, SR 21
Dragon, Green, Adult	27	20d12+100	230	+4	bite +25 (2d8+7), 2 claws +20 (2d6+3), 2 wings +20 (1d8+3), tail slap +20 (2d6+10); breath (50 ft., DC25, 12d6), spell-like abilities, spells (5th), fright (180 ft., DC23); blindsight (180 ft.), DR 5/+1, immunities, SR 21
Dragon, Red, Adult	29	22d12+110	253	+4	bite +31 (2d8+11), 2 claws +26 (2d6+5), 2 wings +26 (1d8+5), tail slap +26 (2d6+16); breath (50 ft., DC26, 12d10), spells (7th), fright (180 ft., DC24); blindsight (180 ft.), fire subtype, DR 5/+1, immunities, SR 21

Dragon, White, Adult	26	18d12+72	189	0	bite +23 (2d6+6), 2 claws +18 (1d8+3), 2 wings +18 (1d6+3), tail slap +18 (1d8+9); breath (40 ft., DC23, 6d6), spell-like abilities, spells (1st), fright (180 ft., Will DC 19); blindsight (180 ft.), cold subtype, DR 5/+1, immunities, SR 18
Dragon, Brass, Adult	27	19d12+76	199	0	bite +24 (2d6+6), 2 claws +19 (1d8+3), 2 wings +19 (1d6+3), tail slap +19 (1d8+9); breath (80 ft., DC23, 6d6 or 40 ft., sleep 1d6+6), spell-like abilities, spells (7th), fright (180 ft., DC21); blindsight (180 ft.), fire s-type, DR 5/+1, immun., SR 20
Dragon, Copper, Adult	28	20d12+80	210	+4	bite +25 (2d6+6), 2 claws +20 (1d8+3), 2 wings +20 (1d6+3), tail slap +20 (1d8+9); breath (80 ft., DC24, 12d4 or 40 ft., slowed 1d6+6), spell-like abilities, spells (7th), fright (180 ft., DC23); blindsight (180 ft.), DR 5/+1, immunities, SR 21
Dragon, Gold, Adult	30	23d12+115	264	+4	bite +32 (2d8+11), 2 claws +27 (2d6+5), 2 wings +27(1d8+5), tail slap +27 (2d6+16); breath (50 ft., DC26, 12d10 or 6 Str), spell-like abilities, spells (7th), fright (180 ft., DC26); blindsight (180 ft.), fire subtype, DR 5/+1, immunities, SR 23
Dragon, Silver, Adult	29	22d12+110	253	+4	bite +28 (2d8+8), 2 claws +23 (2d6+4), 2 wings +23 (1d8+4), tail slap +23 (2d6+12); breath (50 ft., DC26, 12d8 or paralyzed 1d6+6), spell-like abils, spells (7th), fright (180 ft., DC26); blindsight (180 ft.), DR 5/+1, immunities, SR 22
Dryad	12	2d6	7	+6	dagger +1 (1d4); spell-like abilities; symbiosis
Dwarf	16	1d8+1	5	0	waraxe +1 (1d10), short bow +1 (1d6); +1 attacks vs. orcs/goblins; +4 AC vs. giants, +2 save vs. spells/poisons, darkvision 60 ft.
Dwarf, Deep	16	1d8+1	5	0	waraxe +1 (1d10), short bow +1 (1d6); +4 AC vs giants, +3 save vs. spells/poisons, darkvision 90 ft., light sensitivity (-1 attacks)
Dwarf, Derro	16	1d8+1	5	0	dagger +0 (1d4), +0 (1d4), repetition crossbow +3 (1d8 &p); poison (DC13, 1/1d2 Con), +1 attacks vs orc/goblins; +4 AC vs giants, +2 saves vs. spells/poisons, SR 18, darkvision 30 ft., light vulnerability
Dwarf, Gray	16	1d8+1	5	0	heavy pick +1 (1d6), light crossbow+1(1d8); +1 attacks vs. orc/goblins; +4 AC vs. giants, +2 saves vs. spells/poisons, immune to paralysis/phasmagony; spell abilities, darkvision 120 ft., light sensitivity
Elemental, Air, Small	17	2d8	9	+7	slam +5 (1d4); air mastery, whirlwind; elemental

Elemental, Air, Medium	18	4d8+8	26	+9	slam +8 (1d6+1); air mastery, whirlwind; elemental
Elemental, Air, Large	20	8d8+24	60	+11	slam +12/+7 (2d6+3); air mastery, whirlwind; elemental, DR 10/+1
Elemental, Air, Huge	21	16d8+64	136	+13	slam +19/+14/+9 (2d8+6); air mastery, whirlwind; elemental, DR 10/+2
Elemental, Air, Greater	26	21d8+84	178	+14	slam +23/+18/+13 (2d8+7); air mastery, whirlwind; elemental, DR 10/+2
Elemental, Air, Elder	27	24d8+96	204	+15	slam +27/+22/+17/+12 (2d8+9); air mastery, whirlwind; elemental, DR 15/+3
Elemental, Earth, Small	17	2d8+2	11	-1	slam +5 (1d6+4); earth mastery, push; elemental
Elemental, Earth, Medium	18	4d8+12	30	-1	slam +8 (1d8+7); earth mastery, push; elemental
Elemental, Earth, Large	18	8d8+32	68	-1	slam +12/+7 (2d8+10); earth mastery, push; elemental, DR 10/+1
Elemental, Earth, Huge	18	16d8+80	152	-1	slam +19/+14/+9 (2d10+13); earth mastery, push; elemental, DR 10/+2
Elemental, Earth, Greater	20	21d8+105	199	-1	slam +23/+18/+13 (2d10+15); earth mastery, push; elemental, DR 10/+2
Elemental, Earth, Elder	22	24d8+120	228	-1	slam +27/+22/+17/+12 (2d10+16); earth mastery, push; elemental, DR 15/+3
Elemental, Fire, Small	15	2d8	9	+5	slam +3 (1d4 & 1d4 fire); burn; elemental, fire subtype
Elemental, Fire, Medium	16	4d8+8	26	+7	slam +6 (1d6+1 & 1d6 fire); burn; elemental, fire subtype
Elemental, Fire, Large	18	8d8+24	60	+9	slam +10/+5 (2d6+3 & 2d6 fire); burn; elemental, DR 10/+1, fire subtype
Elemental, Fire, Huge	19	16d8+64	136	+11	slam +17/+12/+7 (2d8+6 & 2d8 fire); burn; elemental, DR 10/+2, fire subtype
Elemental, Fire, Greater	24	21d8+84	178	+12	slam +21/+16/+11 (2d8+7 & 2d8 fire); burn; elemental, DR 10/+2, fire subtype
Elemental, Fire, Elder	25	24d8+96	204	+13	slam +25/+20/+15/+10 (2d8+9 & 2d8 fire); burn; elemental, DR 15/+3, fire subtype
Elemental, Water, Small	17	2d8+2	11	0	slam +4 (1d6+3); water mastery, drench, vortex; elemental
Elemental, Water, Medium	19	4d8+12	30	+1	slam +6 (1d8+4); water mastery, drench, vortex; elemental
Elemental, Water, Large	20	8d8+32	68	+2	slam +10/+5 (2d8+7); water mastery, drench, vortex; elemental, DR 10/+1
Elemental, Water, Huge	21	16d8+80	152	+4	slam +17/+12/+7 (2d10+10); water mastery, drench, vortex; elemental, DR 10/+2
Elemental, Water, Greater	22	21d8+105	199	+5	slam +21/+16/+11 (2d10+12); water mastery, drench, vortex; elemental, DR 10/+2
Elemental, Water, Elder	23	24d8+120	228	+6	slam +25/+20/+15/+10 (2d10+13); water mastery, drench, vortex; elemental, DR 15/+3
Elf	15	1d8-1	3	+1	longsword +1 (1d8), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep

Elf, Aquatic	15	1d8	4	+1	trident +1 (1d8), light spear +1 (1d8), net touch +2 (entangle); gills, low-light vision, +2 save vs enchantments, immune to sleep
Elf, Dark	15	1d8-1	3	+1	longsword +1 (1d8), longbow +2 (1d8 &p); poison (DC17, 1 min./2d4 hours unconscious), darkvision 120 ft., +2 saves vs. spells, immune to sleep, light blindness, spell abilities, SR 12
Elf, Wild	15	1d8	4	+1	longsword +1 (1d8), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep
Elf, Wood	15	1d8-1	3	+1	longsword +1 (1d8+1), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep
Ettercap	14	5d8+5	27	+3	bite +3 (1d8 &p), 2 claws +1 (1d3); poison (DC13, 1d6/2d6 Dex), web, poison; low-light vision
Ettin	18	10d8+20	65	+3	2 greatclubs +12/+7 (1d10+6), 2 longspears +5/+0 (1d8+6); superior two-weapon fighting; darkvision 90 ft.
Gargoyle	16	4d10+16	38	+2	2 claw +6 (1d4), bite +4 (1d6), gore +4 (1d6); DR 15/+1, frz.
Genie, Janni	18	6d8+6	33	+6	scimitar +9/+4 (1d8+4), longbow +8/+3 (1d8); spell-like abilities; plane shift, telepathy, fire resistance 30, elemental endurance
Genie, Djinni	16	7d8+14	45	+8	slam +10/+5 (1d8+6); spell-like abilities, air mastery, whirlwind; plane shift, telepathy, acid immunity
Genie, Efreeti	18	10d8+20	65	+7	slam +15/+10 (1d8+9 and 1d6 fire); spell-like abilities, heat; plane shift, telepathy
Ghoul	14	2d12	13	+2	bite +3 (1d6+1 & par), 2 claws +0 (1d3 &par); paralysis (DC14), create spawn; undead, +2 turn resistance
Ghast	16	4d12	26	+2	bite +4(1d8+1 & par), 2 claws +1 (1d4 & par); stench (10 ft., DC15, -2 to all rolls), paralysis (DC15), create spawn; undead, +2 turn resistance
Giant, Hill	20	12d8+48	102	-1	huge greatclub +16/+11 (2d6+10), rock +8/+3 (2d6+7); rock throwing, rock catching
Giant, Stone	25	14d8+56	119	+2	huge greatclub +17/+12 (2d6+12), rock +12/+7 (2d8+8); rock throwing; rock catching
Giant, Frost	21	14d8+70	133	-1	huge greataxe +18/+13 (2d8+13), rock +9/+4 (2d6+9); rock throwing; rock catching, cold subtype
Giant, Fire	21	15d8+75	142	-1	huge greatsword +20/+15/+10 (2d8+15), rock +10/+5/+0 (2d6+10 & 2d6 fire); rock throwing; rock catching, fire subtype
Giant, Cloud	21	17d8+102	178	+1	gargantuan morningstar +22/+17/+12 (4d6+18), rock +12/+7/+2 (2d8+12); rock throwing, spell-like abilities; rock catching, scent

Giant, Storm	27	19d8+114	199	+2	gargantuan greatsword +26/+21/+16 (4d6+21), gargantuan mighty composite longbow +14/+9/+4 (2d8+14); spelllike abilities; electricity immune, rock catching, freedom of movement, water breath.
Giant Eagle	15	4d10+4	26	+3	2 claws +7 (1d6+4), bite +2 (1d8+2); evasion
Giant Owl	15	4d10+4	26	+3	2 claws +7 (1d6+4), bite +2 (1d8+2); superior low-light vision
Girallon	16	7d10+14	52	+3	4 claws +12 (1d4+8), bite +7 (1d8+4); rend 2d4+12; scent
Gnoll	17	2d8+2	11	0	battleaxe +3 (1d8+2), shortbow +1 (1d6); darkvision 60 ft.
Gnome	16	1d8+1	5	0	short sword +2 (1d6-1), light crossbow+2 (1d8); spells; low-light vision, +2 save vs illusion, +1 attacks vs kobold/goblin, +4 AC vs giant
Gnome, Deep	21	1d8	4	0	short sword +2 (1d6-1), light crossbow+2 (1d8); spells; nondetectable, darkvision 120 ft., +2 save vs illusion, +1 atk vs goblin, DR 12
Gnome, Forest	16	1d8+1	5	0	short sword +2 (1d6-1), light crossbow+2 (1d8); pass., low-light vision, +2 save vs illusion, +1 attacks vs humanoids, +4 AC vs giant
Goblin	15	1d8	4	+1	morningstar +1 (1d8-1), dart +3 (1d4-1); darkvision 60 ft.
Golem, Flesh	18	9d10	49	-1	2 slams +10 (2d8+5); berserk; construct, magic immunity, DR 15/+1
Golem, Clay	22	11d10	60	-1	2 slams +14 (2d10+7); berserk, wound; construct, magic immunity, DR 20/+1, immune to piercing/slashing, haste
Golem, Stone	26	14d10	77	-1	2 slams +18 (2d10+9); slow; construct, magic immunity, DR 30/+2
Golem, Iron	30	18d10	99	-1	2 slams +23 (2d10+11); breath (10 ft., p); poison (DC17, 1d4 STR/death), construct, magic immunity, DR 50/+3, rust vulnerability
Gorgon	18	8d10+24	68	+4	gore +12 (1d8+7); breath weapon (60 ft., Fort DC17, turn to stone), trample 1d8+7; scent
Halfling	15	1d8	4	+1	light sword+2 (1d8-1), heavy crossbow +3 (1d10); +2 saves vs. fear
Halfling, Tallfellow	15	1d8	4	+1	light sword+2 (1d8-1), heavy crossbow +3 (1d10); +2 saves vs. fear
Halfling, Deep	15	1d8	4	+1	light sword+2 (1d8-1), heavy crossbow +3 (1d10); +2 saves vs. fear, darkvision 60 ft., stonecunning
Harpy	13	7d8	31	+2	club +7/+2 (1d4), 2 claws +2 (1d3); captivating song
Hell Hound	16	4d8+4	22	+5	bite +5 (1d8+1); breath (30 ft., DC13, 1d4+1); scent, fire subtype
Hippogriff	15	3d10+9	25	+2	2 claws +5 (1d4+4), bite +0 (1d8+2)
Hobgoblin	15	1d8+1	5	+1	longsword +1 (1d8), javelin +2 (1d6); darkvision 60 ft.

Homunculus	14	2d10	11	+2	bite +2 (1d4-1 &p); poison (DC11, 1/ 5d6 min. sleep), construct
Howler	17	6d8+12	39	+7	bite +10 (2d8+5), 1d4 quills +5 (1d4+2); quills, howl
Hydra (5 heads)	15	5d10+25	52	+1	5 bites +4 (1d10+3); scent
Hydra (6 heads)	15	6d10+30	63	+1	6 bites +5 (1d10+3); scent
Hydra (7 heads)	15	7d10+35	73	+1	7 bites +7 (1d10+4); scent
Hydra (8 heads)	15	8d10+40	84	+1	8 bites +8 (1d10+4); scent
Hydra (9 heads)	15	9d10+45	94	+1	9 bites +9 (1d10+5); scent
Hydra (10 heads)	15	10d10+50	105	+1	10 bites +10 (1d10+5); scent
Hydra (11 heads)	15	11d10+55	115	+1	11 bites +12 (1d10+6); scent
Hydra (12 heads)	15	12d10+60	126	+1	12 bites +13 (1d10+6); scent
Invisible Stalker	17	8d8+16	52	+8	slam +10/+5 (2d6+6); elemental, natural invisibility, imp. track
Kobold	15	1/2 d8	2	+1	h-spear -1 (1d6-2), light crossbow+2 (1d8); darkvision 60, light sensitivity
Kraken	20	20d10+180	290	+4	2 tentacle rakes +28 (2d8+12), 6 arms +23 (1d6+6), bite +23 (4d6+6); improved grab, constrict 2d8+12 or 1d6+6; jet, ink cloud, spell-like abilities
Kuo-Toa	18	2d8+2	11	0	spear +3 (1d8+1), bite -2 (1d4); lightning bolt, pincer staff; keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious
Lamia	17	9d10+9	58	+2	touch +9 (1 permanent MIND drain), dagger +11/+6 (1d4); spell-like abilities, wisdom drain
Lammasu	14	7d10+21	59	0	2 claws +12 (1d6+6); spells, pounce, rake 1d6+3; magic circle against evil, spell-like abilities
Lizardfolk	15	2d8+2	11	0	2 claws +2 (1d4+1), bite +0 (1d4), javelin +1 (1d6+1)
Locathah	14	2d8	9	+1	longspear +1 (1d8), light crossbow +2 (1d8)
Magmin	14	2d8	9	+1	burning touch +1 (1d8 fire and combustion); combustion, fiery aura; elemental, fire subtype, melt weapon, DR 15/+1
Manticore	16	6d10+24	57	+2	2 claw +9 (2d4+5), bite +7 (1d8+2), 6 spikes +6 (1d8+2); scent
Medusa	15	6d8 +6	33	+2	shortbow +8/+3 (1d6), dagger +6/+1 (1d4), snakes +3 (1d4 &p); poison (DC14, 1d6/2d6 Str), petrifying gaze, poison
Mephit, Air	17	3d8	13	+7	2 claws +4 (1d3); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Mephit, Dust	17	3d8	13	+7	2 claws +4(1d3); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fast healing 2, DR 5/+1

Mephit, Earth	16	3d8+3	16	-1	2 claws +7 (1d3+3); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 10/+1
Mephit, Fire	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (15 ft., DC12, 1d8), spell-like abils, summon mephit; fire subtype, fast heal 2, DR 5/+1
Mephit, Ice	18	3d8	13	+7	2 claws +4 (1d3 & 2 cold); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; cold subtype, fast healing 2, DR 5/+1
Mephit, Magma	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fire subtype, fast healing 2, DR 5/+1
Mephit, Ooze	16	3d8+3	16	0	2 claws +6 (1d3+2); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Mephit, Salt	16	3d8+3	16	-1	2 claws +7 (1d3+3); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fast healing 2, DR 10/+1
Mephit, Steam	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fire subtype, fast healing 2, DR 5/+1
Mephit, Water	16	3d8+3	16	0	2 claws +6 (1d3+2); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Merfolk	13	1d8+1	5	+1	trident +1 (1d8), heavy crossbow +2 (1d10); low-light vision
Mimic	13	7d8+21	52	+1	slam +8 (1d8+6); adhesive; mimic shape, acid immunity
Mind Flayer	15	8d8+8	44	+6	4 tentacles +8 (1d4+1); mind blast (-2 to hit and defend), psionics, improved grab, extract thoughts; SR 25, telepathy
Minotaur	14	6d8+12	39	0	huge greataxe +9/+4 (2d8+6), gore +4 (1d8+2); charge 4d6+6; scent, natural cunning
Mummy	17	6d12+3	42	-1	slam +6 (1d6+4 and mummy rot); despair, mummy rot; undead, resistant to blows, DR 5/+1, fire vulnerability
Naga, Water	15	7d8+28	59	+1	bite +7 (2d6+4 &p); poison (DC17, 1d8 Con), spells
Naga, Spirit	16	9d8+36	76	+1	bite +9 (2d6+6 &p); poison (DC18, 1d8 Con), charm gaze, spells
Naga, Dark	14	9d8+18	58	+2	sting +7 (2d4+2 &p), bite +2 (1d4+1); poison (DC16, 2d4 min. sleep), detect thoughts, spells; poison immunity, guarded thoughts, charm resistance
Naga, Guardian	18	11d8+44	93	+2	bite +12 (2d6+7 &p); poison (DC19, 2d8 Con), spit, spells
Nymph	11	3d6	10	+1	dagger +1 (1d4); blindsight, unearthly beauty, spell-like abilities
Ogre	16	4d8+8	26	-1	huge greatclub +8 (2d6+7), large javelin +1 (1d8+5)

Ogre Mage	18	5d8+15	37	+4	huge greatsword +7 (2d8+7), huge longbow +2 (2d6); spell-like abilities; regeneration 2, SR 18
Orc	14	1d8	4	0	greateaxe +3 (1d12+3), javlin +1 (1d6+2); darkvision 60 ft., light sensitivity
Owlbear	15	5d10+20	47	+1	2 claws +7 (1d6+5), bite +2 (1d8+2); improved grab; scent
Pegasus	14	4d10+12	34	+2	2 hooves +7 (1d6+4), bite +2 (1d3+2); scent, spell abilities
Phase Spider	15	5d10+15	42	+7	bite +7(1d6+4 & poison); poison (DC15, 2d6 STR), ethereal jaunt
Phasm	17	15d8+30	97	+6	2 slams +12 (1d3+1); amorphous, scent, alternate form, telepathy, tremorsense
Rakshasa	21	7d8+21	52	+2	2 claws +8 (1d4+1), bite +3 (1d6); detect thoughts, spells; alternate form, spell immunity, vulnerable to blessed crossbow bolts, DR 20/+3
Roc	14	18d10+126	225	+2	2 claws +21 (2d6+12), bite +16 (2d8+6); snatch
Satyr	15	5d6+5	22	+1	gore +2 (1d6), dagger -3 (1d4), shortbow +3 (1d6); pipes
Sea Lion	18	6d10+18	51	+1	2 claws +7 (1d6+4), bite +2 (1d8+2); rend 2d6+6; scent
Shadow	13	3d12	19	+2	incorporeal touch +3 (1d6 Str); strength damage, create spawn; undead, incorporeal, +2 turn resistance
Skeleton, Tiny	13	1/4 d12	1	+5	2 claws +0 (1d2-2); undead, immunities
Skeleton, Small	13	1/2 d12	3	+5	2 claws +0 (1d3-1); undead, immunities
Skeleton, Medium	13	1d12	6	+5	2 claws +0 (1d4); undead, immunities
Skeleton, Large	13	2d12	13	+5	2 claws +2 (1d6+2); undead, immunities
Skeleton, Huge	13	4d12	26	+5	2 claws +4 (1d8+4); undead, immunities
Skeleton, Gargantuan	13	16d12	104	+5	2 claws +10 (2d6+6); undead, immunities
Skeleton, Colossal	13	32d12	208	+5	2 claws +16 (2d8+8); undead, immunities
Slaad, Red	16	7d8+21	52	+1	bite +10 (2d8+4), 2 claws +8 (1d4+2 & implant); pounce, implant eggs inside victim, stunning croak, summon slaad; fast healing 5, resistances
Slaad, Blue	18	8d8+24	60	+2	4 rakes +11 (2d6+4), bite +9 (2d8+2 &d); spell-like abilities, disease (DC17), summon slaad; fast heal. 5, resistances
Slaad, Green	20	9d8+27	67	+1	2 claws +12 (1d6+4), bite +10 (2d8+2); spell-like abilities, summon slaad; fast healing 5, resistances
Slaad, Gray	22	10d8+30	75	+1	2 claws +14 (2d4+4), bite +12 (2d8+2); spell-like abilities, summon slaad; fast healing 5, DR 10/+1, resistances, alternate form
Slaad, Death	26	15d8+45	112	+8	2 claws +20 (3d6+5 and stun), bite +18 (2d10+2); stun, spell-like abilities, summon slaad; fast healing 5, DR 20/+2, resistances, telepathy, alternate form

Spectre	15	7d12	45	+7	incorporeal touch +6 (1d8 and energy drain); energy drain (x2, remove DC15), create spawn; undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness
Sprite, Grig	18	1/2 d6+1	2	+4	diminutive short sword +6 (1d3-3), composite shortbow +6 (1d4); spell-like abilities, SR 17
Sprite, Nixie	14	1d6	3	+7	dagger +4 (1d4-2), light crossbow +4 (1d8); water breathing, charm person; SR 16
Sprite, Pixie	16	1d6	3	+4	dagger +5 (1d4-2), composite shortbow +6 (1d6); spell-like abilities, special arrows; SR 16, natural invisibility
Tarrasque	35	48d10+576	840	+7	bite +57 (4d8+17), 2 horns +52 (1d10+8), 2 claws +52 (1d12+8), tail slap +52 (3d8+8); frightful presence (DC26), rush (150 ft.), improved grab, swallow whole, augmented criticals (18-20/x3); DR 25/+5, carapace, immunities, regeneration 40, scent, SR 32
Treant (Ent)	20	7d8+35	66	-1	2 slams +12 (2d6+9); animate trees, trample, double damage against objects; plant, fire vulnerability, half damage from piercing
Triton	16	3d8+3	16	0	trident +4 (1d8+1), heavy crossbow +3 (1d10); spell-like abilities
Troglodyte	15	2d8+4	13	-1	longspear +1 (1d8), bite -1 (1d4), stench (30 ft., DC13, -2 morale), darkvision 90 ft.
Troll	18	6d8+36	63	+2	2 claws +9 (1d6+6), bite +4 (1d6+3); rend 2d6+9; regeneration 5, scent, darkvision 90 ft.
Umber Hulk	17	8d8+32	68	+1	2 claws +11 (2d4+6), bite +9 (2d8+3); confusing gaze; tremorsense
Unicorn	18	4d10+20	42	+3	horn +11 (1d8+8), 2 hooves +3 (1d4+2); magic circle against evil, spell-like abilities, immunities
Vampire Spawn	15	4d12	26	+6	slam +5 (1d6+4 & energy drain); charm, energy drain (remove DC14), blood drain (1d4 Con/round); undead, +2 turn resist., DR 10/silver, cold and electricity resistance 10, gaseous form, spider climb, fast healing 2
Will-o'-wisp	29	9d8	40	+13	shock +16 (2d8); spell immunity, natural invisibility
Winter Wolf	15	6d10+18	51	+5	bite +9 (1d8+6); breath (15 ft, DC16, 4d6), trip; scy, cold subtype
Worg	14	4d10+8	30	+2	bite +7 (1d6+4); trip; scent
Wraith	15	5d12	32	+7	incorporeal touch +5 (1d4 & 1d6 perm. STR); create spawn; undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness

Wyvern	17	7d12+14	59	+1	sting +9 (1d6+4 &hp), bite +4 (2d8+2), 2 wings +4 (1d8+2), 2 claws +9 (1d6+4); poison (DC17, 2d6 Con), improved grab, snatch; scent
Zombie, Tiny	11	1/2 d12+3	6	-1	slam +2 (1d3); undead, partial actions only
Zombie, Small	11	1d12+3	9	-1	slam +1 (1d4); undead, partial actions only
Zombie, Medium	11	2d12+3	16	-1	slam +2 (1d6+1); undead, partial actions only
Zombie, Large	11	4d12+3	29	-1	slam +4 (1d8+4); undead, partial actions only
Zombie, Huge	11	8d12+3	55	-1	slam +7 (2d6+7); undead, partial actions only
Zombie, Gargantuan	11	24d12+3	159	-1	slam +15 (2d8+10); undead, partial actions only
Zombie, Colossal	11	48d12+3	315	-2	slam +25 (4d6+13); undead, partial actions only

Animals

Ape	14	4d8+8	26	+2	2 claws +7 (1d6+5), bite +2 (1d6+2); scent
Baboon	13	1d8+1	5	+2	bite +2 (1d6+3); scent
Badger	15	1d8+2	6	+3	2 claws +5 (1d2-1), bite +0 (1d3-1); rage; scent
Bat	16	1/4 d8	1	+2	-; blindsight
Bear, Black	13	3d8+6	19	+1	2 claws +6 (1d4+4), bite +1 (1d6+2); scent
Bear, Brown	15	6d8+24	51	+1	2 claws +11 (1d8+8), bite +6 (2d8+4); improved grab; scent
Bear, Polar	15	8d8+32	68	+1	2 claws +13 (1d8+8), bite +8 (2d8+4); improved grab; scent
Bison	13	5d8+15	37	0	butt +6 (1d8+6); stampede; scent
Boar	16	3d8+9	22	0	gore +4 (1d8+3); ferocity; scent
Camel	13	3d8+6	19	+3	bite +5 (1d4+6); scent
Cat	14	1/2 d8	2	+2	2 claws +4 (1d2-4), bite -1 (1d3-4)
Cheetah	15	3d8+6	19	+4	bite +6 (1d6+3), 2 claws +1 (1d2+1); trip; sprint
Crocodile	15	3d8+9	22	+1	bite +6 (1d8+6), tail slap +6 (1d12+6); improved grab
Crocodile, Giant	16	7d8+28	59	+1	bite +11 (2d8+12), tail slap +11 (1d12+12); improved grab
Dog	15	1d8+2	6	+3	bite +2 (1d4+1); scent
Dog, Riding	16	2d8+4	13	+2	bite +3 (1d6+3); scent
Donkey	13	2d8+2	11	+1	bite +1 (1d2); scent
Eagle	14	1d8+1	5	+2	2 claws +3 (1d3), bite -2 (1d4)
Elephant	15	11d8+55	104	0	slam +16 (2d6+10), 2 stamps +11 (2d6+5), gore +16 (2d8+15); trample 2d8+15; scent

Hawk	17	1d8	4	+3	claws +5 (1d4-2)
Horse, Heavy	13	3d8+6	19	+1	2 hooves +3} (1d6+2); scent
Horse, Heavy War	14	4d8+12	30	+1	2 hooves +6 (1d6+4), bite +1 (1d4+2); scent
Horse, Light	13	3d8+6	19	+1	2 hooves +2 (1d4+1); scent
Horse, Light War	14	3d8+9	22	+1	2 hooves +4 (1d4+3), bite -1 (1d3+1); scent
Leopard	15	3d8+6	19	+4	bite +6 (1d6+3), 2 claw +1 (1d3+1); pnce, rake 1d3+1; scent
Lion	15	5d8+10	32	+3	2 claw +7 (1d4+5), bite +2 (1d8+2); pnce, rake 1d4+2; scent
Lizard	14	1/2 d8	2	+2	bite +4 (1d4-4)
Lizard, Giant	15	3d8+9	22	+2	bite +5 (1d8+4)
Monkey	14	1d8	4	+2	bite +4 (1d3-4)
Mule	13	3d8+9	22	+1	2 hooves +4 (1d4+3)
Octopus	16	2d8	9	+3	arms +5 (0), bite +0 (1d3); improved grab; ink cloud, jet
Octopus, Giant	18	8d8+8	44	+2	8 tentacles +10 (1d4+5), bite +5 (1d8+2); improved grab, constrict; ink cloud, jet
Owl	17	1d8	4	+3	claws +5 (1d4-2)
Pony	13	2d8+2	11	+1	2 hooves +2 (1d3+1); scent
Pony, War	13	2d8+4	13	+1	2 hooves +3 (1d3+2); scent
Porpoise	15	2d8+2	11	+3	butt +4 (2d4); blindsight
Rat	14	1/4 d8	1	+2	bite +4 (1d3-4); scent
Raven	14	1/4 d8	1	+2	claws +4 (1d2-5)
Rhinoceros	16	8d8+40	76	0	gore +13 (2d6+12)
Shark, Medium	15	3d8+3	16	+2	bite +4 (1d6+1); keen scent
Shark, Large	15	7d8+7	38	+2	bite +7 (1d8+4); keen scent
Shark, Huge	15	10d8+20	65	+2	bite +10 (2d6+7); keen scent
Snake, Constrictor	15	3d8+3	16	+3	bite +5 (1d3+4); improved grab, constrict 1d3+4; scent
Snake, Giant Constr.	15	11d8+11	60	+3	bite +13 (1d8+10); improved grab, constrict 1d8+10; scent
Snake, Viper, Tiny	17	1/4 d8	1	+3	bite +5 (p); poison (DC11, 1d6 Con), scent
Snake, Viper, Small	17	1d8	4	+3	bite +4 (1d2-2 &p); poison (DC11, 1d6 Con), scent
Snake, Viper, Medium	16	2d8	9	+3	bite +4 (1d4-1 &p); poison (DC11, 1d6 Con), scent
Snake, Viper, Large	15	3d8	13	+3	bite +4 (1d4 &p); poison (DC11, 1d6 Con), scent
Snake, Viper, Huge	15	4d8+4	22	+4	bite +5 (1d4 &p); poison (DC13, 1d6 Con), scent
Squid	16	3d8	13	+3	arms +5 (0), bite +0 (1d6+1); imp., grab; ink cloud, jet
Squid, Giant	17	12d8+12	66	+3	10 tentacles +15 (1d6+8), bite +10 (2d8+4); improved grab, constrict 1d6+8; ink cloud, jet

Tiger	14	6d8+18	45	+2	2 claw +9 (1d8+6), bite +4 (2d6+3); prnce, grab, rake 1d8+3
Toad	15	1/4 d8	1	+1	-
Weasel	14	1/2 d8	2	+2	bite +4 (1d3-4); attach; scent
Whale, Baleen	16	12d8+72	126	+1	tail slap +17 (1d8+18); blindsight
Whale, Cachalot	16	12d8+84	138	+1	bite +17 (4d6+12), tail slap +12 (1d8+6); blindsight
Whale, Orca	16	9d8+45	85	+2	bite +12 (2d6+12); blindsight
Wolf	14	2d8+4	13	+2	bite +3 (1d6+1); trip; scent
Wolverine	14	3d8+12	25	+2	2 claws +4 (1d4+2), bite -1 (1d6+1); rage; scent

Vermin

Giant Ant, Worker	17	2d8	9	0	bite +1 (1d6); improved grab; vermin
Giant Ant, Soldier	17	2d8+2	11	0	bite +3 (2d4+3); improved grab, acid sting; vermin
Giant Ant, Queen	17	4d8+4	22	-1	bite +5 (2d6+4); improved grab; vermin
Giant Bee	14	3d8	13	+2	sting +2 (1d4 &p); poison (DC13, 1d6 Con), vermin
Giant Beetle, Bom.	16	2d8+4	13	0	bite +2 (1d4+1); acid spray; vermin
Giant Beetle, Fire	16	1d8	4	0	bite +1 (2d4); vermin
Giant Beetle, Stag	19	7d8+21	52	0	bite +10 (4d6+9); trample 2d8+3; vermin
Giant Pray. Mantis	14	4d8+8	26	-1	claws +6 (1d8+4), bite +1 (1d6+2); imp grab, squeeze; vrmn
Giant Wasp	14	5d8+10	32	+1	sting +6 (1d3+6 &p); poison (DC18, 1d6 Dex), vermin
Centipde, Tiny	14	1/4 d8	1	+2	bite +4 (1d3-5 &p); poison (DC11, 1 Dex), vermin
Centipde, Small	14	1/2 d8	2	+2	bite +3 (1d4-3 &p); poison (DC11, 1d2 Dex), vermin
Centipde, Medium	14	1d8	4	+2	bite +2 (1d6-1 &p); poison (DC13, 1d3 Dex), vermin
Centipde, Large	14	2d8	9	+2	bite +2 (1d8+1 &p); poison (DC16, 1d4 Dex), vermin
Centipde, Huge	16	4d8	18	+2	bite +4 (2d6+4 &p); poison (DC18, 1d6 Dex), vermin
Centipde, Gargantuan	18	16d8	72	+2	bite +13 (2d8+7 &p); poison (DC26, 1d8 Dex), vermin
Centipde, Colossal	20	32d8	144	+2	bite +23 (4d6+10 &p); poison (DC36, 2d6 Dex), vermin
Scorpion, Tiny	14	1/2 d8+2	4	0	2 claws +2 (1d2-4), sting -3 (1d2-4 &p); poison (DC11, 1d2 Str), improved grab; vermin
Scorpion, Small	14	1d8+2	6	0	2 claws +1 (1d3-1), sting -4 (1d3-1 &p); poison (DC11, 1d3 Str), improved grab, squeeze; vermin

Scorpion, Medium	14	2d8+4	13	0	2 claws +2 (1d4+1), sting -3 (1d4 &p); poison (DC15, 1d4 Str), improved grab, squeeze; vermin
Scorpion, Large	14	4d8+8	26	0	2 claws +5 (1d6+3), sting +0 (1d6+1 &p); poison (DC18, 1d6 Str), improved grab, squeeze; vermin
Scorpion, Huge	16	16d8+32	104	0	
Scorpion, Gargantuan	18	32d8+64	208	0	
Scorpion, Colossal	20	64d8+128	416	0	
Spider, Tiny	15	1/2 d8	2	+3	bite +5 (1d3-4 &p); poison (DC11, 1d2 Str), web; vermin
Spider, Small	14	1d8	4	+3	bite +4 (1d4-2 &p); poison (DC11, 1d3 Str), web; vermin
Spider, Medium	14	2d8+2	11	+3	bite +4 (1d6 &p); poison (DC14, 1d4 Str), web; vermin
Spider, Large	14	4d8+4	22	+3	bite +4 (1d8+3 &p); poison (DC17, 1d6 Str), web; vermin
Spider, Huge	16	10d8+10	55	+3	bite +9 (2d6+6 &p); poison (DC22, 1d8 Str), web; vermin
Spider, Gargantuan	18	24d8+24	132	+3	bite +20 (2d8+9 &p); poison (DC31, 2d6 Str), web; vermin
Spider, Colossal	20	48d8+48	264	+3	bite +36 (4d6+12 &p); poison (DC35, 2d8 Str), web; vermin

Special Abilities

Babble

This spell-like ability denies the touched creature to speak or understand the language of any intelligent creature. Other creatures hear only babble. The subject is unable to cast magic with a Verbal component until the end of the effect.

Blindsight

Lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Blindsight

Blindsight is the ability to use a nonvisual sense to operate effectively without vision, making invisibility and concealment irrelevant to the creature with this skill.

Breath Weapon

A creature expels something from its mouth. Most creatures with breath weapons

are limited to a number of uses per day or by a minimum length of time that must pass between uses. Using a breath weapon is typically a standard action. No attack roll is necessary. The breath simply fills its stated area.

Constrict

A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability it deals constriction damage in addition to damage dealt by the weapon used to grab.

Create Spawn

Targets killed by a creature with Create Spawn rise after 1d4 rounds as zombies/ spectres/ vampyres under the creature's control. They do not possess any of the abilities they had in life, obey to the creature who created them and definitely die when the creature dies.

Damage Reduction

Allows a creature to ignore a set amount of damage from most weapons (but not from energy attacks, spells, or spell-like abilities). The number in a creature's damage reduction is the amount of hit points of damage the creature ignores. The information after the slash indicates the type of weapon (such as magic, silver, or good) that overcomes the damage reduction.

Darkvision

Can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight.

Enslave

The creature can telepathically force the subject to perform as he or she desires (within the limits of its abilities) knowing what the subject is experiencing, but not receiving direct sensory input. A subject forced to take an action against its nature receives a saving throw with a penalty of -10 to resist taking that particular action.

Etherealness

Ethereal creatures are not present on the Material Plane: are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. See *Invisibility* and *True Seeing* reveal ethereal creatures. An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. Things on the Material Plane, however, look gray, indistinct, and ghostly. A force effect

originating on the Material Plane extends onto the Ethereal Plane, so that a wall of force blocks an ethereal creature, and a magic missile can strike one. Ethereal creatures move in any direction and material objects don't block them.

Fast Healing

The creature regains hit points at an exceptional rate at the beginning of each of the creature's turns but unlike regeneration, it doesn't allow a creature to regrow or reattach lost body parts. Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Fiery Aura

Anyone within 20 feet must succeed on a DC12 Fortitude Save or take 1d6 points of heat damage per round from the intense heat.

Flight

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field until this effect persists. can finish its movement in a square occupied by someone else.

Improved Grab

If the creature hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple (opponents at least one size category smaller) as a free action without provoking an attack of opportunity. No initial touch attack is required. It can even move the opponent, provided it can drag the opponent's weight.

Incorporeality

Some creatures (spectres, wraiths...) are insubstantial, can be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects, and they cannot manipulate objects or exert physical force on objects. However, they have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

If struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source —except for a force effect or damage dealt by a ghost touch weapon. The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

Invisibility

Visually undetectable. Gives a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any). Even if an attacker

correctly guesses the invisible creature's location, the attacker has a 50% miss chance in combat. Is possible to notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check or with a Listen check each round at least equal to the invisible creature's Move Silently (or DEX) check result. A creature can blindly attack two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance.

Leader

+2 bonus to attack and damage rolls for all allied creatures within 50 ft (10 squares) from the leader.

Low-Light Vision

So sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. Characters with low-light vision can see outdoors on a moonlight night as well as they can during the day.

Mastery: Earth/Water/fire/air

An earth/water elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground/water. If an opponent is airborne (or waterborne/in the ground), the elemental takes a -4 penalty on attack and damage rolls. Airborne creatures suffer -1 on their rolls against air elementals.

Mindless

The creature cannot take logic decision and is driven only by basic instincts. +20 on Will saves. It cannot make attacks of opportunity.

Natural Cunning

Although not especially intelligent, the creature possesses innate cunning and logical ability. This prevents the creature from ever becoming lost, and enables it to track enemies. Further, it is never caught flat-footed.

Pounce

When a creature with this special attack makes a charge, it can follow with a full attack – including rake attacks if the creature also has the rake ability.

Powerful Charge

When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description.

Push

A creature can start a bull rush maneuver without provoking an attack of opportunity.

Rake

Gives one extra natural attack when grappling a foe, not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A creature must begin its turn grappling to use its rake.

Regeneration

Recover from wounds quickly and regrow or reattach severed body parts. Damage is treated as nonlethal but certain attacks (like fire and acid) deal normal damage. If unconscious (through nonlethal damage) can be killed with a coup de grace that doesn't convert to nonlethal damage.

Scent

The creature can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30 feet (if upwind 60 feet, if downwind 15 feet). Strong or weak scents can modify the range. Helps to detect another creature's presence and direction but not its specific location.

Snatch

The creature can choose to start a grapple when it hits with a claw or bite attack (if the target is three or more sizes smaller, it squeezes each round or automatic bite or claw damage). The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside (travels $1d6 \times 10$ feet, and takes 1d6 points of damage per 10 feet traveled).

Stonecunning

+2 bonus on Search checks to notice unusual stonework (or something disguised as stone), such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings, and the like.

Swallow Whole

If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check. If it succeeds, it swallows its prey, and the opponent takes bite damage. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not.

Torment

Targets are tormented by itching skin and burning eyes. -4 to AC and -2 on



attack rolls for 3 rounds. The save DC is Fortitude-based.

Trample

As a full-round action, a trampling creature can move up to twice its speed and run over any opponents at least one size category smaller than itself dealing bludgeoning damage (creature's slam damage + 1½ Str modifier).

Trampled opponents can attempt attacks of opportunity (with -4 penalty) or attempt Reflex saves to take half damage (DC= 10 + ½ creature's HD + creature's Str modifier). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tremorsense

A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving.

Creature Sizes and Modifiers

Size Category	Attack & AC Mod.	Special Attacks Modifier ¹	Hide Modifier	Height or Length ² (from/to)	Weight ³ (from/to)	Space ⁴	Natural Reach ⁴	
							Tall	Long
Fine	+8	-16	+16	6 in. or less	1/8 lb. or less	1/2 ft.	0 ft.	0 ft.
Diminutive	+4	-12	+12	6 in. 1 ft.	1/8 lb. 1 lb.	1 ft.	0 ft.	0 ft.
Tiny	+2	-8	+8	1 ft. 2 ft.	1 lb. 8 lb.	2-1/2 ft.	0 ft.	0 ft.
Small	+1	-4	+4	2 ft. 4 ft.	8 lb. 60 lb.	5 ft.	5 ft.	5 ft.
Medium	+0	+0	+0	4 ft. 8 ft.	60 lb. 500 lb.	5 ft.	5 ft.	5 ft.
Large	-1	+4	-4	8 ft. 16 ft.	500 lb. 2 tons	10 ft.	10 ft.	5 ft.
Huge	-2	+8	-8	16 ft. 32 ft.	2 tons 16 tons	15 ft.	15 ft.	10 ft.
Gargantuan	-4	+12	-12	32 ft. 64 ft.	16 tons 125 tons	20 ft.	20 ft.	15 ft.
Colossal and Colossal+	-8	+16	-16	64 ft. or more	125 tons or more	30 ft.	30 ft.	30 ft.

1. This modifier applies to the Bull Rush, Grapple, Overrun and Trip special attacks.

2. Biped's height, quadruped's body length (nose to base of tail)

3. Assumes a regular animal. A stone creature will weigh more, a gaseous one less.

4. These values are typical for creatures of the indicated size. Some exceptions exist.

Monster Creation

You can create your own monsters, using those already made or starting from scratch. Following some guidelines to adjust values and stats.

Creature Statistics (to be modified by the table below):

HP: any creature receives 1d6+modifier HP per level.

AB & DB: add +1 per level

Resistances: level+3 for one resistance, level for the other resistances

SPD: double for quadrupedal creatures of small size or above.

Space: squares occupied if you are using a squared map with miniatures/tokens to represent the map

Size Category	Space	SPD	HP per level	AB / DB
Fine	0,125	1	1d6-3	+8
Diminutive	0,25	2	1d6-2	+4
Tiny	0,5	3	1d6-1	+2
Small	1	4	1d6+0	+1
Medium	1	6	1d6+0	+0
Large	2	8	1d6+0	-1
Huge	3	10	1d6+1	-2
Gargantuan	4	12	1d6+2	-4
Colossal	6	14	1d6+3	-8

Finally, add one (or more) special abilities from the list in previous pages or feel free to invent new ones.



APPENDIXES

SKILL CHECKS

Following, suggested rolls for Standard Actions and typical Skill Checks. Don't forget to adapt checks at the most appropriate stat depending on situation.

Acrobatics – sub+DEX

Appraise – com+MIND

Arcana – know+MIND

Athletics - phys+STR

Balance - phys+DEX

Bluff – com+MIND

Boating – phys+DEX

Cartography – know+MIND

Charisma – com+MIND if you don't use the stat

Climb – phys+DEX or STR, whichever is highest

Concentration – doesn't apply. GM's fiat applies

Cultures – com+KNOW

Craft – know+DEX

Decipher Script – or com+MIND

Diplomacy – com+MIND

Disable Device – sub+MIND or sub+DEX

Disguise – sub+MIND

Endurance – phys+STR or surv+STR (in nature)

Escape Artist – sub+DEX or sub+STR, depending on what you're escaping out of

Etiquette – com+MIND or know+MIND

First Aid – know+MIND

Fly (Riding creature) – surv+DEX

Fly (Riding object) – phys+DEX

Forgery – com+DEX

Gather Information – com+MIND

Geography – know+MIND

Handle Animal – com+MIND or com+STR if the animal is bigger than you

Heal – know+MIND

Hide – sub+DEX

History – know+MIND

Insight – com+MIND

Intimidate – could be phys+STR, or sub+MIND or com+STR. You choose

Jump – phys+STR (long jump) or phys+DEX (high jump)

Knowledge – know+MIND

Languages – com+MIND

Lift – phys+STR

Listen – sub+MIND

Move Silently – sub+DEX

Nature - or surv+MIND

Notice - subt+MIND or surv+MIND (in nature)

Open Lock - sub+DEX

Perform - com+MIND, though it could be DEX if you're juggling, or STR if you're a weightlifter

Persuasion - com+MIND

Profession - com+MIND, usually

Psychology - or com+MIND (to restore sanity)

Read lips - subt+MIND

Resist fear: or com+MIND or surv+MIND

Ride - com+DEX

Search - sub+MIND

Sense Motive - com+MIND

Sleight of Hand - sub+DEX

Spellcraft - MIND only or know+MIND

Spot - sub+MIND

Surveillance - sub+MIND

Survival - or surv+MIND or know+STR or surv+STR

Swim - phys+STR

Tumble - phys+DEX

Use magic device - know+MIND

Use rope - Phys+DEX

Poisons

Damage is expressed as X/Y, where X is the initial damage taken if the check fails, Y the secondary damage if a second save, rolled after one minute, also fails. Paralysis lasts 2d6 minutes. Unconsciousness lasts 1d3 hours. An asterisk (*) indicates that the loss is permanent. Price lists the cost for one dose of the poison.

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

Black adder venom: Injury, DC 11, 1d6 PHY / 1d6 PHY, 120 gp.

Black lotus extract: Contact, DC 20, 3d6 PHY / 3d6 PHY, 4,500 gp.

Bloodroot: Injury, DC 12, 0 / 1d4 PHY + 1d3 Mind, 100 gp.

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

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

Carrion crawler brain juice: Contact, DC 13, Paralysis / 0, 200 gp.

Dark reaver powder: Ingested, DC 18, 2d6 PHY / 1d6 PHY + 1d6 STR, 300 gp.

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

Dragon bile: Contact, DC 26, 3d6 STR / 0, 1,500 gp.

Giant wasp poison: Injury, DC 18, 1d6 DEX / 1d6 DEX, 210 gp.

Greenblood oil: Injury, DC 13, 1 PHY / 1d2 PHY, 100 gp.

Id moss: Ingested, DC 14, 1d4 Mind / 2d6 Mind, 125 gp.

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

Lich dust: Ingested, DC 17, 2d6 STR 1d6 / STR, 250 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.

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

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

Purple worm poison: Injury, DC 24, 1d6 STR / 2d6 STR, 700 gp.

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

Shadow essence: Injury, DC 17, 1 STR* / 2d6 STR, 250 gp.

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

Small centipede poison: Injury, DC 11, 1d2 DEX / 1d2 DEX, 90 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.

Striped toadstool: Ingested, DC 11, 1 Mind / 2d6 Mind, 180 gp.

Terinav root: Contact, DC 16, 1d6 DEX 2d6 / DEX, 750 gp.

Ungol dust: Inhaled, DC 15, 1 COM / 1d6 COM + 1 COM*, 1,000 gp.

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

FEATS

(A)=Any, (F)=Fighter, (R)=Rogue, (Mk)=Monks, (M)=Magi, (C)=Cleric, (Pre:)=Prerequisite Required for Feat.

Abjuration: (M/C) +2 to all Counter-spelling rolls. Also the character spends 1 HP less for spell countering actions.

Acrobatic: (A) +2 Bonus on Jump and Tumble Checks

Agile: (A) +2 Bonus on Balance and Escape Artist

Alertness: (A) +2 Spot and Listen Checks

Animal Affinity: (A) +2 Handle Animal

Athletic: (A) +2 Climb and Swim Checks

Blind Fight: (F/R/Mk) No penalty vs. invisible or in darkness

Brew Potion (M/C) (Pre: Must be 3rd class Level or above) May brew potion for personal effect spells (i.e. Bless, Resistance, Feather Fall, Mage Armor). Cost: Spell Level X Caster class Level X 50 gp. Any character may use potions. Potions require one day of work per dose.

Bull Rush: (F/C/Mk) (Pre: Str. 13, Power Attack) Push an opponent back 5'.

Circle magic: (M/C) A spell-caster may form a magical circle with spell-casters of same type and ethos having the Circle magic feat: all circle members must be within 5' of each other and can do nothing else while taking part to the circle for the circle to work.

Any distraction or attack that deals damage will break the circle. The highest level member is designated circle leader. No circle can contain more members than 4 plus the Circle leader Charisma bonus.

While the circle is active the leader will be able to cast and counter any spell known to any circle member and can use other member's Spell points to cast spells or use Counter-magic.

Forming a Circle requires a full action, nothing else can be done that round.

Create bonus item: (M/C) (Pre: Must be 6th class Level or above) May create an item granting a bonus. Armours and shields grant bonuses to AC, weapons grant bonuses to Attack and damage rolls. Cloaks, boots and rings can grant bonuses to AC, skills and attributes. Each item can grant a bonus to a single

thing, no item can grant a bonus higher than (maximum spell level usable by the character/2 rounded up), no character can receive a bonus on the same thing by different items.

Cost: bonus X item base cost X 300gp. Creating an item requires one week of work per +1 granted.

Bonus items are open to all classes.

Cleave: (F/C/Mk) (Pre: Str. 13, Power Attack) If you kill a creature and have a second opponent within 5', you may make a free attack.

Deceitful: (R) +2 to Forgery or Disguise

Dodge: (F/R/C/Mk) +1 AC against any opponent you choose.

Enchant charged item: (M/C) (Pre: Must be 9th class Level or above) May create a charged item of any spell you know, and Cast without loss of HP. Only M/C can use charged items, and only of same type.

Cost: Spell Level X Caster class Level X 100gp X Charge Or Spell Level X Caster class Level X 1000gp X Daily uses. Recharging an existing item costs half as much per charge.

Creating an item requires one week of work, recharging takes simply one day. Items open to all classes require twice the costs and times.

Frenzy: (F) can enrage a number of times per day equal to half its level round down. Temporarily gains a +4 Str, and a +2 on saves against mind-affecting magic, but -2 to Armor Class. Do not employ missile weapons but instead charge in melee the nearest eligible target.

The increase in Strength temporarily affects both attack and damage rolls and hit points. While raging, a character cannot use the Subterfuge, Knowledge and Communication skills (except for Escape Artist or Intimidate actions), or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a trigger (such as a wand), or spell completion (such as a scroll) to function.

He can use any feat he has except Improved Defense, item creation feats, and magic feats. Rage lasts for a number of rounds equal to $3 + \text{the character's (newly improved) Strength modifier}$. A character may prematurely end his rage. At the end of the rage, the character loses the rage modifiers and restrictions and becomes fatigued (-2 Str, -2 Dex, can't charge or run) for the duration of the current encounter.

Great Cleave: (F/C/Mk) (Pre: Str. 13, Power Attack, Cleave) If you kill one creature, you can continue using Cleave as long as each successive attacks results in a kill.

Heavy Armour: (A) (Pre: Medium Armour) The character is trained in the use of Heavy armour.

Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Heroic Spirit: (A) The character gets 3 reserve points for free.

Improved Critical: (A) The character now gets a Critical Hit on any roll of 19 or 20, doing max damage.

Improved Defense: (A) May take a -4 to all attack rolls to add a +4 to AC. May not be used in conjunction with Power Attack.

Improved Initiative: (A) +4 to Initiative

Improved Turning: (C) Clerics can turn undead as if they were one level higher.

Investigator: (A) +2 to Gather Information and Search Checks

Lightning Reflexes: (F/R/C/Mk) +2 to Phys + STR or DEX bonus.

Light Armour: (A) The character is trained in the use of Light armour. Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Magical Aptitude: (M/C) Spells cost 1HP less, or 2HP less if casting signature spell.

Manyshot: (F/C/R) (Pre: Dex 17, Point Blank Shot, Rapid Shot) You may fire two arrows at any single opponent, at -4 Penalty to hit. Damage remains the same. Gain one additional arrow at same Penalty every time you take this Feat.

Marksman: (A) The character is trained in the use of marksman weapons. Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Medium Armour: (A) (Pre: Light Armour) The character is trained in the use of Medium armour. Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Mounted Archery: (F) (Pre: Mounted Combat) Penalty for Ranged Weapon is halved, from -4 to -2.

Mounted Combat: (F) Once per round, if your mount is hit, you can negate the

hit if your Ride check is higher than opponent's Attack Roll.

Negotiator: (A) +2 to Diplomacy and Sense Motive Checks.

Nimble Fingers: (R) +2 to Open Locks and Disable Device

One handed weapons: (A) The character is trained in the use of one handed weapons.

Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Personal Improvement: (A) The character may add 1 point to STR, DEX, CHA or MIND.

Persuasive: (A) +2 to Bluff and Intimidate

Point Blank Shot: (F/C/R) +1 Attack and Damage if target is within 30 Ft.

Power Attack: (F/C/Mk) (Pre: Str. 13) Subtract up to 4 from your "To Hit" Roll. Add this to your Damage, if you hit. May not be used in conjunction with Improved Defense.

Power Spell: (M/C) The character's spells are considered as two levels higher to determine saving throws difficulty. The spell-caster gets a +2 to the rolls for resisting counter-spells.

Quick Draw: (F/C/R/Mk) You can draw and strike in the same round.

Rapid Reload: (F/C/R) You can reload a crossbow and fire in a single round, instead of reload one round, and fire the next.

Rapid Shot: (F/C/R) (Pre: Dex 13, Point Blank Shot) One extra shot per round, second shot at -2 to hit.

Ride-By Attack: (F) (Pre: Mounted Combat) You can move, attack, and move again in a round.

Run: (A) You can outrun almost any opponent. Your run action allow you to move five times the base speed.

Scribe Scroll: (M/C) May create a scroll of any spell you know, and Cast without loss of HP. Cost: Spell Level X Caster Level X 25gp. Only M/C can use scrolls, and only of same type. Scrolls require one day of work per spell. Scrolls open to all classes require twice the costs and times.

Shield Training: (A) The character is trained in the use of Shields. Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Stealthy: (A) +2 Bonus to Move Silently and Hide Skills.

Track: (F/R) You can Track creatures and characters across most terrain. Typical DC are Soft Ground 10, Firm Ground 15, Hard Ground 20. GMs may modify DC as conditions require. Things to consider: Size of target, time, weather, time of day.

Trample: (F) (Pre: Mounted Combat) When you overrun an opponent, it cannot avoid the attack. Mount may attack with hoof or paw, rider's next attack is at +4 as target is prone.

Tough: (A) You get 3 extra hit points.

Two handed weapons: (A) (Pre: One-handed weapons) The character is trained in the use of Two handed weapons. Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Two-Weapon Fighting: (F/C/R/Mk) (Pre: Dex. 15) You get to attack with two weapons with no penalty for second weapon

Weapon of Choice: (F) (Pre: 5th Fighter Level) You get +1 to attack and +2 to damage when using a specific weapon of your choice.

PROFICIENCIES

Following some abilities (some proficiencies needs more than one slot to obtain):

- | | |
|--------------------|----------------------|
| Agriculture | Jumping |
| Ancient History | Languages, Ancient |
| Animal Handling | Languages, Modern |
| Animal Lore | Leatherworking |
| Animal Training | Local History |
| Appraising | Mining (2) |
| Armorer (2) | Mountaineering |
| Artistic Ability | Musical Instrument |
| Astrology (2) | Navigation |
| Blacksmithing | Pottery |
| Blind-fighting (2) | Reading Lips (2) |
| Bowyer/Fletcher | Reading/Writing |
| Brewing | Religion |
| Carpentry | Riding, Airborne (2) |
| Charioteering | Riding, Land-based |
| Cobbling | Rope Use |
| Cooking | Running |
| Dancing | Seamanship |
| Direction Sense | Seamstress/Tailor |
| Disguise | Set Snares |
| Endurance (2) | Singing |
| Engineering (2) | Spellcraft |
| Etiquette | Stonemasonry |
| Fire-building | Survival (2) |
| Fishing | Swimming |
| Forgery | Tightrope Walking |
| Gaming | Tracking (2) |
| Gem Cutting (2) | Tumbling |
| Healing (2) | Ventriloquism |
| Heraldry | Weaponsmithing (3) |
| Herbalism (2) | Weather Sense |
| Hunting | Weaving |
| Juggling | |

TRAPS

The entries for traps include the following information:

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 $\frac{1}{2}$ the listed damage (if this is possible).

Search DC lists the DC for the check needed to find the trap without triggering it.

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

EL1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search 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 $\frac{1}{2}$ 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 $\frac{1}{2}$ 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 $\frac{1}{2}$ 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 $\frac{1}{2}$ 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.

EQUIPMENT LIST

Weapons

Light Weapons

Weapon	Cost	Dmg	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	—
Sicule	6gp	1d6	—
Sword, short	10gp	1d6	—

One-Handed Weapons

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

Two-Handed Weapons

Weapon	Cost	Dmg	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.

*Glaives, guisarmes, lances, longspears, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows to strike at targets that aren't adjacent to him. Most reach weapons double the natural reach (10 feet), but not allow to attack a creature in an adjacent square. Spiked chains may make both reach and normal attacks.

Ranged Weapons

Weapon	Cost	Dmg	Range
Crossbow, hand	100gp	1d4	30ft.
Crossb., 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.

Armours

Light Armours

Armour	Cost	Bonus
Padded	2gp	+1
Leather	10gp	+2
Studded Leather	25gp	+3
Chain Shirt	100gp	+4

Medium Armours

Armour	Cost	Bonus
Hide	15gp	+3

Scale Mail	50gp	+4
Chainmail	150gp	+5
Breastplate	200gp	+5

Heavy Armours

Armour	Cost	Bonus
Splint Mail	200gp	+6
Banded Mail	250gp	+6
Half-plate	600gp	+7
Full Plate	1,500gp	+8

Shields

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

Other Gear

Acid (flask)	10gp	Crowbar	2gp
Antitoxin (vial)	50gp	Disguise Kit	50gp
Artisan's Tools	5gp	Firewood (per day)	1cp
Backpack (empty)	2gp	Fishhook	1sp
Barrel (empty)	2gp	Fishing net (25 sq.ft.)	4gp
Basket (empty)	4sp	Flask (empty)	3cp
Bedroll	1sp	Flint and Steel	1gp
Bell	1gp	Grappling Hook	1gp
Blanket, winter	5sp	Hammer	5sp
Block and Tackle	5gp	Healer's Kit	50gp
Bottle, glass (empty)	2gp	Holy Symbol, wooden	1gp
Bucket (empty)	5sp	Holy Symbol, silver	25gp
Caltrops	1gp	Holy Water (flask)	25gp
Candle	1cp	Hourglass	25gp
Canvas (sq. yd.)	1sp	Ink (1 oz. Vial)	8gp
Case, map or scroll	1gp	Inkpen	1sp
Chain (10 ft.)	30gp	Jug, clay	3cp
Chalk, 1 piece	1cp	Ladder, 10 ft.	5cp
Chest (empty)	2gp	Lamp, common	1sp
Craftsman's Tools	5gp	Lantern, bullseye	12gp

Lantern, hooded	7gp	Bit and Bridle	2gp
Lock, simple	20gp	Dog, guard	25gp
Lock, average	40gp	Dog, riding	150gp
Lock, good	80gp	Donkey or mule	8gp
Magnifying Glass	100gp	Feed (per day)	5cp
Manacles	15gp	Horse	
Mirror, small steel	10gp	Horse, heavy	200gp
Mug/Tankard, clay	2cp	Horse, light	75gp
Musical Instrument	5gp	Pony	30gp
Oil, pint flask	1sp	Warhorse, heavy	400gp
Paper (sheet)	4sp	Warhorse, light	150gp
Parchment (sheet)	2sp	Warpony	100gp
Pick, miner's	3gp	Saddle	
Pitcher, clay	2cp	Military	20gp
Piton	1sp	Pack	5gp
Pole, 10 ft.	2sp	Riding	10gp
Pot, iron	5sp	Saddle, exotic	
Pouch, belt (empty)	1gp	Military	60gp
Ram, portable	10gp	Pack	15gp
Rations, trail (per day)	5sp	Riding	30gp
Rope, hempen (50 ft.)	1gp	Saddlebags	4gp
Rope, silk (50 ft.)	10gp		
Sack (empty)	1sp	<u>Transport</u>	
Sealing Wax	1gp	Carriage	100gp
Sewing Needle	5sp	Cart	15gp
Signal Whistle	8sp	Galley	30,000gp
Signet Ring	5gp	Keelboat	3,000gp
Sledge	1gp	Longship	10,000gp
Soap (per lb.)	5sp	Rowboat	50gp
Spade or Shovel	2gp	Sailing Ship	10,000gp
Spell Component Pouch	5gp	Sled	20gp
Spellbook (blank)	15gp	Wagon	35gp
Spyglass	1,000gp	Warship	25,000gp
Tent	10gp		
Thieves' Tools	30gp	<u>Buildings</u>	
Torch	1cp	Simple house	1,000gp
Vial, ink or potion	1gp	Grand house	5,000gp
Waterskin	1gp	Mansion	100,000gp
Whetstone	2cp	Tower	50,000gp
		Keep	150,000gp
<u>Mounts and Related Gear</u>		Castle	500,000gp-1,000,000gp
Stabling (per day)	5sp	Moat with bridge	50,000gp
Barding (medium x2, large x4)			





GLOSSARY

[YdX] - This code represents a dice roll and can be translated like “roll Y dices, each dice is an X-sided dice”. For example, 3d20 means “roll 3 20-sided dices” or “roll a 20-sided dice 3 times”. Sometimes this code is followed by a + or a - and a number. In this case the number has to be added/subtracted from the dice result: for example, “d20+4” means “roll a 20-sided dice and add 4 to the result”.

[d%] - Refers to a percentile die roll. You can roll two ten-sided dice, one for the tens and the other for the ones.

[X/Level] - Multiply X for the current character (or NPC) Level. For example, a level 2 character rolling “4+1d6/Level” will roll 2d6 and add 4 to the total.

A

AC - See *Armour Class*.

Adventure - A series of linked *scenes*, or *encounters* following a short *plot* (one or two playing *sessions*). A group of adventures linked together form a *campaign*.

Alignment - Basic moral and ethical tendency of a *character*, used to provide a clear idea of how the character will handle moral dilemmas. The alignment is individuated at the crossing of two lines: legality-chaos and good-evil.

Armour Class - (AC for short) Is a value representing how difficult is to hit a creature. AC value can be improved using armours, spells or other magical artefacts.

Attack of Opportunity - An attack (usually free) that can be done as a reaction to some event or action.

B

Background - The past story of a *PC* before the start of the *campaign* or the events leading up to the adventure *plot*.

Background Hook - See *Hooks*.

Battlemat - A map traced with squares or hexagons grid on which *encounters* are played out with *counters* or *miniatures*.

Bonus - A number added to your chance of success when making a die roll (opposite of *penalty*).

Boss - Powerful enemies who require many resources to defeat.

Boxed Text - Flavor text intended to be read (or paraphrased) aloud to the *players* during an *adventure*.

C

Called Shot - Attack made aiming a particular area on an opponent or object. A called shot will be harder to achieve, but usually gives some sort of *bonus* (increase damage, only way to hit a weak spot, other effects).

Campaign - A longer story made by many linked *adventures* aiming to a more epic ending. Usually a campaign allows to achieve one or more levels of character improvement.

Campaign Journal - A record of what happens during your gaming *sessions*. Can range from a simple list of events to prose-style accounts, used to keep track of what happens during your campaign.

Character - Everyone in the game is a character, both *PCs* and *NPCs*.

Character Sheet - Sheets of paper where players can record *stats*, abilities and everything else related to their *PCs*. GMs can also have character sheets for important *NPCs*.

Check - Die roll made to determine a character's success or failure at a task.

Class - The “main area of expertise”, “role”, or “job” for a player *character* that affects what skills and abilities the player character can learn or use.

Counter - A small piece of paper or another object representing a *character* or monster, used in a *battlemat*.

Critical - An exceptional result in a dice roll that deals extra damage or has additional effects on the target.

D

DC - See *Difficulty Class*

Downtime - The time between adventures, when PCs can rest, heal, train, resupply...

Difficulty Class - (*DC* for short) The number a character needs to roll to succeed at a task. Usually a success is rolled when dice result is equal or greater to DC.

E

EL - See *Encounter Level*.

Encounter - An event in which the PCs can do something of significance. Attending a royal ball would be an encounter, picking a lock would not. Many linked *encounters* can form an *adventure*.

Encounter Level - (*EL* for short) Quantifies the experience obtained in succeeding an encounter: the harder the task or the stronger the enemy, the higher the Encounter Level will be. After reaching a certain amount the player level increases, raising stats or achieving new skills.

Experience Points - (*XP* for short) A character will be awarded experience points for succeeding challenges, defeating monsters or playing well its role in the game. After reaching a certain amount the player level increases, raising stats or achieving new skills.

F

Fumble - A roll failed so badly that something exceptionally bad happens as a result.

G

Game Master - (*GM* for short) The player who guides the other players through *adventures*, describes the game world and plays all of the *NPCs*.

Game Time - Time within the game world, opposed to time in the real world.

GM - See *Game Master*.

H

Health Points - (*HP* for short) represent the health level of the character: anytime you get wounded this number drops.

HD - See *Hit Dice*.

Hit Dice (*HD* for short) In the singular form, a die rolled to generate hit points. In the plural form, a measure of relative power that is synonymous with character level for the sake of spells, magic items, and magical effects that affect a certain number of *Hit Dice* (*HD*) of creatures. To define *Hit points* of creatures, usually a d8 is rolled.

Hit Points - (*HP* for short) See *Health Points*.

Hook - Elements of a *PC* background that the GM can use to tie him into the game, or as fuel for adventures. Anything the GM describes to get the *PCs* involved in an adventure.

House Rule - Any game rule that is altered, added to or removed from the original rules.

HP - See *Health Points*.

I

In-character - Speech and actions performed as if spoken or done by a character, much like an actor in a play.

M

Marching Order - Order in which the *PCs* travel when in a confined space. It may be important to know who leads and who follows.

Miniature - Small figure representing *characters*, monsters or other elements in a *battlemat*.

Minion - A lowly dangerous creature whose only role is to be taken out by *PCs* during combat. Minions usually come in groups.

N

NPC - See *Non-player Character*.

Non-Player Character - (*NPC* in short) Any character who is not a *PC*, nearly always played by the GM.

O

One-shot - A short *adventure* designed to be played in a single *session*, and not as part of a *campaign*, often featuring *pre-generated PCs*.

Out-of-Character - Anything that a player says or does that is not spoken or done *in-character*.

P

Party - Group formed by *PCs*.

PC - See *Player Character*.

Penalty - A number subtracted to your chance of success when making a die roll (opposite of *bonus*).

Player - Everyone playing the game, even if usually means everyone playing the game but the GM.

Player Character - (*PC* for short) Any character that is played by a *player*, not the GM.

Plot - The story that unfolds during an *adventure*.

Plot Hook - See *Hooks*.

Pre-generated - A *PC* created by the GM (or found in a published *adventure*).

R

Random Encounter - An *encounter* not written into the adventure, but occurring randomly, often as a result of a roll.

Round - A discrete unit of *game time* of few seconds (usually 6).

S

Scene - A discrete event or sequence of events, like a chapter in a book, that has a definite beginning and end. An *encounter* is often (but not always) also a *scene*.

Screen - A three- or four-folding cardboard panel, often with printed tables to help the GM, to prevent the players from seeing GM notes, maps and die rolls.

Session - One day/afternoon/night of gaming.

Setting - The world or area in which the game takes place.

Side Quest - A short *adventure*, unrelated to the main *plot*. Usually it is used to give players chance to gain more *experience*.

Situational Bonus/Penalty - A *bonus* or a *penalty* to a roll dependent on circumstances (walking in mud gives a situational penalty to walking speed).

Solo / Solo Campaign - A game played with one *player* and one *GM*.

SPD - See *Speed*.

Speed - (*SPD* for short) is the number of squares a creature can move in a combat turn without making any other action.

Stats - Short for statistics, the attributes of a *character*, creature or item.

Subplot - A secondary *plot*, mainly designed to be eventually ignored (or missed) by the *PCs*.

T

Target Number - See *Difficulty Class*.

X

XP - Short for *Experience Points*.





MICROLITE PUREST ESSENCE

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.

Stats

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

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate 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	0	1	2	3	4	5	6	7	8	9
HP Cost	1	3	5	7	9	11	13	15	17	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 is 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 = $10 \times$ 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.

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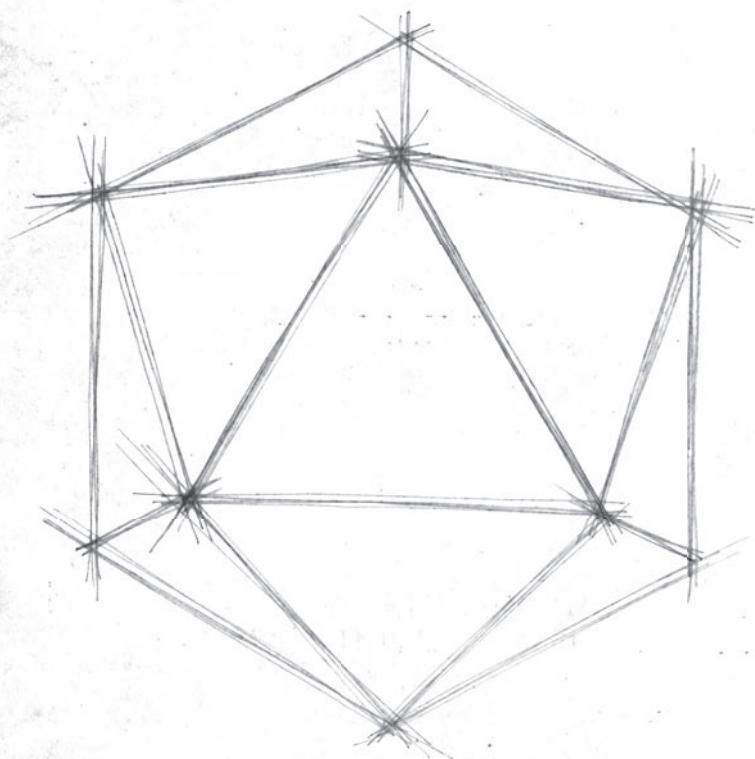
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Microlite 20

Golden Edition

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

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

