

Microlite20 Expert Rules

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

Races

Gnomes get +1 to DEX, +1 to MIND

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

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

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

Classes

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

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

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

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

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

Skills

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

Heroism

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

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

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

Magic

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

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

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

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

More To Come...

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

Microlite20 Expert Rules is by Al Krombach aka Grimstaff!

Microlite20 Illusionist Spells

0-Level Illusionist Spells

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

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

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

Ghost Sound: Figment sounds for 1 round/level.

Prestidigitation: Performs minor tricks for 1 hour.

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

1st-Level:

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:

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

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

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

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

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

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

3rd Level:

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.

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

4th Level:

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

Confusion: Subjects behave oddly for 1 round/level.

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

Minor Creation: Create one cloth or wood object.

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

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

5th Level 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 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 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'.

Microlite20 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 on an object.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws for 1 minute.

1st Level Druid Spells

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

2nd Level Druid Spells

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

3rd Level Druid Spells

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

4th Level Druid Spells

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

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

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

Reincarnate: Brings dead subject back in random body.

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

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

5th Level Druid Spells

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

6th Level Druid Spells

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

7th Level Druid Spells

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