

Character Sheet

Name: _____

Player: _____

Class: _____

Level: _____

Exp: _____

Description: _____

Attributes and Bonuses

STR: _____(_____)

DEX: _____(_____)

MIND: _____(_____)

Skills

Physical: _____

Subterfuge: _____

Knowledge: _____

Communication: _____

Survival: _____

Combat Bonuses

Melee: _____

Ranged: _____

Magic: _____

Max HP: _____

Current HP: _____

Weapons and Damage

Defense Stats

Armor: _____

Shield: _____

AC: _____

Spells and Abilities:

Microlite 20 PE Simple 3.5 Edition



The original Microlite 20 Purest Essence is by Robin V. Stacey, Darrell King & Al Krombach. It 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. ©2008 <http://www.microlite20.net/> Art Direction, Production & Layout: Paul Lesack

This version includes all of Microlite 20 Purest Essence content, but uses Vancian Magic, includes rules for Feats (from Microlite2020 Complete), and contains all 3.5 SRD base classes.

Specail thanks to the creators of Microlite 20 in general and to Purest Essence in specific. I like RPGs a lot, and you have made some fine ones.

Version 1.0

Characters

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, rounded down.

Races

- Humans get +1 to all skill rolls
- Elves get +2 MIND
- Dwarves get +2 STRs
- Halflings get +2 DEX
- Gnomes get +1 to DEX, +1 to MIND
- Half-orcs get +4 to STR, -2 to MIND
- Half-elves get +1 to DEX, and +1 to any 2 Skills
- Lizardmen get +2 to STR, +2 to Dex, -2 to MIND

Classes

Barbarian

Hit die: d12. Attack Bonus: +1 per level. Can use light or medium armor and can use shields. They have a +2 bonus to Physical, a +1 bonus to Survival, and add +1 to all attack and damage rolls. A barbarian can enter a rage, temporarily gaining

all benefits from a +4 bonus to STR (including +2 to hit and damage in melee and +2 HP / level) and a -2 penalty to their AC. The rage lasts a maximum of 6 turns, and at the end of the rage the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 to STR, -2 to DEX, can't rage again) for the duration of the current encounter. A barbarian may rage one time per day at level 1, gaining an additional rage at level 4 and every 4 levels after.

Bard

Hit die: d6. Wear light armor and can use bucklers. They gain a +2 bonus to Communication, Subterfuge, and Knowledge. A Bard can counter sound-based effects within a 30' radius. A Bard can use their song to charm person or remove fear up to 3 times (total) per day. Bards may cast either druid or illusionist spells (player's choice). At first level, they may cast two level 0 spells per day. At second level, they may cast three level 0 spells per day. At third level and beyond, they may cast spells as though they were a wizard two levels lower than their bard level. Bards are spontaneous casters and have access to Druid and Illusionist Spells. See the Spells section for the number of spells

known.

Cleric

Hit die: d8. Can wear light or medium Armor 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. Clerics are prepared casters and have access to all Divine Spells.

Druid

Hit die: d8. Wear any non-metal armor or shield and gain +2 to Knowledge and +2 to Survival. Druids are immune to the spell-like effects of woodland fey. Druids understand Druidic, the secret language of druids. At 3rd level a druid can pass without trace at will. At 5th level, once a day, a druid druid can wild shape, assume the form of any animal they are familiar with that has Hit Dice less than or equal to the druid's level. A druid may wild shape an additional time a day at every even level. A druid heals 2hp per level when changing back into their human form. Druids are spontaneous casters and can cast Druid Spells. See the Spells section for the number

Inventory:

Feats:

Ranger

Hit die: d8. Can use light or medium armor and can use shields. They have a bonus of +1 to hit and a +3 bonus to Survival. At 1st level (and every 5 levels after), a ranger may select Favored Enemy type. The ranger gains a +2 bonus on skill checks, and a +2 bonus on weapon damage rolls against such creatures. If the ranger chooses humanoids, they must also choose an associated subtype, such as elf. At 4th level, rangers gain an animal companion as though they were a druid of half their ranger level (see druid rules).

Rangers can learn druid spells as Character Feats. The spell level available to them is 1/4 of their Ranger level, rounded down.

Rogue

Hit Die: d6. Can use light armor. 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.

Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light

weapon. **Other classes may learn this ability at the cost of a Character Feat.**

Wizard

Hit dice: d4. Wear no Armor and gain a +3 bonus to Knowledge. Wizards are prepared casters and can cast Arcane and Illusionist Spells.

A wizard begins play with a spellbook containing all 0-level Arcane Spells and 3 (+ MIND bonus) 1st-level spells of your choice. The wizard gains 2 new spells of any spell level they can cast for their spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to their own.

Sorcerer

Hit die: d4. Wear no Armor and gain a +3 bonus to Knowledge. Sorcerers are spontaneous casters and can cast Arcane and Illusionist Spells.

Sorcerers can cast spells as though they were Wizards of one level lower than their Sorcerer level, but they can cast 2 additional spells per day. For example, a 4th level wizard can cast 3 level one spells and 2 level two spells per day, so a 5th level sorcerer could cast 5 level one

damage; Search DC 33, Disable DC 33.

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

EL10 Traps

- Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20.
- Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25.
- Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.

When in Doubt . . . Remember

Whenever the players want to try something that goes around, through, or above and beyond the rules as written, you can always use the "GM's Friend"...the 50% chance. Have them roll whatever check seems most appropriate. A roll of 1-10 is a failure, a roll of 11-20 is a success. If you feel that the situation warrants that you favor them, assign a +2 bonus to their roll. If the situation determines that they be hindered, then assign a -2 penalty.

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EL4 Traps

- Lightning Bolt Trap: spell effect (5d6, electricity); Save DC 14 for 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 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 1/2 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 1/2 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 1/2

spells and 4 level two spells per day. See the Spells section for the number of spells known.

Hit Points

At first level, players start with the maximum value of their hit die, plus their STR bonus. Leveling up, characters gain the value rolled on 1 hit die + their STR bonus.

Characters go unconscious at 0 hp and die if they reach -10 hp.

Skills

There are just 5 skills : Physical, Subterfuge, Knowledge, Communication and Survival. 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.

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.

Skill Difficulties: Very easy (0), Easy (5), Average (10), Tough (15), Challenging (20), Formidable (25), Heroic (30), Nearly impossible (40).

Aiding another character: By making the same kind of skill check in a cooperative effort, if you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to their skill check.

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

Casters can cast the following number of spells of each spell level per day. After using their spells, characters must rest before the spells they can cast are restored.

Spells Per Day

*Caster Level. Spells Per Day
(starting with spell level 0)*

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

Prepared casters must select what spells they are going to cast ahead of time. It takes 1 hour to prepare spells, regardless of the number being prepared. They can prepare any spells known to them (in their spell book or other repository).

Spontaneous casters do not need to prepare their spells in advance, but are only familiar with a certain number of spells. Spontaneous casters know 6

spells at 1st level and learn 2 new spells every level. Starting at 4th level, and every 2 levels after, players may swap one known spell out for a new spell.

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

When a spell is cast using a higher level spell slot than it requires, the spell gains one of the following modifies for each level above the required level.

- Extending: Makes a spell last twice as long as it normally would.
- Empowering: Makes a spell do 50% more damage than it normally would.
- Widening: Makes a spell's area of effect twice as big as it would normally be.

Combat

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 Armor Class (AC), it's a hit.

Traps

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

The entries for traps include the following information:

- Type of trap: Attack (damage), Save DC, Search DC, Disable DC.
- Type lists the trap used and the effect it has.
- Attack shows the traps attack bonus or type of effect.
- Damage shows the amount and type of damage the trap deals.
- Save DC lists the phys+DEX check DC needed to either avoid the trap entirely, or to take only 1/2 the listed damage (if this is possible).
- Search DC lists the DC for the know+MIND check necessary to find the trap without triggering it.
- Disable DC lists the DC for the sub+DEX check necessary to disarm the trap safely.

EL1 Traps

- Basic Arrow Trap: Atk +10 (1d6, arrow); Search know+MIND DC 20, Disable sub+DEX DC 20.
- Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.
- Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.

EL2 Traps

- Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for 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 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.

- hp), AC 18, Antennae touch +3 (rust)
- Shadow: HD 3d12 (19 hp), AC 13, Incorporeal touch +3 (1d6 Str)
- Shambling Mound: HD 8d8+24 (60 hp), AC 20, Slam +11 (2d6+5), constrict (2d6+7)
- Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)
- Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach)
- Stone Golem: HD 14d10+30 (107 hp), AC 26, Slam +18 (2d10+9)
- Treant: HD 7d8+35 (66 hp), AC 20, Slam +12 (2d6+9)
- Troll: HD 6d8+36 (63 hp), AC 16, Claw +9 (1d6+6)
- Vampire: HD 4d12+3 (29 hp), AC 15, Slam +5 (1d6+4 plus energy drain -1 level, DC 14 phys+STR to negate) or blood drain (-1d4 STR)

Vermin

- Monstrous Scorpion (tiny): HD 1/2d8+2 (4 hp), AC 14, Claw+2 (1d2-4) or sting -3 (1d2-4 plus poison)
- Monstrous Scorpion (small): HD 1d8+2 (6 hp), AC 14, Claw+1 (1d3-1) or sting -4 (1d3-1 plus poison)
- Monstrous Scorpion (large): HD 5d8+10 (32 hp), AC 16, Claw+6 (1d6+4) or sting +1 (1d6+2 plus poison)
- Monstrous Scorpion (huge): HD 10d8+30 (75 hp), AC 20, Claw+11 (1d8+6) or sting +6 (2d4+3 plus poison)
- Monstrous Spider (small): HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison)
- Monstrous Spider (large): HD 4d8+4 (22 hp), AC 14, Bite +4 (1d8+3 plus poison)
- Monstrous Spider (huge): HD 8d8+16 (52 hp), AC 16, Bite +9 (2d6+6 plus poison)
- Werewolf, Human Form: HD 3d8+7 (20 hp), AC 17, Longsword +3 (1d8+1) or light crossbow +2 (1d8)
- Werewolf, Wolf Form: HD 3d8+7 (20 hp), AC 16, Bite +5 (1d6+3)
- Werewolf, Hybrid Form: HD 3d8+7 (20 hp), AC 16, Claw +4 (1d4+2)
- Wight: HD 4d12 (26 hp), AC 15, Slam +3 (1d4+1 plus energy drain)
- Wraith: HD 5d12 (32 hp), AC 15, Incorporeal touch +5 (1d4 plus -1d6 STR, DC 14 phys+STR to negate)
- Wyvern: HD 7d12+14 (59 hp), AC 18, Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)
- Zombie: HD 2d12+3 (16 hp), AC 11, Slam +2 (1d6+1) or club +2 melee (1d6+1)

Natural 20 is automatically a critical doing maximum damage.

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

Note: A touch attack (or an attack against Touch AC) is against the targets AC without their armor bonus. A flat-footed attack (or an attack against Flat-Footed AC) is against the targets AC without their DEX bonus.

Other Hazards

- Falling: 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet
- Spikes: add +1 point to falling damage per 10' fallen, max +10
- Poison: Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.
- Extreme Heat & Cold: If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

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

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

Each level adds:

- 1) 1 Hit Die (+ STR bonus) to Hit Points
- 2) A bonus to attack rolls:
 - Barbarians, Fighters, Rangers: +1 to attack rolls every level
 - Bards, Clerics, Druids, Monks, Rogues: +1 at levels 2, 3, 4, 6, 7, 8, 10, 11, 12, 14, 15, 16, 18, 19, 20.
 - Wizards, Sorcerers: +1 to attack rolls at levels: 2, 4, ect.
- 3) A bonus to skills:
 - Clerics, Fighters, Paladins, Wizards, Sorcerers: +1 to two skills.
 - Barbarians, Druids, Monks: +1 to three skills.
 - Bards, Rangers: +1 to four skills.
 - Rogues: +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.

Casters 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.

Feats

Feats are fairly unique special abilities that a character can use under circumstances appropriate to the feat. There is no standard list of feats, instead, players create feats for their character with the approval of the GM. Players and GMs should ensure that feats fit the character's class, background, and personality.

Players start with two feats and gain a feat at levels 3, 5, 7, etc. Martial (non-caster) characters gain an additional feat at character creation and an additional feat at levels 2, 4, 6, etc.

Bonus Feats

Bonus feats give a character a bonus equal to their level when attempting certain actions under specific conditions. Use this template to create a Bonus Feat:

Because I (describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome), I get a bonus equal to my level when I (do something that requires a roll) when (describe a circumstance).

Bonus feats are most often applied to an: Attack Bonus, Damage, Saving Throw, Skill Check, or Spell DC.

Example Bonus Feats:

- Because I am a smooth talker, I get a bonus equal to my level when I am trying to convince someone to help me when I'm in conversation with someone who is does not actively view me unfavorably.
- Because I am a famous duelist, I get a bonus equal to my level when I attack when engaged in a one- on-one swordfight with an attentive audience.
- Because I am an expert on lycanthropes, I get a damage bonus equal to my level when I attack a lycanthrope.

(264 hp), AC 30, Bite +32 (2d8+11) or breath 12d10 fire, DC 26 phys+DEX to dodge for half

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

Creatures

- Dwarf: HD 1d8+2 (6 hp), AC 16, Waraxe +3 (1d10+1) or shortbow +1 (1d6)
- Earth Elemental (large): HD 8d8+32 (68 hp), AC 18, Slam +12 (2d8+7)
- Elf: HD 1d8 (4 hp), AC 15, Longsword +2 (1d8+1) or longbow +3 (1d8)
- Gargoyle: HD 4d8+19 (37 hp), AC 16, Claw +6 (1d4+2)
- Gelatinous Cube: HD 4d10+32 (54 hp), AC 3, Slam +1 (1d6 +1d6 acid) plus engulf (paralysis + 1d6 acid/round, DC 13 phys+DEX to negate)
- Ghoul: HD 2d12 (13 hp), AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus paralysis)
- Gnoll: HD 2d8+2 (11 hp), AC 15, Battle-axe +3 (1d8+2) or shortbow +1 (1d6)
- Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4)
- Griffon: HD 7d10+21 (59 hp), AC 17, Bite +11 (2d6+4)
- Halfling: HD 1d8+1 (5 hp), AC 16, Shortsword +3 (1d6) or light crossbow +3 (1d6)
- Hellhound: HD 4d8+4 (22 hp), AC 16, Bite +5 (1d8+1 plus 1d6 fire)
- Hill Giant: HD 12d8+48 (102 hp), AC 20, Great-club +16 (2d8+10) or rock +8 (2d6+7)
- Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1)
- Human Commoner: HD 1d8+1 (5 hp), AC 12, Dagger +1 (1d6+1) or sling +1 (1d4)
- Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3)
- Lizardfolk: HD 2d8+2 (11 hp), AC 15, Claw +2 (1d4+1) or club +2 (1d6+1) or javelin +1 (1d6+1)
- Nymph: HD 6d6+6 (27 hp), AC 17, Dagger +6 (1d4) or stunning glance (unable to act for 2d4 rounds, DC 17 phys+STR to negate)
- Ogre: HD 4d8+11 (29 hp), AC 16, Greatclub +8 (2d8+7) or javelin +1 (1d8+5)
- Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3)
- Otyugh: HD 6d8+9 (36 hp), AC 17, Tentacle +4 (1d6 plus disease)
- Owlbear: HD 5d10+25 (52 hp), AC 15, Claw +9 (1d6+5)
- Rust Monster: HD 5d8+5 (27

- 13, Hoof -1 (1d6+1)
- Snake (constrictor): HD 3d8+6 (19 hp), AC 15, Bite +5 (1d3+4), constrict (1d3+4)
- Snake (giant constrictor): HD 11d8+14 (63 hp), AC 15, Bite +13 (1d8+10), constrict (1d8+10)
- Snake (small viper): HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison)
- Snake (large viper): HD 3d8+6 (19 hp), AC 15, Bite +4 (1d4 plus poison)
- Snake (huge viper): HD 6d8+6 (33 hp), AC 15, Bite +6 (1d6+4 plus poison)
- War Dog: HD 2d8+4 (13 hp), AC 16, Bite +3 (1d6+3)
- Warhorse (heavy): HD 4d8+12 (30 hp), AC 14, Hoof +6 (1d6+4)
- Warhorse (light): HD 3d8+9 (22 hp), AC 14, Hoof +4 (1d4+3)
- Warpony: HD 2d8+4 (13 hp), AC 13, Hoof +3 (1d3+2)
- Wolf: HD 2d8+4 (13 hp), AC 14, Bite +3 (1d6+1)
- Ankheg: HD 3d10+12 (28hp), AC 18, Bite +7 (2d6+7 plus 1d4 acid)
- Assassin Vine: HD 4d8+12 (30 hp), AC 15, Slam +7 (1d6+7), constrict (1d6+7)
- Bugbear: HD 3d8+3 (16 hp), AC 17, Morningstar +5 (1d8+2) or javelin +3 (1d6+2)
- Choker: HD 3d8+3 (16 hp), AC

- 17, Tentacle +6 (1d3+3)
- Cockatrice: HD 5d10 (27 hp), AC 14, Bite +9 (1d4-2 plus petrification, DC 12 phys+STR to negate)

Dinosaur

- Deinonychus: HD 4d8+16 (34 hp), AC 16, Talons +6 (2d6+4)
- Megaraptor: HD 8d8+43 (79 hp), AC 16, Talons +9 (2d8+5) or bite +4 (2d6+2)
- Triceratops: HD 16d8+124 (196 hp), AC 18, Gore +20 (2d8+15)
- Tyrannosaurus: HD 18d8+99 (180 hp), AC 14, Bite +20 (3d6+13)

Dire Animal

- Dire Bear: HD 12d8+51 (105 hp), AC 17, Claw +19 (2d4+10) and bite +13 (2d8+5)
- Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease)
- Dire Wolf: HD 6d8+18 (45 hp), AC 14, Bite +11 (1d8+10)

Dragon

- Young Red: HD 13d12+39 (123 hp), AC 21, Bite +20 (2d6+7) or Breath 10d10 DC24 phys+DEX to dodge for half
- Very Old Red: HD 31d12+248 (449 hp), AC 36, Bite +40 (4d6+13) or breath 18d10 fire, DC 33 phys+DEX to dodge for half
- Adult Gold: HD 23d12+115

Special Ability Feats

Special ability feats allow a character to do something cool or otherwise ignore the usual rules in some way. Use this template to create a Special Ability Feat:

Because I (describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome), once per day I can (describe something cool you can do). Note: "once per day" may be changed to some of similar rarity at the discretion of the GM.

Special Ability Feats can grant a one round bonus (equal to the character's level) to Attack, Damage, Saving Throw, Skill Check, or Spell DC.

Special Ability Feats can be spells or spell like effects for casters (as long as they are of a level that could cast the spell) or for other classes as outlined in class descriptions.

Example Special Ability Feats:

- Because I am well connected in the Garvannic Empire, once per game session I can find a helpful ally in just the right place when I am in the Garvannic Empire.
- Because I am always squirrelling away stuff I find, once per game session I may declare that I have an especially

useful non-magical item that lets me easily bypass one obstacle.

- Because I am a cleric, I can cast Cure Light Wounds once per day without having to prepare it or use a spell slot.
- Because I am a scholar, after researching a specific monster for one day per hit die, I know a way to defeat or constrain the monster without directly attacking it.

Equipment List

Starting Wealth

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

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

- Druid: 50gp
 - Sorcerer, Wizard: 75gp
 - Barbarian, Bard: 100gp
 - Cleric, Monk, Rogue 125gp
 - Fighter, Paladin, Ranger: 150gp
- The character uses this accumulated wealth to purchase their initial weapons, armor, and adventuring equipment, using the

price lists on the tables below.

Weapons

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

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

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

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

Two Handed Weapons

Name (Cost) Damage (Range, if any)

- 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 (n/a) 1d6
- Scythe (18gp) 2d4
- Spear (2gp) 1d8 (20ft.)

Light Weapons

Weapon (Cost) Damage (Range, if any)

- Unarmed Strike (n/a) 1d3
- Axe, throwing (8gp) 1d6 (10ft.)
- Dagger (2gp) 1d4 (10 ft.)
- Hammer, light (1gp) 1d6 (20ft.)
- Handaxe (6gp) 1d4
- Mace, light (5gp) 1d6
- Pick, light (4gp) 1d4
- Sap (1gp) 1d6
- Sickle (6gp) 1d6
- Sword, short (10gp) 1d6

One-Handed Weapons

Weapon (Cost) Damage (Range, if any)

- Battleaxe (10gp) 1d8
- Club (n/a) 1d6 (10ft.)
- Flail (8gp) 1d8
- Longsword (15gp) 1d8
- Mace, heavy (12gp) 1d8
- Morningstar (8gp) 1d8
- Pick, heavy (8gp) 1d6
- Rapier (20gp) 1d6
- Scimitar (15gp) 1d6
- Shortspike (1gp) 1d6 (20ft.)
- Sword, bastard (35gp) 1d10
- Trident (15gp) 1d8 (10ft.)
- Waraxe, dwarven (30gp) 1d10
- Warhammer (12gp) 1d8
- Whip (1gp) 1d3

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

Original Microlite20 does not have Character Feats, and so opponents may be underscaled for dealing with such characters. To balance this out, you can use Microlite20's rules for Heroism, which 3 times a day grants a bonus (equal to the opponent's level or Hit Dice) to an Attack Bonus, Damage, Saving Throw, Skill Check, AC, or Spell DC.

Sample Characters

- Morris, Human Rogue-1: STR 12 (+1), DEX 15 (+2), MIND 12 (+1) hp 13, AC 15 (Studded Leather), Paired Short-swords, +0/+0, d6+1. Skills: Subterfuge +5, all others @ +2
 - Kendrick, Dwarf Fighter-1: STR 16 (+3), DEX 13 (+1), MIND 11 (+0) hp 17, AC 17 (Chainmail + shield), Longsword +5, d8+4. Skills: Physical +4, all others @ +1
 - Cholmer, Elven Mage-1: STR 12 (+1), DEX 13 (+1), MIND 16 (+3) hp 13, AC 11 (Robes), Quarterstaff +2, d6+1. Skills: Knowledge +4, all others @ +1. Spells: All 0 and 1st level arcane spells.
 - Barnabas, Halfling Cleric-1: STR 10 (+0), DEX 16 (+3),
- MIND 13 (+1) hp 11, AC 18 (Chainmail), Morningstar +1, d8. Skills: Communication +4, all others @ +1. Spells: All 0 and 1st level divine spells.

Monster List

Animal

- Badger: HD 1d8+2 (6 hp), AC 15, Claw +4 (1d2-1)
- Black Bear: HD 3d8+6 (19 hp), AC 13, Claw +6 (1d4+4) or bite +1 (1d6+2)
- Brown Bear: HD 6d8+24 (51 hp), AC 15, Claw +11 (1d8+8) or bite +6 (2d6+4)
- Boar: HD 3d8+12 (25 hp), AC 16, Gore +4 (1d8+3)
- Cat: HD 1/2d8 (2 hp), AC 14, Claw +4 (1d2-4)
- Crocodile: HD 3d8+9 (22 hp), AC 16, Bite +6 (1d8+6) or tail slap +6 (1d12+6)
- Dog: HD 1d8+2 (6 hp), AC 15, Bite +2 (1d4+1)
- Donkey: HD 2d8+2 (11 hp), AC 13, Bite +1 (1d2)
- Eagle: HD 1d8+1 (5 hp), AC 14, Talons +3 (1d4)
- Giant Crocodile: HD 7d8+28 (59 hp), AC 16, Bite +11 (2d8+12) or tail slap +11 (1d12+12)
- Horse (heavy): HD 3d8+6 (19 hp), AC 13, Hoof -1 (1d6+1)
- Mule: HD 3d8+9 (22 hp), AC 13, Hoof +4 (1d4+3)
- Pony: HD 3d8+6 (19 hp), AC

6th-Level Druid Spells

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

7th-Level Druid Spells

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

Monsters

Skills

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

Monster Advancement

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

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

Create Your Own

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

Attack bonus and skill level =

Ranged Weapons

Weapon (Cost) Damage (Range)

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

Armor & Shields

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

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

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

Armor

Armor (Light, Med, Heavy) (Cost) Bonus

- Padded (L) (2gp) +1
- Leather (L) (10gp) +2
- Studded Leather (L) (25gp) +3
- Chain Shirt (L) (100gp) +4
- Hide (M) (15gp) +3
- Scale Mail (M) (50gp) +4
- Chainmail (M) (150gp) +5
- Breastplate (M) (200gp) +5
- SplintMail (H) (200gp) +6

- Banded Mail (H) (250gp) +6
- Half-plate (H) (600gp) +7
- Full Plate (H) (1,500gp) +8

Shields

Armor (Cost) Bonus

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

Adventuring Equipment

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

50 Gold Pieces each

Choose a pack or roll 1d6 to select one randomly.

Fast Packs

- Pack A (1-2): Backpack, Belt Pouch, Bedroll, Lantern (hooded), 10 Oil Flasks, Flint & Steel, Shovel, 2 sets of Caltrops, Signal Whistle,

- Waterskin, Iron Rations (4 days)
- Pack B (3-4): Backpack, Belt Pouch, Bedroll, 10 Torches, 4 Oil Flasks, Flint & Steel, 10 pieces of chalk, 10" Pole, Mirror, Crowbar, Waterskin, Iron Rations (4 days)
- Pack C (5-6): Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, 50. Rope, Grappling Hook, 10" Pole, Waterskin, Iron Rations (4 days)

Finally, add the following, based on your Class:

- Barbarian: 5gp.
- Bard: Musical instrument (or other artists tools) & 5gp.
- Cleric: Silver holy symbol & 5gp.
- Druid: 5gp.
- Fighter: Vial of holy water & 5gp.
- Monk: A bedroll & 5gp.
- Paladin: Vial of Holy Water & 5gp.
- Ranger: 5gp.
- Rogue: Thieves tools.
- Sorcerer: 2 Spell Pouches & 5gp.
- Wizard: Spellbook & 2 Spell Pouches & 5gp.

Adventuring Gear

- Acid (flask) 10gp
- Antitoxin (vial) 50gp
- Artisan's Tools 5gp

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

on an object.

- Read Magic: Read scrolls and spellbooks.
- Resistance: Subject gains +1 on saving throws for 1 minute.

1st-Level Druid Spells

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

2nd-Level Druid Spells

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

3rd-Level Druid Spells

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

4th-Level Druid Spells

- Air Walk: Subject treads on air for 10 min./level.
- Anti-Plant Shell: Keeps animated plants at bay for 10 min./level, 10' radius.
- Ice Storm: Hail does 5d6 damage in cylinder 40' across
- Reincarnate: Brings dead subject back in random body.
- Repel Vermin: Insects, spiders, and other vermin stay 10' away for 10min/level.
- Spike Stones: Creatures in area take 1d8 damage, may be slowed.

- Minor Creation: Create one cloth or wood object.
- Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.
- Rainbow Pattern: Lights Fascinate 24HD of creatures for concentration plus 1rnd/level.

5th-Level Illusionist Spells

- Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
- Dominate Person: Controls subject telepathically for 1 day/level.
- Major Creation: As minor creation, plus stone or metal.
- Persistent Image: As major image, but no concentration required; 1 minute/level.
- Seeming: Changes appearance of 1 person per 2 levels for 12 hours.
- Sending: Delivers short message anywhere, instantly.

6th-Level Illusionist Spells

- Mislead: Turns you invisible and creates illusory double.
- Permanent Image: Permanent illusion with sight, sound, and smell controlled by concentration.
- Programmed Image: As major image, triggered by specific event.
- Shadow Walk: Step into

- shadow and travel rapidly; 50mph for 1 hour/level.
- Suggestion, Mass: As suggestion, plus one subject per level.
- True Seeing: Lets you see things as they truly are.

7th-Level Illusionist Spells

- Invisibility, Mass: As invisibility, but affects all in range.
- Phase Door: Creates invisible passage through wood and stone.
- Power Word: Blind: Blinds creature with 200hp or less.
- Prismatic Spray: 60' Cone-shaped burst of rays for variety of effects.
- Project Image: Illusory double can talk and cast spells at medium range for 1 round/level.
- Weird: As phantasmal killer, but affects all within 30'.

Druid Spells

0-Level Druid Spells

- Create Water: Creates 2 gallons/level of pure water.
- Detect Magic: Detects spells and magic items within 60' for 1 minute per level.
- Detect Poison: Detects poison in one creature or object.
- Mending: Makes minor repairs

- Lock, good 80gp
- Lock, simple 20gp
- Magnifying Glass 100gp
- Manacles 15gp
- Mirror, small steel 10gp
- Mug/Tankard, clay 2cp
- Musical Instrument 5gp
- Oil, pint flask 1sp
- Paper (sheet) 4sp
- Parchment (sheet) 2sp
- Pick, miner's 3gp
- Pitcher, clay 2cp
- Piton 1sp
- Pole (10 ft.) 2sp
- Pot, iron 5sp
- Pouch, belt (empty) 1gp
- Ram, portable 10gp
- Rations, trail (per day) 5sp
- Rope, hempen (50 ft.) 1gp
- Rope, silk (50 ft.) 10gp
- Sack (empty) 1sp
- Sealing Wax 1gp
- Sewing Needle 5sp
- Signal Whistle 8sp
- Signet Ring 5gp
- Sledge 1gp
- Soap (per lb.) 5sp
- Spade or Shovel 2gp
- Spellbook, wizard's (blank) 15gp
- Spell Component Pouch 5gp
- Spyglass 1,000gp
- Tent 10gp
- Thieves' Tools 30gp
- Torch 1cp
- Waterskin 1gp
- Whetstone 2cp

Clothing

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

Mounts and Related Gear

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

Spell Lists

Arcane Spells

0-Level Arcane Spells: Cantrips

- Arcane Mark: Inscribe a permanent personal rune (visible or invisible).
- Detect Magic: Detects spells and magic items within 60 ft. for up to 1 min./level or until concentration ends.
- Ghost Sound: Figment sounds for 1 round/level.
- Light: Object shines like a torch for 10 min./level.
- Mage Hand: 5-pound telekinesis. Lasts until concentration ends.
- Prestidigitation: Performs minor tricks for 1 hour.
- Read Magic: Read scrolls and spellbooks for 10 min./level.

1st-Level Arcane Spells

- Feather Fall: Objects or creatures fall slowly for 1 round/level or until landing.
- Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level. Lasts for 1 hour/level.
- Mage Armor: Gives subject +4 armor bonus for 1 hour/level.
- Magic Missile: 1d4+1 damage; +1 missile per two levels above

1st (max 5).

- Sleep: Puts 4 HD of creatures into magical slumber for 1 min./level.
- Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

2nd-Level Arcane Spells

- Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
- Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
- Invisibility: Subject is invisible for 1 min./level or until it attacks.
- Knock: Opens locked or magically sealed door.
- Levitate: Subject moves up and down at your direction for 1 min./level.
- Spider Climb: Grants ability to walk on walls and ceilings for 10 min./level.

3rd-Level Arcane Spells

- Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
- Dispel Magic: Cancels magical spells and effects.
- Fireball: 1d6 damage per level, 20-ft. radius.
- Fly: Subject flies at speed of 60 ft. for 1 min./level.
- Lightning Bolt: Electricity deals 1d6/level damage.

Illusionist Spells

0-Level Illusionist Spells

- Arcane Mark: Inscribe a permanent personal rune (visible or invisible).
- Dancing Lights: Creates torches or other lights for 1 minute.
- Detect Illusion: Detects Illusions in a 60' radius for 1 min./level.
- Ghost Sound: Figment sounds for 1 round/level.
- Prestidigitation: Performs minor tricks for 1 hour.
- Read Magic: Read Scrolls and Spellbooks for 10/min per level.

1st-Level Illusionist Spells

- Charm Person: Makes one person your friend for 1 hour per level.
- Color Spray: Incapacitates creatures within a 15' cone.
- Disguise Self: Changes your appearance for 10 minutes per level.
- Hypnotism: Fascinates 2d4 HD of creatures for 2d4 rounds.
- Silent Image: Creates minor illusion of your design.
- Ventriloquism: Throws voice for 1 minute per level.

2nd-Level Illusionist Spells

- Blur: Caster gains +4 to AC, cannot be Sneak Attacked for 1

min./level.

- Hideous Laughter: Subject loses actions for 1 round/level.
- Hypnotic Pattern: Fascinates 2d4+level HD of creatures for concentration plus 2 rounds.
- Invisibility: Subject is invisible for 1 minute/level or until it attacks.
- Minor Image: As Silent Image plus some sound.
- Mirror Image: Creates 1d4+1 decoys of caster for 1 min./level.

3rd-Level Illusionist Spells

- Daylight: 60' radius of daylight for 10 minute/level.
- Deep Slumber: Puts 10HD of creatures to sleep for 1 minute per level.
- Displacement: Attacks against the subject miss 50% of the time for 1 round/level.
- Invisibility Sphere: Makes everyone within 10' invisible.
- Major Image: As minor image, plus sound, smell, and thermal effects.

4th-Level Illusionist Spells

- Charm Monster: Make one monster believe it is your ally for 1 day/level.
- Confusion: Subjects behave oddly for 1 round/level.
- Invisibility, Greater: As invisibility, but subject can attack and stay invisible.

6th-Level Divine Spells

- Banishment: Banishes 2 HD/level of extraplanar creatures.
- Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
- Harm: Deals 10 points/level damage to target.
- Heal: Cures 10 points/level of damage, all diseases and mental conditions.
- Heroes' Feast: Food for one creature/level cures disease and grants +1 combat bonus for 12 hours. Lasts for 1 hour.
- Quest: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.

7th-Level Divine Spells

- Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
- Destruction: Kills subject and destroys remains.
- Ethereal Jaunt: You become ethereal for 1 round/level.
- Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- Restoration, Greater: As restoration, plus restores all levels and ability scores.
- Resurrection: Fully restores a dead subject from a small portion of the corpse.

8th-Level Divine Spells

- Antimagic Field: Negates magic within 10 ft. for 10 min./level.
- Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.
- Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.
- Discern Location: Reveals exact loc of creat or object.
- Fire Storm: Deals 1d6/level fire damage.
- Holy Aura: +4 to AC, +4 resistance, and SR 25 against evil spells for 1 round/level.

9th-Level Divine Spells

- Astral Projection: Projects you and companions onto Astral Plane.
- Etherealness: Travel to Ethereal Plane with companions for 1 min./level.
- Gate: Connects two planes for travel or summoning. Open for 1 round/level.
- Heal, Mass: As heal, but with several subjects.
- Implosion: Kills one creature/round for 4 rounds or until concentration ends.
- Soul Bind: Traps newly dead soul to prevent resurrection.

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

4th-Level Arcane Spells

- Animate Dead: Creates level X2 HD of undead skeletons or zombies.
- Arcane Eye: Invisible floating eye moves 30 ft./round for 1 min./level.
- Black Tentacles: Tentacles grapple all within 20 ft. spread for 1 round/level.
- Dimension Door: Teleports you short distance.
- Polymorph: Gives one willing subject a new form for 1 min./level.
- Stoneskin: Ignore 10 points of damage per attack. Lasts for 10 min./level or until discharged.

5th-Level Arcane Spells

- Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take STR damage. Lasts for 1 min./level.
- Contact Other Plane: Lets you ask one question of extraplanar entity. Lasts until concentration ends.
- Feeblemind: Subject's MIND score drops to 1.
- Passwall: Creates passage through wood or stone wall for 1 hour/level.
- Permanency: Makes certain

spells permanent.

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

6th-Level Arcane Spells

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

7th-Level Arcane Spells

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

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

8th-Level Arcane Spells

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

9th-Level Arcane Spells

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

Divine Spells

0-Level Divine Spells: Orisons

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

1st-Level Divine Spells

- Bless: Allies gain +1 on attack rolls and communication + MIND checks against fear for 1 min./level.
- Bless Water: Makes holy water.
- Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
- Divine Favor: You gain +1 per three levels on attack and damage rolls for 1 minute.
- Magic Stone: Three stones gain +1 on attack, deal 1d6+1 damage. Lasts for 30 minutes or until discharged.
- Shield of Faith: Aura grants +2 or higher AC bonus for 1 min./level.

2nd-Level Divine Spells

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

3rd-Level Divine Spells

- Create Food and Water: Feeds three humans (or one horse)/level.
- Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
- Prayer: Allies get a +1 bonus on most rolls, enemies take a -1 penalty for 1 round/level.
- Remove Disease: Cures all diseases affecting subject.
- Searing Light: Ray deals 1d8/two levels damage, or 1d8/level against undead.
- Speak with Dead: Corpse answers one question/two levels. Lasts for 1 min./level.

4th-Level Divine Spells

- Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
- Discern Lies: Reveals deliberate falsehoods for 1 round/level or until concentration ends.
- Freedom of Movement: Subject moves normally despite impediments for 10 min./level.
- Neutralize Poison: Immunizes subject against poison for 10 min./level, detoxifies venom in or on subject.
- Restoration: Restores level and ability score drains.
- Tongues: Speak any language for 10 min./level.

5th-Level Divine Spells

- Atonement: Removes burden of misdeeds from subject.
- Commune: Deity answers one yes-or-no question/level. Lasts for 1 round/level
- Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
- Flame Strike: Smite foes with divine fire (1d6/level damage).
- Raise Dead: Restores life to subject who died as long as one day/level ago.
- True Seeing: Lets you see all things as they really are for 1 min./level.