Microlite74

3d6 Edition

Version 1.0 (Tablet Digest Free Edition)

OGL Rules for Tabletop Fantasy Roleplaying Campaigns with Old School (0e) Flair

Microlite74 3d6 Edition

Version 1.0 Tablet Digest Free Version

Copyright © 2008, 2009, 2010, 2011, 2016, 2017 Randall S Stukey
All art is by John D. Batten and is in the public domain.

Microlite74 is dedicated to the memory of those who gave us the first roleplaying games and campaigns:
Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw.

Table of Contents

Introduction....1
- What is a Role-Playing Game? 2
- How Do You Play? 3
- What is “Old School” Play?....4
- Styles of “Old School” Play....7
- 3d6 vs D20....10

Character Creation....12
- Attributes....12
- Races....13
- Classes....13
- Background....13
- Basic Adventuring Abilities 14
- Languages....14

Playing The Game 15
- Action Rolls....16
- Saving Throws....17
- Magic 17
- Hit Points and Healing 18
- Combat 19
- Hirelings....22
- Monsters....22
- Level Advancement....23
- Equipment....25
- Optional Rules 25

Adventuring 26
- 0e Conventions....26
- Dungeon Exploration 27
- Wilderness Exploration....30
- Ocean Exploration 33

Appendix I: Spell Lists....40
- Arcane (Magic-User) Spells....40
- Divine (Cleric) Spells 44

Appendix II: Monsters 47

Appendix III: Treasure....55

RetroRoleplaying.com Games 57
- Microlite74 Games....57
- Microlite75 Games....57
- Microlite78: First Edition Lite 57
- Microlite81 Games....58
- Other Games 58

Legal Notes 59
- Microlite74 Trademark License....59
- OPEN GAME LICENSE Version 1.0a 59

INTRODUCTION

Microlite74 3D6 Edition is designed to allow the use of old school and OSR materials with simple old school style rules that only use common six-sided dice. The goal of the *Microlite74 3d6 Edition* is to create a 3d6-based game with a similar style and feel to the early versions (“0e” and “B/X”) of the world’s best-known fantasy table top roleplaying game published back in the 1974-1981 era.

Unlike some popular modern table top fantasy roleplaying games, old school games like *Microlite74 3d6 Edition* aren’t about players mastering the game rules and manipulating them to achieve success in the campaign world. Instead old school games are more of a conversation between the players and the Game Master (GM) where the players describe what their characters are trying to in in the game world in “fictional” terms and the GM tells them the requirements and possible/actual consequences of those actions, determining which will sometimes require the players or the GM to roll some dice (usually three sixed dice) to determine the result.

During play, actions and results should be described, as far as possible, in game world descriptions, not in “rules speak”. In fact, it is quite

possible to play a character – and play well -- without ever having read – let alone studied and mastered – these rules. Only the GM needs to really know and understand the rules as the GM uses the rules of the *Microlite74 3d6 Edition* as guidelines for determining the results of the actions players have their characters take in the campaign world.

What is a Role-Playing Game?

Role-playing games have been around since the mid 1970's. When they first started, they had their roots in war-gaming (moving model armies around in simulation of historical battles) and descriptions of roleplaying games would have used those war games, along with such childhood games as "Cops and Robbers" and "Cowboys and Indians" as reference points.

However, now that we're in the second decade of the 21st century, times – and cultural reference points – have changed.

For most people today, the term "role playing game" is usually found abbreviated to "RPG" and is usually preceded by the letters "C" (becoming "CRPG" or "Computer Role Playing Game") or "MMO" (becoming "MMORPG" or "Massively Multiplayer Online Role Playing Game").

In this genre of computer games, the player takes on the role of a character in an ongoing storyline – usually the main protagonist of the story. The game consists of trying to get the story to progress towards its climax, often involving combat and problem solving.

Table-top role-playing games like *Microlite74 3d6 Edition* have a similar basis, except that the game is controlled by a human Game Master rather than by a computer, and rather than the action taking place on a computer screen the action takes place in the imaginations of the players.

While this may sound like a step backwards at first glance, it is much more flexible and adaptable. On a CRPG, you are limited to telling the single story that the game designers wrote. You can't go "off the map". In a tabletop role-playing game, however, you are not limited to fixed stories. The Game Master and the players can between them create an infinite number of stories, limited only by their imaginations. The Game Master can create whatever scenarios and situations they want to, and the players are not constrained to only doing what has been anticipated.

If they want their characters to do something, they don't have to simply hope that some designer wrote it into the game. They simply tell the

Game Master what their character is trying to do and the Game Master can improvise in a way that a computer never could (although the rules and guidelines in this book cover most common situations so that they can be handled in a consistent manner).

The other main difference between a table-top role-playing game and a CRPG is the social aspect. Although many CRPGs allow the player to control a whole party of characters rather than just a single one, they are still largely solitary affairs. Table-top roleplaying games are generally designed for groups of players to play together and *Microlite74* games are no exception. Although it can be played with only a single player and a Game Master, it plays best with 3-8 players playing together, each controlling a single character. Interaction between the characters controlled by the different players, as well as non-scripted interaction between the characters controlled by players and characters controlled by the Game Master, is one of the chief elements of a table-top role-playing game.

How Do You Play?

Before starting, one person will decide to be the Game Master. That person is responsible for establishing a setting for the game (either creating their own or using a published one). The other players create characters that live in that setting. The characters have a set of abilities which represent their capabilities; for example, how strong they are or what sort of magic they are capable of using.

Then, normal play consists of the Game Master describing the situation that the characters find themselves in, and the players responding by telling the Game Master what their characters are doing.

In many situations, this is all that is required, but to provide structure and consistency to the game, this book provides rules covering what characters can do in various situations.

Additionally, many situations involve random factors, where a character has a chance of successfully doing something (which may vary depending on their abilities) rather than being automatically successful or relying on the Game Master's whim; for example, when fighting with monsters.

In these situations, the rules tell you which type of dice to roll and how to interpret the results.

What is “Old School” Play?

Most versions *Microlite74* are designed using tried and true “D20” systems filtered through the Microlite20 rules. The *Microlite74 3d6 Edition*, however, replaces the D20 system with a 3d6 system which allows 0e-like play with only standard six-sided dice. All *Microlite74* games are designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This section will give a brief overview of “old school” play.

There are two major styles of roleplaying games. The first (and older) style says “Here is the situation. Pretend you are there as your character, what do you want to do?” This style has been superseded over the years with a style that says “Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character’s skills and abilities and the rules to solve the situation?” Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

Heroic, not Superheroic: Old school play, especially at low to middle character levels, is about fairly normal people put in situations where they can be heroes, not about extraordinary people doing things that would make a four-color comic book superhero proud – and at first level yet. Just like in the real world, the more a character improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level the more effort and time (and XP) it takes to advance to the next level.

Achievement, not Advancement. Many modern games are often all about what special feats, extra classes and special game mechanics the players wish to obtain for their characters as they increase in level. In old school games, a character’s abilities are generally predetermined by his character class, so old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of character success.

No Skills: Unlike in most modern RPGs, there aren’t any skills in Microlite74 3d6 Edition -- not even the streamlined four skills of Microlite20. Players are intended to have their characters act like adventurers. So, don’t search your character sheet or the rules for the

perfect solution in *Microlite74 3d6 Edition*. Instead, you just tell the GM what your character is trying to do. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might tell the GM your character is using a spike to keep the door open or closed. A ten-foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

Limited Magic Items: Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale (and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create – often requiring rare ingredients that the characters must quest to find. Therefore, characters are usually limited to the magic items they find in treasures or take from defeated enemies on adventures.

No Assumption of "Game Balance": Old style game sessions aren't about carefully balanced characters (who are all able to shine equally at all times) who only run into situations carefully designed by the GM to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party's current abilities or which will waste the party's resources for little gain can be avoided. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. *Microlite20* avoids

this by having a fast-playing abstract combat system. *Microlite74* games take this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience – and monsters don't have to be killed to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. "Reality/Common Sense" as interpreted by the GM always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don't have a top and bottom (so prone penalties make no sense) and a 10 foot cube can't fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game like *Microlite74 3d6 Edition*, the GM ignores the rule because it makes no sense in the specific situation.

Forget "Rules Mastery": As some of the above differences have hinted, player skill in "old school" style games isn't about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. *Microlite20* is designed to be rules light and *Microlite74* games try to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. GM rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll (terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the GM. They are just guidelines for the GM, not something written in stone that the GM must obey. If something herein does not work right in your campaign (or the GM just does not like a rule), the GM is well within his

right to change it. *Microlite74 3d6 Edition* is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

No Script Immunity: In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon's hoard.

Not Mentioned does not mean Prohibited: Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn't make much sense given that no set of rules could ever cover everything that characters might attempt to do in an adventure, it seems to be a very common way to view RPG rules. In an old school game like *Microlite74 3d6 Edition*, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the GM to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their GM instead of simply assuming it is prohibited because the rules do not mention it.

Styles of "Old School" Play

If you read some "old school" blogs, forums, and web sites, you might get the impression that there is only one "old school'" style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old "Tomb of Horrors" module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and make it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as "Killer GMs" (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor's Hammer to knock him out. Then I cut off his head with my vorpal blade.") There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This is probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure. Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

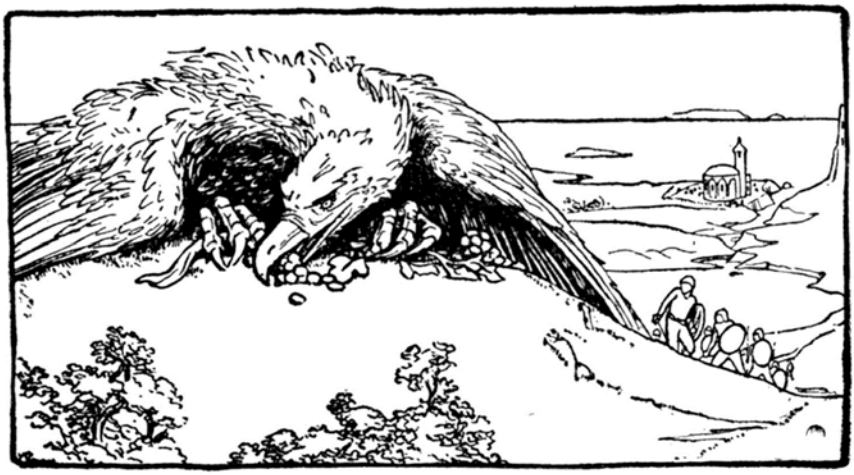
Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investment made in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" be having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has

a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more that single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article “Aspects of Adventure Gaming” in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn’t the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of “old school” play back in the “old school” days – not just the single style stressed in some “old school” blogs, forums, and web sites. Don’t let those sites make you believe that you aren’t playing old school right if your campaign isn’t strongly in the wargaming camp. Most successful campaigns back in “old school” days were a mixture of all four major styles – and a heaping helping of minor styles.



3d6 vs D20

In 0e and other versions of the world's most popular tabletop fantasy roleplaying game, a twenty-sided die (a D20) is used – most of the time – to determine the success of actions in the game. The Microlite74 3d6 Edition uses three standard six-sided dice (3d6) to determine the success or failure of most actions in the game. This makes pick-up games much easier as most people are more likely to have six-sided dice around the house than D20s (and other non-standard dice used in many RPGs). This does change the odds of rolling numbers however. Each of the 20 numbers on a D20 has a 5% chance of coming up, while the odds of rolling a given number on 3d6 vary with the number.

Die Roll	Percent Chance
3	0.46%
4	1.39%
5	2.78%
6	4.63%
7	6.94%
8	9.72%
9	11.57%
10	12.50%
11	12.50%
12	11.57%
13	9.72%
14	6.94%
15	4.63%
16	2.78%
17	1.39%
18	0.46%

This means the odds of success will be different when using 3d6 in place of a D20. The rules of the *Microlite74 3d6 Edition* have been adjusted to take this into account. However, while the overall feel of the game (that is, what characters at a given level are capable of doing) is approximately the same as the D20 version, specific rolls will still feel different. Even more so because this edition introduces the concept of partial success. Many rolls will not simply be binary success or failure. They include a third possibility: partial success. What this means depends on the case, of course. In combat, it generally means the character does half of his or her usual damage. If one were picking a lock, it might mean that it took much longer than normal to do so or that you got the lock open but broke your lockpick in the process. If the meaning of partial success is not obvious, your GM will tell you what happened.

J.D.B.

Character Creation

Attributes

There are 6 attributes: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHR).

Strength is used for feats of physical might and violence. Dexterity covers coordination, aim, and agility. Constitution measures the ability to endure the elements, fatigue, or toxic effects. Intelligence determines reasoning ability, general knowledge, and magical ability. Wisdom is a measure of common sense and willpower. Charisma determines how personable and convincing you are.

Roll 3d6, total the 3 dice and allocate to one of the attributes. Repeat for remaining stats. Each stat has an associated Stat Bonus determined from the table below:

Attribute	Bonus
3-4	-1
5-15	+0
16-17	+1
18	+2

Races

Unless the GM states otherwise, characters may either be human or one of the three demi-human races (dwarf, elf, halfling). Most differences are in appearance and culture, however, some rules in the Adventuring section vary by race.

Classes

The standard classes are Fighter, Magic-User, Cleric. Characters begin at Level 1 unless the GM decides to start characters at a higher level. The highest level a character can reach is Level 10. Players should select a class for their character.

Fighters may use any type of armor or weapon and may use shields. Combat Bonus is (level/2, round up) + 1. Fighters are also trained to have a commanding presence that inspires confidence in those they command in battle. Fighters add their Combat Bonus to their damage rolls. Hit Points = 8 + (1d6+2 per Level).

Magic-Users wear no armor and can only use daggers or staves as weapons. Combat Bonus is level/4, round up. They cast arcane spells. Magic-Users also have knowledge of legends and long-forgotten lore. Hit Points = 4 + (1d6 per Level).

Clerics can wear light or medium armor and use shields, but cannot used edged weapons. Combat Bonus is level/3, round up. They cast divine spells and can turn undead. They are also knowledge in mythology and theology. Hit Points = 6 + (1d6+1 per Level).

Background

Characters should select, with the approval of the GM, a background that represents their race, culture, and their previous (non-adventuring) training/experience. The selection of a character’s background is as important as the selection of a class as a character’s background gives the character a broad base of skills and knowledge.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an “Human (Holy Panamon Imperium) Engineer” background should have a much better chance of damming a creek or building a bridge over it than a character with a “Courtier” background – and an even better chance if that creek is in the territory of the Holy Panamon Imperium where the character knows more about the terrain and likely has contacts who could help.

Races and cultures are generally limited to those the GM has defined for the campaign.

For the prior training/experience part of a character's background, anything that fits the campaign setting may be selected. For example: A few possibilities include: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, desert nomad, goblin exterminator, hunted outlaw, knight errant, priest, refugee, scout, shaman, shepherd, soldier, spy, temple acolyte, thief, torturer, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, poet, and so on. This part of a character's background need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

Players should discuss their background ideas with their GM to both to be sure it will be a good fit for both the campaign setting and the group's play style as well as to be sure the player and the GM are both on the same general page as to what skills and knowledge the background provides the character. For example, if a player picked a "knight" background, the GM might be thinking "knight of the round table" while the player is thinking "knight templar."

Basic Adventuring Abilities

Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and have a rough idea of the value of common coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

Languages

All character races speak common. Other intelligent beings speak their own languages (20% chance of also speaking common). Beings with a MIND over 10 may speak one additional language per point of MIND over 10 (these are in addition to any languages known by race).

PLAYING THE GAME

Playing Microlite74 3d6 Edition RPG is a conversation between the players and the GM. The GM with describe what the characters see (smell, hear, etc.) and the players will describe what their characters want to do. The GM will decide the results of those character actions based on the character's abilities and the specific situation. In cases where the most likely result is not clear to the GM, the GM will call for the player to make an action roll to determine the result. The player always has the option to choose a different course of action rather than risk the die roll. (The GM will also make such rolls for NPCs and monsters when necessary.) Once an action is resolved, the conversation continues.

Action Rolls

When the GM calls for an action die roll the GM will specify the attribute modifier than applies as well as any specific modifiers that may apply. To determine whether the result of the action attempt roll 3d6 and add the specified attribute modifier and any situation modifiers to the total of the three dice. (The GM will tell you some of the possible consequences before you roll, so you can decide if it's worth the risk or if you want to revise your action.)

- **A natural roll of 3 that would fail even with all modifiers** is a fumble (optional). The action is not successful and things went so poorly that there is some extra cost, compromise, retribution, harm, etc. set by the GM.

- **A total of 9 or less** is a miss. Things don't go well and the action is not successful.

- **A total of 10-13** is a partial success. Either the action is only partially successful or is fully successful but with some extra cost, compromise, retribution, harm, etc. set by the GM.

- **A total of 14-17 is a success**: The action succeeds with no complications.

- **A total of 18 or more** is a full success. The action is very successful and gives some minor extra benefit or advantage determined by the GM.

- **A natural roll of 18 that would succeed even with all modifiers** is a critical success (optional). The action successful and provides some major extra benefit or advantage determined by the GM.

Fumbles and critical successes are optional results and may not be used all campaigns. The GM will decide whether these optional results will be used in the campaign.

The following modifiers are often applicable to action rolls.

Proficiency Modifier: add (Level/2, round up) if the action is directly related to the character's class and/or background.

Difficulty Modifier: subtract 1 to 5 if the action is more difficult (either inherently or due to circumstances) than average.

Other modifiers, both negative and positive, will be set by the GM as determined by the specific situation.

Saving Throws

Saving Throws are a final chance to try to avoid (or minimize) negative results that are not a result of a failed action. For example, a character hit by dragon fire or has an undetected pit open under her might be allowed a saving throw to partially escape from the situation. To make a saving throw roll 3d6, add attribute bonus specified by the GM, the character's level/2 (round up), and any situational modifiers given by the GM. A result of 18 or higher is a success. A success means the character manages to escape the situation or takes reduced damage. Saving Throws are a last chance to save a character from a situation that he or she really should have avoided.

Magic

Magic-using characters can cast any spell from their respective spell list with a spell level equal or below 1/2 their class level, rounded up. A Magic-User starts with Read Magic and 1d2 additional first levels spells in his spell book (which must be approved by the GM) and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. Clerics do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

A Magic-User or Cleric can memorize a number of spells equal to his level at one time. A Magic-User requires his spell book and one hour of time to change the spells he has memorized. Clerics simply need one hour of quiet meditation to change their spell selection.

Casting a spell requires an action roll with special modifiers. A magic-user adds his INT Bonus to the roll while a cleric adds her WIS Bonus to the roll. Both add their level/2 (round up) to the roll and subtract the level of the spell they are trying to cast from the roll. If the caster is hit in combat during the round before his turn to act, subtract 5 from the roll. The results of the roll are as follows:

- **A total of 3 or less** means the spell casting was not successful and the spell fades from the caster's mind and cannot be cast again until the caster has memorized it again.

- **A total of 9 or less** means the spell casting was not successful.

- **A total of 10-13** means the spell casting was successful, but the spell fades from the caster's mind and cannot be cast again until the caster has memorized it again.

- **A total of 14-17** means the spell casting was successful and the spell remains in the caste's memory (and can be cast again in the future).

- **A total of 18 or more** means the spell casting was very successful. The spell remains in the caster's memory. The caster has the choice of one of the following effects:
    - The range of the spell is doubled.
    - The duration of the spell is doubled.
    - The effects of the spell are doubled (for example, the number of dice of damage or its area of effect).
    - Any saves versus the spell (or future attempts to dispel it) are made at -(caster's level/2, round up).

Hit Points and Healing

Hit Points (HP): Hit Points represent stamina, luck, minor cuts and scrapes, etc. When a character takes damage, the points of damage are deducted from Hit Points. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduce Body Points. Optional: To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

Body Points (BP): All characters have 10 Body Points. If Body Points reach 0, the character is dead. Each point of body damage a character has suffered gives a -1 to all 3d6 attack, action, saving, and similar rolls).

Recovering Hit Points: All characters recover all hit points after six hours of total rest. If a character has lost Body Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

Healing Body Point Damage: Body points lost recover at a rate equal to the character's CON Bonus (minimum of 1 point regained) per full day of rest. If a character with up to 50% Body Point damage (up to 10 points of BP damage if base 20 BP is used) performs more than very light activity or careful travel during a day, he has a 50% chance of losing an additional body point. If a character with more 50% of Body Point damaged (11 or more points of BP damage if base 20 BP is used) does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional body point.

Bleeding (optional): A character who has been reduced to 0 hit points by weapon or other trauma-related damage will eventually bleed out and die if their wounds are not bound. A bleeding character must make a CON Save every minute or suffer one body point of additional damage. Binding wounds takes 1 minute per point of body damage taken, but no further bleeding rolls are needed (including while the wounds are being bound). Any healing spell cast on a bleeding character will effectively stop the bleeding.

Healing Magic (Optional): Healing magic is not instantaneous, 1 body point will be cured per 10 minutes of rest after the spell is cast (up to the maximum the spell will cure), if the rest in interrupted any remaining points of healing are lost.

Second Wind (Optional): Once per day, characters may regain 20% of their total hit points (round up) by resting in a safe place for an hour while eating a meal. This amount is reduced by 2 hp per point of body damage (to a minimum of 0 hp recovered).

Monster Body Points (Optional): If the GM does not mind the added complexity, monsters may have Body Points as well. A monster's Body Points are equal to twice the number of hit dice the monster has. This option is not recommended.

Combat

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round. If

attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. A side cannot be surprised if it is aware of the other.

Initiative: Each side rolls a d6 (reroll ties). High roll wins initiative. 1) Side that lost initiative declares actions. 2) Side that won initiative declares actions. 3) Side that won initiative acts. 4) Side that lost initiative acts. 5) Any bookkeeping is done.

Actions: Combat is very abstract. Each combat round lasts a minute and includes a lot of jockeying for position, feints, etc. The “hit roll” determines if any damaging blows were delivered during the round. Everyone can move and do one thing each round (attack, cast a spell, etc.). Drawing a weapon, speaking or similar activities are “free” and do not count as an action.

Attack Rolls: Add the attacker’s Combat Bonus to a 3d6 action roll (STR based for melee, DEX based for ranged) then subtract the defenders Armor Class. The GM may also apply additional modifiers to the die roll based on the specific situation.

- **A natural roll of 3 that would fail even with all modifiers** is a fumble (optional). The attack misses and the attacker suffers some minor penalty determined by the GM. (Example penalties: drop weapon, attackers get a +2 hit bonus against the character until his next action, etc.)

- **A total of 9 or less** is a miss. The attack misses.

- **A total of 10-13** is a partial success. The attack scores a glancing blow for 50% damage (round down).

- **A total of 14-17** is a success. The attack scores normal damage.

- **A total of 18 or more** is a full success. The damage die is not rolled, instead the attack scores the maximum damage possible (e.g. if the damage die is a 1d6, the attack does 6 points of damage).

- **A natural roll of 18 that would succeed even with all modifiers** is a critical success (optional). The attack scores the maximum damage possible and the defender suffers an additional effect determined by the GM (e.g. double damage, disarmed, pushed back, knocked prone, etc.)

Armor Class (AC) = Higher of Armor Bonus or DEX Bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +1, Medium Armor (e.g. Chainmail) +2, Heavy Armor (e.g. Plate) +3; a shield adds +1.

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, take a -1. If it's farther out than that, the GM will assign a -2 to -5 penalty to hit, depending on his judgment of how far away the target is.

Cover: Characters behind an object gain +1 to +5 to their AC against ranged attacks, depending on the extent of the cover (light cover = +1 to nearly complete = +5). In some situations, the GM may allow half this AC bonus to apply to saves.

Damage: All weapons do 1d6 damage (plus STR bonus, but always do at least 1 point of damage). Fighters also add their Combat Bonus bonus to the result.

Turn Undead: A Cleric can use her action to turn undead by forcefully presented the holy symbol of his religion. Roll 1d6 + (Cleric Level – Undead HD). A roll of 5+ is successful and turns 2d6 of the undead. If success would be automatic due to the modifiers, 2d6 of the undead are outright destroyed. Optional: This can only be used (2 + Level + WIS bonus) times per day.

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster’s intelligence. Monsters are assigned a Morale Rating (from 2 to 12, with 2 being a complete coward and 12 being totally fearless) to help the GM make these decisions. If the GM wishes, he may simply roll 2d6 and have the monsters break off combat if the number rolled is greater than the monster’s Morale Rating.

Energy Drain: Certain undead and demonic monsters can drain energy levels from characters. Each energy level drained reduces the character’s level by one, the character may regain the level normally via experience.

Poison: CON save to avoid or for half damage, depending on poison. Effect varies with poison type.

Hirelings

Players may find it useful to have their characters hire bearers to carry light sources into ruins and dungeons (and to carry treasure out) and men-at-arms to aid in combat. In some areas there may be a guild where such people may be found and hired, in other areas characters may have to advertise. Pay must be negotiated and what will be asked will depend on the situation the hirelings think they may get into and the reputation of the characters hiring them.

Bearers have 2 hit points and generally will only fight if cornered and there is no other choice – even then their effective Combat Bonus is -2. They will carry light sources and baggage willingly so long as they are paid, fed, treated well, and not exposed to much mortal danger. Minimum pay: 1 SP/day.

Men-at-Arms will fight but consider being used as a bearer (except of treasure they get a share of) to be beneath them. Green Men-At-Arms have 4 hit points, an effective Combat Bonus of 0 and can use whatever armor and weapons their employers provide. Minimum pay: 5 SP/day plus 1/20 of a share of any non-magical treasure found. Veteran Men-at-Arms have 7 hit points, an effective Combat Bonus of 1 and can use whatever armor and weapons their employers provide. Minimum pay: 1 GP/day and 1/10 a share of any non-magical treasure found. Men-at-Arms will serve willingly as long as they are fed, paid, treated well, and not asked to take unusual risks that their employers are not taking with them.

Monsters

See the monster list in Appendix II or use the monster descriptions in any 0e game (substituting d6 for hit dice and damage if needed). To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d6 per level, magic save = 10 + level, all attack bonuses = level, damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Monster Reactions: Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the CHR bonus (and any other appropriate modifiers) to the roll and consulting this table.

Adjusted Reaction Roll	*Result*
2 or less	Very Unfavorable
3-6	Unfavorable
7	Neutral/Uncertain
8-11	Favorable
12 or more	Very Favorable

Interpretation of the results is left to the GM; however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

Mooks (optional): Sometimes a GM may want to use a large number of monsters but not want to carefully track each one. Mooks are “cannon fodder” monsters that have 1 hit point per hit die, never make a saving throw, and always run away or surrender if the battle is obviously going against them. Any hit from a Fighting Class character will likely kill a mook. Mooks cannot be told at a glance from non-mook monsters. Mooks make excellent minions for powerful leaders as they are very effective against normal people even if they cannot stand long against PCs and NPCs with class levels.

Level Advancement

Characters get Experience Points (XP) when their party defeats monsters. Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.: 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc. Add +1 or +2 XP (GM’s discretion) if the foes have dangerous special abilities.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like. The GM should assign XP depending on the situation (usually from 1 to 5 XP).

Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous

ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic “training,” etc.). A character earns 1 XP for each 100gp so spent.

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials and treasure spent. When the total is equal to your Experience Base x your current level, you've advanced to the next level. Reset the total XP to 0 after advancing. The Experience Base for Humans is 20, while the Experience Base for demi-humans is 25.

When a character gains a level his hit points and combat bonus are recalculated using the class-based formulas given in the Classes section above. Clerics and Magic-Users gain the ability to cast new spell levels at levels 3, 5, 7, and 9 as explained in the Magic section above.

Example: Four newly minted second level adventurers, all humans, have just completed a dungeon adventure. They each need 40 XP to reach third level. Their expedition was extremely successful. They defeated 22 XP worth of monsters and earned 7 XP from traps and other GM specials for a total of 29 XP each. The party’s cleric earned 4 XP for great roleplaying while risking her life to save the party from an angry spirit. The party also found and recovered 2900gp in treasure from the dungeon. That’s 725gp each. The cleric decides to donate the entire sum to her temple, and earn 7 more XP. This gives her 40 XP. She goes up to third level and her XP total is reset to 0. The other party members have 29 XP each.

Equipment

Suggested starting packs for new characters:

Pack A	Pack B	Pack C
backpack	backpack	backpack
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
10 oil flasks	10 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
water skin	water skin	water skin
iron rations for four days	iron rations for four days	iron rations for four days

Finally, add the following, based on your Class:

Fighter: Vial of holy water, medium armor (AC +2), a one-handed weapon + shield, or a two-handed weapon, and 5 gold pieces

Magic-User: Spellbook with all spells known and 5 gold pieces

Cleric: Silver holy symbol, light armor (AC +1), a one-handed weapon + shield, and 5 gold pieces

Optional Rules

The following rules are optional. The GM decides if they will be used.

Encumbrance: Characters can carry twelve (plus STR bonus) items in addition to armor, primary weapon, and possibly a shield; six 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.

Energy Drain: If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

ADVENTURING

0e Conventions

Almost any material you come across for 0e or other early editions of the world's most popular roleplaying game can be used in the *Microlite74 3d6 Edition RPG* with little modification. However, there are some descriptive conventions that 0e used that may need explanation.

Time Conventions: 0e talks about time in terms of rounds (combat rounds) and turns. A round was 1 minute and a turn was 10 minutes.

Movement/Distance Conventions: 0e gave distances in inches. When underground or in buildings or the like, one inch equaled 10 feet. When outdoors, however, one inch was 10 yards. Yes, this meant spell and weapon ranges were greater outdoors than indoors. Normal human movement (when carefully exploring) was 12" per move, with two moves per turn. Carrying too much weight cut this down to 9" or even 6". Running movement was double the above.

Descending Armor Class: 0e and other pre-SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Modern editions use the ascending Armor Class system used in the OGL SRD. Both can be converted to the Bonus Armor Class system used by Microlite74 3d6 Edition using the table below:

Descending AC	Ascending AC	Bonus AC
8 or 9	**10 or 11**	+1
6 or 7	**12 or 13**	+2
4 or 5	**14 or 15**	+3
2 or 3	**16 or 17**	+4
0 or 1	**18 or 19**	+5
-1 or -2	**20 or 21**	+6
-3 or -4	**22 or 23**	+7

Dungeon Exploration

Exploring dungeons is an iconic part of old school roleplaying games. The guidelines in this section will help the GM run adventures in dungeons, castles, caverns, and other “indoor” spaces.

Light: Humans and many other races require a light source (or magical ability) to see in the dark. Torches, lanterns, etc. will produce limited areas of light (generally 20 feet of bright light and a further 10 feet of dim light), but they also make it easy for monsters to see the party coming, making surprise impossible. Torches can be blown out by strong gusts of wind (d6 roll: blown out on a 1 or 2). Lanterns use flasks of oil as fuel, and a lantern can burn continuously on 1 flask of oil for 24 turns (4 hours). Torches burn continuously for 6 turns (1 hour) before burning out. Most monsters living in a dungeon have infravision or some other means of seeing in the dark; however, these methods do not work in the presence of a light source.

Seeing Monsters: Unless surprised, characters will see monsters when they are 2d6 x 10 feet apart. Surprise distance is 1d3 x 10 feet.

Wandering Monsters: The GM should roll 1d6 every 2 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow their orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue if there is less than 120 feet between the two groups. Monsters will only pursue around a corner or through a door on roll of 1 or 2 on a d6 (1 if a secret door is used). Fire will deter many monsters. Food will distract many monsters: unintelligent monsters 90% of the time, semi-intelligent monsters 50% of the time, intelligent monsters 10% of the time. Treasure may also distract monsters: unintelligent monsters 10% of the time, semi-intelligent monsters 50% of the time, and intelligent monsters 90% of the time. All chances may be adjusted by the GM depending on circumstances. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

Rest: One turn in six must be sent in rest or all characters suffer a -1 to all d20 rolls and to damage rolls per rest missed. Time spent searching is not time spent resting.

Doors: Dungeons often have many doors, some secret and others obvious. Many are locked, and a thief will need to attempt to pick locks. However, characters can attempt to break a door down. In this case, the player rolls 1d6. A result of 2 or less means the door has been broken down. Strength adjustments apply, but no matter what the adjustment there must always be a chance of success or failure. Bonuses cannot take the success range above 5 or below 1 on 1d6.

Players will sometimes want their character to listen at a door to hear any noises beyond. Again, the GM rolls 1d6. A roll of 1 results in success, and a roll of 1 or 2 succeeds for demi-humans due to their keen hearing. This attempt may only be made one time at any door by a character. Some creatures, such as undead, do not make noise.

Traps and Trap Detection: A trap will usually spring on a d6 roll of 1 or 2 when a character passes over or by them or otherwise triggers them.

Characters of all classes can search for non-magical traps. All characters except dwarves and thieves can succeed in spotting a trap on a roll of 1 on 1d6. Dwarves succeed on a roll of 1 or 2 on 1d6. Players must declare that their characters are actively looking for traps, and they must be looking in the right place. This roll may only be made once in a particular location, and it takes 1 turn per effort made. Since the GM rolls the dice, the player never knows if the roll failed or if there simply is no trap in the area searched

Secret/Hidden Doors: Secret (and hidden) doors can only be spotted if characters are specifically looking for them. The GM rolls 1d6 when a player declares that his character is looking for secret doors. A result of 1 on 1d6 is a success, except that elves (and half-elves) have better vision and succeed on a roll of 1 or 2 on 1d6. A character can only attempt to look for secret doors once in any given area, and it takes 1 turn. A second attempt cannot be made in the same area. On a roll of 1 on 1d6 an elf or half-elf will notice a secret door even if he is not actively searching for secret doors. Since the GM rolls the dice, the player never knows if the roll failed or if there simply is no door in the area searched.

Unusual Features: Unusual features such as slanting passages, shifting walls and new construction are not generally immediately noticeable. Dwarves, however, will notice these things on a roll of 1 or 2 on a 1d6 if they are actively looking for such features. A dwarf can only attempt to look for unusual features once in any given area, and it takes 1 turn. On a roll of 1 on 1d6 a dwarf will notice unusual features even if he is not actively looking for them. Since the GM rolls the dice, the player never knows if the roll failed or if there simply is no door in the area searched.

Wilderness Exploration

Exploring the wilderness is an iconic part of old school roleplaying games. The guidelines in this section will help the GM run adventures in the great outdoors, whether exploring new lands or simply go from one place to another along well-travelled routes.

Time and Wilderness Movement: The wilderness is not cramped like in a dungeon, and characters can usually see further ahead and not be as wary of obstacles. For this reason, movement is measured in yards rather than feet in the wilderness.

A character that could move 120' per turn in a dungeon can move 120 yards (360') per turn in the wilderness. Further, characters can move, per day, their movement rate divided by 5 in miles per day. So a character that moves at 120 (feet or yards, depending on environment) can move 24 miles in the wilderness per day. It's likely that not all characters will have the same movement, so if they wish to stay together they must move as fast as the slowest character. Also note that the number of miles characters can move in 1 day presented here assumes a clear trail and easy travel. Other conditions will reduce the distance traveled in a day by fractions, as detailed below.

Terrain	*Movement Modifier*
Desert, hills, wooded areas	-1/3
Thick jungle, swamps, mountains	-1/2
Road travel, clear wide trails	+1/2

For example, if characters can travel 24 miles normally, but are following roads, they can travel 36 miles a day (24 + 12). If they are traveling through swampy land, they travel 12 miles (24 – 12) per day. Furthermore, certain kinds of terrain can slow travel at the GM's discretion, such as if the characters have to cross canyons, large rivers, or other formations. In addition to these conditions that can influence travel rates, characters may engage in a forced march. A forced march is a day of hard, tiring travel, but increases travel speed by +1/2. However, the characters must rest for 24 hours after a forced march. Otherwise, during wilderness travel the characters have to rest one day per six days of travel. Weather can also affect travel rates or even prevent safe travel altogether.

Missile weapon and spell ranges are measured in yards in the wilderness also, but note that areas of effect remain the same for spells and other effects.

Unless there is an encounter, the GM will direct players through time in increments of days while traveling in the wilderness. When an encounter occurs, time is measured in rounds. Unlike in labyrinths, wilderness adventures do not often measure time in turns.

Seeing Monsters: Unless surprised, characters will see monsters when they are 4d6 x 10 yards apart. Surprise distance is 1d3 x 10 yards.

Wandering Monsters: The GM should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made at night. If a wandering monster is indicated (roll varies by terrain, see terrain table below), wandering monsters stumble across the party from a random direction and distance. At night, the GM should randomly determine which watch is on duty when the attack is made.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 50% chance monsters faster than the party will catch it (30% chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught by 25%. Monsters will pursue into another hex on the map 50% of the time. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the GM depending on circumstances. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

Becoming Lost: A group travelling off a well-marked trail or road without an accurate map or a knowledgeable guide may become lost. The chance of becoming lost is rolled on a d6 and depends on the type of terrain the party is in (see table below). If lost, the party actually moves in a random direction but believes they have moved in the direction intended.

Terrain Type	***Chance Lost***	***Chance of Encounter***
Plains	1	1
Woods	1-2	1-2
Forest	1-3	1-2
River	1	1-2
Swamp	1-3	1-3
Hills	1	1-2
Mountains	1-2	1-3
Desert	1-3	1-2

Strongholds: Characters may encounter a stronghold during their wilderness travels. If the GM decides the characters pass near a castle or other kind of stronghold, he can roll on the following table to randomly determine how any patrol that spots them might react. These rolls may be modified one way or another if the characters are acting suspicious, or if they are approaching peacefully and potentially with offerings.

Ruler			***Reaction (1D6)***		
Class	**Level**	**Patrol Type**	**Ignore**	**Chase**	**Friendly**
Cleric	4+1d6	Lt mounted, 2d6	1-2	3-4	5-6
Fighter	4+1d6	Hvy mounted, 2d6	1-2	3-5	6
MU	7+1d3	Hvy infantry, 2d6	1-4	5	6

Rations and Foraging: When adventuring in a dungeon, there may be very little available to eat. Characters must take rations with them to cover the extent of time they expect to be away from town. However, they may occasionally kill an edible monster.

When in the wilderness, characters can hunt or scavenge for food. Scavenging for food is an activity that can be accomplished without hindering travel by gathering fruit, nuts, or small animals. For each day of travel while scavenging, roll 1d6. A result of 1 indicates that sufficient food for 1d6 human sized beings has been acquired. Hunting follows the same roll, but succeeds on 1-2, and must be engaged as the sole activity

for a day. No traveling is possible. In addition, there will be one Wandering Monster check, from the table appropriate for the terrain, while the group is hunting.

Characters that go without food and/or water will soon begin to suffer from the effects of starvation and/or dehydration:

Starvation: Characters generally need 2 pounds of food per day. After 2 days without food, a character takes 1d6 damage per additional day without food and no longer heals lost HP.

Dehydration: Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25% of his full HP in damage (and can no longer heal).

Other Hazards
Falling: 1d6 damage per 10 feet fallen, save for half damage.
Spikes: add +1 point to falling damage per 10' fallen, max +10
Extreme Heat & Cold: If not wearing suitable protection, save once every 10 minutes (-1 per previous check), taking 1d6 damage on each failed save.

Ocean Exploration

On occasion, characters will need to travel by sea, whether to find a lost island full of riches, or simply to get from one coast to another. The rules in this section also cover travel on rivers. Characters might have to travel by river deep into impenetrable forest or jungle to reach a set of ruins.

Water Vessels: The characters might employ any number of watercraft. Some vessels are small, and they can steer them on their own, while others require a great number of people to operate. The Watercraft Table details different kinds of water vessels, as well as their speeds when rowed or sailed, their structural hit points and armor class, and maximum cargo load.

Hit points operate in the same manner as hit points do for monsters and characters. If a vessel is damaged to 0 or fewer hit points, it will no longer move and ship weapons no longer function. The ship has 1d10 rounds before it will sink.

Ship Weaponry: Galleys are capable of having a ram, but only a war galley automatically has one. Galleys that are not equipped with a ram can be purchased with a ram at +30% of the normal cost for the ship. All galleys and longships may be equipped with a catapult. Catapults must be equipped with shot, which weighs 200 pounds per 20 shot.

Water Conditions: When traveling on rivers, the listed distances various vessels can travel in a day can be modified if the current is particularly fast or if vessel is moving up stream. Adjust the average miles traveled each day up or down by 1d8 +4 miles, as appropriate. The Gamemaster might invoke other penalties, depending on what hardships a vessel encounters on a river. Shallow water, waterfalls, twisting waters, rapids, or sand bars might impact travel times.

When traveling at sea far from shore, smaller boats, including all galleys, are not appropriate and cannot handle the potential difficulties the open sea can offer. These vessels are restricted to water voyages in rivers, lakes, and near the shore at sea.

There are many possible conditions at sea that might impact the average travel times listed for each vessel. The Gamemaster will check water conditions at the start of each day by rolling 2d6. A result of 12 indicates strong winds and storms, and a 2 means that the day is completely devoid of wind and a ship that is incapable of rowing cannot move all day. Any vessel with sails can attempt to move with the wind to avoid damage from high winds. However, this may not carry the ship in the direction of preferred travel. The direction will be chosen by the Gamemaster. The vessel travels at the average speed x3. If the ship encounters land during this travel, it has a 2-in-6 chance of finding a safe place to hide along the shore. Otherwise, the ship is destroyed on the shore, by landing too fiercely or otherwise hitting shallow waters and rocks. In these windy, stormy conditions a galley has an 4-in-6 chance of being overrun with water and sinking. If it is near shore when the storm hits, a galley can find a safe harbor 100% of the time if the shore relatively clear of physical dangers. Otherwise, a galley will find a safe harbor on a roll of 1 or 2 on 1d6. Note that if the roll indicates no wind for the day, ships that can move by rowing can move their normal rowing speed for the day. Sailing ships are unable to move significantly under these conditions.

The system outlined above is a simple system for deciding conditions at sea. If the Gamemaster desires a more detailed set of guidelines, he should roll 2d6 at the start of each game day and consult the Wind Conditions table.

Encounters at Sea: Monsters can surprise a ship, but because monsters native to the water cannot generally be seen, or “sneaked up on,” a ship may never surprise a monster. When the Gamemaster rolls for a random encounter, the distance the monster is from the group is the same as in other wilderness encounters (4d6 x10 yards).

Wind Conditions Table

Roll Result	*Movement Adj.*	*Wind Conditions*
2-4	None	Normal
5	No sailing, -2/3 rowing	No wind
6	-2/3 all movement	Slightly unfavorable
7	-1/2 all movement	Unfavorable
8	-1/3 all movement	Greatly unfavorable
9	+1/3 all movement	Light favorable
10	+1/2 all movement	Medium favorable
11	All movement x2*	Extremely favorable
12	All movement x3**	Fierce wind

*All ships have a 1-in-6 probability of taking on water (2-in-6 for galleys), which will incur a penalty of –1/3 to movement. The ship will need to seek maintenance at a dock to remove the water.
**The ship will travel in a random direction determined at the Gamemaster's discretion, as discussed previously.

Assuming weather conditions are normal, other ships can be seen when up to 300 yards away and land can be seen from up to 24 miles. These visibility distances could be reduced by 90% their normal distance when in harsh weather or dense fog, or some other penalty might be used depending on conditions.

Waterborne Chases: When two waterborne vessels, or a ship and a monster, encounter one another, one party may choose to flee. The distance between each of the groups is determined as a normal encounter. Success depends entirely on luck and the difference between the two groups speeds.

If the fleeing party is faster than the pursuer, the base chance of escape is 80%. The base is 50% if both parties have the same movement, and decreases by 10% for every 30' movement the escapee is slower than the pursuer (minimum of 10%). If the fleeing party is successful, the pursuing group cannot try to catch up with the fleeing party for 24 hours, and then only if a random encounter roll indicates an encounter. If a party fails their roll to flee, the pursuer will gain on the fleeing party at a rate of 10 yards per round if the pursuer is slower than the other party or if the pursuer's speed is no greater than 30' more than the fleeing party. If the pursuer's speed is more than 30' faster than the fleeing party, the pursuer will gain on the fleeing party at a rate equal to the pursuer's speed per round.

Waterborne Combat: Time and movement functions in the same way in water combat as it does in other encounters. However, one of the major differences to note is that attacks and damage may be directed at water

vessels in addition to characters and monsters. Structural hit points (shp) belonging to vessels are slightly different than hit points (hp) belonging to characters and monsters. They translate at a rate of 1 to 5, or 1 shp = 5 hp. This is important to note, because some monster or spell descriptions list shp damage when directed at vessels.

Vessels and Damage: It takes 5 crewmembers 1 turn to repair 1 shp. This task requires full attention, so any crew involved in repair cannot take any other action during a turn repairing a vessel. Only half of all damage sustained to a ship can be repaired at sea by the crew, the remaining damage can only be repaired by facilities at dock.

Damage to a vessel also impacts vessel movement, due to taking on water and structural damage influencing how the ship passes through water. In 10% increments of damage to shp maximum, the ship's movement will be reduced by an equal percentage. For example, if a ship loses 20% of its shp, its movement will also be reduced by 20%. Movement is also affected in a similar manner when the number of rowers is reduced, such as when rowers are used to repair damage. For example, if 10% of the number of rowers are being used to repair vessel damage, the ship can move at –10% of its normal speed.

Ship-to-Ship Combat: Combat between ships is usually fought by either catapults or rams, both of which are detailed below. Some ships may be equipped with these weapons, as indicated previously.

Catapult
Rate of fire: variable; 1/5 rounds with 4 crew; 1/8 rounds with 3 crew; 1/10 rounds with 2 crew
Range: 150-300 yards
Attacks as: Fighter level equal to crew number firing
Area effect: 10' square
Damage: 3d6 shp or 1d6 shp fire per turn
Catapults can be operated by a variable number of crew, and this will affect rate of fire and attack ability as indicated above. The standard 3d6 damage reflects firing a solid missile. Burning damage from combustible loads and pitch do the indicated fire damage. In takes a minimum of 5 crewmembers 3 turns to extinguish flames caused by a fire attack. For every five additional crewmembers, this time can be reduced by 1 turn to a minimum of 1 turn. A catapult cannot be used to attack a ship that is closer than the minimum range indicated.

Ram
Range: Touch
Attacks as: Monster of under 1 HD
Damage: (1d6 +2) x10 shp or 3d8 hp; (1d6+5) x10 shp or 6d6 hp
The different damages listed for a ram apply as follows. The first shp value listed applies to rams on small vessels when attacking another vessel. The first hp value listed applies to attacking large aquatic monsters. Similarly, the second damage values apply to rams on larger ships to other ships or large aquatic monsters, respectively.

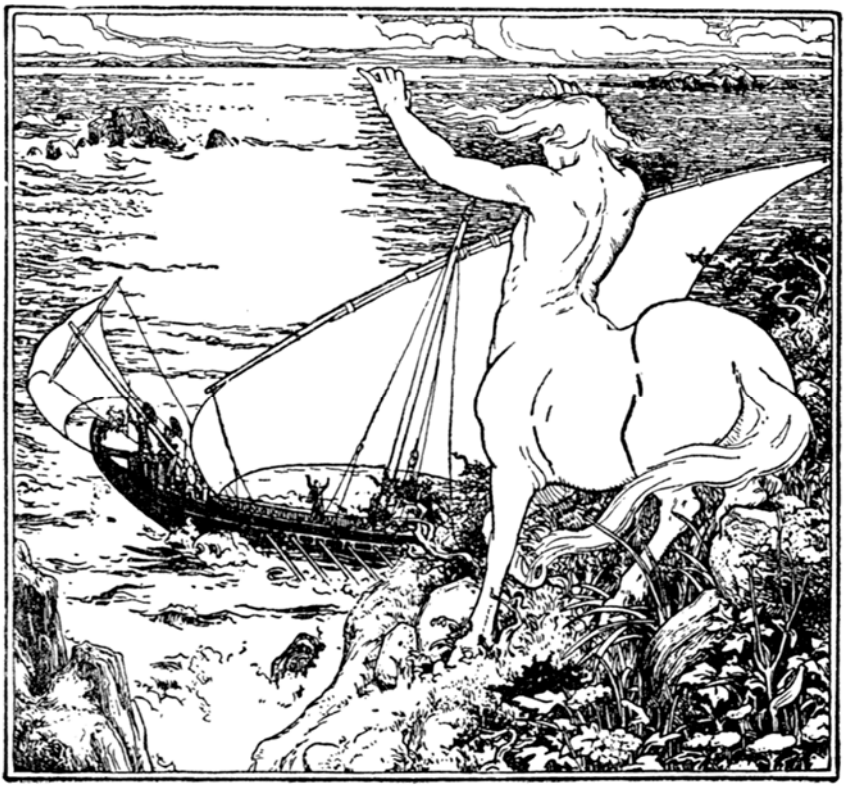
Boarding Vessels: When the occupants of both side-by-side vessels wish to board one another, their mutual intent makes the action succeed with no chance of failure. If only one side wishes to board the other, then the side that wishes to board has a 33% chance (1-2 ob 1d6) of being able to successfully maneuver the two ships to a boarding position and clamp them together with grappling hooks. Once crewmembers come into contact with one another, combat ensues following the standard combat rules. When characters are in the act of boarding another ship, they suffer a penalty of –2 to attack rolls and armor class.

Watercraft Table I

	Crew	Sailing Feet per Round	Rowing Feet per Round	Sailing Miles per Day	Rowing Miles per Day
Boat, river	10	-	60	-	36
Boat, sailing	1	120	-	72	-
Canoe	1	-	60	-	18
Galley, large	250	120	90	72	18
Galley, small	100	150	90	90	18
Galley, war	400	120	60	72	12
Lifeboat	1	-	30	-	18
Longship	75	150	90	90	18
Raft	1	-	30	-	12
Sailing Ship, large	70	120	-	72	-
Sailing Ship, small	12	150	-	90	-
Sailing Ship, transport	12	120	-	72	-

Watercraft Table II

	Cargo (pounds)	*Armor Class*	*Structural Hit Points*
Boat, river	3,000	8	20 to 45
Boat, sailing	2,000	8	20 to 45
Canoe	600	9	5 to 10
Galley, large	4,000	7	95 to 120
Galley, small	2,000	8	75 to 100
Galley, war	6,000	7	125 to 150
Lifeboat	1,500	9	12 to 18
Longship	4,000	8	65 to 80
Raft	5 per sq. ft	9	5 per sq. ft
Sailing Ship, large	30,000	7	125 to 180
Sailing Ship, small	10,000	8	65 to 90
Sailing Ship, transport	30,000	7	125 to 180



Donate to the
RetroRoleplaying Cancer Fund
and Get Some PDF Goodies

Many Microlite74 gamers know that Randall Stukey, the author of Microlite74 and other M20-based old school games is trying to raise funds to pay the bills from his wife's oral cancer treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they lived in Texas and have no children. Donna (successful so far) cancer treatments have cost over $110,000. To top things off, her radiation treatments triggered her MS so she has ongoing and expensive medical issues. You can donate to the Retroroleplaying Cancer Fund (via PayPal) and help them pay their bills.

Can You Help Pay the Cancer and Medical Bills?

Everyone who donates any amount at all get a password giving them access to a number of special downloads. *Some* of the currently available downloads include:

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 (http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html) and The Grimoire #2 (http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html)
- Pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECMI campaign Randall ran at a game shop in the mid-1980s.
- Microlite74 3.0 Special Edition -- 3 PDFs designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård.

To get access to these downloads and access to a private donor forum where you can get advance information on upcoming Microlite74 releases, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

http://www.retroroleplaying.com/node/153

Support Microlite74:
Please donate if you can!

APPENDIX I: SPELL LISTS

Arcane (Magic-User) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Charm Person: Puts one living humanoid totally under your influence. R: 120 feet. D: until dispelled.
Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.
Hold Portal: Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.
Light: object lights circle with 30 ft radius, not full daylight. R: 120 feet. D: 1 hour+10 min/level.
Magic Missile:* Creates magic arrow which hits its target for 1d6 damage. An additional 2 missiles are created every 5 levels (e.g. total 3 at level 5, total 5 at level 10). R: 150 feet. D: instant.
Protection from Evil: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 1 hour.
Read Languages: Read any written language. D: 1 or 2 readings.
Read Magic: Read scrolls, spellbooks, other magical writing. R: Caster Only. D: one reading (two scrolls or equivalent).
Shield: Improves caster's armour class by +2 versus missile attack and by +1 versus melee attacks. R: caster. D: 20 minutes.
Sleep: Puts 4d6 HD of beings into magical slumber. Creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's discretion.
Ventriloquism:* allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes.

2nd Level

Continual Light: object lights circle with 120 ft radius until dispelled, not full daylight. R: 120 feet.
Darkness, 15' Radius:* Magical darkness which even blocks infravision and darkvision. R: 120 feet. D: 1 hour.
Detect Evil: Reveals evil thoughts/intent or evil items. R: 60 feet. D: 20 minutes.
Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.
ESP: Allows Caster to read surface thoughts of target. R: 60 feet. D: 2

hours.
Invisibility: Subject is invisible until spell broken by caster, some outside force, or until it attacks. R: 240 feet.
Knock: Unlocks/Unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant.
Levitate: Caster floats up and down as he desires. Speed: 6 feet/minute. R: 20 feet up/down per level. D: 10 minute/level.
Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 60 + 10/level feet.
Magic Mouth: Mouth appears on target object and delivers up to a 30 word message when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.
Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.
Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long at the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.
Pyrotechnics:* Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.
Strength: Adds 1d6+1 to a single Fighter's Strength or 1d6-1 to a single Cleric's. Maximum Strength is 18. R: touch D: 8 hours.
Web: Sticky webs fill a 10x10x20 foot area. Burning through the webs takes 6+1d4 minutes. Large creatures push through in 14+1d6 minutes. Human-sized creatures take 20+3d6 minutes. R: 30 feet. D: 8 hours.
Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell. R: 10 feet.

3rd Level
Clairaudience: Hear at a distance for 2 hours. R: 60 feet.
Clairvoyance: See at a distance for 2 hours. R: 60 feet.
Dispel Magic: Cancels magic effects and spells. (Magic Attack vs Spell's DC for success) Duration: instant but effects permanent for spells or 10 minutes/level for items. Range: 120 feet.
Fire Ball: 1d6/level fire damage, 20 foot burst. R: 240 feet. D: instant.
Fly: Subject can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/level. (GM rolls secretly.)
Haste Spell: Subjects (up 24 beings in a 60 foot radius of target) double in speed, taking two actions at a time. (Counters Slow) R: 240 feet. D: 30 minutes.
Hold Person: Paralyzes 1-6 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/level.
Infravision: See in the dark. R: touch. D: 1 day. Sight Range: 30 + (1d3 x 10) feet.

Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.
Lightning Bolt: 1d6/level electrical damage. R: 240 feet, bolt is 10 feet wide, 60 feet long. D: instant.
Monster Summoning I: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d6 giant rats, 2-1d3 goblins, 3-1d3 hobgoblins, 4-1d6 kobolds, 5-1d3 orcs, 6-1d3 skeletons. D: 6 minutes.
Protection from Evil, 10' radius: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around subject. D: 2 hours.
Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 2 hours.
Rope Trick: Caster tosses rope into the air. It hangs there. Caster and up three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/level.
Slow Spell: Subjects (up 24 beings in a 60 foot radius of target) slowed by 50%. (Counters Haste) R: 240 feet. D: 30 minutes.
Suggestion:* Caster makes 1-2 sentence hypnotic suggestion to target. If save failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.
Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level
Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest. R: 60 feet.
Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.
Dimension Door: Teleports subject a short distance (up to 360 feet). D: instant. R: 10 feet.
Fear: 240 ft cone of fear (120 ft width at far end) extends from caster. Creatures within must save or flee in fear/horror for 1 hour. R: as above. D: 1 hour of fear.
Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet.
Ice Storm: 30 foot cubic vortex of ice, snow, and hail appears doing 5d6 damage to all within. R: 120 feet. D: 1 minute.
Massmorph: Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to

be trees. R: 240 feet.
Monster Summoning II: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d2 hobgoblins, 2-1d2 zombies, 3-1d2 gnolls, 4-1d2 bugbears, 5-1d6 orcs, 6-1d6 skeletons. D: 6 minutes.
Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.
Polymorph Others: Change another into another being. Change is complete and includes gaining special abilities and mind of creature. R: 60 feet. D: until dispelled.
Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only. D: 60 + 60/level minutes.
Remove Curse: Frees subject from a curse. R: touch. D: instant but effects permanent.
Wall of Fire: Deals 2d6 fire damage out to 10 ft. and 1d6 out to 20 ft. Passing through wall deals 3d6 damage +1/level. Wall lasts as long as caster concentrates on it. R: 60 feet.
Wall of Ice: Creates wall of ice with 15 hp +1/level. Wall lasts as long as caster concentrates on it. R: 60 feet.
Wizard Eye: Allows sending an invisible eye up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute. D: 1 hour.

5th Level
Animal Growth: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.
Animate Dead: Create undead skeletons or zombies under control of caster from dead bodies, 1d6 per level over 8. R: GM discretion. D: permanent.
Cloudkill: creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.
Conjure Elemental: Conjures one 16 HD elemental who will serve the caster until dispelled/dismissed/caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.
Contact Higher Plane: Lets Caster ask yes/no question of other planar entity, 1 question per level. Chance of correct answer 5% per level, maximum 95%.
Feeblemind: Subject's MIND drops to 1. R: 240 feet. D: until dispelled.
Hold Monster: As Hold Person, but any creature. R: 120 feet. D: 1 hour plus 10 minutes/level.
Magic Jar: Moves caster's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs DC of (10 + MIND bonus +

target level or hit dice). New save every level days. Duration: until dispelled or caster ends spell.
Monster Summoning III: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d4 bugbears, 2-1d2 harpies, 3-1d2 ochre jellies, 4-1d2 wererats, 5-1d2 wights, 6-1d2 wild boars. D: 6 minutes.
Pass-Wall: Creates a human-sized passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.
Reincarnation: Restores dead person to life in a random (usually humanoid) form. R: touch. D: instant.
Rock-Mud: Transforms rock to mud or vice-versa, up a 300x300 foot area. R: 120 feet. D: 3d6 days.
Stone-Flesh: Turns subject into a stone statue (or vice versa). R: 120 feet. D: permanent.
Telekinesis: Moves object by mental power. Up to 20 pounds per level. R: 120. feet D: 1 hour.
Teleport: Instantly transports subject up to 100 miles/level. Caster must know target location exactly.
Wall of Iron: creates a wall of iron in any shape. 1000 square feet (3 inches thick). R: 60 feet. D: 2 hours.
Wall of Stone: Creates a wall of stone in any shape. 1000 square feet (2 inches thick). R: 60 feet. D: until destroyed or dispelled.

Divine (Cleric) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level
Cure Light Wounds (Reversible): Cure 1d2+1 body points (1d6+1 hit points on beings without BP). R: touch. D: instant but effects permanent.
Detect Evil (Reversible): Reveals evil thoughts/intent or evil items. R: 120 feet. D: 1 hour.
Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.
Light (Reversible): object lights circle with 20 ft radius, full daylight. R: 60 feet. D: 2 hours.
Protection from Evil (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 2 hours.
Purify Food & Water (Reversible): Purifies food and water for up to 12 people. R: 10 feet. D: instant but effects permanent.

2nd Level
Bless: Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast in combat. R: 10 feet. D: 1 hour.
Find Traps: Notice traps within 30 feet. R: caster. D: 20 minutes.
Hold Person: Paralyzes 1-6 targets. Cast at single target, save at -2 and double duration. R: 180 feet. D: 90 minutes.
Silence, 15' Radius:* Magical silence for 15 feet around target, moving with target. No sound within area can be heard from outside it. R: 180 feet. D: 2 hours.
Snake Charm:* 1d6 snakes/level charmed and will obey caster's commands. R: 60 feet. D: 20 minutes + 1d6 x 10 minutes.
Speak with Animals: Can understand and speak with animals. R: 30 feet. D: 1 hour.

3rd Level
Continual Light (Reversible): object lights circle with 120 ft radius until dispelled, full daylight. R: 120 feet.
Cure Disease: Cures person of any diseases, including magical diseases. R: touch D: instant but effects permanent.
Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 90 feet.
Prayer:* Gives saving throw penalty of 1 per ten levels of caster to enemies in 20x20 foot area. R: 30 feet. D: next melee round.
Remove Curse (Reversible): Frees subject from a single curse. R: 10 feet. D: instant but effects permanent.
Speak with Dead:* Ask three questions of a corpse. Age of corpse affected: Cleric under level 8: 1d6 days, level 9-14: 1d6 months, level 15+: any age. R: 10 feet. D: 3 questions.

4th Level
Create Water: Creates water, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.
Cure Serious Wounds (Reversible): Cures 3d2+3 body points (3d6+3 hit points on beings without BP). R: touch. D: instant but effects permanent.
Neutralize Poison: Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: 10 feet.
Protection from Evil, 10' radius (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around caster. R: caster. D: 2 hours.
Speak with Plants: Can understand and speak with plants. R: 30 feet. D: 1 hour.
Sticks to Snakes: Turns up to 2d6 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour.

5th Level

Commune: Cleric's Deity truthfully answers three yes-or-no questions. R: caster. D: 10 minutes.

Create Food: Creates food, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

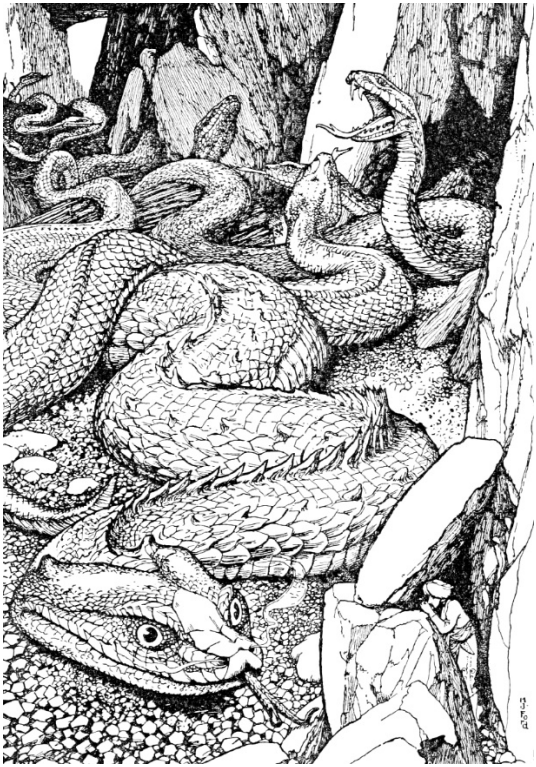
Dispel Evil (Reversible): Works like Dispel Magic, but affects any evil sending or evil spell. R: 30 feet. D: instant but effects permanent.

Insect Plague: Insect swarms (20 x 20x 20 feet) attack creatures. Creatures under 2 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.

Quest: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.

Raise Dead (Reversible): Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. R: line of sight. D: instant but effects permanent.

Restoration: Restores one level lost to an energy drain attack, restores one limb destroyed or maimed, removes all Corruption Points, or removes similar negative effects. R: touch. D: instant but effects permanent.



APPENDIX II: MONSTERS

AC=Armor Bonus; HD=Hit Dice; AT=Attacks; MR=Morale Rating; S=Special Abilities
Undead Immunities=Immune to sleep, charm, fear, paralysis

ANT, GIANT: AC: +3 HD: 3d6 AT: bite +3 (1d6) MR: 12 S: acid (2d6).
ANHKHEG: AC: +3 HD: 5d6 AT: bite+5 (2d6) MR: 8 S: Squirt acid (3d6).
BADGER, GIANT: AC: +3 HD: 3d6 AT: claws+3 (1d6), bite+3 (1d6) MR: 8
BANSHEE: AC: +5 HD: 7d6 AT: claw+7 (1d6) S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments. MR: 12
BASILISK: AC: +3 HD: 6d6 AT: bite +6 (1d6) MR: 9 S: petrifies onlookers.

BEETLE, GIANT FIRE: AC: +3 HD: 1d6 AT: bite +1 (2d6) MR: 7 S: Light glands glow for 1d6 days after death.
BLACK PUDDING: AC: +2 HD: 10d6 AT: slam +10 (2d6) MR: 11 S: immune to everything but fire, divides when hit.
BLINK DOG: AC: +2 HD: 6d6 AT: bite +6 (1d6) MR: 6 S: teleports, hate coeurls.
BRAIN EATER: AC: +2 HD: 8d6 AT: mouth tentacles +8 (1d6, special) or weapon +8 (1d6) MR: 7 S: on hit by tentacles 1d4 turns later tentacles reach brain, killing victim; Psi Blast (8d6 cone of mental force, save to confused), 90% magic resistant.
BROWN HULK: AC: +4 HD: 8d6 AT: claws or bite +8 (2d6) MR: 9 S: burrows through rock, eyes cause confusion.

BUGBEAR: AC: +2 HD: 3d6 AT: weapon +3 (1d6) MR: 9 S: surprise foes on a 1-3.
CATOBLEPAS: AC: +1 HD: 6d6 AT: tail +6 (1d3 + stun) MR: 8 S: gaze (save vs death).
CARCASS CREEPER: AC: +3 HD: 3d6 AT: tentacles +3 (paralysis) MR: 8 S: walk on walls and ceilings.
CENTAUR: AC: +2 HD: 4d6 AT: kick or weapon +4 (1d6) MR: 8
CENTIPEDE, GIANT: AC: +2 HD: 4d6 AT: bite +4 (1d6) MR: 7 S: poison (1d6 DEX).

CHIMERA: AC: +3 HD: 9d6 AT: 2 claws +9 (1d6), goat gore +9 (1d6), lion bite +9 (1d6), dragon bite +9 (2d6) MR: 9 S: breathes fire (3d6), flies.
COCKATRICE: AC: +2 HD: 5d6 AT: bite +5 (1d6) MR: 7 S: petrifying bite.

COEURL: AC: +3 HD: 6d6 AT: tentacles +6 (2d6) MR: 9 S: appear 3 feet from actual position (+2 to defense and saves), hate blink dogs.
DEMON, BAAL-ROG: AC: +4 HD: 9d6 AT: sword or flaming whip+9 (2d6) MR: 9 S: flies, flaming (3d6 damage to all in contact), darkness, 10 ft r., 75% magic resistance, immune to non-magic weapons. Spell-like powers: cause fear, detect magic and invisible, read magic and languages, pyrotechnics, dispel magic, suggestion, telekinesis, symbols (fear, discord, sleep), gate demons 70%.
DEMON, LEMURE: AC: +4 HD: 3d6 AT: claws (1d6) MR: 7 S: regenerate 1 HP/minute.

DEMON, SUCCUBUS: AC: +1 HD: 6d6 AT: claws (1d6) or kiss (drain 1 energy level) MR: 9 S: immune to non-magic weapons, 70% magic resistance, darkness 5 ft r. Spell-like powers: Ethereal, charm person, ESP, clairaudience, suggestion, shape change (humanoid forms only), gate demons 40%.
DJINN: AC: +3 HD: 7d6 AT: fist or weapon +7 (2d6) MR: 11 S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.
DOPPELGANGER: AC: +2 HD: 4d6 AT: claw +4 (1d6) MR: 8 S: imitate humanoids, immune to sleep and charm. +5 on magic saves.
DRAGON, BLACK: AC: +4 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (2d6) MR: 9 S: flies, breathes line of acid (7d6).
DRAGON, BLUE: AC: +4 HD: 9d6 AT: 2 claws +9 (1d6), bite +9 (3d6) MR: 9 S: flies, breathes line of lightning (9d6).

DRAGON, BRASS: AC: +4 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (2d6) MR: 9 S: flies, breathes cloud of sleep or fear gas.
DRAGON, BRONZE: AC: +4 HD: 9d6 AT: 2 claws +9 (1d6), bite +9 (3d6) MR: 9 S: flies, breathes lightning (9d6) or repulsion.
DRAGON, COPPER: AC: +4 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (2d6) MR: 9 S: flies, breathes acid cloud (8d6) or slow.
DRAGON, GREEN: AC: +4 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (2d6) MR: 9 S: flies, breathes cloud of chlorine gas (8d6).
DRAGON, GOLD: AC: +5 HD: 11d6 AT: 2 claws +11 (1d6), bite +11 (3d6) MR: 10 S: flies, breathes cloud of poisonous gas or cone of fire (11d6), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, RED: AC: +4 HD: 10d6 AT: 2 claws +10 (1d6), bite +10 (3d6) MR: 9 S: flies, breathes cone of fire (10d6), uses magic as MU of level 1 to 6 (by age -2), assume human form.
DRAGON, SILVER: AC: +4 HD: 10d6 AT: 2 claws +10 (1d6), bite +10 (3d6) MR: 9 S: flies: breathes cloud of poisonous gas or cone of cold (10d6), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, WHITE: AC: +4 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) MR: 9 S: flies, breathes cone of cold (6d6).
DRYAD: AC: +2 HD: 2d6 AT: none MR: 6 S: charm.
DWARF: AC: +3 HD: 1d6+1 AT: warhammer +1 (1d6) MR: 10 S: standard dwarf abilities.

EFREET: AC: +3 HD: 10d6 AT: slam +10 (2d6) MR: 11 S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons.
ELEMENTAL, AIR: AC: +5 HD: 12d6 AT: slam +12 (2d6) MR: 10 S: whirlwind, extra damage against foes in the air.
ELEMENTAL, EARTH: AC: +5 HD: 12d6 AT: slam +12 (2d6) MR: 10 S: tear down stone, extra damage against foes standing on the ground (1d6).
ELEMENTAL, FIRE: AC: +5 HD: 12d6 AT: slam +12 (2d6) MR: 10 S: ignite materials.
ELEMENTAL, WATER: AC: +5 HD: 12d6 AT: slam +12 (2d6) MR: 10 S: overturn boats, extra damage against swimming foes (1d6).

ELF: AC: +2 HD: 1d6+1 AT: sword or longbow (1d6) MR: 8 S: standard elf abilities.
EYE GLOBE: AC: +4 (Eye Stalks: 15) HD: Body 40 HP, Eye Stalk 10 HP each AT: 1d4 eyes MR: 9 S: floats about; large body eye generates anti-magic ray; 12 smaller eyes do: 1-charm person ray, 2-charm monster ray, 3-death ray, 4-2d6 damage ray, 5-sleep ray, 6-telekenesis ray, 7-slow ray, 8-fear ray, 9-stoning ray, 10-disintegration ray, 11-turn/control undead ray, 12-mind reading ray.
GARGOYLE: AC: +2 HD: 4d6 AT: claws or bite +4 (1d6), horns +4 (1d6) MR: 11 S: fly.
GELATINOUS CUBE: AC: +1 HD: 4d6 AT: slam +4 (2d6) MR: 12 S: touch paralyses, immune to lightning and cold, surprise foes on a 1-4.
GHOUL: AC: +2 HD: 2d6 AT: claws or bite +2 (1d6) MR: 9 S: undead immunities touch paralyses, humans slain by ghouls rise again as ghouls in 24 hours.

GIANT, CLOUD: AC: +4 HD: 13d6 AT: weapon +13 (3d6) or hurl rocks +13 (3d6) MR: 10 S: only surprised on a 1.
GIANT, FIRE: AC: +3 HD: 12d6 AT: weapon +12 (2d6) or hurl rocks +12 (2d6) MR: 9 S: immune to fire.
GIANT, FROST: AC: +3 HD: 11d6 AT: weapon +11 (2d6) or hurl rocks/ice +11 (2d6) MR: 9 S: immune to cold.
GIANT, HILL: AC: +3 HD: 8d6 AT: weapon +8 (2d6) or hurl rocks +8 (2d6) MR: 8
GIANT, STONE: AC: +5 HD: 9d6 AT: stone club +9 (2d6) or hurl rocks +9 (2d6) MR: 9

GIANT, STORM: AC: +4 HD: 16d6 AT: weapon +16 (3d6) or hurl rocks +16 (3d6) MR: 10 S: control weather.
GNOLL: AC: +2 HD: 2d6 AT: weapon +2 (1d6) MR: 8
GOBLIN: AC: +1 HD: 1d6-1 AT: weapon +1 (1d6) MR: 7 S: -1 to hit and MR 6 in sunlight.
GOLEM, FLESH: AC: +1 HD: 12d6 AT: fists +12 (1d6) MR: 11 S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.
GOLEM, IRON: AC: +3 HD: 13d6 AT: fists or weapon +13 (1d6) MR: 11 S: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

GOLEM, STONE: AC: +2 HD: 16d6 AT: fist +15 (1d6) MR: 11 S: Unaffected by +2 or lesser weapons, slowed by fire, healed/damages by rock to mud, immune to most magic.
GORGON: AC: +4 HD: 8d6 AT: gore +8 (216) MR: 8 S: breathes petrifying gas.
GREEN SLIME: AC: n/a HD: n/a AT: organics and metal turn to green slime if touched MR: n/a S: killed by cold or fire. Cure Disease stops transformation to green slime.
GREY OOZE: AC: +1 HD: 3d6 AT: strike +3 (1d6) MR: 12 S: acid. destroys armor in one round, deals automatic damage after the first hit, immune to blunt/crushing attacks, spells, fire and cold.
GRIFFON: AC: +3 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (2d6) MR: 8 S: flies.

HARPY: AC: +1 HD: 3d6 AT: talons or weapon +3 (1d6) MR: 7 S: flies, siren-song (Charm person).
HELL HOUND: AC: +3 HD: 5d6 AT: bite +5 (1d6) MR: 9 S: breathe fire (10 HP damage)
HIPPOGRIFF: AC: +2 HD: 3d6 AT: 2 claws +3 (1d6), bite +3 (1d6) MR: 8 S: flies.
HOBGOBLIN: AC: +2 HD: 1d6+1 AT: weapon +1 (1d6) MR: 8
HORSE, RIDING: AC: +1 HD: 2d6 AT: bite or kick +2 (1d6) MR: 7

HORSE, WAR: AC: +1 HD: 3d6 AT: bite +3 (1d6) or kick +3 (2d6) MR: 9
HUMAN, BANDIT/SOLDIER: AC: +1 HD: 1d6 AT: weapon +1 (1d6) MR: 8
HUMAN, BERSERKER: AC: +1 HD: 1d6+2 AT: weapon +1 (1d6) MR: 12 S: Berserking (+2 to hit)
HUMAN, COMMON MAN: AC: +1 HD: 1d6-2 AT: weapon +0 (1d6) MR: 6
HUMAN, SERGEANT-AT-ARMS: AC: +2 HD: 3d6 AT: weapon +3 (1d6) MR: 8

HYDRA: AC: +2 HD: 5-12d6 AT: 5-12 bites +HD (1d6) MR: 11 S: 1 HD per head, 20% chance fire-breathing or regenerating.
INVISIBLE STALKER: AC: +3 HD: 8d6 AT: 1 bite +8 (1d6) MR: 12 S: flies, invisible.
KOBOLD: AC: +2 HD: 1d3 AT: weapon +0 (1d6) MR: 9
LEPRECHAUN: AC: +1 HD: 1d3 AT: theft, magic MR: 7 S: invisible, polymorph non-living objects, illusions and ventriloquism at will; steal small valuable item (75% successful, 25% chance if dropping per turn chased), 80% magic resistant, never surprised.
LICH: AC: +5 HD: 12-18d6 AT: touch +HD (1d6) MR: 11 S: undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD, Magic-User or cleric level equals hit dice.

LIZARDMAN: AC: +2 HD: 2d6+1 AT: claws or weapon +2 (1d6) MR: 11 S: breathe underwater.
LURKER RAY: AC: +2 HD: 10d6 AT: wing smother +10 (1d6) MR: 9 S: those hit take 1d6 damage/turn and smother in 1d6 turns.
LYCANTHROPE, WEREBEAR: AC: +4 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (1d6) MR: 10 S: lycanthropy, extra 2d6 damage if both claws hit.
LYCANTHROPE, WEREBOAR: AC: +3 HD: 4d6 AT: tusks +6 (1d6) MR: 9 S: lycanthropy, attack +6 instead of +4 because of rage.
LYCANTHROPE, WERERAT: AC: +2 HD: 3d6 AT: bite or weapon +3 (1d6) MR: 8 S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WERETIGER: AC: +3 HD: 5d6 AT: 2 claws +5 (1d6), bite +5 (2d6) MR: 9 S: lycanthropy, surprise foes on a 1-4.
LYCANTHROPE, WEREWOLF: AC: +2 HD: 4d6 AT: bite +4 (2d6) MR: 8 S: lycanthropy.
MANTICORE: AC: +3 HD: 6d6 AT: claws +6 (1d6) or bite +6 (2d6) MR: 9 S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total.
MEDUSA: AC: +2 HD: 6d6 AT: weapon +6 (1d6) MR: 8 S: onlookers turn to stone, hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks.
MERMAN: AC: +2 HD: 1d6 AT: weapon +1 (1d6) MR: 8 S: breathe water, swim.

MINOTAUR: AC: +2 HD: 6d6 AT: weapon or Head gore +6 (1d6) MR: 12 S: never lost in mazes.
MUMMY: AC: +3 HD: 6d6 AT: touch +6 (1d6) MR: 12 S: mummy rot curse if hit (no more healing), undead immunities, hit only by magic weapons (for half damage), spells, and fire.
NAGA, GUARDIAN: AC: +2 HD: 12d6 AT: bite +12 (1d3 + poison), spit +12 (30 range, poison), constrict +12 (1d6/rd until freed) MR: 9 S: spells as 6th level Cleric.

NAGA, SPIRIT: AC: +2 HD: 10d6 AT: bite +10 (1d3 + poison), MR: 8 S: spells as 6th lvl Cleric and 7th level Magic-User, gaze: permanent charm
NAGA, WATER: AC: +2 HD: 8d6 AT: bite +10 (1d3 + poison) MR: 7 S: spells as 5th level Magic-User (no fire or lightning).

NIXIE: AC: +1 HD: 1d6 AT: weapon +1 (1d6) MR: 6 S: swims, charm.
OCHRE JELLY: AC: +1 HD: 6d6 AT: acid strike +6 (1d6) MR: 6 S: a hit destroys organic material, lightning divides jelly into three jellies, each doing +2 (1d6) damage.
OGRE: AC: +2 HD: 4d6 AT: weapon +4 (1d6+2) MR: 10
OGRE MAGE: AC: +3 HD: 5d6 AT: weapon +5 (2d6) MR: 9 S: flies, magic use (turn invisible, darkness 10' radius, sleep, charm person, cone of frost).
ORC: AC: +2 HD: 1d6 AT: weapon +1 (1d6) MR: 8

OWLBEAR: AC: +2 HD: 5d6 AT: 2 claws or bite +5 (1d6) MR: 9 S: hug for additional 2d6 if both claws hit.
PEGASUS: AC: +2 HD: 4d6 AT: hooves +4 (1d6) MR: 8 S: flies.
PIXIE: AC: +1 HD: 1d6 AT: weapon +1 (1d6) MR: 7 S: flies, charm, naturally invisible.
PURPLE WORM: AC: +2 HD: 15d6 AT: bite or sting +15 (1d6) MR: 10 S: poison sting (1d6 STR), swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every round.
RAT, GIANT: AC: +1 HD: 1d6 AT: bite +1 (1d3) MR: 8 S: 1 in 20 chance of disease from bite.

RAT, MONSTROUS: AC: +2 HD: 3d6 AT: bite or claws +3 (1d6) MR: 7 S: 1 in 20 chance of disease from bite.
ROC: AC: +3 HD: 12d6 AT: claws or bite +12 (3d6) MR: 9 S: flies
RAKSHASA: AC: +7 HD: 7d6 AT: claws, bite or weapon +7 (d6) MR: 8 S: spells as 1d3 level Magic-User and 1st level cleric, immune to non-magic weapons, below +3 weapons do 50% damage, blessed crossbow bolt kill instantly.
RUST MONSTER: AC: +4 HD: 5d6 AT: touch +5 (special) MR: 7 S: touch of (or touching) the rust monster causes metal items to turn to rust.
SALAMANDER: AC: +3 HD: 7d6 AT: touch or constrict +8 (1d6) MR: 9 S: heat does 1d6 to nearby creatures, immune to fire.

SEA SERPENT: AC: +4 HD: 30d6 AT: bite +15 (4d6) MR: 9 S: swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn.
SHADOW: AC: +1 HD: 3d6 AT: touch +3 (1d6) MR: 11 S: drains 1 STR per hit, hit only by magical weapons, immune to charm and sleep spells, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow.

SKELETON: AC: +1 HD: 1d6 AT: weapon or strike +1 (1d6) MR: 12 S: undead immunities.
SLUG, GIANT: AC: +1 HD: 12d6 AT: bite +12 (1d6) MR: 10 S: spits acid (2d6).
SNAKE, CONSTRICTOR: AC: +2 HD: 2d6, AT: constriction (1d3) MR: 7 S: On successful attack, automatic 1d3 damage thereafter until dead.

SNAKE, GIANT CONSTRICTOR: AC: +2 HD: 6 AT: constriction +4 (1d6) MR: 7 S: On successful attack, automatic 1d6 damage thereafter until dead.
SNAKE, GIANT VIPER: AC: +2 HD: 4d6 AT: bite +4 (1d3 + poison) MR: 7 S: Poison bite.
SNAKE, VIPER: AC: +2 HD: 1d6 AT: bite +1 (1hp + poison) MR: 7 S: Poison bite.
SPECTRE: AC: +4 HD: 7d6 AT: touch +7 (1d6) MR: 11 S: undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.
SPIDER, GIANT: AC: +2 HD: 2d6+2 AT: bite +2 (1d6) MR: 8 S: bite causes paralysis via poison, surprise on 1-5.

STIRGE: AC: +1 HD: 1d6 AT: sting +1 (1d6) MR: 9 S: attaches on a hit and will deal 1d6 automatically damage every round.
TREANT: AC: +4 HD: 10d6 AT: strike +10 (3d6) MR: 9 S: Control trees and can make them move and attack.
TICK, GIANT: AC: +3 HD: 3d6 AT: bite+3 (1d6) MR: 7 S: attaches on a hit and will deal 1d6 damage automatically every round.
TITAN: AC: +6 HD: 16d6 AT: weapon+15 (2d6) MR: 11 S: Spells.
TOAD, GIANT: AC: +1 HD: 2d6 AT: bite +2 (1d6) MR: 6 S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue.

TROLL: AC: +3 HD: 6d6 AT: claws +6 (1d6) MR: 10 S: regenerate 3 hp per round (except acid or fire damage).
UNICORN: AC: +4 HD: 5d6 AT: hoofs or horn +5 (1d6) MR: 8 S: double damage for charge, 25% magic resistance, teleport, horn can cure damage or disease.
VAMPIRE: AC: +4 HD: 9d6 AT: bite +9 (1d6) MR: 11 S: undead immunities, hit only by magical weapons, regenerate 3 hp per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator.
WAR DOG: AC: +1 HD: 2d6 AT: bite +2 (1d6) MR: 9

WIGHT: AC: +2 HD: 3d6 AT: claw +3 (1d6) MR: 12 S: undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wight.

WILL-O-THE-WISP: AC: +7 HD: 9d6 AT: shock +9 (1d6+4) MR: 10 S: flies.
WOLF: AC: +1 HD: 2d6 AT: bite +2 (1d6) MR: 8
WORG: AC: +2 HD: 4d6 AT: bite +4 (2d6) MR: 8
WRAITH: AC: +3 HD: 4d6 AT: touch +4 (1d6) MR: 11 S: undead immunities, only hit by magic or silver weapons, arrows do a max 1 HP damage, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wraith.
WYVERN: AC: +3 HD: 8d6 AT: bite or sting +8 (1d6) MR: 9 S: poison sting (1d6 STR), flies.

YELLOW MOLD: AC: n/a HD: n/a AT: 1d6 if touched MR: n/a S: if struck, 50% releases poisonous spore cloud, destroyed by fire.
ZOMBIE: AC: +1 HD: 2d6 AT: weapon or strike +2 (1d6) MR: 12 S: undead immunities, always lose initiative.

Appendix III: Treasure

Here is a list of sample treasure items appropriate to a Microlite74 3d6 Edition RPG campaign. Maps to possible hoards of such treasures are also a common treasure item.

Money: 1 gold piece (gp) = 10 silver pieces (sp); 1 silver piece = 5 copper pieces (cp).
Gems: Most range in value from 10gp to 1000gp, with 50% of gems being worth about 100gp.
Magic Weapons: Most range from +1 to +3, some +1 weapons have a greater plus versus specific types of monsters. Magic Swords sometimes have a special spell-like power or two. A few swords are intelligent and have a number of spell-like powers (some even talk). A few weapons are cursed and reduce one's chance to hit.
Magic Armor: Most are plus +1, with a few +2 or +3. Magic shields exist with similar pluses.
Scrolls: Most hold one to six spells (all arcane or all divine). Some are protection against good/evil/one of the elements. A few place curses on the reader.
Potions: Common examples: Growth, Diminution, Giant Strength, Invisibility, Gas Form, Polymorph Drinker, Speed, Fly, Levitate, ESP, Healing, Clairvoyance, Clairaudience, Control (Animal, Demon, Dragon,

Giant, Human, Plant, Undead, etc.), Invulnerability, Heroism, Resistance (Fire, Cold, Acid, etc.), Treasure Finding, Water Breathing, etc. Some potions are poison, cause disease, cause delusions, etc.
Rings: Common examples: Spell Storing, Spell Turning, X-Ray Vision, Telekinesis, Protection, Protection 5 foot radius, Invisibility, Control (Human, Mammal, Zombie, etc.), Resistance (Fire, Cold, Acid, etc.). Uncommon examples: Three Wishes, Regeneration, Djinn Summoning. Some rings are cursed with negative effects.
Wands and Staves: Common examples: Detection (Enemy, Metal, Secret Doors, Traps, Magic, etc.), Illusion, Fire Balls, Lightning Bolts, Cold, Polymorph, Healing, Commanding, Striking, etc. Uncommon examples might have several of the above powers. Wands operate as level 6 casters with 1d100 charges. Staves operate as level 8 casters with 1d200 charges.
Unusual Magic Items: Here are some ideas: Boots (Speed, Levitation, Travelling, Leaping, Elven), Cloak (Displacing, Elven, Flying, Protection), Crystal Ball, Flying Broom, Flying Carpet, Amulets (Protection, versus ESP, versus Charm, etc.), Helms (Read Magic, Read Languages, Telepathy, Teleportation, Good, Evil, etc.), Horn (Blasting, Summoning, etc.), Belts of Giant Strength, Efreet Bottle, Djinn Lamp, Mirror of Life Trapping, etc. Cursed items are possible as well.

RETROROLEPLAYING.COM GAMES

RetroRoleplaying.com publishes many “old school” style games. Most of these games are based on older editions of the world’s most popular tabletop fantasy roleplaying games.

Microlite74 Games

The goal of *Microlite74* games is to recreate the style and feel of that very first (“0e”) fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions. Microlite74 games are based on the original 1974 edition of the world's most popular fantasy roleplaying game filtered through the rules light *Microlite20* version of the third edition of the rules system. *Microlite74* games are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

There are several different versions of Microlite74 (Basic, Standard, and Extended), five supplemental companion volumes, several variant versions (Light vs Dark, Swords & Sorcery, a version that only uses D6s), and an “ultimate edition” combining almost everything needed into one volume.

Microlite75 Games

Microlite75 games are based on three little booklets found in the boxed set of the 1974 original edition (0e) of the world’s most popular tabletop fantasy roleplaying game. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. Microlite75 games are based on the third edition of the original *Microlite74* rules, modified to use advancement and experience systems closer to those of the original game and including some of more popular systems from *Microlite74 Extended* (e.g. Body Points and Backgrounds). These games tend to be slightly more complete that their Microlite74 counterparts. There are three versions of Microlite75: Basic, Standard, and Extended.

Microlite78: First Edition Lite

The *Microlite78 First Edition Lite* rules are based on the *Microlite74 Extended* rules modified as necessary to fit the 1978 First Edition (1e) of the world’s most popular fantasy roleplaying game. Modifications include detailed first edition class descriptions with a standard old school experience system (instead of one based on *Microlite20*); complete monsters, spell, and treasure descriptions; rules for strongholds, magic reasearch, optional psionics, and more. These rules are not intended to be a clone of the first edition rules, but rather a

conversion of them to a rules-lite D20-based system that encourages old school play without strictly old-school rules. Although Microlite78 First Edition Lite is a complete game, it assumes a basic knowledge on the part of the GM of how roleplaying games and the basic D20-system work. At about 160 pages, the rules are lean and do not hold your hand.

Microlite81 Games

Microlite81 Games are based on the Basic and Expert boxed sets of the world's most popular fantasy roleplaying game published in 1981, often referred to as B/X. These rules are not intended to be a clone of the B/X rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. These rules assume that the GM understands the basic concepts of roleplaying games, but provides information for both the GM and the players on the various “old school” styles of play. *Microlite81* games can easily use adventures and material from B/X and other early editions of the world’s most popular tabletop fantasy roleplaying game or modern clones. There are four versions: Microlite81, Microlite81 Complete, Microlite81 Advanced, and Microlite81 Extended.

Other Games

Tarnhelm’s Terrible Tome: A set of house rules for the original 1974 (0e) version of the world’s most popular tabletop fantasy roleplaying game (and modern clones, like *Swords & Wizardry*). These house rules are modern renditions of the house rules the author used with his original edition games in the 1970s. Some of house rules include: a simple “skills” system, a Hit Point/Body Point system, ritual magic, an alternate alignment system, critical hits and critical misses, a class based weapon damage system and an optional Armor system that end class restrictions on armor and weapons, divine intervention rules, and an optional class: The Mnemonic Mage.

Microlite20 OSS (Old School Style): A Microlite20 variant designed for old school style play with a modern game system and nearly any 3.5 or earlier fantasy adventure module or setting you can pull off your shelf.

Advanced Microlite20 OSS (Old School Style): A Microlite20 variant designed for old school style play with a modern game system and nearly any 3.5 fantasy adventure module or setting you can pull off your shelf. It is an expanded version of Microlite20 OSS which more races and classes as well as most of the rules from Microlite20 Expert adapted to "old school style" play.

The Microlite20 RPG Collection: A compilation of Microlite20 based games. This collection is made available for free and is not to be sold. Each individual game is copyrighted separately, is based on the Open Game License (because the original, Microlite20, is OGL), and is available for free. Each game is a separate entity with its own copyright and license. The author of each individual game is solely responsible for his or his work. No editing of individual games has been done. The current edition is two volumes with a total of over 1300 pages.

LEGAL NOTES

Microlite74 Trademark License

You may use the Microlite74 trademarks in your own OGL products without obtaining prior permission from the trademark owner in two cases:

1) Adventures, campaign settings, and other supplements either designed specifically for Microlite74 or that are written for another 0e, B/X (BECMI) or 1e rules set may be labeled “Suitable for use with Microlite74” (or suitable for use with specific versions: Basic, Standard, and/or Extended).

2) Microlite74 may be mentioned by name in documents (or sections of a larger product) written to provide information on converting adventures and other materials between one game system and another.

In no case may the Microlite74 trademarks be used in any manner than indicates a product is endorsed or otherwise approved by the author of Microlite74. The terms “Microlite74 Companion” and “Microlite74 Supplement” may not be used in the title of a product without permission in writing.

All others uses of the “Microlite74” trademarks in products requires permission in writing from the trademark owner. This permission will generally be given, so don’t be afraid to ask.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.
1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; “Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does

not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
Microlite20 © 2006, Robin V. Stacey (robin@greywulf.net)
M20 Hard Core Rules © 2008, Alex Shroder
Microlite74 © 2008, Randall S. Stukey
Swords & Wizardry © 2008. Matthew J. Finch
Swords & Wizardry: Whitebox © 2008. Matthew J. Finch Authors Matt Finch and Marv Breig
Microlite74 2.0 © 2009, Randall S. Stukey
Microlite75 © 2011, Randall S. Stukey
Microlite74 Extended 3.0 © 2011, Randall S. Stukey
Microlite74 Extended 3.0 Tablet Digest © 2015, Randall S. Stukey
Microlite74 Ultimate Edition © 2017, Randall S. Stukey
Microlite74 3d6 Edition (Free Version) © 2017, Randall S. Stukey
[End of License]

This product is 100% Open Game Content except for Product Identity, as per the Open Game License above. Product Identity includes Microlite74, Microlite74 Basic. Microlite74 Standard, Microlite74 Extended, Microlite74 Companion, Microlite74 Supplement, Microlite74 Utimate Edition, Microlite74 3d6 Edition, Randall S. Stukey and all pictures and illustrations.

Microlite74 3d6 Edition

Microlite74 games are trimmed-down miniature versions of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of Microlite74 games is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern versions.

The *Microlite74 3d6 Edition* rules are based on the 1974 0e edition of the world's most popular fantasy roleplaying game with its supplements and material from 0e magazine articles, some 0e third party material, some of the house rules the author used in the 1970s, and selected ideas from other roleplaying games. The major differences in this special edition is that only D6s are needed for play (3d6 are rolled when a D20 would be rolled in standard versions) and the system includes partial successes as well as success and failure. This book contains the rules for the *Microlite74 3d6 Edition*, including:

- Simple Character Creation Rules: Roll your attributes and select a race, class, background, and alignment.
- Only three classes (Fighter, Magic-User and Cleric) but backgrounds allow an infinite variety of characters.
- Simple and fast-playing combat system that tracks physical (body point) damage separately from luck/skill/fatigue (hit point) damage.
- Hit points recover with a night's rest. Actual wounds recover more slowly.
- Casting a spell casting requires a successful action roll.
- Rules for hirelings, monster reactions (not every monster wants to fight), morale (not every monster fights to the death), and more.
- A complete list of spells and monsters.
- Compatible with most other 0e based games and adventures.

Published by

RetroRoleplaying.com

http://www.retroroleplaying.com/