

Donjons Deep and Caverns Old

A supplement for Microlite2020

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BASIC INFORMATION

This is version **v1.1** of DD&CO. This mainly fixes some typographical errors and such.

Welcome! This is a free supplement for Microlite 2020 by the very great cool man **Randall S. Stukey** (he is cool). This supplement includes:

- **New Classes and Ancestries:** All new classes and ancestries are on the start of the book for easy reference. The new classes include the **Bard, Pugilist, Investigator, Accursed, Witch, Artificer** and **Shaman**. The new ancestries include the **Goblin, Half-Orc, Kobold, Half-Dragón** and **Lizardling**.
- **Animal Companions** for the Shaman and Witch.
- **Magic Items** for Artificers to craft and other player characters to find or buy.
- **NPC plugins** to add to your monsters and NPCs.
- **And more!**

I hope you have a fantastic time with this supplement that I made. It is no more than a passion project, but damn it, it's more than worth it.

NOTE: This supplement should work with MicroLite20 (the “parent game” of MicroLite2020), with some minor modifications of course.

CHARACTER CREATION OPTIONS

Classes

The new classes provide a plethora of options that were noticeably missing from the base game (unless you used feats or such, and to be honest i'm not too big on feats). A few things are worth clarifying, though.

- **Combat Abilities** lists the CB, ability to dual wield, and ability to use finesse of a class.

Bard - Can use shields and up to medium armor. +1 to MIND and DEX stats.

Class Abilities: *Bardic Song*, *Counterspell*, *Arcane Spellcasting*

Combat Abilities: As those of a Rogue.

Pugilist - Cannot use armor or shields. +2 to STR stat.

Class Abilities: *Cleave*, *Unarmored Resistance*, *Hammer Arm*

Combat Abilities: As those of a Cleric, but CB = Level.

Investigator - Cannot use armor or shields. +2 to MIND stat.

Class Abilities: *Connections*, *Skilled*, *Right Tool for the Job*

Combat Abilities: As those of a Mage.

Accursed - Can use light armor. +2 to MIND stat.

Class Abilities: *Hex*, *Will-o-Wisp familiar*, *Divine Spellcasting*

Combat Abilities: As those of a Mage.

Witch - Cannot use armor or shields. +2 to MIND stat.

Class Abilities: *Pact that Binds*, *Animal Companion*, *Arcane Spellcasting*

Combat Abilities: As those of a Mage.

Artificer - Can use all armor and shields. +1 to MIND and STR stats.

Class Abilities: *Item Craft*, *Quick Alchemy*, *Minor Magic*

Combat Abilities: As those of a Rogue.

Shaman - Can use all armor and shields, as long as it lacks any metal. +2 to MIND stat.

Class Abilities: *Animal Companion*, *Counterspell*, *Divine Spellcasting*

Combat Abilities: As those of a Rogue.

CLASS ABILITIES

Bardic Song: Once per session, spend your turn in combat to give an ally a bonus equal to half your level in a skill check. This increases to twice per session at levels 6, 12, 18... and so on.

Counterspell: When someone targets you or one of your allies with a spell, you can spend an amount of HP equal to the amount required to cast it, and then negate the spell.

Unarmored Resistance: You add your STR modifier to your AC.

Hammer Arm: Your unarmed attacks deal damage according to the following table:

Level	1	2-5	6-10	11-15	16-20	21+
Damage	1d6	1d8	1d10	1d12	2d8	1d20

Skilled: You have 2 extra background points per level.

Right Tool for the Job: An amount of times per session equal to your MIND modifier, you can pull some item out of your pockets to fix the situation. If the GM catches you abusing this, you pull out a bomb instead. It explodes on your face, dealing 1d3 damage.

Hex: You can spend 5 HP on a Hex. Hex deals 1d4 damage to a target and can't be avoided. This increases by 1d4 when you reach levels 3, 6, 9, 12, 15... and so on.

Will-o-Wisp familiar: You have a Will-o-Wisp familiar. It lights up dark places for you, can pick up small, light objects if you command it to do so, and gives underground creatures that attack you a -1 penalty. It speaks all languages you know.

Pact that Binds: You are in a strict contract that gives you occult powers. If you follow your pact, you gain your Pact Blessing for the rest of the session. If you deliberately break it, you gain your Pact Curse for the rest of the session. These cancel each other out. Your pact and the details of it can be whatever you want, as long as the GM approves.

Animal Companion: You have an Animal Companion. A Witch with this feature can only use it to obtain a small animal as their companion, but any other class with this feature can get any animal the size of an adult bear or smaller.

Item Craft: Each level up (and at the start of the game), you can make weapons, armor or magic items with a cost equal to 50 GP x your level.

Quick Alchemy: You can make an alchemical item of a tier equal to your level during your turn in combat, but you still can attack. Making both means you can't attack. You can do this an amount of times per session equal to your MIND stat modifier.

ANIMAL COMPANIONS

Animal companions can be obtained via a class feature (Witch and Shaman) or via taming a wild animal.

Taming a wild animal: To do this, you have to make 3 Mind checks against the animal's HP. If two or more succeed, the animal is fully tamed. If one succeeds, the animal is dire but tamed. It cannot be healed via magic due to its behavior. If none succeeds, the animal escapes.

Benefits: An animal companion can attack in your turn without using it up, but only once per turn, and your main attack gets a -2 penalty.

An animal companion gives you a +1 on checks to track things, as well.

Levels and Death: If you have your animal companion as a class feature, and you reach level 3, the animal obtains a level in either Pugilist or Mage. Each 3 levels you obtain

thereafter level up the animal companion once in it's selected class.

If an animal companion dies in battle, and it is one of your class features, it can be resurrected with a 3-hour ritual of bond and 50 GP for each level the companion has.

Familiars: Familiars work the same as an animal companion, except they don't have to be animals, they have to be small, and they have to level up in the Mage class.

ANCESTRIES

Ancestries included provide a plethora of options. These are:

Goblin: Animal Killer, Worg Rider, Swamp Scout, Wild Mage, Shroom Expert

Half-Orc: Gang Leader, Brute, Tribe Leader's Descent, Giant-Sword Wielder, Herbalist

Kobold: Tribal Druid, Trap Setter, Tunnel Scout, Dragonblood Noble, Big Creature Killer

Half-Dragon: Hoarder, Dungeon Scout, Eloquent Aristocrat, Pyromancer, Ancient Loremaster

Lizardling: Komodo Dragón Rider, Desert Scout, Merchant, Astral Magus, Chosen by the Council

ITEMS

Items are an essential part of every character. So here are more of them, courtesy of myself.

If one of these items feels out of place, feel free to exclude it from your games. It doesn't really matter, does it?

FIREARMS

Firearms are special ranged weapons, with an additional rule that regular ranged weapons do not have.

Misfire: If you roll these numbers on an attack roll, the firearm misfires, and you can no longer use it for the rest of the encounter.

Firearms, One Handed

Weapon	Cost (GP)	Damage	Range (ft.)	Misfire
Flintlock Pistol	100	1d6	60	1-2
Pistol, Pocket	120	1d6	20	1
Pepperbox	120	1d8	20	1-2
Derringer, Single	100	1d4	60	1
Derringer, Double	100	2d4	60	1-3

Firearms, Two Handed

Weapon	Cost (GP)	Damage	Range (ft.)	Misfire
Musket	200	1d12	60	1-2
Blunderbuss	220	1d12	20	1
Dwarven Artillery Rifle	250	2d8	10	1-2
Goblin Scrapshot	200	1d10	60	1

Dwarven Artillery Rifle: A long weapon, much like a musket, with 2 large adamantine barrels, it doesn't use projectiles, but instead enormous supplies of gunpowder, to create and funnel an explosion. The main damage is dealt up-close instead of afar.

Goblin Scrapshot: A bamboo cane, filled with gunpowder and pieces of miscellaneous metals, it fires a sharp attack at long distances. It is mostly used to hunt horses, the natural enemy of goblins. If aimed at a horse's legs, it can knock it to the ground, so it is effective against cavalry.

SPECIAL MATERIALS

The following materials are additions you can add to any weapon or armor. Only one material can be added at a time.

A thing to keep in mind, however, is that when a rule calls for "Attribute", it means AC if the item is armor or Damage if the item is a weapon. Also, you can apply these to Brass Knuckles (base cost 5 GP) to add the effect to your unarmed attacks.

Adamantine: Increases Attribute by 1. Cost: +70 GP.

Mithril: Increases AC by 2. Cost: +270 GP.

Bloodmetal: Increases CB by 1. Cost: +85 GP.

Silver Coat: *Weapon Only.* Some creatures can only be hit with Silver weapons. Cost: +85 GP.

Wood: Decreases Attribute by 1. Cost: Half.

Spiritwood: Decreases Attribute by 1. Casting spells requires 1 less HP while this is equipped. This *can* make a spell cost 0 HP to cast, but it cannot reduce it further than that. Cost: +70 GP.

MAGIC ATTRIBUTES

Similar to special materials, you can only have one magic attribute at once, with the exception of +x attributes (+1, +2 and +3) which can be stacked on top of any other weapon.

+1: Increases Attribute by 1. Cost: +70 GP.

+2: Increases Attribute by 2. Cost: +270 GP.

+3: Increases Attribute by 3. Cost: +675 GP.

Holy: *Weapon Only.* If hitting an ally, heals them for the amount of damage dealt. Cost: +100 GP.

Cursed: Increases Attribute by 3 against Divine spellcasters. Cost: +85 GP.

Flaming: *Weapon Only.* Increases Damage by 1d3. Cost: +270 GP.

Antimagic: When someone casts a spell on you, roll a MIND check (DC 17). On a success, negate the spell's effect. You can choose to fail the check willingly. Various pieces of Antimagic equipment do not stack. Cost: +270 GP.

Feather: *Weapon Only.* You gain no penalty from dual wielding with this weapon. If you can't dual wield weapons, you can, with the normal penalties applied. Cost: +70 GP.

Tough: *Armor Only.* Reduces damage taken from all sources by 1. Cost: +270 GP.

Majestic: *Armor Only.* Gives you a +5 to diplomacy-related MIND checks. Cost: +350 GP.

ALCHEMICAL ITEMS

These items are meant for artificers or high-level play. Use responsibly.

Note: Tier 1 items are meant for PCs of levels 1-4, tier 2 items are meant for PCs of levels 5-8, and so on.

Weapon	Cost (gp)	Damag e	Rang e	Healin g
Alchemical Fire (Tier Y)	Y x 5	Yd8	30 ft.	-
Potion of Healing (Tier Y)	Y x 5	-	10 ft.	Y WP
Frost Vial (Tier Y)	Y x 5	Yd10	10 ft.	-
Healing Dart (Tier Y)	Y x 5	-	Y x 10 ft.	1 WP
Tanglefoot Bag (Tier Y)	Y x 5	Yd4	70 ft.	-
Healing Injection	Y x 5	-	1 ft.	Y x 2 WP

OTHER

This is not over yet! There are still variant classes and NPC plugins to cover.

This section is bundled all into one because i really wanted to save space.

VARIANT CLASSES

Variant classes replace one class ability with another class ability in order to create unusual combinations.

All variant classes that learn spellcasting as a feature unique to the variant (i.e. spellsword) have half the MCB of a regular caster.

Paladin: Replace Fighter's Favored Weapon with Smite.

Hunter: Replace Fighter's Favored Weapon with Animal Companion.

Spellsword: Replace Fighter's Martial Ability with Arcane Spellcasting.

Warpriest: Replace Fighter's Martial Ability with Divine Spellcasting.

Spellthief: Replace Rogue's Sneak Attack with Arcane Spellcasting.

Swashbuckler: Replace Rogue's Connections with Cleave.

Avenger: Replace Rogue's Sneak Attack with Smite.

Loremaster: Replace Mage's Arcane Spellcasting with Connections and Skilled.

Druid: Replace Cleric's Smite with Animal Companion.

Oracle: Replace Cleric's Smite with Sneak Attack.

NPC PLUGINS

NPC plugins can be attached (or "plugged in") to any of your NPCs to give them an extra flair. These increase the Encounter Level accordingly.

Low-Level Caster: The NPC knows three 0-level spells and one 1st level spell. (EL +1).

Mid-Level Caster: The NPC knows three spells of every level up to 3rd. (EL +4)

High-Level Caster: The NPC knows four spells of every level up to 6th. (EL +9)

Expert Craftsman: The NPC automatically succeeds on rolls to make simple items related to their craft (example: a blacksmith making a sword) and gets a +5 to every roll they make to craft a complex item they know about.
Sidenote: They probably have 1 or 2 personal guards due to their expert status. (EL +1)

Undead: The NPC takes half the amount of damage from non-silvered weapons and weapons that are not affected by Smite. The NPC cannot be healed. (EL +2)

Demonic: The NPC is immune to non-silvered weapons and fire. (EL +7)

Possessed: The NPC is immune to non-magical weapons while it has more than half of it's health. (EL +10)

Crippled: The NPC rolls 1d20 at the start of its turns. On a 1, it loses its turn. (EL -1)

Noble: The NPC has around 20-40 guards, depending on their status, at all times. These guards are at the very least EL 3 each. (EL +10)

Aristocrat: The NPC has around 3 guards at all times. These guards are around EL 3. (EL +2)

Beastmaster: The NPC has one or more animal companions. (EL +2)

Judge's Resilience: The NPC can't be bribed. Attempts at doing so will result in anger, frustration, and/or rage. (EL +1)