

Microlite74

Companion III: More Optional Rules

Version 3.0 Release 1.0 (Condensed Type Edition)

OGL20 Rules for Tabletop Fantasy Roleplaying Campaigns with Old School (0e) Flare



Special Thanks to Our Sponsors

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Microlite74 Companion III: More Optional Rules

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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

A number of rules supplements were published for that very first ("0e") fantasy roleplaying game published back in 1974. All those supplements contained material that the GM could choose to allow (or not allow) into her campaign on a case-by-case, rule-by-rule basis. The rules in this Supplemental Rules book are designed in the same way.

Each item is independent and can be added or ignored as the GM decides. Some sections may interfere with or contradict other sections. Some of these supplemental sections add material from the original 0e supplements while others had interesting ideas from other sources – even interesting material from modern rules sets "backported" to 0e for Microlite74.

Most of these rules are suitable for use with either the Basic, Standard, or Extended versions of Microlite74. A few rules may not be suited for one or more versions. Rules not suitable for all versions of Microlite74 will be so marked.

Supplemental Stats

If used, these stats are rolled just as other stats in the game.

Sanity

Sanity (SAN) mainly comes into play when faced by intrusions into your mind or particularly horrible sights or revelations. If your GM requests a SAN check, roll 1d20. If the result is greater than or equal to your current SAN score, subtract half the amount by which you failed from your SAN score, rounded up, and roll on the following table:

1. Affected as if by a *Fear* spell for (d6 1-2: 1 turn 3: 2 turns 4: 3 turns 5: 1 hour 6: 1d8 rounds)
2. Affected as if by a *Confusion* spell for (d6 1-3: 1d10 rounds 4: 1d6 turns 5: 1d6 hours 6: One full day)
3. Catatonic with despair (cannot attack, speak, or cast spells and must be led around by allies) for (d6 1-2: 1 round 3-4: 1 turn 5: 1 day 6: 1 week)
4. Afflicted with horrible maniacal laughter making it impossible to attack or cast spells for 1d4 rounds
5. Faints out of shock for 2d6 rounds
6. Going to be okay, but noticeably shaken up

SAN can be restored, although never over the amount a character initially had, at a rate equal to the character's MIND bonus (minimum of 1) per full week of rest in a safe, relaxing environment. If a character's SAN ever dips below 3, she is permanently insane and likely to either become a threat to herself or others or retire from the adventuring life altogether to battle her personal demons.

Option: Mad Wizardry: At GM's option, your SAN bonus may be added to the cost of your spells unless you choose to make a SAN check. This option is most appropriate for settings in which magic is inherently a chaotic and dangerous force.

Version Suitability: Any.

Notes for the GM: Sanity is generally only included in campaigns which feature eldritch horrors whose mere existence can warp the mind. If the GM desires to add Sanity to the game, either this Sanity stat or the Sanity system in Companion I should be used, not both.

Luck

Luck (LUCK) has two functions. Firstly, it can be permanently expended on a 1-for-1 basis to gain an equal bonus to any die roll. Second, your LUCK bonus also affects one particular die roll or aspect of your character, determined by rolling on the following chart:

1. Melee attack rolls
2. Ranged attack rolls
3. Magic attack rolls
4. Melee damage rolls
5. Ranged damage rolls
6. Magical damage rolls
7. FORT saves
8. REF saves
9. WILL saves
10. PRE saves

11. Primary skill rolls
12. Secondary skill rolls
13. Minor skill rolls
14. HP gained at each level
15. Surprise rolls
16. Armor Class
17. Strike Speed
18. Multiply by 5 and add (in feet) to your movement rate
19. Maximum encumbrance
20. Reaction Rolls

Version Suitability: Any.

Notes for the GM: This stat makes the abilities of characters more variable random and provides a very limited pool of one-use action points. Whether the bonuses from luck are based on a character's original luck score or their current Luck score is up to the GM. Having the bonuses based on the current value of the Luck stat will make players even more reluctant to use permanent points of Luck to modify die rolls (i.e. as one-use "action points").

Supplemental Races

Optional Races

The following races are examples of additional races that a GM could choose to make available to players in a campaign.

Orcs get +2 to STR and -1 to CHA. Experience base modifier of +4. Special abilities: +1 to hit with light and medium weapons, thick hide gives +1 to armor, can see half as well in darkness as in light, speak languages of Dwarves, Hobgoblins, Gnolls, and Goblins.

Hobgoblins get +1 to DEX and CHA. Experience base modifier of +3. Special abilities: +1 to strike speed, +2 to hit with thrown weapons, speak languages of Elves, Bugbears, Orcs, and Goblins.

Kobolds get -1 to STR and +1 to DEX and MIND. Experience Base modifier of +4. Special abilities: +4 to save against traps, note slanting passages, unsafe walls, ceilings, or floors in underground settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, and goblins; can see in darkness half as well as in light.

Bugbears get +1 to STR and DEX. Experience base modifier of +5. Special abilities: Thick hide gives +1 to armor, can blend in background (d20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors – this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do), can surprise opponents on a roll of 1-4, can see half as well in darkness as in light, speak languages of orcs, hobgoblins, goblins, and halflings.

Goblins get -1 to STR and +2 to DEX. Experience base modifier of +2. Special abilities: -1 to hit in daylight, +1 to hit with slings and light weapons, note slanting passages, unsafe walls, ceilings, or floors in underground settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area), can see in darkness equally as well as in light, speak languages of Halflings, Elves, Hobgoblins, and Kobolds.

Gnolls get +2 to STR and -1 to MIND. Experience base modifier of +4. Special abilities: Can track by scent, claw attack deals 1d4 damage, shaggy pelt provides +1 to AC, opponents take -1 to morale, speak languages of Elves, Orcs, Gnomes, and Trolls.

Ogres get +3 to STR and -2 to MIND. Experience base modifier of +7. Special abilities: +4 to saves against poison, can wield heavy weapons one-handed, 1d4 extra starting BP, can carry 50% more than normal, see half as well in darkness as in light, require specially-fitted armor costing double, speak languages of Trolls, Orcs, Elves, and Hill Giants.

Dragonborn get +2 to STR. Experience base modifier of +7. *Special Abilities:* at character generation, choose fire, ice, or

lightning as your breath weapon. Fire can strike up to four creatures in a small group within 30 feet for 1d8+level fire damage. Ice can strike up to four creatures within 15 feet of you for 1d8+level cold damage. Lightning can strike up to four creatures in a straight line from you within 30 feet, for 1d8+level lightning damage. Use of this ability requires a ranged attack roll vs AC and costs 3 Hit Points. Dragonborn also receive a +4 bonus to saving throws against damage/attacks that are similar to their breath weapon type.

Eladrin get +1 to DEX and +1 to CHA. Experience Base modifier of +7. *Special Abilities:* Can use elf-made magic armor and magic weapons even as a magic-user or illusionist. Note secret/hidden doors (D20+Mind bonus; DC 12 if carefully checking, DC 16 if just passing through); spend 2 HP to teleport instantly to a location you can see within 50 feet; speak languages of elves and other fey creatures.

Tieflings get +1 to Dexterity and +1 to Charisma. Experience Base modifier of +5. *Special Abilities:* Tieflings can see in darkness half as well as in light. Tieflings may spend 1 HP to add 1d4 fire damage to any attack. This must be declared and spent before the attack roll is made.

Warforged get +2 to STR. Experience base modifier of +7. *Special Abilities:* Metal components add +2 to AC and +4 to saves against poison; +1 to attacks with medium or heavy weapons; Warforged are mechanical constructs and therefore do not need to eat, sleep, drink or breathe (however they are not immune to magical sleep and poisons and toxic gases such as a green dragon's breath attack are still corrosive to them.)

Kalashtar get +1 to MIND and CHA. Experience base modifier of +5. *Special Abilities:* +2 to WILL and PRE saves; naturally manifest one psionic ability, can establish a telepathic link with one willing creature at a time within 30 feet at a cost of 2 HP per minute.

Shifters get +2 to DEX. Experience base modifier of +5. *Special Abilities:* distant lycanthropic heritage allows them to assume bestial hybrid form that gives them a bite or claw (or horn or hoof or what have you) attack dealing 1d6 damage and +1 to AC except against silver weapons. This ability costs 2 HP per round, subtracted immediately after the effect ends; can speak language of the animal lycanthrope ancestor could transform into.

Changelings get +2 to CHA. Experience base modifier of +3. *Special abilities:* Can change to look like any demihuman or humanoid as if using the spell *Change Self* for 3 HP/use, speak languages of doppelgangers and any three other humanoid or demihuman races.

Aasimar get +2 to CHA. Experience base modifier of +5. *Special Abilities:* Minor Healing Prayers as Cleric ability, produce Light (as spell) for 2 HP.

Catfolk get +1 to STR and DEX. Experience Base Modifier of +4. *Special Abilities:* Can see in darkness half as well as in light, +1 to hit and damage with light weapons, claw attack deals 1d4 damage, can blend in background (d20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors – this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do).

Half-Dwarves get +2 to STR. Experience Base Modifier of +6. *Special abilities:* Can go a number of days equal to STR modifier plus level without rest (minimum 2), double STR bonus for purposes of determining encumbrance (0 or less doubles to +1) +4 to saves vs. a magical effect, speak languages of dwarves, gnomes, kobolds, and goblins.

Hawkfolk get +2 to DEX. Experience Base Modifier of +6. *Special abilities:* Glide (lose 5 feet for every other move while airborne, must keep moving or fall) if not wearing heavy armor, can attempt to truly fly (d20+STR bonus, DC 16 once per round to maintain current altitude, DC 20 to climb 5 feet per move) flap to reduce falling damage by 20 feet if awake and able to

MICROLITE74 COMPANION III: MORE OPTIONAL RULES

move, note secret or hidden doors (d20+MIND bonus, DC 12 if carefully checking, DC 16 if just passing through), +1 to hit and damage with javelins and light bows, experts at climbing, speak languages of elves, harpies, and hobgoblins.

Insectfolk get +1 to STR and DEX and -1 to CHA. Experience base modifier of +7 *Special abilities:* Cannot learn to speak languages of most other creatures (but may understand and write in them), four arms (can, for example, wield a two-handed weapon, and a shield, and carry a torch, or dual-wield light weapons and shield and drink a potion, can only benefit from one shield at a time and are subject to normal dual-wielding restrictions), hard carapace gives +2 to AC, +1 to WILL and PRE saves triggered by the actions of non-insectoid creatures due to alien mindset, flutter vestigial wings to reduce falling damage by 10 feet if awake and able to move.

Lizardfolk get +1 to STR and MIND. Experience Base modifier of +6. *Special Abilities:* breathe underwater, claw attack deals 1d6 damage, +1 to WILL and PRE saves triggered by the actions of non-reptilian creatures due to alien mindset, can blend in background (d20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors – this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do).

Pixies get +1 to DEX and CHA. Experience Base Modifier of +6. *Special Abilities:* Fly if not wearing heavy armor or above half encumbrance, become invisible for 1 round or *Charm Person* for 2 HP, too small to wield heavy weapons or polearms, fit into tight spaces, +2 to AC due to small size, speak languages of elves, gnomes, goblins, and other fey creatures.

Tengu get +1 to DEX and MIND. Experience Base modifier of +4. *Special abilities:* Flap to reduce falling damage by 10 feet if awake and able to move, mimic any voice, throw their voice (as the spell *Ventriloquism*) for 1 H, speak the languages of goblins and kobolds.

Tharks get +2 to STR. Experience Base modifier of +7. *Special abilities:* Four Arms (can, for example, wield a two-handed weapon, and a shield, and carry a torch, or dual-wield light weapons and shield and drink a potion, can only benefit from one shield at a time and are subject to normal dual-wielding restrictions), able to wear light armor regardless of class, speak language of Orcs.

Version Suitability: Any.

Notes for the GM: These races are examples of additional races for Player-Characters that a GM might wish to include in a campaign. The power level of the races in this section can vary quite a bit. GMs should carefully choose which (if any) races to include based on both what fits their campaign setting and the "power level" desired for the campaign.

Supplemental Classes & Class Abilities

Optional Classes

The following races are examples of additional classes that a GM could choose to make available to players in a campaign.

Witches (Arcane Class) wear no armor and can use any light weapon. Physical Combat bonus is level/4 rounded up. Magical combat bonus is level/2 rounded up. Experience base is 30. Class saving throw bonus is +1. They add +1 to WIL and PRE saves. They cast witch spells and have the Minor Magic and Herbalist (as per the advantage in ML74 Companion 1) special abilities. At 3rd level a witch can brew one Love Potion, Truth Serum, or Poison per week for every three levels she has and can treat a single bag she made herself as a bag of holding. At fifth level she can treat a broom she made herself as a broom of flying. Witches can work in groups of up to three and pool their levels for the purposes of casting a spell.

Necromancers (Arcane Class) wear no armor and can only use daggers, slings, staves and sickles as weapons. Physical Combat bonus is level/4 rounded up. Magical combat bonus is level/2 rounded up. Experience base is 30. Class saving throw bonus is

+1. They add +1 to WIL and FORT saves. They cast Necromancer spells and have the Minor Magic, Arcane Blast and Turn Undead special abilities.

Delvers (Specialist class) can wear light armor, use shields, and use any light or medium weapon. Physical combat bonus is level/3, rounded up. Magical combat bonus is level/3, rounded up. Experience base is 25. Class Saving throw bonus is +4. They add +1 to FORT and REF saves. Delvers notice secret doors, slanting passages, traps, shifting walls and new construction in underground or ruined settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area), speak a number of ancient or unusual languages equal to 2+MIND bonus, and can attempt to understand unfamiliar ones (d20+MIND bonus, DC 12 if they have access to any kind of recording (whether verbal or written), DC 16 if they only heard it in passing). Delvers are also accustomed to operating in low-light conditions and treat any light source as if it were one degree brighter (for instance they can see by candlelight as well as others can by torchlight and by torchlight as well as others can by lantern). Delvers are good at underground survival and identifying and appraising the value of treasure.

Prodigies (Arcane Class) can use daggers, slings, staves, and one other light or medium weapon of their choice, or shields. They can wear light armor. Physical Combat Bonus is level/4, round up. Magical Combat Bonus is level/2, round up. Experience Base is 25. Class Saving Throw Bonus is +1. They add +1 to WILL and PRE saves. Being largely self-taught at magic, they have the Minor Magic and Arcane Bolt abilities, but they do not have a spellbook and cannot learn to memorize new spells. Instead, they begin with two Magic-User spells of their choice and independently figure out one new spell from the Magic-User list (that they are high enough level to cast) per level. When a Prodigy levels up, if she wishes, she may choose to retrain as a Magic-User, retaining any spells she currently knows, but does not go up in level. Some prodigies gain their talent due to inheriting their magic from a magical ancestor such as a powerful wizard, a demon, or a shapeshifted dragon, in which case their spells may accordingly display a theme.

Warlocks or Diabolists (Arcane Class) wear light armor and can use light weapons. Physical Combat Bonus is level/4, round up. Magical Combat Bonus is level/2, round up. Experience Base is 25. Class Saving Throw Bonus is +2. They add +1 to WIL and PRE saves. Thanks to a seemingly-innocuous deal struck with a powerful unnatural creature such as a demon or a lord of faerie, a Warlock can cast Witch or Cleric (using only the reversed versions of any sort of curative spells) spells (starting at 6th level as if she were five levels lower), has the Minor Magic and Arcane Bolt special abilities, and can Hex, Cause Light Wounds, or her choice of Darkness, Faerie Fire, or Charm Person 1/day (plus one additional time per day at 5th level and every five levels thereafter). Starting at third level they may *Curse* 1/day as well.

Conjurers (Arcane Class) wear no armor and can only use daggers, slings, and staves as weapons. Physical Combat Bonus is level/4, round up. Magical Combat Bonus is level/2, round up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +2 to WIL saves. They cast Conjurer spells and have the Minor Magic and Arcane Blast special abilities.

Witch-hunters or Inquisitors (Fighting Class) can use light or medium armor and shields, and wield any weapon. Physical Combat Bonus is level/2, round up. Magical Combat Bonus is level/4, round up. Experience Base is 25. Class Saving Throw Bonus is +2. They add +1 to FORT and WILL saves. They add +1 to all attack and damage rolls. This increases by +1 at fifth level and every five levels thereafter. Witch-hunters get +1 to attacks and damage against creatures of an unholy nature such as demons and undead. A Witch Hunter can turn undead, but only adds half her level (Rounded down) to the roll, and may Smite. Additionally, she can cast *Detect Magic*, *Remove Fear*, or *Protection From Evil* 1/day (plus one time per day at fifth level and every five levels thereafter). Also starting at fifth level, they may *Remove Curse* 1/day. Witch Hunters are good at tracking and interrogation.

Sages (Specialist Class) wear no armor and can only use daggers, slings, staves and one other light or medium weapon of their choice as weapons. Physical Combat Bonus is level/3, round up. Magical Combat bonus is level/3, round up. Experience base is 25. Class saving throw bonus is +1. They add +2 to WILL saves. They can attempt to understand unfamiliar languages (d20+MIND bonus, DC 12 if they have access to any kind of recording (whether verbal or written), DC 16 if they only heard it in passing), can *Read Magic* as the spell of the same name, and can attempt to use a spell from any scroll successfully on a roll of 1d20 + MIND bonus + Magical Combat Bonus versus a DC of 10 + 1.5 x spell level, rounded up. Spell fades as if used on failure and backfires on a natural roll of the spell level or less. Sages are good at identifying and appraising the value of treasure, as well as all fields of academic study and are experts at one relatively specific subject of their choice. Sages have access to the Tactical Expertise (see Microlite74 Companion 1) and Careful Study special abilities.

Careful Study: If a Sage is allowed to study a problem or physical obstacle for a full turn without interruption, she can add her MIND bonus to a skill check to overcome it-- even if she would add it already. If she is allowed the time and resources to research thoroughly, she can add an additional bonus to the as long as she confronts the same problem or obstacle again within a number of days equal to her MIND score. If the Sage is allowed to study for a full turn she acquires a +1 bonus. She can improve this bonus to +2 with another two hours of study. Another three hours beyond that grants a +3 bonus, and so on (to a maximum of fourteen hours of study to attain a +5 bonus). By the same token, if a Sage is allowed to study an enemy's fighting style for three rounds without interruption, she gains her MIND bonus to the next attack she makes against it as long as she makes the attack within one turn.

Beastmasters (Fighting Class), can wear light armor, use shields, and use any light or medium weapon. Physical Combat Bonus is level/2, rounded up. Magical Combat Bonus is level/4, rounded up. Experience Base is 25. Class Saving Throw Bonus is +2. They add +1 to FORT and REF saves. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. They are expert at wilderness tracking and survival and good at moving quietly and hiding in cover in the wilderness. They cannot read unless they have a MIND score of at least 13 and do not speak well (though they may be taught to do both), but understand the languages of whatever kinds of animals are normal to their environment and have the Show Of Dominance special ability.

Show of Dominance: This ability functions as *Turn Undead*, however rather than undead creatures, it affects natural, non-magical animals. If an animal would be automatically turned by this ability it can instead be cowed to serve the Beastmaster faithfully (within the limit of their abilities and intelligence) for a number of days equal to the Beastmaster's CHA bonus or until they fail a morale check. A Beastmaster can only have a total number of HD worth of animals cowed equal to his CHA score.

Teaching a Beastmaster to read: Beastmasters (and at GM's option, other characters, especially ones that come from a primitive background) can attempt to learn to read when they reach 2nd level as long as they have had regular exposure to writing (traveling with a character who is herself literate is usually sufficient). At that time, roll a d20. If it is equal to or lower than the Beastmaster's MIND score, then she is able to read.

Swashbucklers (Fighting Class) are proficient with light armor, shields, and light and medium weapons. Physical Combat Bonus is level/2, round up. Magical Combat Bonus is level/4, round up. Experience Base is 20. Class Saving Throw Bonus is +2. They add +2 to REF saves. They add +1 to all attack and damage rolls. This increases by +1 at fifth level and every five levels thereafter. When not wearing armor a swashbuckler may add half her level +1 point for every point of dexterity above 15 to her AC. Due to their great precision and skill, Swashbucklers have a 50% chance of scoring a critical hit on a roll of 19.

Rogues (Specialist Class) can use light or medium weapons and light armor, use shields. Physical Combat Bonus is level/3, round up. Magical Combat Bonus is level/3, round up. Experience Base is 25. Class Saving Throw Bonus is +2. They add +1 to REF and WILL saves. Rogues can use scrolls as thieves do, have the Minor Magic and Arcane Bolt abilities, and have *Read Magic* and one other first level magic-user spell. They may learn spells of up to third level, but can only ever memorize first-level spells, all others must be cast as rituals.

Shamans (Specialist Class) can wear light or medium armor and use shields and can use any light weapon. Physical Combat Bonus is level/3, round up. Magical Combat Bonus is level/2, round up. Experience Base is 25. Class Saving Throw Bonus is +1. They add +1 to WIL and PRE saves. They cast shamanic spells, have the Ancestral Trance ability, and are good at wilderness survival.

Ancestral Trance: By meditating for one turn, the shaman can let the memories of her ancestors or her own past lives guide her, granting her a +4 bonus to any roll made on a d20 (ie an attack, save, or skill/ability roll). This ability can be used a number of times per day equal to her CHA bonus (minimum 1/day), plus an additional time per day every 5 levels.

Barbarians, Alternative (Fighting Class) can wear light or medium armor, may use shields, and can use any weapon. Physical Combat Bonus is level/2, rounded up. Magical Combat Bonus is level/4, rounded up. Experience Base is 30. Class Saving Throw Bonus is +3. They add +2 to FORT saves. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. When not wearing armor a Barbarian may add half her level +1 point for every point of dexterity above 15 to her AC. Additionally, they have the Mighty Thews ability that allows a barbarian to sacrifice hit points for a bonus to a roll in which physical strength is a factor (such as climbing or melee attacks) on a 1-to-1 basis. They are expert at wilderness survival and good at moving quietly and hiding in cover in the wilderness.

Thaumaturges, sometimes known as **Warders** (Arcane Class) wear no armor and can use only daggers, slings, and staves as weapons. Physical Combat Bonus is level/4, rounded up. Magical Combat Bonus is level/2, rounded up. Experience Base is 25. Class Saving Throw Bonus is +1. They add +1 to WILL and PRE saves. They cast Cleric spells as well as spells from the Thaumaturge lists, and have the Minor Magic ability, plus two chosen from the following list: Minor Healing, Minor Divination, Minor Blessing (see below).

Thaumaturges learn spells the way Magic-Users and Illusionists do, not the way Clerics and Druids do. The Thaumaturge class is intended to replace the Cleric class with "priest" simply being a background.

Minor Blessing: For a cost of 2 HP, the Cleric or Priest can grant herself or an ally a +1 bonus on the next attack roll, morale check, or saving throw she makes. The blessing expires if not used in 1 turn.

Version Suitability: Standard or Extended.

Notes for the GM: While the classes in this list vary somewhat in power and usefulness, if the GM selects only those classes that fit the campaign setting and the desired power level for that campaign setting, they should work in most campaigns. GMs should be careful to not to allow their players to talk them into allowing classes from this section which do not fit the setting or which are too powerful for the campaign.

Optional Experimental Classes

The following races are examples of very unusual classes that a GM could choose to make available to players in a campaign.

Superheroes (Fighting Class) can wear light or medium armor, may use shields, and can use any weapon. Physical Combat Bonus is level/2 rounded up. Magical combat bonus is level/3 rounded up. Experience base is 30. Class saving throw bonus is

MICROLITE74 COMPANION III: MORE OPTIONAL RULES

+3. They add +2 to one saving throw of the player's choice. They begin the game with 1d4 mutations and 1d3-1 (minimum 0) defects. Superheroes deal 1d6 damage with their bare hands.

Expanded mutation chart: Just to cover a few that might suit the Superhero class that the one from Supplement 1 didn't quite have.

- | | |
|-----|----------------------|
| d12 | Mutation Description |
|-----|----------------------|
- Amazing Stat - +1d6 to one stat: 1-5 STR, 6-10 DEX, 11-15 MIND, 16-20 CHA
 - Amazing Defense - +1d6 to AC
 - Tougher - +2 Hit Points per level
 - Immunity - Takes no damage from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Radiation, 6 Electricity, 7 Sonic, 8 Psionic
 - Better Senses - One sense is vastly superior 1 Sight, 2 Hearing, 3 Smell, 4 Low light (30'), 5 Thermal (30'), 6 Blindsight (30')
 - Melee Weapon - Natural melee weapon that inflicts 1d8+STR mod; alternatively, player may opt to take this as an activated touch based healing ability instead (1d8 + Mind mod)
 - Ranged Weapon - Natural ranged attack that inflicts 1d8 damage up to 30'; source: 1 Fire, 2 Cold, 3 Acid, 4 Lightning, 5-6 Normal physical damage. Activation required.
 - Psionic Attack - Mental attack that inflicts 1d8+Mind bonus up to 30'; source: 1 Fire vs. AC, 2 Cold vs. AC, 3 Sonic vs. AC, 4 Elec. vs. AC, 5 Psionic vs. MD, 6 Empathy (no damage, ready & manipulate emotions, 7 Telepathy (no damage, read thoughts/mental comm.), 8 Illusion (no damage, audio and visual illusions only the target can see). Activation required.
 - Special Mutation - 1 Extra Arms (hold extra weapons or shields), 2 Bigger (use med. Weapons as light and 2-hnd as med.), 3 Prescient (+1 surprise, +4 initiative, 4 Aquatic (gills & webbed digits), 5 Psychic Shield (A) (entire party may use mutant's MD for defense), 6 Regeneration (heals 1 hp/minute as long as alive), 7 Faster (+1 Action Point), 8 Telekinesis (A) (lift 100 lbs. +100 lbs./ Mind bonus), 9 Special Move (A) 60' (teleport, fly, jump, etc.), 10 Player's choice. (A) means Activation required.
 - More Special Mutation - 1 Super-speed (can run at ten times normal rate instead of double), 2 Stretching (can reach up to 20 feet, including when making melee attacks), 3 Wall-crawling (Climb as thief of same level), 4 Shape-shifting (Other human-like forms only) (A), 5 Animal mimicry (As seventh-level druid without the healing) (A), 6 Shrinking (+2 AC, Fit into tiny spaces) (A), 7 Density control (become insubstantial or super-heavy) (A), 8 Web-slinging (Cast *Web* or produce up to 50 feet of sticky rope) (A), 9 Weather Influence (Can create wind at maximum speed of character level*5 miles per hour or cloud/fogbank similar to *Fog* spell) (A), 10 Player's choice. (A) means Activation required)
 - Manifest random psionic ability
 - Player's Choice - Player may choose specific mutation subject to GM approval(i.e. Immunity to Fire)

NB: This should let you get pretty much any kind of superhero with a lucky roll or two, except like... Doctor Strange or Zatanna, who are better represented as a magic user, non-powered but highly skillful characters like Batman or Captain America, or characters that rely on a gadget such as Iron Man or Hawkeye or Green Lantern (who are probably better handled either as Technos or as another class with a particular magic item), except maybe VERY tricky corner cases like Firestorm.

Psychics (Arcane Class) wear no armor and can only use daggers, slings, and staves as weapons. Experience Base is 30. Physical Combat Bonus is equal to level/4 rounded up. Magical Combat Bonus is equal to level/2 rounded up. Class saving throw bonus is +1. They add +2 to WILL saves. They always have psionic abilities and can manifest a maximum of 3d4+MIND bonus abilities. They automatically manifest a new ability at any level divisible by 3 without needing to check.

Acrobats (Specialist class) can wear light armor, but not shields, and use light or medium weapons. Physical Combat Bonus is level/3, round up. Magical Combat Bonus is level/3, round up. Experience Base is 20. Class Saving Throw Bonus is +3. They add +2 to REF saves. They never have to save to take half damage on a fall if they are conscious and able to move. They gain a +3 bonus to attack instead of the usual +2 when climbing on a larger opponent, and add the bonus to damage as well. So long as they are able to move at all their armor class is 11 + class level/2 (round up) + one per point DEX is over 14. Acrobats are experts at jumping, tumbling, climbing, and balancing.

Priests (Specialist Class) wear light armor and can use light weapons. Physical Combat Bonus is level/3, round up. Magical Combat Bonus is level/2, round up. Experience Base is 20. Class Saving Throw Bonus is +2. They add +1 to WIL and PRE saves. They cast divine spells and have the Divine Protection and Sanctified Circle special abilities. Priests can *Remove Curse* three times per day at 6th level. Priests must remain true to the tenets of their religion or they gain no experience.

Divine Protection: Priests can invoke their deity's blessings to protect themselves from harm. By using this ability, a Priest gains a +3 bonus to the next saving throw she attempts. This ability costs 2 HP to use.

Sanctified Circle: Priests can bless their immediate surroundings. By praying for a round the Priest grants anyone within a 5-foot radius a +1 bonus to attacks and saving throws against unholy creatures such as undead or demons. This only functions while the Priest is alive, conscious, and within the area. Overlapping circles have no cumulative effect.

Ascetics or Yogis (Arcane Class) can only use staves, and are not trained in any kind of armor, disdaining tools of violence. Physical Combat Bonus is level/4, round up. Magical Combat Bonus is level/2, round up. Experience Base is 20. Class Saving Throw Bonus is +3. They add +1 to FORT and WILL saves. Ascetics deal 1d6 damage when fighting unarmed. So long as they are able to move at all their armor class is 11 + class level/2 (round up) + one per point DEX is over 14. Ascetics are able to turn undead, and may cast any cleric spell (but not its reversed version), as well as those spells from the Ascetics spell list. They prepare these spells through meditating for one hour. Additionally, an ascetic can slow her heartbeat and breathing so much as to appear dead for a number of turns equal to her level. Ascetics must remain true to the tenets of their religion and may not be the first to attack or slay an opponent in order to gain experience.

Version Suitability: Any.

Notes for the GM: The classes in this section are labeled experimental for a reason: they are so unusual that they do not belong in most campaigns and GMs who desire to use one or more of these classes should be sure to watch their use carefully and modify them as needed so they do not ruin the campaign. Players should be informed that any classes from this section are truly experimental and probably will require tweaks (changes to their abilities) during the campaign. GMs absolutely refuse to allow their players to talk them into allowing classes from this section just because a player wants to play one.

Races As Classes

In some campaigns, it may make more sense for each race available to player-characters to be a class. If race as class is used, normal race rules are not used. Please note that these classes also gain all the racial abilities of the race whose name they share, but not their experience modifier.

Elves or Half-Elves (Specialist Class) can use light or medium armor and weapons as well as longbows, and shields. Physical Combat Bonus is level/3, round up. Magical Combat Bonus is level/3, round up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +1 to REF and WILL saves. They have the Elf-Shot and Minor Magic abilities, and can heal 1 BP per

level per day by laying on hands. Starting at 6th level, an Elf can cast either Magic-User, Illusionist, or Druid spells as if she were five levels lower. Armor made of iron or steel is slightly painful for elves to touch, and for every day an elf spends wearing or handling iron for at more than a turn she takes 1 HP in damage that cannot be healed by any means unless she spends another full day not touching iron. Elves start with specially-made gear that is as sturdy as iron but is harmless, and costs twice as much to replace.

Elfshot: This ability works identically to the cleric's *Smite*, except that it only applies to arrows fired from a bow.

Dwarves (Fighting Class) can wear any armor and use any weapons or shields, though they take -1 to attacks with heavy weapons because they find the size awkward. Physical Combat Bonus is level/2, round up. Magical Combat Bonus is level/4, round up. Experience Base is 25. Class Saving Throw Bonus is +4. They add +1 to FORT and WILL saves. They add +1 to all attack and damage rolls. This increases by +1 at fifth level and every five levels thereafter. Dwarves get +1 to attacks and damage against creatures of more than twice their size (the average dwarf is around 4 feet tall). A dwarf can create magic items as if she were a Magic-User of equal level (but not scrolls or potions). Additionally, starting at 5th level, dwarves gain 5% magic resistance, which increases by 5% every fifth level. Dwarves are good at some sort of skilled craft (such as carving, smithing, or jewel-cutting) and at appraising the value of treasure.

Halflings (Specialist class) can wear light armor and shields and use light or medium weapons (though they usually need two hands for any medium weapon other than short swords, sickles, hand-axes, javelins, or short spears). Physical Combat Bonus is level/3, round up. Magical Combat Bonus is level/4, round up. Experience Base is 20. Class Saving Throw Bonus is +2. They add +1 to REF and PRE saves. They have the sneak attack ability much as a Thief does. Adventuring halflings are good at moving quietly and at asking and answering riddles.

Orcs or Half-Orcs (Fighting Class) are proficient with all types of weapons and armor, but not shields. Physical Combat Bonus is level/2, round up. Magical Combat Bonus is level/4, round up. Experience Base is 25. Class Saving Throw Bonus is +1. They add +1 to FORT saves. They add +1 to all attack and damage rolls. This increases by +1 at fifth level and every five levels thereafter. Orcs can attack recklessly, taking a -1 to -3 penalty to either AC or attack rolls to gain an equal bonus to damage. Because an orc in battle is so terrifying to behold, any time the orc scores a critical hit, her opponents must check morale.

Gnomes (Specialist Class) are proficient with light and medium weapons (but require two hands for many medium weapons, the same as Halflings) and light armor and may use shields. Physical Combat Bonus is level/3, round up. Magical Combat Bonus is level/4, round up. Experience Base is 20. Class Saving Throw Bonus is +2. They add +1 to FORT and WILL saves. A gnome can speak the language of any natural animal that normally lives underground *such as rabbits or badgers) or in caves (such as bats or bears), use one first-level illusionist spell 1/day (plus one additional time at fifth level and every five levels thereafter), use scrolls as a thief to cast illusionist spells *only*, may become invisible for a total number of rounds equal to half her level, rounded up, and have the minor magic ability. Gnomes are good at moving quietly and wilderness survival.

Dark Elves or Drow (Specialist Class) can use light or medium armor and weapons as well as heavy crossbows, and shields. Physical Combat Bonus is level/3, round up. Magical Combat Bonus is level/3, round up. Experience Base is 30. Class Saving Throw Bonus is +1. They add +1 to REF and WILL saves. Dark Elves have the Sneak Attack ability much as do thieves, and can use *Darkness*, *15' Radius* or *Faerie Fire* 1/day (plus one additional time at 5th level and every five levels thereafter). Starting at 6th level, a Dark Elf can cast Magic-User (regardless of sex) or Cleric (if female) spells as if she were five levels lower.

Version Suitability: Any.

Notes for the GM: If these classes are used, character generation is modified, players do not select a race and then a class for their character. Instead players who want a non-human character select the appropriate racial class. While racial classes limit character design somewhat, they make it easier to make non-human races different from humans. Fans of the "classic" 1980s boxed sets version of the world's most popular roleplaying game will find that using these optional Races as Classes rules will make the game similar to that version of the game system.

Experimental Class Options

The following experimental options may be added to the standard classes.

Fighters gain access to the following new special ability:
Favored Style: Choose one of the following fighting styles. You gain the indicated bonus while using the indicated type of weapon or armor.

Polearms: +1 to strike speed when using polearms, staves, or spears.
Ranged Weapons: +1 to attack rolls with missile weapons
Two Weapons: +1 to attack rolls when using two weapons
One Weapon: +1 to attack rolls when only using one light or medium weapon in one hand
Great Weapon: +1 to damage rolls when using a heavy weapon in both hands
Weapon and Shield: +1 to AC when using both a weapon and a shield
Light Armor: +1 to AC if wearing Light Armor.

Rangers may choose between being able to dual-wield one medium and one light weapon or ignoring the -2 penalty for firing a missile weapon at medium range.

Paladins have access to the Cleric's ability to Smite.

Magic Users, Illusionists and any other class with the Minor Magic ability can use it at no HP cost.

Clerics can trade Smite for Minor Healing Prayers or Minor Divination (see Supplement I). Clerics following deities who are unlikely to grant undead turning abilities can use this replacement with GM permission:

Dismiss Sorcery: Clerics can dismiss sorcery. Roll 1d20+CHA bonus+level versus the dispel DC of the spell plus the level of the spell. One additional spell of equal or lower level is dispelled per point over the roll needed. The cleric must touch something affected by the spell with her hand, or simply hold it if the spell is on an area. Dismissing sorcery costs HP equal to the highest level spell dispelled.

Thieves and Assassins, by way of clarification, can use their Sneak Attack multiple times against the same opponent, as long as they can get an opportunity to take the opponent by surprise again.

Bards can use their music to replicate the effects of the Magic-User spell *Pep*, as well as *Charm Monster* once they have reached 7th level.

Monks can use Smite when unarmed.

Mystics have the Minor Divination ability.

Warlords choose from either the Leadership or Tactical Expertise ability (see Companion I) at first level. At 6th level, they gain the other as well.

Version Suitability: Standard and Extended.

Notes for the GM: Some feel that the standard Microlite74 classes are a bit underpowered and lack mechanical features. Adding these experimental class options may help.

Specialist Priests

The traditional cleric is a general class. Many players and GMs would like a way to modify the cleric class based on the type of deity the cleric serves. The following "specialist priests" are examples of how the standard cleric class can be modified for a specific deity or type of deity. Some of these examples refer to material in *Microlite74 Companion I: Optional Rules*.

Priests of thunder gods (for example Thor or Zeus), unlike other priests can usually also use javelins. In place of the Turn Undead ability, you have the ability to throw a bolt of lightning that can strike up to four creatures in a straight line from you within 30 feet, for 1d8+level lightning damage. Use of this ability requires a ranged attack roll vs AC and costs 3 Hit Points. Priests of thunder gods usually choose the Smite special ability.

Priests of war gods (For example Ares or Tyr), if they aren't instead paladins, usually know enough to wield swords, unlike other clerics. In place of the Turn Undead ability, you gain the Tactical Expertise ability, but based on your CHA rather than your MIND, trusting in your god to direct your allies' strikes and ward off your enemies. Priests of war gods may pick from any of the other cleric abilities, being more aggressive, defensive, or strategic.

Priests of knowledge or wisdom gods (For example Athena or Odin or Thoth) are usually somewhat less adept in combat, having only the same knowledge of weapons and armor as a magic-user. In place of the Turn Undead ability, you not only gain the Careful Study ability of a Sage, you also are accomplished studiers of magic, adding one spell from the magic-user spell list that is not also on the cleric spell list to your own for each spell level. Lastly, you can attempt to use a spell from any scroll successfully on a roll of 1d20 + MIND bonus + Magical Combat Bonus versus a DC of 10 + (2 x spell level, rounded up). The spell fades as if used on failure and backfires on a natural roll of the spell level or less. Priests of knowledge or wisdom gods almost always choose the Minor Divination ability, and their experience base is 25 rather than 20 due to a desire to truly master their skills before branching out.

Priests of craftsman gods (such as Hephaestus or many chief gods of the dwarves) are expert at any crafts (such as smithing or masonry or sculpture) that their god represents. Instead of the Turn Undead ability, you gain the ability to *Repair* any broken object, as the Magic-User spell, for a cost of 2 HP, and can detect and identify magic items (with a MIND check, DC 16 if you just notice it in passing, DC 12 if you have the opportunity to closely observe the other properties of the item) on sight. If the campaign is using Weird Science, you are probably well-enough trained with machinery that a device is only DC10 for you to figure out how to operate. Priests of craftsman gods may pick from any of the other cleric abilities.

Priests of nature gods (Such as Pan) are druids. Come on, guys, seriously. That's what druids are for.

Priests of trickster gods (Such as Loki, Hermes, Coyote, or Anansi) are usually able to at least use daggers and are experts at riddles. In place of the Turn Undead ability, you add a number of illusionist spells equal to the higher of your MIND or CHA bonus (but always at least 1) to your own at each spell level. Priests of trickster gods often, but not always, prefer to choose Minor Divination, so they can learn secrets that will better enable them to prepare a clever prank or con.

Priests of death gods (Such as Anubis, Hades, or 4e's Raven Queen) have learned to ceremonially use sickles, but usually only favor light armor at the most. They actually do get Turn Undead. Priests of death gods may pick from any other cleric ability, choosing to bring death to the unholy, to save death only for its appointed time, or to peer beyond the grave in search of truth.

Priests of eldritch horror-gods that haven't gone completely nutty are usually trained in daggers for the sake of sacrifice, and often do not wear armor. In place of the Turn Undead ability, you gain the Whispered Secret ability. Priests of eldritch

Lovecraftian Horror-gods usually choose Minor Divination, seeking to ask their dark masters questions better left undescribed.

Whispered Secret: Being inured to the horrible secrets of the universe, you can speak them in an attempt to drive enemies to madness. Roll 1d20 + CHA Bonus + level versus a DC of 10 + twice the Hit Dice of the creature you are addressing, who must be within about 5 feet to hear you clearly. If you succeed the target acts as if afflicted by a *Confusion* spell, or flees in terror, your choice. This costs HP equal to the HD of the being to whom you are speaking. Some creatures, such as Brain Eaters and Deep Scum, are perfectly aware of these things and are unaffected by this ability. If you like, you can instead shout your dark knowledge aloud, but to do so is to call down the wrath of all that is good and holy, for it costs HP damage equal to the collective HD of all who hear you and is indiscriminate in who it effects, save for creatures that would be immune or fellow priests of the elder ones.

Version Suitability: Any.

Notes for the GM: If you want to bring the idea that a cleric follows a particular setting-based deity or pantheon into play with mechanical effects, these rules are one way to do that. If these rules are used, the GM may need to create other types of "specialty priests" for their specific campaign setting.

Monster Mash Advantages

These work just like any other advantage, as outlined in Companion 1. With GM approval, they can be applied after character creation if the circumstances were right.

Vampire: For an experience base modifier of +7, a character can be a vampire. Vampires have undead immunities, but can be turned by a cleric as an undead creature of equal HD to themselves. When grappling an opponent, a vampire can latch on with a bite, draining 1d2 BP (or 1d6 HP) per round and regaining 1 BP for every 2 BP or 5 HP drained. A Vampire must drain at least 20 BP per week from a human or humanoid creature, or suffer from a negative level and lose 1 BP for each additional day she goes without. This damage is permanent until the vampire feeds. Additionally, a vampire must avoid direct sunlight, taking 1d4 BP damage per round spent exposed to the sun, along with suffering any other weaknesses the GM feels are appropriate for vampires (in core ML74, this would include exposure to garlic, mirrors, and being immersed in water, but other traditions could always prevail).

For a cost of 3 HP a vampire can cast *Hypnotism* as the illusionist spell. At 5th level a vampire can only be hit by silver weapons and can create a spawn by investing one or more of her own BP into a creature whom she killed herself by draining its blood, giving it a number of HD equal to one plus one third the number of BP spent (rounded down). At 7th level a vampire can only be hit by magic weapons and can turn into a wolf, bat, or mist up to three times per day.

Lycanthrope: For an Experience Base Modifier of +5, a character can choose to be afflicted with lycanthropy. A lycanthrope is only hit by silver weapons and can voluntarily transform, gaining a bite attack doing 2d4 damage and a pair of claw attacks doing 1d4 damage. While transformed, a lycanthrope must make a PRE save every round (which she can choose to fail) or surrender to the beast, which functions much as a Barbarian's ability to rage, except that a lycanthrope must make a WILL save or attack her ally if an ally comes nearer than any opponent currently is. This ability costs 2 HP per round, subtracted after the effect ends. A Lycanthrope who loses control changes back only when she loses consciousness or has been transformed for enough time that she would lose consciousness if she changed back. During the full moon this cost is waived but the PRE and WILL saves are made at a -4 penalty.

Ghost: A character can be a ghost for an experience base modifier of +10. A ghost is insubstantial and can only be hit by or wield magic weapons and can only wear magic armor (in fact

she can touch any magic item), but has a base AC of 15 and gains a chill touch attack that deals 1d6 damage. A ghost has no BP, and merely disincorporates at 0 HP, reforming 1d6+1 days later, unless reduced to 0 HP by a spell, in which case it disincorporates the next time it takes damage. In addition to undead immunities, a ghost also gains the following special abilities: At first level the ability to cast *False Haunting* as the necromancer spell, at third level the ability to cause paralysis for 1d4 rounds with a touch attack, at fifth level telekinesis with a capacity matching her STR, at 7th level a gaze attack that affects the target as a *Fear* spell, at eighth level the ability to use her paralysis effect as part of the same gaze, and at tenth level the ability to possess a creature as if by the spell *Magic Jar* with a caster level equal to her own level.

Version Suitability: Any (provided the Advantages and Disadvantages optional rule from Companion I is used).

Notes for the GM: These advantages modify characters by turning them into something else: a vampire, a lycanthrope, or a ghost. These advantages work something like "templates" do in the third edition of the world's most popular RPG. These rules can easily be abused by powergamers, so the GM should think twice before allowing players to choose these advantages when creating characters. If they are not allowed during character generation, the GM may want to use them to allow characters turned into a vampire, lycanthrope or a ghost during play to continue play.

Supplemental Magic

Spell Spheres (Free-Form Magic)

A spell sphere is a (relatively) narrow field of application, usually something that can be described in a single word or very short phrase. These can be fairly broad or fairly narrow, but should not skew too far in one direction or the other. "Benson, my crow familiar", or "Tomatoes" is probably too specific. "The universe" or "Elements" is probably too broad. Something like "Fire", "Plants", "Winter", "Vermin", things like that are about right.

Learning Spheres

A character who can cast Arcane spells can learn as many spheres as her level plus one, and starts out knowing 1d2 of them. Learning a new sphere is somewhat more complicated than copying a spell into one's spellbook, requiring a substantial amount of time and effort, culminating in a Will save. If the character fails to learn a particular sphere, she can try to learn it again only after increasing in level.

A character who can cast divine spells has access to any spheres that fit within her faith's domain. Her player and the GM should come to an agreement about what these might encompass, but as a general rule more than four or five is definitely too many. If that character subsequently leaves her religion and joins a new one, she trades in the spheres of her old god for the spheres of her new god.

If you are playing with classes beyond just Magic-User and Cleric, there are a few ways you can go about it. You might rule that because of their increased specialization, casters such as Illusionists, Druids, or my own Necromancer simply do not have access to spell spheres. Alternately, you might rule that they have limited access to what is appropriate for their specialization-- for instance, Illusionists might only be able to learn spheres like light, darkness, trickery, sounds, and things like that.

Using Spheres

Casting a Sphere spell is somewhat more taxing than casting an ordinary spell. It costs 1+triple the level of the spell to cast a sphere spell with an implement, and 1+four times the level of the spell to cast it without.

The advantage of using a sphere over an ordinary spell is versatility, as a sphere is not limited to a single effect. When a

sphere spell is cast, the caster describes what she intends the effect to be. The effect must have something to do with the type of spell being cast, for example a Fire sphere spell could conjure or douse flames, protect something from fire, or do anything else that involves manipulating heat and flames. Sphere spells can never be cast as rituals, nor can they be put on scrolls, though an item such as a ring or a wand might be able to carry them at GM discretion. A sphere spell should be of roughly comparable or lesser efficacy to an ordinary spell of similar level-- unfortunately it's not easy to codify exact numbers, so it falls to the GM to adjudicate the exact effects of a sphere spell.

A magic-user (and optionally other classes that cast spells similarly) may prepare a sphere instead of memorizing a spell. When so doing, she must declare the level she is preparing it at. A caster can prepare a sphere multiple times at different levels. A sphere spell usually cannot be prepared above the 7th level, because more powerful spells represent manipulation of primal forces of the universe.

A cleric (and optionally other classes that cast spells similarly) selects a number of spheres at the beginning of each day up to or equal to her MIND bonus, but always at least 1. She can then spontaneously use these spheres at any level she can cast spells at. Depending on GM preference, this can be in place of the usual cleric spell list, or in addition (if it is instead, I recommend that clerics should still be able to cast from their spell list as rituals at least).

Version Suitability: Any.

Notes for the GM: Spell Spheres are one way to allow more "freeform" magic into the game. While a spell sphere is more powerful than a normal spell, the limitations in these rules will help prevent them from ruining a campaign. Note, however, that allowing spell spheres will increase the power of spell casters over non-casters. If you elect to allow spell spheres in your game, you will probably want to also allow some optional rules which give non-casters additional options and powers (e.g. Combat Stunts II, Feat of Strength and Skill, etc.)

Magic Item Creation (Basic)

A magic user, cleric, druid, illusionist, witch, or necromancer of any level can create a scroll containing any spell that she can cast, costing 100GP and one week of time per level of the spell. She can create any potion starting at fifth level, provided she has access to the recipe or has researched it on her own. The materials cost and time necessary to make a potion will depend on the recipe, some may be substantially more or less efficient, but all require at least a full day. At 9th level, she can create other magic items, the least of which takes more than a month of time to enchant, along with rare and fabulous materials (usually worth at least 300 GP solely on how fine they are) and the assistance of a master craftsman to create an object of suitable quality to hold the charm permanently.

Version Suitability: Any.

Notes for the GM: These optional rules provide a very simple way to allow player characters to create scrolls, potions, and magic items. Note that allowing player characters to create magic items can greatly change the way the game is played (for example, characters if can create a wand of healing whenever they want one, this will greatly increase the combat effectiveness of the PCs). GMs should be careful to make such very useful magic items require ingredients that the players have to adventure for to obtain. GMs might also choose to require characters to find a rare book describing how to create the desired magic item before they can even start the process. GMs might also choose to bypass this issue completely by only allowing the creation of scrolls and potions.

Material Components

Many spells are greatly facilitated by the odd bit of eye of newt, bat guano and sulphur, glass rods, holy incense or sacred mistletoe. Casting a spell with material components in hand reduces the HP cost of a spell as much again as does having an

implement (to a minimum of 2).

Components for a 1st level spell cost 1 SP, for a 2nd level spell cost 5 SP, for a 3rd level spell cost 1 GP, for a 4th level spell cost 5 GP, for a 5th level spell cost 10 GP, for a 6th level spell cost 25 GP, for a 7th level spell cost 50 GP, for an 8th level spell cost 75 GP, and for a 9th level spell cost 100 GP. Some spells have components that cost a lot more, while some have comparatively cheap ones, so treat this amount as a fairly abstracted average.

Version Suitability: Any.

Notes for the GM: This optional rule basically allows a caster to trade gold for a lower HP casting cost. GMs also may choose to require components to cast specific spells.

Supplemental Combat

Feat of Strength and Skill

All Fighting Classes (and at the GM's option, certain martially-inclined enemies) may, if they so choose, declare that they wish to attempt a Feat of Strength and Skill. To determine if you were able to perform the feat, at the same time as you roll to attack, roll the same kind of die as your weapon's damage (so a d4 for a light weapon, d6 for a medium weapon, or d8 for a heavy weapon, by default). Add any enchantment bonus the weapon has, plus your STR modifier if it's a medium or heavy weapon or your DEX modifier if it's a light or ranged weapon. This increases by an additional +1 at 5th level and every five levels thereafter. If the attack hit *and* the result is equal to or greater than the highest possible result on the die (so 4 for a light weapon, 6 for a medium one, or 8 for a heavy one) the feat is successful. Whether or not the feat was successful, you still also roll damage if the attack hit.

The following are examples of suitable effects for a successful feat (And are also shamelessly from the list of crit and fumble effects in ML74 Sword and Sorcery):

Trip: Target is knocked prone.

Disarm: Target's weapon or shield is knocked away in a random direction a number of feet equal to half the damage you dealt.

Reposition: Force your target to move to a new location of your choice, up to a number of feet equal to half the damage you dealt (plus attacker's STR bonus). Attacker may move with target if attacker desires.

Shield Slam: If wielding a shield, bludgeon your target with it, dealing damage as a shield bash. Target is then forced back from you a number of feet equal to half the damage dealt by the original attack (plus the attacker's STR bonus).

Disorient: Blow leaves your opponent off-guard. Until the end of his next turn, target is confused.

Hinder: Target is briefly slowed, reducing his speed to five feet until the end of his next turn.

Blind: You spit, throw sand, or otherwise attack your enemy's eyes. Until the end of the next round, he is blinded.

Feint: You quickly feign an attack against your foe. Until the end of his next turn, your enemy is has a negative modifier equal to your level to all actions.

If the movement effect of Reposition or Shield Slam would force the target over a cliff, into a pool of dangerous liquid, or the like, the target gets a Reflex save to stop safely at the edge.

Example: Emma is playing Lillith, a 5th-level Half-Orc Fighter, embroiled in combat with a vicious owlbear. When her turn comes, Emma declares that she wants to attempt a Feat in order to Hinder the beast. Lillith is armed with a +1 Scimitar, which is a medium weapon, and has 16 STR. To see if her Feat is successful, at the same time she rolls her usual 1d20 to hit,

she also rolls 1d6 (the amount of damage a medium weapon deals) and to that 1d6 she adds +1 for the enchantment of the weapon, +1 from her STR bonus, and +1 for being a 5th-level fighter (this is the same Fighting Class bonus she adds to attack and damage), or +3 altogether. Since the highest possible result 1d6 can show is 6, if Emma's feat roll is a 3 or better *and the attack hits*, then she can apply the hinder effect in addition to rolling damage normally.

Version Suitability: Any.

Notes for the GM: Like Combat Stunts from Companion I, this system can make combat more interesting at the cost of more complexity. If you use this system, you should deny any use of a Feat of Strength and Skill that does not make sense in the situation. If fighters are allowed this option, some fighter opponents (including some intelligent monsters) may use these rules at your option.

Shield Wall

Characters have and can use shields in battle can form a shield wall. Forming a shield wall grants each person in the wall (including hirelings) to automatically lose initiative in exchange for an additional +1 to AC per adjacent ally (so a max of +2) so long as they remain in formation.

Version Suitability: Any.

Notes for the GM: This is a defensive option that will not overpower your games. It's low complexity too so it should not make combat more complex.

Climbing On Enemies

Instead of attempting to grapple with an enemy much larger than herself, a character may choose to attempt to climb up its body. While you are clinging to your opponent, you get a +2 bonus to all attacks made against it, and in most cases the only attack it can safely make against you is to attempt to shake or throw you off. In this event, make a reflex save to hang on. If you fail, you take falling damage appropriate to the height you fell from or distance you were thrown. At the GM's option, particularly huge monsters might offer a larger bonus in exchange for additional climbing. Large enough monsters that are possessed of hands, tentacles or other highly dextrous structures, might instead be able to grab and squeeze a creature that attempts to climb them, dealing an appropriate amount of automatic damage.

Version Suitability: Any.

Notes for the GM: This is a Microlite74 version of a popular optional rule on old school blogs. It's a fun alternative to grappling.

Action-Type Initiative

Roll initiative on a d6 for each side at the start of each round, the same as usual.

Talkers act first. This is any sort of attempt to negotiate, threaten, issue orders, or whatever, but either way represents a significant enough communication to remain the focus of your action during the round.

Doers act next. This represents any sort of miscellaneous action, including things like a thief attempting to pick a lock, a spellcaster beginning the incantation for a spell (more on this in a moment), searching through your backpack for a healing potion, et cetera.

Movers act third. This is when maneuvering happens, as well as any attempts at fleeing an altercation.

Fighters act last. At this point resolve any attacks, including special ones like tripping. This is a caster's last chance to declare where she's aiming her spell for the round. Lastly, any spells cast during the round are resolved. If the spell has a specific duration, its duration is counted down from this point, not from the beginning of the round.

During any phase, a character can choose instead of taking their action to react to another action by taking an action of their own, so long as the action belongs to the same or an earlier phase; but only if she has not yet acted. This represents that character's action for the round. If your side has initiative, than your reaction can, if you so choose, take place before the triggering action is resolved-- for instance explaining to an ally why banging on a glass tank full of acid is a bad idea, cravenly begging for mercy from an attacker, or even retreating from an attacker before he can hit you! If your side does not have initiative, you can still react, but only after the triggering action is resolved.

Version Suitability: Any.

Notes for the GM: This alternative to the standard "strike rank" system is borrowed from a game about a time-travelling police box. It encourages players (and GM ran intelligent NPCs) to play smart instead of immediately resorting to attack. It can result in very different encounters from what more action-oriented players may expect.

Unusual weapons

These are weapons that due to their distinctive special properties are worthy of a few notes by way of explanation

Blackjack (3 GP, Light/1d3 damage): A blackjack only deals HP damage, never BP damage (for monsters without BP, being brought to 0 HP by an attacker with a blackjack causes unconsciousness, not death). If a thief or assassin gets a successful sneak attack with a blackjack to a target not wearing a helmet, it deals 1d8 damage instead.

Bola (3 GP, Light/1d4 damage range 25 feet): When throwing a bolas a character can elect to take a -1 penalty to attack and forgo damage in order to trip up or entangle an opponent (as if in a net). Bolas and lassos can be used in conjunction with a net, each additional entanglement imposes a -2 penalty on attempts to break free. Most bolas cannot be used this way on a creature much larger than a horse or smallish bear.

Boomerang (2 GP light/1d4 damage range 20 ft): A boomerang returns to the spot it was thrown just before the start of the thrower's next turn if the attack misses. Magical boomerangs return specifically to the thrower even if he moved, and even if the attack hit. By taking a -2 penalty to hit, a character can throw the boomerang to hit on the return, thus preventing the target from protecting itself by hiding behind cover. In order to do this it must be able to go out to its full range

Garrotte (2 GP Light special): If a Thief or Assassin successfully sneak attacks with a garrotte, she and the opponent she attacked are considered to be grappling, and she deals an automatic 3d4 damage per round for as long as she can hang on. Any other character can try if they have surprise, but will only deal 1d2 damage per round due to inexperience with strangling. A garrotte is otherwise pretty much useless except in an ambush. Most garrottes are not long enough to fit around the throat of creatures larger than an ogre.

Hook (10 GP, Light/1d4 damage): A hook installed to replace a missing hand functions in all respects as a dagger, but cannot be thrown. Tasks requiring manual dexterity using the hook hand are made at a -3 penalty due to the lack of articulated fingers.

Lasso (1 GP, no damage, range 25 feet): A lasso can be used to trip or entangle as a net. Lassos cost twice as much as would be expected for a rope of similar length because they are lacquered to remain stiff so the loop cannot accidentally close. A lasso can be used in an attempt at strangulation the same as a garrotte from surprise or as a sneak attack with a range of 10 feet, but because it is neither as hard nor as thin as a garrotte only deals 1d6 strangulation damage per round. Bolas and lassos can be used in conjunction with a net, each additional entanglement imposes a -2 penalty on attempts to break free. A rope can be used as a lasso but unless it is stiffened, the loop has a 2 in 6 chance of closing in mid-air, causing it to automatically miss. A

lasso can fit around an opponent as large as an ogre, or potentially even bigger if its loop is expanded (reducing its range accordingly).

Nets (are already statted in ML74): Attacking with a net always takes a -2 penalty because they're inherently pretty ungainly to throw. If it hits the target is entangled and is treated as if grappled in all respects (but his attacker is not) for as long as the attacker holds onto the line. A net is big enough to entangle even big creatures (a hill giant or smallish dragon is around the upper limit), smaller man-sized ones can be purchased for 5 GP. Multiple nets, lassos, or bolas could be used in concert to collectively try to restrain a particularly big creature.

Version Suitability: Standard and Extended

Notes for the GM: Some weapons simply have more complex effects and "cause x points of damage". These rules allow for these effects at the expense of more complex combat. While this option can be used with the Standard edition (and perhaps even with the Basic edition) they really make the most sense with the Extended edition when using specific weapon damages from the optional Equipment table.

Mounted Combat and Jousting

Except for trained warhorses, a horse's first instinct when confronted with the noise and bloodshed of combat is to run, and they must make a morale check every round prior to acting.

A mount acts at the same time as its rider for purposes of strike speed. When running a mount can triple its movement rather than double. If they don't move, both rider and mount can attack during a round, but otherwise they cannot both attack in the same round, unless they charge. The jostling makes casting spells impossible unless the mount holds still. A mounted charge is only possible if mount and rider are not currently in melee and have a fairly direct path to the target. A charge with a spear, lance, or polearm deals double damage.

A mounted character can be unhorsed by a critical hit or Feat of Strength and Skill that knocks her back, but gets a REF save to avoid falling off. If you're not using either of those rules, then just assume that it happens on an attack roll of 19 or 20. An unconscious or dead rider has a 50% chance of falling off each round her mount moves.

It often happens that two fighters will decide to engage in a sporting joust. Since the goal is to merely unhorse the other rider without hurting him, specially-blunted lances are usually used. Such lances cost 2 GP, only deal 1d2 damage normally (or 1d4 damage on a charge), and cannot deal lethal damage (or damage to BP) to a character wearing medium or heavy armor. Sporting lances are weakened so that on a damage roll of 4, they splinter into pieces. The competitors in a joust will decide how many passes they will make (normally 1d8+2), and if neither is unhorsed by that time, the winner is the one whose lance broke the most times.

Version Suitability: Any.

Notes for the GM: Mounted combat seems fairly rare in many old school games. However, if it is common in your games, these rules will handle it. The jousting rules are a fun additional to almost any medieval-like campaign.

Critical Hit Special Effects

When an Fighting Class character (or a monster, at the GM's option) has selected the Active Attack or Full Attack combat stance for a round and scores a critical hit in melee combat during that round, one of the following special effects may be imposed at the attacker's option:

- *Trip:* Target is knocked prone.
- *Disarm:* Target's weapon or shield is knocked away in a random direction a number of feet equal to half the damage you dealt.
- *Reposition:* Force your target to move to a new location of your choice, up to a number of feet equal to half the

damage you dealt (plus attacker's STR bonus). Attacker may move with target if attacker desires.

- *Shield Slam:* If wielding a shield, bludgeon your target with it, dealing damage as a shield bash. Target is then forced back from you a number of feet equal to half the damage dealt by the original attack (plus the attacker's STR bonus).
- *Disorient:* Blow leaves your opponent off-guard. Until the end of his next turn, target is confused.
- *Hinder:* Target is briefly slowed, reducing his speed to five feet until the end of his next turn.

If the movement effect of Reposition or Shield Slam would force the target over a cliff, into a pool of dangerous liquid, or the like, the target gets a DEX save to stop safely at the edge.

Version Suitability: Extended.

Notes for the GM: If you want to make critical hits more interesting, this rules will do it. Note, however, that they may interact strangely at times with other optional rules like Combat Stunts and Feat of Strength and Skill. As GM you will have to adjudicate any conflicts or unbelievable effects. This optional rule also increases combat complexity.

Critical Miss Special Effects

When an Fighting Class character (or a monster, at the GM's option) has selected the Active Defense or Full Defense combat stance for a round and an enemy attacking him during that round rolls a natural 1 on their attack roll, one of the following special effects may be imposed at the defender's option:

- *Counterattack:* You make a melee attack against your attacker. This is in addition to any other attacks you might make during the round.
- *Disengage:* You dart away from your attacker, moving up to your movement, but you cannot engage another by doing so.
- *Blind:* You spit, throw sand, or otherwise attack your enemy's eyes. Until the end of the next round, he is blinded.
- *Redirect Attack:* Your opponent's attack automatically strikes another creature of your choice within reach of your enemy's weapon.
- *Feint:* You quickly feign an attack against your foe. Until the end of his next turn, your enemy is has a negative modifier equal to your level to all actions.
- *Steal:* You pluck a small unprotected item--usually no more cumbersome than a weighty coin purse--from your foe.

Version Suitability: Extended

Notes for the GM: Microlite74 has deliberately avoided "fumbles" as people dropping their weapons, accidentally hitting others, etc. 5% of the time is silly and unrealistic. This rule allows a fighter who chooses to fight defensively to force a "fumble-like" special effect on an opponent who rolls a natural 1 as his attack roll. Note, however, that they may interact strangely at times with other optional rules like Combat Stunts and Feat of Strength and Skill. As GM you will have to adjudicate any conflicts or unbelievable effects. This optional rule also increases combat complexity.

Supplemental Experience

Prime Requisite Bonuses

For each point above 15, reduce the character's Experience Base by 1. Here are the Prime Requisites for all the classes that appear in ML74 Extended:

STR: Fighters, Paladins Barbarians, Warlords
DEX: Thieves, Rangers, Assassins, Monks
MIND: Magic-Users, Druids, Mystics, Sorcerers
CHA: Clerics, Illusionists, Bards

Version Suitability: Extended.

Notes for the GM: This optional rule more closely emulates the experience bonus rules used in Oe with the Oe supplements. It will allow characters with high values in the prime requisite to advance in levels slightly faster. If you choose to use this rule and add any optional classes from the Microlite74 Companion volumes, you will need to assign each additional class a prime requisite stat. This rule could be used with Basic and Standard editions as well, but as those editions do not use the CHA stat, you will need to reassign prime requisite stats for the classes currently listed under CHA.

Additional Spell Lists

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

Arcane (Conjurer) Spells

1st Level

Create Air (Reversible): Produces a 1-foot-radius bubble containing enough pure air to let one man-sized creature breathe for a single turn. Reversed version causes a similar volume of air to dissipate into nothing. R: 10 feet D: Permanent until used up.

Create Earth(Reversible): Produces a 1-square-foot block of soil, sand, clay, gravel, or stone, but not metal or gemstones. Reversed version excavates a similar volume of earth. R: 10 feet D: Permanent.

Create Fire (Reversible): 1-foot sphere of flame burns for a number of minutes equal to the caster's level unless it is given fuel, cannot be cast directly on another creature or its held or worn possessions. Reversed version extinguishes a small flame (no bigger than a campfire) R: 10 feet D: Permanent as long as fuel lasts.

Create Water (Reversible): Produces 1 gallon of water, enough to sustain a man-sized creature for a single day, or an equal mass of ice or thin fog (insufficient to hinder visibility). Reversed version causes a similar amount of water to evaporate. R: 10 feet D: Permanent.

Darkness: Magical darkness which even blocks infravision and darkvision within a circle with 30 ft. radius. R: 120 feet. D: 1 hour+10 min/caster level.

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: Object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/caster level.

Monster Summoning I: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. 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: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 1 hour.

Read Magic: Read scrolls, spellbooks, other magical writing. R: caster only. D: one reading (two scrolls or equivalent).

Summon Fiend I (Reversible): Summons a random type 1 demon. If the caster's concentration is broken the fiend will stop obeying and attack the caster. The reversed version forces one type 1 fiend to save or be banished or the caster can banish a fiend she controls at any time. R: 240 ft. D: Permanent until dispelled, banished, or killed.

Unseen Servant: Invisible force that obeys caster and is able to perform simple tasks and exert up to 20 pounds of force. It cannot attack and is ineffective beyond 30 feet from caster. R: caster. D: 1 hour + 10 minutes/caster level.

2nd Level

Cure Light Wounds: Cure 1d2+1 body points (1d6+1 hit points on beings without BP). R: touch. D: instant but effects permanent.

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.

Learn True Name: demon, Demon, or Spirit must save or reveal its true name to caster. A true name can be used to summon a

specific demon instead of a random one. R: 240 feet. D: Permanent.

Monster Summoning II: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1d2 hobgoblins, 2: 1d2 zombies, 3: 1d2 gnolls, 4: 1d2 bugbears, 5: 1d6 orcs, 6: 1d6 skeletons. D: 6 minutes.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.

Summon Fiend II (Reversible): Summons a random type 2 fiend. If the caster's concentration is broken the demon will stop obeying and attack. The reversed version forces one type 1 demon to save or be banished, or the caster can banish a demon she controls at any time. R: 240 ft. D: Permanent until dispelled, banished, or killed.

Summon Spirit: Summons a random spirit from the Spirit Plane. Caster may attack the spirit in an attempt to bind it or the caster may order it to attack another. R: 30 feet. D: instant but effects permanent.

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.

3rd Level

Animal Summoning I: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the caster. R: 30 feet. D: 1 hour.

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/caster level for items. Range: 120 feet.

Extend Summoning: Doubles the length of any summoning spell that is not dependent on concentration. Must be cast the round prior to summoning. R: Personal. D: 1 round

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/level.

Instant Summoning: Causes any creature conjured by a summoning spell that is not dependent on concentration to appear instantly instead of taking 10 minutes. Must be cast the round prior to summoning. R: Personal. D: 1 round

Monster Summoning III: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. 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.

Summon Fiend III (Reversible): Summons a random type 3 fiend. If the caster's concentration is broken the fiend will stop obeying and attack the caster. The reversed version forces one type 1 fiend to save or be banished or the caster can banish a fiend she controls at any time. R: 240 ft. D: Permanent until dispelled, banished, or killed.

Summon Specific Spirit: Summons a specific spirit from the Spirit Plane. Caster must know the spirit's true name. Caster may attack the spirit in an attempt to bind it or the caster may order it to perform one service. R: 30 feet. D: instant but effects permanent.

4th Level

Animal Summoning II: Conjures 2 large animal (elephant, hippo, rhino, etc.), 6 medium sized animals (lions, tigers, bears, etc.) or 12 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 1 hour.

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

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

Monster Summoning IV: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 gargoyle, 2: 1 ogre, 3: 1 owlbear, 4: 1 shadow, 5: 1 werewolf, 6: 1 wraith. D: 6 minutes.

Summon Fiend IV (Reversible): Summons a random type 4

fiend. If the caster's concentration is broken the fiend will stop obeying and attack the caster. The reversed version forces one type 1 fiend to save or be banished or the caster can banish a fiend she controls at any time. R: 240 ft. D: Permanent until dispelled, banished, or killed.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage + 1point/caster level. The wall lasts as long as caster concentrates on it. R: 60 feet.

Wall of Ice: Creates wall of ice with 15 hp + 1hp /caster 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 Summoning III: Conjures 4 large animal (elephant, hippo, rhino, etc.), 12 medium sized animals (lions, tigers, bears, etc.) or 24 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey *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/caster level. Chance of correct answer 5%/caster level, maximum 95%.

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

Hold Monster: As Hold Person, but any creature. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

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

Monster Summoning V: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Cockatrice, 2: 1 Manticore, 3: 1 Minotaur, 4: 1 Ogre Mage, 5: 1 Salamander, 6: 1 Troll. 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.

Summon Fiend V (Reversible): Summons a random type 5 demon. If the caster's concentration is broken the fiend will stop obeying and attack the caster. The reversed version forces one type 1 fiend to save or be banished or the caster can banish a fiend she controls at any time. R: 240 ft. D: Permanent until dispelled, banished, or killed.

Teleport: Instantly transports subject up to 100 miles/caster 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.

6th Level

Control Weather: Caster can adjust weather. D: GM decision.

Invisible Stalker: Summons an invisible stalker, an extra-dimensional monster, under the control of the Magic-User who may give it a single mission which it will carry out until it is finished.

Legend Lore: A complex process taking 1d100 days allows caster to gain knowledge of a legendry person, place, or thing. Information is accurate but may be in a cryptic form. R: caster.

Monster Summoning VI: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Black Dragon, 2: 1 Chimera, 3: 1 Efreet, 4: 1 Flesh Golem, 5: 1 Frost Giant, 6: 1 Mummy. D: 6 minutes.

Summon Demonic Horde (Reversible): Summons 16 HD worth of any types of demons (including the other ones). If the caster's concentration is broken the demons will stop obeying and attack. The reversed version forces one type 1 demon to save or be banished, or the caster can banish a demon she controls at any time. Cannot be used in conjunction with *Learn True Name*. R: 240 ft. D: Permanent until dispelled, banished, or killed.

7th Level

Gate: Creates an opening to another plane of existence that can either be used to travel through or can be used to summon a specified, tremendously powerful being from the other plane, including gods and demi-gods. The caster must know the name of the creature he is attempting to summon, or the spell will fail. There is a 5% chance that the wrong being may be summoned, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may be extremely annoyed. R: 20 feet. D: 10 minutes.

Monster Summoning VII: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell expires. Sample monsters (1d6) – 1: 1 Hydra (9 heads), 2: 1 Iron Golem, 3: 1 Lich, 4: 1Purple Worm, 5: 1 Red Dragon, 6: 1 Storm Giant. D: 6 minutes.

Arcane (Necromancer) Spells

1st Level

Cause Light Wounds: Inflict 1d2+1 body points damage (1d6+1 hit points on beings without BP). R: touch. D: instant but effects permanent.

Charnel Messenger: Skull or corpse touched repeats message as *Magic Mouth*. R: Touch. D: Permanent unless dispelled.

Charnel Touch: Deals 1d4 damage and saps 1 point of STR (for creatures without a listed STR, -1 to melee attacks) to any living creature for 1 hour. R: Touch D: Instantaneous.

Command The Dead: Temporarily reanimate 2d8 HP worth of dead bodies. They fight as zombies, but only have 1 HD. At the end of the duration they fall dead again. R: 60 feet. D: 1 turn.

Conceal from Undead: As *Invisibility*, but only to undead creatures, who will also ignore any sound or non-hostile action taken by the target that is not incredibly obvious. Intelligent undead are entitled to a saving throw. R: touch. D: 1 turn/level.

Darkness, 15' Radius: Magical darkness which even blocks infravision and darkvision. R: 120 feet. D: 1 hour.

Detect Disease: Detects whether a creature, object, or area (5 foot cube) is carrying or suffering from a disease and the nature of that illness. R: 30 feet. D: Instant.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Detect Undead: Detects the presence of any undead creature within range. R: 60 feet. D: 20 minutes.

Exterminate: Instantly kills tiny creatures of less than 1 full HD in an area of 1 cubic foot, such as vermin in a swarm. R: 15 feet. D: Instantaneous.

False Haunting: For the duration of the spell, small objects lift or rattle themselves, phantom moans or wails are heard, and an indistinct ghostly figure manifests randomly. R: 60 feet. D: 1 turn/level.

Locate Corpse: Detects the presence of any dead bodies (including corporeal undead) within range, including ones that have been buried up to 10 feet down. Can detect a specific corpse if the caster has a personal item or piece of that individual. R: 60 feet. D: 20 minutes.

Preserve Corpse: Preserve the remains of a dead creature. Days spent under this spell don't count against the time limit for spells like *Raise Dead*. Also works on severed body parts and the like. R: touch. D: 1 day/caster level.

Ray of Enfeeblement: Target loses 25% of strength (damage it inflicts also reduced 25%). R: 10 feet. D: 1 minute/caster level.

Read Magic: Read scrolls, spellbooks, other magical writing. R: Caster Only. D: one reading (two scrolls or equivalent).

Skeletal Servant: Causes a single humanoid skeleton to reanimate under your command. At the end of the duration it falls dead again. Apart from the duration and number of affected corpses the spell otherwise functions like *Animate Dead*. R: Touch. D: 1 hour plus 1 turn/level.

Unseen Servant: Invisible force that obeys caster and is able to perform simple tasks and exert up to 20 pounds of force. It cannot attack and is ineffective beyond 30 feet from caster. R: caster. D: 1 hour + 10 minutes/caster level.

2nd Level

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D:

20 minutes.

Ghoul Touch: Creature touched is paralyzed for 2d4 turns. Elves are immune. R: Touch. D: Instantaneous.

Postcognition: Caster experiences vision of the last 10 minutes of a recently-deceased corpse's life. R: Touch. D: 1 turn.

Ray of Pain: Living creature must make FORT save or be wracked with pain. If successful 1d4 damage, if unsuccessful 1d6 damage plus 1/caster level and -1 to attack rolls, saving throws, AC, and ability checks for one round. R: 15 feet/caster level. D: Instantaneous.

Resist Turning: Undead creatures in area are protected against being turned, if a Cleric or Necromancer attempts to turn them roll a d20 and add the difference between the caster's level and that of the character attempting to turn undead (or vice versa if the caster is lower level). If the result is 10 or better the turn attempt automatically fails. R: 15' radius. D: 2 rounds/level.

Speak with Dead: Ask three questions of a corpse. The age of corpse is determinative: caster under level 8: 1d4 days, level 9-14: 1d4 months, level 15+: any age. R: 10 feet. D: 10 minutes.

Spectral Hand: Ghostly hand can be used to deliver one touch spell of 4th level or less, can be moved by concentration. R: 100'. D: 2 rounds/level.

Steal Strength (Reversible): Living creature touched must save or temporarily lose 1 point of STR/3 levels, caster gains equal amount of STR. R: Touch. D: 1 turn/caster level.

Strangle: Target begins choking, 1d4 damage per round and -2 to attacks. R: 90 feet. D: 1 round/caster level.

Summon Swarm: Insect swarm (20 x 20x 20 feet) attacks target creatures. Creatures under 2 HD flee in terror. This spell can only be cast outdoors. R: 100 feet. D: Concentration.

Zombie Servant: Causes a single humanoid corpse to reanimate as a zombie under your command. At the end of the duration it falls dead again. Apart from the duration and number of affected corpses the spell otherwise functions like *Animate Dead*. R: Touch. D: 1 hour plus 1 turn/level.

3rd Level

Animate Dead: Create undead skeletons or zombies under control of caster from dead bodies, 1d6/caster level over 8th level. R: GM discretion. D: permanent.

Chill Mist: As *Cloud of Fog*, but any creatures in the area of the fog take 1 cold damage/round.

Contagion: Creature touched must save or be afflicted with disease. R: Touch. D: Instantaneous.

Deathless Warrior: Creature killed in battle within the last turn awakens and continues fighting until the battle is won or it has taken 20 additional points of damage, then dies permanently (cannot be raised). A creature affected by this spell is immune to fear and has +1 to attacks and damage. R: Touch. D: Instantaneous.

Fear: 240 ft. long 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.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Undead Summoning I: Caster summons 1d4 1HD undead creatures who appear 10 minutes after casting. They will then serve until slain or the spell expires. D: 6 minutes.

Unhallow: Disrupts any magical wards against undead within area. R: 60 feet. D: Instantaneous but effects permanent.

4th Level

Bury (Reversible): One target within range must save or be pulled 10 feet underground unless four or more allies of average strength catch hold of him. When reversed, automatically exhumes any corpses within range. R: 60 feet. D: 1 round, effects permanent.

Cause Serious Wounds: Deals 3d2+3 body points (3d6+3 hit points on beings without BP). R: touch. D: instantaneous.

Charm Undead: Makes one undead 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. Intelligent undead are likely to resent having this spell used on them. R: 60 feet.

Curse: Bestows a curse, as reversed version of *Remove Curse*.

Detach Limb (Reversible): Limb, extremity, or head touched

separates from owner, but continues to act independently. Must be reattached before duration expires or the limb dies permanently (if the head is detached, it survives but the body dies.) Reversed version allows missing limbs to be replaced with one cut from a living or freshly-dead creature, must make a FORT save or the new limb will wither and die in two weeks' time. R: Touch. D: 1 turn/caster level.

Decaying Curse: Creature touched must save or it cannot receive the benefit of magical healing and heals at 1/10th normal rate until subjected to a *Remove Curse* spell. R: Touch. D: Instantaneous.

Reanimation: Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. After a number of days equal to two weeks plus 1 day/caster level, the subject begins to decay, permanently losing 1 BP and 1 point of STR per day. When one or both reach zero, subject dies permanently (cannot be raised again). R: touch. D: instantaneous.

Swarm shape: As *Polymorph Self* but can only assume the form of swarms of verminous creatures.

Undead Summoning II: Caster summons 1d6 2HD undead creatures who appear 10 minutes after casting. They will then serve until slain or the spell expires. D: 6 minutes.

5th Level

Commune With The Dead: Caster may ask yes/no question of the spirits of the dead, 1 question/caster level. Chance of correct answer 5%/caster level, maximum 95%.

Death Spell: Kills 2D8 beings with less than 7 hit dice with a 60 foot radius. R: 240 feet. D: instant but effect permanent.

Drain Life: Drains level as a wight. R: Touch. D: Instantaneous, effects last 1 day/caster level

Gaseous Form: The caster and his possessions transform into a cloud of mist that can only be harmed by magic or magical weapons, but cannot attack or cast other spells. While in this form, the caster can move 20 feet per round and squeeze through narrow cracks and holes. The caster remains in this form as long as he desires. R: Self.

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). R: 30 feet. D: until dispelled, the target makes his save (a new saving throw is allowed every caster level days), or the caster ends spell.

Shadow Monsters: This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.2. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 9 [10], and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute/caster level.

Undead Summoning III: Caster summons 1d6 3HD undead creatures who appear 10 minutes after casting. They will then serve until slain or the spell expires. D: 6 minutes.

Wall of Gloom: Living creatures other than the caster touching the wall must save or be affected by the fear spell. Living creatures that attempt to pass through must save or be paralyzed. R: 60 feet. D: 1 hour.

6th Level

Bind Soul: Immediately (within 1 turn) after slaying a sentient creature of equal or greater HD, the caster may use this spell to bind a piece of his own spirit to an inanimate object worth at least 50 GP in imitation of a Lich's phylactery, granting him a one-time resurrection. R: Object touched.

Contact Spirit: Spirit of a specific deceased being truthfully answers any one question to the best of its knowledge. R: caster. D: 10 minutes.

Eternal Geas: As *Geas*, but if the subject dies before the geas is fulfilled, it will rise from the dead as *Deathless Warrior* until its task is complete.

Freezing Grasp: Touch deals 1d10 cold damage and permanent paralysis. R: Touch. D: Instantaneous, but effects permanent until cured by magic.

Soul Exchange: Functions as Resurrection, but a creature of equal or greater HD must be sacrificed to power the spell. Can only be cast as a ritual.

Undead Summoning IV: Caster summons 1d6 4HD undead creatures who appear 10 minutes after casting. They will then serve until slain or the spell expires. D: 6 minutes.

7th Level

Age: Object or creature touched must save or be aged by up to 100 years. R: Touch. D: Permanent unless dispelled.

Clone: This spell allows a piece of flesh, taken from a living person, to grow into an exact duplicate of the person at the time the flesh was removed. If a clone is created while its parent creature still lives, the clone will seek to kill its original. If it fails to achieve this goal, both the clone and the original will become insane. A full Wish will prevent this for 1 year.

Resurrection (Reversible): Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. The subject is fully healed and restored with no side-effects, no rest required. The reverse causes death, no saving throw allowed. R: touch. D: instant but effects permanent.

Skeleton Army: When cast in a location with sufficient bodies, such as a graveyard or a battlefield, causes 1d6 skeletons per caster level to fight for the caster. The skeletons continue to fight only as long as the caster concentrates on them, and fall apart 1d6 rounds after he breaks concentration. R: 120 feet. D: Concentration plus 1d6 rounds.

Steal Life: Target must save or be aged 1d10 years. The caster is rejuvenated and adds that amount onto their lifespan. R: Touch. D: Instantaneous, but effects permanent.

Symbol: Creates a magical trap in the shape of an arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible: Symbol of Death: Deals 80 hit points of damage

Symbol of Fear: Casts a Fear spell.
Symbol of Insanity: Up to 100 HD of creatures are driven insane by a curse.

Undead Summoning V: Caster summons 1d6 5HD undead creatures who appear 10 minutes after casting. They will then serve until slain or the spell expires. D: 6 minutes.

Undying Legion: 2d8 HD worth of undead are enchanted to be indestructible for the duration of the spell. If any of them are reduced to 0 HP, one round later they rise, regaining 2d8 HP. Nothing short of complete destruction of the body such as incineration or the *Disintegrate* spell will stop them resurrecting. R: 60 feet. D: 1 round/level.

Zone of Weakness: All creatures within the zone must save or lose 5 points of STR until they leave the area. Creatures without a rated STR score take -2 to attacks and damage. A creature whose STR is reduced to below 3 by this spell is too weak to support their own body weight and is paralyzed. R: 60 feet. D: Permanent unless dispelled.

Divine (Shaman) Spells

1st Level

Animal Companion: Calls one nonspecific normal animal of HD equal to or less than half the level of the caster to accompany her so long as it does not have to travel more than 20 miles or into a settlement. R: 1 mile

Create Fire (Reversible): 1-foot sphere of flame burns for a number of minutes equal to the caster's level unless it is given fuel, cannot be cast directly on another creature or its held or worn possessions. Reversed version extinguishes a small flame (no bigger than a campfire) R: 10 feet D: Permanent as long as fuel lasts.

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 Invisible: Detect invisible items and beings within 10 feet per caster level. 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.

Detect Poison: Detects whether a creature, object, or area (5 foot cube) has been poisoned or is poisonous. R: 30 feet. D: Instant.

Holy Weapon: Weapon gains +1 hit/damage bonus and is able to hit all creatures that can only be hit by magic weapons. R: touch. D: 1 minute/caster level.

Light: Object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/caster level.

MICROLITE74 COMPANION III: MORE OPTIONAL RULES

Obscurement: A misty vapor arises near the shaman. It is stationary once created. The vapor obscures all sight beyond 5 feet. The cloud covers 100 cubic feet per shaman level. R: 20 feet. D: 10 minutes/caster level.

Predict Weather: Forecast the weather in the caster's location with 95% accuracy. D: instant.

Protection from Evil (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 1 hour.

Purify Food and Water: Purifies food and water for up to 12 people. R: 10 feet. D: instant but effects permanent.

Repair: Repairs a broken or torn small object. It does not restore magic. R: 30 feet. D: instant but effects permanent.

Speak with Animals: Can understand and speak with animals. R: caster. D: 1 hour.

Unseen Servant: Invisible force that obeys caster and is able to perform simple tasks and exert up to 20 pounds of force. It cannot attack and is ineffective beyond 30 feet from caster. R: caster. D: 1 hour + 10 minutes/caster level.

2nd Level

Animal Messenger: Compels a small animal to go to a spot you designate, carrying a scroll or other small item, and allow others to take that item. R: touch. D: 1 day/caster level.

Bless: Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast during combat. R: 10 feet. D: 1 hour.

Create Spring (Reversible): Natural stone or earth bubbles with 1 gallon/turn fresh water. R: Touch. D: Permanent

Delay Poison: Stops poison from harming subject for 1 hour/caster level. R: 30 feet.

Heat Metal: Spell makes 1 metal item (weighing up to 0.5 pounds per level of the caster) extremely warm. Creatures take damage if holding or wearing equipment that is targeted by this spell. Take 1d2 damage on the first round and 1d2+1 additional damage on the second round. 50% chance per round that a target object being held in the hand is dropped. R: 30 feet. D: 2 combat rounds.

Levitate: Caster floats up and down as he desires. Speed: 6 feet/minute. R: 20 feet up/down per level. D: 10 minute/caster level.

Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 240 feet.

Snake Charm: 1d6 snakes/caster level charmed and will obey caster's commands. R: 60 feet. D: 20 + (1d4 x 10) minutes.

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.

Summon Spirit: Summons a random spirit from the Spirit Plane. Caster may attack the spirit in an attempt to bind it or the caster may order it to attack another. R: 30 feet. D: instant but effects permanent.

Warning: Creature touched is 1 less likely to be surprised by creatures within 10 feet or set off traps (1-2 chance becomes 1, etc.), aware of movement up to 10 feet behind itself, and has a 3-in-10 chance of noticing hidden or invisible dangers within 10 feet. R: Touch. D: 1 turn/level

Warp Wood: Causes straight wooden shafts to bend. The spell effects an amount of wood equal to 1 spear shaft (or 6 arrows) per 2 levels. R: 30 feet. D: instant but effects permanent.

Wood Shape: Forms one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. R: touch. D: instant but effects permanent.

3rd Level

Call Lightning: Call down one lightning bolt (8d6 + level damage) per turn. The caster may target anyone within the spell's range. This spell is only usable outdoors within 360' of stormy weather. R: 360 ft. D: 1 turn/caster level.

Control Dreams: Control the dreams of one sleeping creature, can cause nightmares, false premonitions, etc. R: 240 feet. D: 1 hour

Cure Disease (Reversible): Cures person of any diseases, including magical diseases. R: touch. D: instant but effects permanent.

Cure Paralysis: Restores full movement to a character paralyzed by magic or injury, or grants an additional save to one paralyzed

by poison. R: Touch D: Permanent

Dominate Animal: Enchant an animal and direct it with simple mental commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature considerably larger than the dominated animal) are simply ignored. R: 30 feet. D: 1 minute/caster level.

Exorcism: Attempt to drive out one possessing spirit. Exorcism forces Spirit Combat between the caster and the spirit. If the caster wins, the possessing spirit is driven out. If the caster fails the spirit continues the possession. R: Touch. Duration: effects permanent.

Hold Animal: Paralyzes 1-4 animals. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/level.

Locate Object: Senses direction toward an object (specific or type) R: 90 feet. D: level minutes.

Prayer: Gives saving throw penalty of 1 per ten caster levels 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.

Refresh Blood: If cast within 1 round of an effect that causes level drain, one of the levels lost is restored. Also restores strength drained by shadows or similar damage. R: Touch D: Permanent

Speak with Dead: Ask three questions of a corpse. The age of corpse is determinative: Cleric under level 8: 1d4 days, level 9-14: 1d4 months, level 15+: any age. R: 10 feet. D: 10 minutes.

Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Animal Summoning I: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the caster. R: 30 feet. D: 1 hour.

Control Fluid: Move any liquid up to 30' per turn. Intelligent liquid creatures may attempt to resist with a will save. R: 10 feet/caster level. D: Concentration

Cure Serious Wounds (Reversible): Cures 3d2+3 body points (3d6+3 hit points on beings without BP). R: touch. D: instant but effects permanent.

Fear: 240 ft. long 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.

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.

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.

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.

Renew Vigor (Reversible): Caster is refreshed as if allowed a full day of rest. Reverse causes -2 to all d20 rolls, -1 to damage, and half speed until allowed to rest for at least 6 hours. R: Touch. D: Instantaneous.

Revivify: Creature that has been dead for less than 1 round arises with 1 BP. R: Touch. D: Instantaneous but effects permanent.

Speak with Plants: Can understand and speak with plants. R: 30 feet. D: 1 hour.

Summon Specific Spirit: Summons a specific spirit from the Spirit Plane. Caster must know the spirit's true name. Caster may attack the spirit in an attempt to bind it or the caster may

order it to perform one service. R: 30 feet. D: instant but effects permanent.

5th Level

Animal Summoning II: Conjures 2 large animal (elephant, hippo, rhino, etc.), 6 medium sized animals (lions, tigers, bears, etc.) or 12 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 1 hour.

Animate Dead: Create undead skeletons or zombies under control of caster from dead bodies, 1d6/caster level over 8th level. R: GM discretion. D: permanent.

Awaken Spirit: Causes one tree or animal to be granted human intelligence and ability to speak. R: 30 feet. D: Permanent

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.

Control Winds: A shaman may employ this spell to increase the force of, or calm, winds within 120' of the druid. The center point of the spell's effect is the caster and follows the caster's movements. Such affected winds may influence flying creatures and sailing ships (forcing them out of the air or halting their maritime travel). A Control Winds spell cast upon an existing Control Winds spell will negate it. The spell's range is increased to 320 at 11th level, 400 at 12th level, and 480 at 12th level. R: 120 feet. D: 1 hour + 10/caster level minutes.

Cure Madness (reversible): Reverses loss of SAN score by 1d2 points, to a maximum of the character's starting score. Also halts any temporary effect of failing a SAN check. A permanently insane character subjected to this spell has an effective SAN of 2 (3 after this spell is cast) and can never be raised above a score of 9. R: touch D: Permanent

Move Earth: Move small hills, dig ditches and moats, other surface features, etc. Land moves at 6 feet per minute. R: 240 feet. D: permanent.

Oracle: Spirits truthfully answer three yes-or-no questions. R: caster. D: 10 minutes.

Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only. D: 1 hour + 1 hour/ caster level.

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 1 hour.

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

Telepathic Link: Caster forms a telepathic contention with up to one other willing intelligent being/3 caster levels. Those so linked can communicate via mental speech regardless of distance (upon the same plane). Mental or Psionic attacks on one member of the link does not affect others. R: touch. D: 1 hour/caster level.

6th level

Animal Summoning III: Conjures 4 large animal (elephant, hippo, rhino, etc.), 12 medium sized animals (lions, tigers, bears, etc.) or 24 small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the druid. R: 30 feet. D: 60 minutes.

Find the Path: This spell shows the caster the fastest and safest way out of a trap maze, wilderness, underworld, etc. It will, for example, allow the caster to free himself from a Maze spell in a single turn after casting the spell. D: Indoors: 1 hour + 10 minutes/caster level; Outdoors: 1 day.

Legend Lore: A complex process taking 1d100 days allows caster to gain knowledge of a legendary person, place, or thing. Information is accurate but may be in a cryptic form. R: caster.

Longevity: Caster adds 1d10 years to natural lifespan. R: Touch. D: Permanent unless dispelled.

Lower Water: Lowers bodies of water 50%. R: 240 feet. D: 10 turns.

Mind Meld: As for Telepathic Link, but members of the link always know the thoughts of the others in the link. Spells known by any link member may be used by any link member able to cast spells (using his own HP). Communication is at the speed of thought. R: touch. D: 1 hour/caster level.

Part Water: Parts bodies of water up to 10 feet deep. R: 240 feet. D: 1 hour.

Protection from Normal Weapons (Reversible): Recipient is only hit by magic weapons. Reversed version allows normal weapons to hit target that can only be hit by magic or silver weapons.

Speak with Monsters: Allows the target to speak with and understand any monster. R: 10 feet. D: 3d4 questions.

True Sight: Spell increases target's sight. A polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his alignment, class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. R: touch. D: (level - 10) + 1d6 10 minute turns.

Vision: If a shaman wishes guidance from those above, she formulates her question, then casts this spell. Random reaction dice are rolled, and +2 are added to the result. On a negative reaction, the Witch is questioned to do some task; on a neutral reaction, the caster gets useful information, but not what she asked for; on a positive reaction, the caster's question is answered in great detail. R: caster. D: 1 question.

7th Level

Aerial Servant: Summons a servant from the elemental plane of air to fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC 16, Atk Bonus +17, Atk 1 (4d4), Move 240 ft. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him. D: until task completed or insanity.

Astral Spell: The caster projects her astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 2% chance per spell level that the spell will fail. Additionally, there is a 1% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet per 10-minute turn. With special study, this spell can also be used to travel to other planes.

Charm Plants: Charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. R: 120 feet. D: until dispelled.

Control Weather: Caster can adjust weather. D: GM decision.

Creeping Doom: Summons a horde of 1D10 times 1000 small and deadly insects and arachnids. They appear within 1 to 3 minutes. They then move forward to attack whatever they are commanded to, provided it is within 60 feet at the time of the command. They will pursue until the prey is beyond a 240 foot range (or until it or they are otherwise destroyed). Can be used indoors or outdoors. R: 60 feet. D: see above.

Earthquake: Causes a powerful earthquake in an area 60 feet x 60 feet plus an additional 10 feet (in both length and width) per three levels above 17th. The quake topples walls, causes rockslides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and being killed. No effect beyond the spell's area of effect. R: GM discretion. D: instant but effects permanent.

Reincarnate: Restores dead person to life in a random (usually animal or nature-oriented humanoid) form. R: touch. D: instant.

Restoration (Reversible): Restores one level lost to an energy drain attack or restores one limb destroyed or maimed. R: touch. D: instant but effects permanent.

Wind Walk: Allows the caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles, traveling at 48 ft. per minute indoors (or in subterranean settings) and much faster outdoors. R: touch. D: 1 day or until dispelled.

Arcane (Ascetic) Spells

1st Level

Create Air: Produces a 1-foot-radius bubble containing enough pure air to let one man-sized creature breathe for a single turn. R: 10 feet D: Permanent until used up.

Create Fire: 1-foot sphere of flame burns for a number of minutes equal to the caster's level unless it is given fuel, cannot be cast directly on another creature or its held or worn possessions. R: 10 feet D: Permanent as long as fuel lasts.

Create Water: Produces 1 gallon of water, enough to sustain a man-sized creature for a single day, or an equal mass of ice or thin fog (insufficient to hinder visibility). R: 10 feet D: Permanent.

Read Languages: Read any written language. R: touch. D: 1 or 2 readings.

2nd Level

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.

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/caster level.

Pacify: Renders a hostile opponent friendly, but does not charm the target or subject it to the caster's will. R: 10 feet. D: Concentration.

3rd Level

Clairvoyance: See at a distance for 2 hours. R: 60 feet.

Infravision: See in the dark. R: touch. D: 1 day. Sight Range: 30 + (1d3 x 10) feet.

Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 2 hours.

Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

5th Level

Pass-Wall: Creates a human-sized passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.

Telekinesis: Moves object by mental power. Up to 20 pounds/caster level. R: 120 feet. D: 1 hour.

Teleport: Instantly transports subject up to 100 miles/caster level. Caster must know target location exactly.

6th Level

Anti-Magic Shell: Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours

Arcane (Thaumaturge) Spells

1st Level

Endure Elements: Target (and equipment) can exist comfortably in hot or cold environments (between -50 and 140 degrees F).

R: touch. D: 24 hours.

Message: Caster points to any creature in range and whisper a short message that creature (and only that creature) will hear. R: 60 feet + 10/caster level. D: 20 seconds.

Pep: One target per caster level instantly recovers 20% of their Hit Points. No effect on targets in combat or other heavy activity. Can only affect a specific target once per day. R: touch. D: instant but effects permanent.

Predict Weather: Forecast the weather in the caster's location with 95% accuracy. D: instant.

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).

Repair: Repairs a broken or torn small object. It does not restore magic. R: 30 feet. D: instant but effects permanent.

Shield: Improves caster's armor class to 17 versus missile attack and to 15 versus melee attacks. R: caster. D: 20 minutes.

2nd Level

Analyze: This spell can only be cast as a ritual. It will correctly identify any potion or scroll and provide one item of information

about the abilities or use of any other magic item for each level of the caster. R: 1 foot. Duration: 1 minute.

Pacify: Renders a hostile opponent friendly, but does not charm the target or subject it to the caster's will. R: 10 feet. D: Concentration.

Speak with Animals: Can understand and speak with animals. R: 30 feet. D: 1 hour.

Strength: Adds 1d6+1 to a single Fighter's Strength. Maximum Strength is 18. R: touch. D: 8 hours.

Sunlight: object lights circle with 20 ft. radius, full daylight. R: 60 feet. D: 2 hours.

Turn Undead: Caster makes a Magic Attack vs a DC of 10+Twice the HD of the undead. One undead flees per point over the roll needed. R: 60 feet. D: Instant.

3rd level

Clairaudience: Hear at a distance for 2 hours. R: 60 feet.

Clairvoyance: See at a distance for 2 hours. R: 60 feet.

Exorcism: Attempt to drive out one possessing spirit. Exorcism forces Spirit Combat between the caster and the spirit. If the caster wins, the possessing spirit is driven out. If the caster fails the spirit continues the possession. R: Touch. Duration: effects permanent.

Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 2 hours. T: White.

Tongues: Grants the target the ability to speak and understand the language of any intelligent creature. R: touch. D: 10 minutes/caster level.

Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th level

Arcane Magic: Learning this spell allows the Thaumaturge to learn and use all 1st level magic-user spells. He must seek these spells in the same manner as a magic-user. They are considered 4th level spells for casting cost purposes.

Minor Creation: Allows the caster to create materials up to a hardness comparable to wood (much like a Djinn). The total amount of weight a thaumaturge may create in a day equals 5 pounds times the caster's level. R: touch. D: 4 + level days (longer for softer materials).

5th Level

Advanced Arcane Magic: Learning this spell allows the thaumaturge to learn and use all 2nd level magic-user spells. He must seek these spells in the same manner as a magic-user. They are considered 5th level spells for casting cost purposes.

Major Creation: Allows the caster to create materials up to a hardness comparable to iron (much like a Djinn). The total amount of weight a thaumaturge may create in a day equals 15 pounds times the caster's level. R: touch. D: 4 + level days (for wood hardness, longer for softer materials, shorter for harder materials).

6th level

Anti-Magic Shell: Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours.

Legend Lore: A complex process taking 1d100 days allows caster to gain knowledge of a legendary person, place, or thing. Information is accurate but may be in a cryptic form. R: caster.

Lower Water (Reversible): Lowers bodies of water 50%. R: 240 feet. D: 10 turns.

Move Earth: Move small hills, dig ditches and moats, other surface features, etc. Land moves at 6 feet per minute. R: 240 feet. D: permanent.

True Sight: Spell increases target's sight. A polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his alignment, class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. R: touch. D: (level - 10) + 1d6 10 minute turns.

7th Level

Permanency: This spell makes the effect of another spell permanent -- unless a Magic-user of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. GM

discretion required: many spells should not be subject to being made permanent. R: 10 feet.

Youth: Object or creature touched becomes 10 years younger, may attempt to save. R: Touch. D: Permanent unless dispelled.

Arcane (Witch) Spells

1st Level

Change Self: Illusion makes the caster appear to be a different creature. The illusionary guise must share the same general size and shape as the illusionist. R: caster. D: 10 x (1d6 + 10 + level) minutes.

Control Vapor: Move gases or fog up to 60' per turn. Intelligent gaseous creatures may attempt to resist with a will save. R: 10 feet/caster level. D: Concentration

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 Disease: Detects whether a creature, object, or area (5 foot cube) is carrying or suffering from a disease and the nature of that illness. R: 30 feet. D: Instant.

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.

Detect Poison: Detects whether a creature, object, or area (5 foot cube) has been poisoned or is poisonous. R: 30 feet. D: Instant.

Faerie Fire: Lines the target in a luminescent glow. R: 60 feet. D: 1 hour.

Predict Weather: Forecast the weather in the caster's location with 95% accuracy. D: instant.

Produce Flame: Produces a small flame in the palm of Witch's hand which illuminates as a small lantern. The flame may be hurled and causes inflammables to combust. R: caster. D: 20 minutes/caster level.

Reflected Image: Vivid images appear on any reflective surface, lasts as long as the caster concentrates. R: line of sight.

2nd Level

Bless: Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast during combat. R: 10 feet. D: 1 hour.

ESP: Allows caster to read surface thoughts of target. R: 60 feet. D: 2 hours.

Find Traps: Notice traps within 30 feet. R: caster. D: 20 minutes.

Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 60 + 10/caster level feet.

Pacify: Renders a hostile opponent friendly, but does not charm the target or subject it to the caster's will. R: 10 feet. D: Concentration.

Purify Food & Water (Reversible): Purifies food and water for up to 12 people. R: 10 feet. D: instant but effects permanent.

Read Languages: Read any written language. R: touch. D: 1 or 2 readings.

Speak with Animals: Can understand and speak with animals. R: 30 feet. D: 1 hour.

Tongues: Grants the target the ability to speak and understand the language of any intelligent creature. R: touch. D: 10 minutes/caster level.

3rd Level

Charm Animal: Like charm person, except that it affects one normal animal. R: touch. D: until dispelled.

Charm Person: Puts one living humanoid totally under your influence. R: touch. D: until dispelled.

Clairvoyance: See and hear at a distance for 2 hours. R: 60 feet.

Control Dreams: Control the dreams of one sleeping creature, can cause nightmares, false premonitions, etc. R: 240 feet. D: 1 hour

Cure Disease (Reversible): Cures person of any diseases, including magical diseases. R: touch. D: instant but effects permanent.

Dissipate Vapor: Disperses any gas or fog. Gaseous creatures are subject to a save. R: 30 feet. D: Concentration

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.

Phantom Light: Creates flickering light as *Faerie Fire* that can be moved anywhere within 120 feet of the caster. R: 120 feet. D: 1 hour.

Wind: Conjures a stiff breeze, missiles fired into the wind are at a -3 penalty. R: Line of sight, D: Concentration

4th Level

Control Fluid: Move any liquid up to 30' per turn. Intelligent liquid creatures may attempt to resist with a will save. R: 10 feet/caster level. D: Concentration

Cure Serious Wounds (Reversible): Cures 3d2+3 body points (3d6+3 hit points on beings without BP). R: touch. D: instant but effects permanent.

Effigy Control: Control words of the actions of a creature. Requires a piece of the specific creature affected, a doll in its shape, and absolute concentration on the part of the caster. R: Line of sight. D: Concentration.

Emotions: Projects a selected emotion. The emotions that can be projected are: Fear (as the spell), Battle Lust (makes men fight as Berserkers, can be countered by Fear; if Fear is thrown first, Battle Lust does not counter it), Deprivation (lowers morale by 75%), Bravado (give immunity from Fear, Bravado which can counter Deprivation), Hate (interpretation by the subject is variable, roll d20: 1-4: hate any enemy around; 5-8: hate each other; 9-14: hate both enemy/each other; 15-16: hate selves, 17-20: hate caster. A person under the influence of a hate will attack whoever the die roll indicates). R: 180 feet. D: concentration.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet

Infravision: See in the dark. R: touch. D: 1 day. Sight Range: 30 + (1d3 x 10) feet.

Neutralize Poison: Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: 10 feet.

Polymorph Others: Change another into form of another being. The 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: 1 hour + 1 hour/ caster level.

Remove Curse (Reversible): Frees subject from a single curse. R: 10 feet. D: instant but effects permanent.

Shock: 4d6 electrical damage, 20 foot burst centered on (but never affecting) the caster. R: 240 feet. D: instant.

Sleep: Puts one being into magical slumber. Creatures of any hit dice can be affected. R: Touch. D: Until dispelled or awoken.

5th Level

Anti-Magic Shell: Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours.

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.

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

Finger of Death: Target must save or die. Will only work if druid's life in dire peril. R: 120 feet. D: instant but effects permanent.

Move Earth: Move small hills, dig ditches and moats, other surface features, etc. Land moves at 6 feet per minute. R: 240 feet. D: permanent.

Oracle: Spirits truthfully answer three yes-or-no questions. R: caster. D: 10 minutes.

Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 240 feet.

Produce Fire: Creates normal fire covering an area of 10' X 10'. This spell may be reversed to extinguish fires covering the same area. R: 30 feet. D: 10 minutes.

Protection from Evil, 10' radius: +2 to AC and saves, counters mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around subject. D: 2 hours.

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.

6th Level

Animate Dead: Create undead skeletons or zombies under control of caster from dead bodies, 1d6/caster level over 8th level. R: GM discretion. D: permanent.

Charm Plants: Charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. R: 120 feet. D: until dispelled.

Control Weather: Caster can adjust weather. D: GM decision.

Drain Life: Drains level as a wight. R: Touch. D: Instantaneous, effects last 1 day/caster level

Evaporate Fluid: Disperses any liquid. Liquid creatures are subject to a save. Can also be used with concentration to create a bubble surrounding the caster while submerged. R: 30 feet. D: Permanent

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

Vision: If a witch wishes guidance from those above, she formulates her question, then casts this spell. Random reaction dice are rolled, and +2 are added to the result. On a negative reaction, the Witch is quested to do some task; on a neutral reaction, the caster gets useful information, but not what she asked for; on a positive reaction, the caster's question is answered in great detail. R: caster. D: 1 question.

Stone-Flesh: Turns subject into a stone statue (or vice versa). R: 120 feet. D: permanent.

True Sight: Spell increases target's sight. A polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his alignment, class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. R: touch. D: (level - 10) + 1d6 10 minute turns.

7th level

Age: Object or creature touched must save or be aged by up to 100 years. R: Touch. D: Permanent unless dispelled.

Astral Spell: The caster projects her astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 2% chance per spell level that the spell will fail. Additionally, there is a 1% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet per 10-minute turn. With special study, this spell can also be used to travel to other planes.

Cacodemon: Summons a demon or other fiend (such as a devil) from the lower planes of existence. The spell provides no protection against the summoned creature, so the magic user should use other spells or items of protection. As the summoned creature is not forced to aid or obey the caster, that is a matter of negotiations and threats between the caster and the fiend. This spell may only be cast as a ritual. R: 10 feet. D: variable.

Death Spell: Kills 2D8 beings with less than 7 hit dice with a 60 foot radius. R: 240 feet. D: instant but effect permanent.

Earthquake: Causes a powerful earthquake in an area 60 feet x 60 feet plus an additional 10 feet (in both length and width) per three levels above 17th. The quake topples walls, causes rockslides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and being killed. No effect beyond the spell's area of effect. R: GM discretion. D: instant but effects permanent.

Fire Storm (Reversible): Creates a fire of intensity equal to a "wall of fire" in a large area. This magical conflagration lasts only 10 minutes, but all combustible material within the area affected will continue to burn thereafter. The spell can be reversed to extinguish normal fires in an area twice that of the

maximum possible area of the witch's fire storm. There is a 5% chance per caster level of the reversed version extinguishing magical fires of up to the normal area. Area: 30 x 30 foot square area per caster level (must be contiguous). R: 60 feet.
Reincarnate: Restores dead person to life in a random (usually animal or nature-oriented humanoid) form. R: touch. D: instant.
Youth: Object or creature touched becomes 10 years younger, may attempt to save. R: Touch. D: Permanent unless dispelled.

Microlite74 Additional Monsters

AC=Armor; HD=Hit Dice; AT=Attacks; MR: Morale; ST: Saving Throw; S=Special Abilities
 Undead Immunities=Immune to sleep, charm, fear, paralysis

Ancient Lurker: AC: 16, HD: 8d8, AT: 4 tentacles +6, Dam 1d6/1d6/1d6/1d6, ST: M08, MR: 9 S: Swims, creatures hit by tentacle can only breathe water for 2d4 rounds, creatures hit by tentacles while underwater are mentally dominated for 24 hours or until Ancient Lurker dies, Create Illusions

Animated Object, Small: AC: 12, HD: 1d8, AT: Slam +2, Dam 1d6, ST: 18, MR: 12 S: Immune to poison, illusions, or charms

Animated Object, Medium: AC: 10, HD: 2d8, AT: Slam +3, Dam 1d8, ST: 18, MR: 12 S: Immune to poison, illusions, or charms

Animated Object, Large: AC: 8, HD: 4d8, AT: Slam +5, Dam 2d6, ST: 18, MR: 12 S: Immune to poison, illusions, or charms

Byakhee: AC: 15, HD: 4d8, AT: Talons +4 (1d8) or Bite +4 (1d4), ST: 15, MR: 10, S: Flies, can carry medium creatures, telepathic.

Bulette: AC: 22, HD: 5d8, AT: 1 bite +6 (2d8) and 2 claws +5 (2d6/2d6) or 4 claws +3 (2d6/2d6/2d6/2d6), ST: 12, MR: 12 S: Sense vibrations, burrows through rock, can jump, likes the taste of horses, hates the taste of elves and dwarves.

Color out of Space: AC: 14, HD: 10d8, AT: Engulf +10 (special) ST: 9, MR: 10 S: Only hit by magic weapons, touch drains levels or acts as *Disintegrate* spell, spoils food.

Couatl: AC: 21, HD: 12d8 (+10), AT: 1 bite +12 (1d3), ST: 8, MR: 12, S: Flies, Cast spells as cleric of 13th level, communicate telepathically, read minds, on successful attack poison causes 2d8 extra damage and constriction causes automatic 1d6 damage until dead or released.

Cthonian: AC: 19, HD: 8d8, AT: 4 tentacles +8 (2d4) or trample +8 (4d8) ST: 11, MR: 11 S: Burrows, can cause earthquakes, immune to heat damage, instantly slain by immersion in water, telepathically charm.

Dark Young of Shub-niggurath: AC: 12, HD: 8d8, AT: 4 tentacles +8 (2d4) or trample +8 (4d8) ST: 11, MR: 10 S: Only hit by magic weapons, on successful tentacle attack automatic 1d3 damage every round thereafter until dead

Deep Scum: AC: 14, HD: 2d8, AT: Spear +2 (1d8), ST: 17, MR: 12 S: Swims, Attacks that miss by 2 or less start a grapple thanks to sticky slime coating, 1 in six chance to act randomly as if Confused, -1 to attacks in bright light.

Demon, First Circle: AC: 15 HD: 5d8 Attack: Claw +5 (1d6), MR: 9 ST: 14 S: 25% Magic Resistance, Darkness 5' range Spell like powers: Telekinesis, Gate demons 10%

Demon, Second Circle: AC: 17 HD: 6d8 Attack: Bite +6 (1d8), MR: 9 ST: 13 S: 25% Magic Resistance, Darkness 15' range, Spell like powers: Telekinesis, Fear, Levitate, Gate Demons 20%

Demon, Third Circle: AC: 19 HD: 7d8 Attack: 2 Pincers +7 (1d8), MR: 9 ST: 12 S: 25% Magic Resistance, Darkness 10' range, Spell like powers: Telekinesis, Fear, Pyrotechnics, Polymorph, Get demons 30% chance

Demon, Fourth Circle: AC: 15 HD: 8d8 Attack: Bite +8 (2d6), MR: 9 ST: 11 S: Flies, 30% Magic Resistance, Flies, only hit by magic weapons, Darkness 10' range, Spell like powers: Detect Magic, Tongues, Telekinesis, Fear, Improved Phantasmal Forces, Dispel Magic, Polymorph, Gate Demons 60% chance

Demon, Marilith: AC: 20 HD: 8d8 Attack: 3 greatswords (1d8), MR: 9 ST: 11 S: Only hit by magic weapons, 70% magic resistance, Darkness 5' range, Spell like powers: Chaos, Levitate, detect invisible, Gate demons 50% chance

Devil, Barbed: AC: 15 HD: 5d8 Attack: 2 Bone Spikes +5 (1d6+fear), MR: 10 ST: 14 S: 30% magic resistance, Spell-like powers Teleport, Charm Person, Produce Flame, Hold Person

Devil, Bone: AC: 16 HD: 6d8 Attack: Hook +6 (1d6) Tail Sting +6 (1d6+poison), MR: 9 ST: 13 S: 40% Magic Resistance, Fear aura, Poison sting (1d4 STR), Spell-like powers: Teleport, Charm Person, Phantasmal Forces, Invisibility, Wall of Ice
Devil, Chained: AC: 18, HD: 7d8, AT: 2 spiked chains +7 (2d4/2d4), ST: 12, MR: 10 S: Only hit by silver or magic weapons, 50% spell resistance, regenerate 2 HP per minute, gaze causes -2 penalty to attacks for 1d3 rounds.

Devil, Fury: AC: 13 HD: 6d8 Attack: Sword +6 (1d6+poison) or Lasso +6, MR: 11 ST: 13 S: Flies, Knockout poison on sword, 30% magic resistance true seeing, spell-like abilities: Teleport, Charm Person, Fear, Invisibility, Produce Flame, Locate Object

Devil, Horned: AC: 16 HD: 7d8 Attack: Pitchfork +7 (1d6+2) or Tail +7 (1d6 plus 1 HP/round), MR: 10 ST: 12 S: Flies, fear aura, only hit by magic weapons, Tail wounds caused require magical healing, Spell-like powers: Teleport, Charm Person, ESP, Pyrotechnics, Produce Flame, Improved Phantasmal Forces, Wall of Fire

Devil, Ice: AC: 17 HD: 8d8 Attack: Spear or mandibles +8 (1d6+1), MR: 12 ST: 11 S: Regenerate 1 hp/round Spear affects as Slow spell, Fear aura, 60% magic resistance, breathes cone of cold (3d8), Spell like powers: Teleport, Charm Person, Fly, Wall of Ice, Detect Magic, Polymorph.

Devil, Imp: AC: 18, HD: 2d8+2, AT: Tail sting +2 (1d4), ST: 13, MR: 6, S: flies, poison causes paralysis and loss of 1 BP per minute, only hit by silver or magic weapons, can assume the form of a specific kind of vermin, invisibility, can ask 6 questions of demon lords per week and receive correct answer

Devil, Pit: AC: 17 HD: 9d8 Attack: Morningstar +9 (2d6) or Tail constrict +9 (1d6), MR: 10 ST: 8 S: Flies, Regenerate 2 hp/round 65% Magic resistance, on successful Tail Constrict, automatic 1d6 damage until dead, Spell-like powers: Teleport, Charm Person, Pyrotechnics, Wall of Fire, Detect Magic, Hold Person, Polymorph

Devil, Scaled, Black: AC: 15, HD: 4d8+1, AT: 2 Claws +4 (1d4) Or Sting +4 (1d6), ST: 14, MR: 8, S: Only hit by silver or magic weapons, regenerate 1 HP per minute, 30% spell resistance, flies, sting injects acid (Save or incapacitated with pain, 1 BP per minute), spell-like powers: Cause fear (single target), Charm Person, Suggestion, Produce Flame, Pyrotechnics.

Devil, Scaled, Green: AC: 17, HD: 5d8+2, AT: 2 Claws +5 (1d4) Or Sting +5 (1d6), ST: 11, MR: 8, S: Only hit by silver or magic weapons, regenerate 1 HP per minute, 30% spell resistance, flies, poison sting (1d6 STR), spell-like powers: Cause fear (single target), Charm Person, Suggestion, Produce Flame, Pyrotechnics.

Devil, Scaled, Red: AC: 19, HD: 6d8+3, AT: 2 Claws +6 (1d4) Or Sting +6 (1d6), ST: 10, MR: 11, S: Only hit by silver or magic weapons, regenerate 1 HP per minute, 30% spell resistance, flies, stinger sprays fire (3d6), spell-like powers: Cause fear (single target), Charm Person, Suggestion, Produce Flame, Pyrotechnics.

Dinosaur, Large Flyer: AC: 15, HD: 5d8, AT: Bite +5 (1d6), ST: 14, MR: 8 S: Any larger flying dinosaur such as Pteranodon or Quetzalcoatlus

Dinosaur, Small Flyer: AC 11 HD: 1d8, bite+1 (1d4) ST: 18 MR: 6, S: Any smaller flying dinosaur such as Rhamphorhynchus, Microraptor or Archaeopteryx

Drow: AC: 14, HD: 2d8 (+2), AT: Scimitar or Hand Crossbow +2 (1d8), ST: 16, MR: 9 S: Standard elf abilities, poisoned weapon causes Sleep effect, spell-like powers: Darkness, Faerie Fire)

Drider: AC: 15, HD: 4d8, AT: Fangs +4 (1d6) or dagger (1d6), ST: 13, MR: 9 S: Bite causes paralysis, surprise on 1-5, cast spells as 6th level Cleric

Dragon, Amethyst: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, spits exploding crystal (7d8 and knocked prone), telekinetic, can telepathically communicate with any intelligent creature, assume animal form as a druid, walk on liquids.

Dragon, Crystal: AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (2d8) ST: 11 MR: 9 S: flies, breathes beam of blinding laser light (4d8 and blinded for 1 turn), spell-like powers: *Charm Person, Color Spray, Suggestion.*

Dragon, Emerald: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (3d6) ST: 10 MR: 9 S: flies, ultrasonic scream (5d8 and deaf

for 1d4+3 rounds), immune to nonmagical flames and sonic attacks, spell-like powers: *Fog, ESP*.

Dragon, Iron: AC: 17, HD: 6d8, AT: 2 claws +6 (1d6), bite +6 (2d8) ST: 11, MR: 9, S: flies, breathes cloud of hyper-salinated water vapor (harmless, but affects iron and steel items in area of effect as the touch of a rust monster).

Dragon, Sapphire: AC: 17 HD: 6d8 AT: 2 claws +8 (1d6), bite +8 (2d10) ST: 9 MR: 9 S: flies, ultrasonic moan (6d8 and effects of a *Fear* spell), immune to fear, climb on walls, spell-like powers: *Move Earth, Wall of Stone*.

Dragon, Topaz: AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite+6 (2d8) ST: 11 MR: 9 S: flies, breathes cone of dehydrating salt (4d8, 1d4 STR, and evaporates any exposed liquid), amphibious, spell-like powers: *Animate Object, Control Wind, Polymorph Self, Protection from Evil*.

Dragon, Yellow: AC: 17 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d8) ST: 12 MR: 9 S: flies, breathes spray of thick, highly inflammable slime (dries rock-hard in one round, completely immobilizing anyone coated in it or standing in it, dissolves in 1 round if exposed to acid, digestive juices, or strong alcohol. If ignited while wet, does 5d6 fire damage first round and 1d6 fire damage on subsequent 1d4 rounds. If ignited while dry, explodes for 5d6 damage in a 30-foot radius.)

Elder Thing AC: 15, HD: 5d8, AT: 5 tentacles +5 (1d6) ST: 14, MR: 10 S: Amphibious, spells as 5th level Magic-User.

Elemental, Air, Primordial: AC: 22, HD: 16d8 (+12), AT: Slam +16 (3d6), Mv Fly 120', ST: 5, MR: 10, S: Whirlwind, extra damage against foes in the air (1d6)

Elemental, Air, Lesser: AC: 18, HD: 8d8, AT: Slam +8 (1d10), ST: 9, MR: 10, S: Whirlwind, extra damage against foes in the air (1d4)

Elemental, Earth, Primordial: AC: 22, HD: 16d8 (+12), AT: Slam +16 (5d8), ST: 5, MR: 10, S: Tear down stone, Extra damage against foes on the ground (1d8)

Elemental, Earth, Lesser: AC: 18, HD: 8d8, AT: Slam +8 (2d6), ST: 9, MR: 10, S: Tear down stone, Extra damage against foes on the ground (1d6)

Elemental, Fire, Primordial: AC: 22, HD: 16d8 (+12), AT: Slam +16 (4d8), ST: 5, MR: 10, S: ignite combustible materials

Elemental, Fire, Lesser: AC: 18, HD: 8d8, AT: Slam +8 (1d12), ST: 9, MR: 10, S: ignite combustible materials

Elemental, Water, Primordial: AC: 22, HD: 16d8 (+12), AT: Slam +16 (3d10), ST: 5, MR: 10, S: Overturn boats, extra damage against swimming foes (1d6)

Elemental, Water, Lesser: AC: 18, HD: 8d8, AT: Slam +8 (1d12), ST: 9, MR: 10, S: Overturn boats, extra damage against swimming foes (1d4)

False Dragon: AC: 17 HD: 10d8, AT: 2 Claws +10 (1d8) or bite (2d8), ST: 10, MR: 11, S: Breathes line of fire (2d6), immune to fire, attacks dragons on sight, rudimentary wings too small to fly.

Fire Vampires of Cthugha: AC: 17, HD: 2d8, AT: Touch +2 (1d6), ST: 17, MR: 12, S: Ignite flammable materials, only hit by magic weapons, hit with touch attack causes fire vampire to regain 1d4 HP.

Flying Polyp: AC: 17, HD: 12d8, AT: 2d6 tentacles +12 (1d8), ST: 7, MR: 9, S: incorporeal, become invisible, only hit by magic weapons, immune to fire damage, double damage from lightning or electricity, control winds.

Gas Spore: AC: 10 HD: 1 HP, Attack: None, MR: N/A ST: 19 S: 1 in 4 chance of being mistaken for eye globe, if killed explodes dealing 4d6 damage (Reflex save half)

Ghost: AC: 20, HD: 10d8 (+9), AT: 1 touch (1d6) ST: 10, MR: 10 S: Only hit by magic weapons, touch causes paralysis, gaze causes fear and paralysis (save separately), Possess (as Magic Jar), Telekinesis, returns from being destroyed if not laid to rest

Giant, Cyclops: AC: 15, HD: 13d8 (+10), AT: 1 giant club +12 (3d10) or hurl rocks +10 (3d6), ST: 7, MR: 9, S: Bestow curse

Giant, Ettin: AC: 17, HD: 8d8, AT: 2 giant clubs +8 (2d6) or hurl rocks +8 (3d6), ST: 15, MR: 10, S: Two heads let it dual-wield flawlessly, two chances to notice someone trying to sneak up on them.

Golem, Clay: AC: 22, HD: 11d8 (+9), AT: fist (2d10), ST: 7, MR: 12, S: BP damage heals at ¼ normal rate (including magical healing), hit only by magic weapons, natural defense 1,

MICROLITE74 COMPANION III: MORE OPTIONAL RULES

immune to most magic, instantly killed by Erase spell

Great Race of Yith: AC: 18, HD: 10d8, AT: 2 pincers +6 (1d8), ST: 13, MR: 9, S: Temporary body swap, telepathic, Lightning Bolt (as spell).

Gug: AC: 15, HD: 10d8, AT: 4 claws +10 (2d6) or bite +10 (1d8), ST: 13, MR: 11, S: Only hit by magic weapons.

Hag, Sea: AC: 14, HD: 4d8 (+1), AT: 2 claws+3 (1d4+3), ST: 14, MR: 8 S: Change self, Real appearance causes fear, Evil Eye causes paralysis, immune to charms or sleep)

Hag, Annis: AC: 19, HD: 8d8, AT: 2 claws+8 (2d8), ST: 11, MR: 7, S: If both claw attacks hit begins devouring for automatic 1d6/round damage, Produce Fog Cloud, Change Self.

Hag, Beldam: AC: 14 HD: 7d8 AT: claws +7 (1d8), weapon +7 ST: 12 MR: 8 S: Shapechange (humanoid forms only, except for eyes), cast spells as 1d4 level witch, create illusory terrain and food, scry through the eyes of a handmade doll, create and animate effigies out of refuse, continued proximity drains level over time, hates cats and feline monsters.

Homunculus: AC: 13, HD: 2d6, AT: Bite+2 (1d4), ST: Same as creator, MR: 9 S: Telepathically communicates with creator, spells cast on creator also affect homunculus, bite causes sleep effect, may fly.

Hounds of Tindalos: AC: 15, HD: 4d8, AT: Tongue +4 (special), ST: 15, MR: 12, S: Teleport through time and space to any sharp angle, tongue attack drains 2 levels

Kraken: AC: 17, HD: 14d8+12, AT: 2 barbed tentacles +14 (3d6), 4 tentacles +14 (2d4) Bite +14 (3d8), ST: 6, MR: 12 S: Overturn boats, swallows whole on roll 4 higher than needed to hit with bite, swallowed creatures take 3d6 damage per round, on successful attack with a tentacle, begins constricting, automatic 2d4 damage per round thereafter until dead, highly intelligent

Lizard, Giant: AC: 15, HD: 3d8+1, AT: Bite (1d8), ST: 16, MR: 6, S: Swallow small or medium creatures on a natural 20, swallowed creatures take 1d6 automatic damage every round.

Lizard, Cave: AC: 15, HD: 6d8, AT: Bite (1d8), ST: 13, MR: 6, S: Can walk on walls, infravision, swallow small or medium creatures on a natural 20, swallowed creatures take 1d6 automatic damage every round.

Mi-Go: AC: 12, HD: 2d8, AT: 2 Pincers +2 (1d8) or weapon, ST: 17, MR: 9, S: Flies, immune to cold damage and vacuum, often construct and carry weird science devices.

Mimic: AC: 10, HD: 5d8, AT: Crush +5 (3d4), ST: 13, MR: 9 S: Assume form of large inanimate object such as a chest, covered in sticky adhesive (requires reflex save, application of alcohol, or STR check to let go), surprise on 1-5, will always negotiate for food or bait.

Nightgaunt: AC: 15, HD: 4d8, AT: Squeeze +4 (Special), ST: 15, MR: 10, S: Flies, tail caress while being squeezed renders most creatures helpless to react, can cast *Slow spell*

Otyugh: AC: 16, HD: 6d8 (+2), AT: 2 tentacles +6 (1d8), bite +6 (1d4) ST: 14, MR: 11 S: Communicate basic ideas telepathically, bite may cause disease, on successful attack constriction causes automatic 1d6 per round.

Penanggalan: AC: 12, HD: 4d8, AT: Bite +4 (1d4) ST: 15 MR: 9 S: Undead immunities, immune to turning while in human/demihuman form (but cannot use other abilities), hypnotizing gaze, floats about, can latch on to drain blood.

Peryton: AC: 13, HD: 4d8, AT: Antlers +5 (1d6), 2 talons +3 (1d8) ST: 15, MR: 10 S: Flies, despise elves, eats living hearts, only hit by magic weapons.

Piercer Snail: AC: 15 HD: 1d8 Attack: Acid spit +1 (1d6) or Drop (Special). MR: 6 ST: 18 S: Reflex save or 2d6 damage to dodge one that falls from the ceiling shell-first.

Poisoner Vine: AC: 14 HD: 1d6 Attack: Strangle +1 (Special), MR: 11 ST: 18 S: Attempt to strangle as garrotte, plus thorns inject paralysis poison while strangling, surprise on 1-5.

Rabid Animal: Effective HD: +1: Attack: As normal animal of same type, but never needs to make a morale check: bite attack carries rabies (Onset in 2d6 weeks, until cured no natural

healing or second wind, -1d4 MIND per day, die at 0 Mind).

Roper: AC: HD: 10d8 Attack: Bite +10 (2d6) S: Immobile, surprise on 1-3, swallows small and medium creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, up to 6 long tentacles pull victims in to bite making bite attack like polearms.

Sahuagin: AC: 14, HD: 2d8 (+2), AT: Trident +2 (1d8), Net +2 (1d8), or 2/4 claws +2 (1d6) ST: 17, MR: 10 S: Swims, +1 to attacks and damage against creatures that have taken BP damage, 5% chance of having second pair of arms (Extra trident attack or 2 extra claw attacks).

Serpentfolk: AC: 13, HD: 2d8, AT: weapon +2 (1d8), Bite +2 (1d3), ST: 17, MR: 10 S: Poisoned bite does 2 BP per minute, Hypnotic gaze.

Shoggoth: AC: 5, HD: 12d8, AT: Slam +12 (1d8), ST: 5, MR: 12, S: Immune to critical hits and poison, regenerate 3 HP/round, half damage from fire, cold, electricity, and bludgeoning attacks, amphibious, can imitate any creature's physical structures.

Strangler Vine: AC: 14 HD: 1d4 Attack: Strangle +1 (Special), MR: 11 ST: 18 S: Attempt to strangle as garrote, surprise on 1-5.

Swarm, Bats: AC: 12, HD: 3-4d8, AT: 1 bite +HD (1d8), ST: 17, MR: 8 S: Attacks made against the swarm are made at -2 and have a 50% chance of hitting random adjacent creature, flies)

Swarm, Insects: AC: 13, HD: 2-4d8, AT: 1 Bite+HD (1d3) (double against no armor), ST: 17, MR: 11, S: Unaffected by weapons, may or may not fly, may or may not have poison causing paralysis

Swarm, Rats: AC: 12, HD: 3-4d8, AT: 1 bite +HD (1d8), ST: 17, MR: 8 S: Attacks made against the swarm are made at -2, bite has 5% chance of causing disease)

Tarrasque: AC: 22, HD: 20d8 (+15), AT: 2 claws +20 (2d4), bite +20 (2d12), ST: 5, MR: 12 S: Swallows whole on roll 4 higher than needed to hit with bite, swallowed creatures take 3d6 damage per round, regenerate 3 HP per round, only stays dead if subjected to a Wish spell after being brought to 0 HP

Troglodyte: AC: 15, HD: 3d8, AT: Spear +3 (1d8) or 2 claws/1 bite +3 (1d4), ST: 16, MR: 9, S: Surprise on 1-4, emit stench as Stinking Cloud

Yeti: AC: 14, HD: 4d8, AT: 2 claws+4 (1d6), 1 bite +4 (1d2) ST: 15, MR: 10 S: Nearly invisible in icy conditions, if both claw attacks hit begins devouring for automatic 1d2 damage, impervious to cold.

Science Fiction and Horror Monsters

Cave Crawler: AC: 13 HD: 2d8 AT: 2 claws +2 (1d6), bite +2 (1d4) ST: 17 MR: 10 S: Climb on walls, do not rely on vision (unaffected by blindness or purely visual illusion).

Centaur, Vat: AC: 12 HD: 4d8 AT: 3 tentacles +4 (1d6+special), spit +4 (1+special) ST: 16 MR: 9 S: Hit with tentacles or spit exposes target to low level of radiation.

Deathclaw: AC: 18 HD: 6d8 AT: 2 claws +6 (1d12), bite +6 (1d10), headbutt +5 (1d6) ST: 11 MR: 11 S: mimic speech like a parrot.

Exterminator: AC: 15 HD: 7d4 Attack: Ray Gun +7 (As *Finger of Death*) or Plunger +7 (Drains 1 level), MR: 12 ST: 11 S: Natural defense: 2, always hostile, constant yelling negates any surprise rounds they receive.

Excavator Blob: AC: 14 HD: 4d8 Attack: Acid secretions +4 (2d6) MR: 7 ST: 15 S: Burrows, protective of eggs, receptive to any kind of telepathic content

Gecko, Dire: AC: 14 HD: 2d8, AT: Bite +2 (1d6) ST: 17, MR: 6 S: pack hunters

Gecko, Dire, Gold: AC: 14 HD: 2d8, AT: Bite +2 (1d6+special) ST: 17, MR: 6 S: pack hunters, hit with bite exposes target to low levels of radiation

Gecko, Dire: AC: 14 HD: 4d8, AT: Bite +4 (1d8) ST: 16, MR: 8 S: pack hunters, breathes fire (2d6 damage)

Graboid, Blaster: AC: 17 HD: 6d8, AT: Bite +6 (2d6), 2 talons +6 (1d8) ST: 13, MR: 10 S: infravision, glides, launches by

controlled explosion dealing 6d6 fire damage in the direction from which it launches

Graboid, Larva: AC: 20 HD: 4d8 AT: Bite +4 (2d6) ST: 15 MR: 10 S: Burrow, no vision, relies on tremor sense, swallows small or medium creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue pulls victims in to bite making bite attack like pole arms

Graboid, Shrieker: AC: 16 HD: 5d8, AT: Bite +5 (2d6), 2 talons +5 (1d8) ST: 14, MR: 10 S: infravision.

Horned Ape: AC: 6 HD: 5d8 AT: bite +5 (1d8+poison), claws +5 (1d6) ST: 14 MR: 9 S: Poison causes death in 1d6 hours if not treated.

Mantrap, Singing: AC: 16 HD: 6d8, AT: Bite +6 (2d4) ST: 13, MR: 10 S: Siren song (charm person), suggestion, swallows whole on a natural 19 or 20, swallowed creatures take 1d6 automatic damage every round

Mantrap, Spitting: AC: 16 HD: 2-6d8, AT: 2-6 Bites +2 (1d4) or 1-6 Poison Barbs +HD (1d2 damage plus deadly poison) ST: 15, MR: 10 S: root system extends in a roughly 40-foot radius with "heads" and barb-throwing flowers scattered nearby, 24 barbs in total, only attacks creatures that are on root system or within a few feet, surprise foes on 1-3

Mirelurk: AC: 20 HD: 2d8 AT: 2 pincers +3 (2d6) ST: 17 MR: 10 S: require radiation to live, take 1 damage/round from being immersed in clean water, eggs can cure mutations if eaten.

Mirelurk, King: AC: 18 HD: 4d8 AT: claws or weapon +3 (2d6) ST: 15 MR: 10 S: Ultrasonic screech stuns for 1 round, not actually related to mirelurks

Nightstalker: AC: 12 HD: 2d8 AT: bite +2 (1d6+poison) ST: 17 MR: 8 (6 if not in pack) S: poison bite does 1 BP per minute,

Predator: AC: 18 HD: 5d8 AT: Weapon +5 ST: 13 MR: 10 S: nearly invisible when standing perfectly still, infravision, will not harm children or pregnant females, hate xenomorphs, carries 1d6 weird science devices, self-destructs 2 rounds after being killed (equivalent to a 5d6 damage fireball).

Radghoul: AC: 13 HD: 2d8, AT: Bite +2 (1d4), 2 claws +2 (1d3) ST: 17, MR: 9 S: Not undead, regenerates 2 hp per round when exposed to radiation.

Radghoul, Glowing: AC: 13 HD: 3d8, AT: Bite +2 (1d4), 2 claws +2 (1d3) ST: 16, MR: 9 S: Not undead, regenerates 2 hp per round when exposed to radiation, regenerate 1 hp/minute until slain, can emit a pulse of radioactivity that irradiates the area with low level radiation for 1 turn.

Roboman: AC: 18 HD: 4d8 AT: Laser +4 (3d8) ST: 15 MR: 11 S: Retains its original human brain, takes 1d6 damage if pelted with gold.

Salt Sucker: AC: 14 HD: 4d8 AT: suckers +4 (1d12) ST: 15 MR: 8 S: read minds, imitate humanoids (illusory), drains 1 STR per hit.

Stone Angel: AC: 14 HD: 4d8 AT: Fist +4 (1d12) ST: 15 MR: 9 S: Cast *Darkness*, 15-foot radius, extremely fast, cannot move while being watched, natural defense: 2 while being watched, can send target through time and space on successful hit.

Super Mutant: AC: 14 HD: 3d8 AT: weapon +3 (2d6) ST: 16 MR: 10 S: Immune to damage from radiation

Super Mutant, Nightkin: AC: 14 HD: 3d8 AT: weapon +3 (2d6) ST: 16 MR: 10 S: Immune to damage from radiation, see invisible, cast Invisibility at will, unable to maintain invisibility if damaged, surprise foes on 1-3, hate being seen

Super Mutant Behemoth: AC: 15 HD: 6d8 AT: massive weapon +6 (2d6) ST: 13 MR: 12 S: Immune to damage from radiation, can rage as a barbarian

Thing: AC: 18 HD: 12d8 AT: Special ST: 8 MR: 11 S: Can divide HP up among any number of distinct but mindlinked shapeshifting forms (at least 1 HP per form), can use natural attacks of any creature it has overtaken in the past, creature hit by any of its attacks must save or be overtaken over the course of 1d4 turns, creatures overtaken do not know that they are not what they appear to be until something forces the hive mind to act, regenerate 3 hp per round except acid or fire damage, slowed by cold damage.

Xenomorph, Hatchling: AC: 15 HD: 1d8 AT: Grab (1d3) ST: 17 MR: 12 S: Acidic blood (opponents who hit in melee with an edged weapon must save or take 1d4 damage), climb on walls, creature grabbed must save or be implanted with a larval Xenomorph that emerges in 1d6 hours, killing the host.

Xenomorph, Larval: AC: 14 HD: 1d8 AT: bite +1 (1d6) ST: 15 MR: 7 S: Acidic blood (opponents who hit in melee with an edged weapon must save or take 1d4 damage), climb on walls, can be killed by *Remove Disease* if it has not yet emerged from a host, reaches full adult size in 1d4x6 hours.

Xenomorph, Queen: AC: 16 HD: 8d8 AT: 2 claws +5 (2d6), bite +5 (2d6), tail stinger +5 (3d4) ST: 10 MR: 12 S: Acidic blood (opponents who hit in melee with an edged weapon must save or take 1d4 damage), climb on walls, mentally command any nearby xenomorphs.

Xenomorph, Hunter: AC: 16 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d6), tail stinger +5 (2d4) ST: 13 MR: 11 S: Acidic blood (opponents who hit in melee with an edged weapon must save or take 1d4 damage), climb on walls.

Fiends

Fiends are demon-like creatures summoned by Conjurers. They are powerful but hate being summoned and controlled. A summoned fiend require constant effort and concentration to control or it will turn on its summoner and his associates and attempt to tear them limb from limb.

Fiend, Type 1: AC: 10 HD: 1d8 AT: weapon, claws or bite +1 (1d6) ST: 18 MR: 9 S: 1 roll on Type 1 Fiend Abilities table.

Fiend, Type 2: AC: 12 HD: 2d8 AT: weapon, claws or bite +2 (1d6) ST: 17 MR: 9 S: 1 roll each on Type 2 and Type 1 Fiend Abilities table.

Fiend, Type 3: AC: 14 HD: 4d8 AT: weapon, claws or bite +4 (1d6) ST: 15 MR: 9 S: 1 roll each on Type 3, Type 2 and Type 1 Fiend Abilities table.

Fiend, Type 4: AC: 16 HD: 6d8 AT: weapon, claws or bite +6 (1d6) ST: 13 MR: 9 S: 1 roll each on Type 4, Type 3, Type 2 and Type 1 Fiend Abilities table.

Fiend, Type 5: AC: 17 HD: 8d8 AT: weapon, claws or bite +8 (1d6) ST: 11 MR: 9 S: 1 roll each on Type 5, Type 4, Type 3, Type 2 and Type 1 Fiend Abilities table.

Fiend Special Abilities

d6 Type 1	Type 2	Type 3
1 Runner (Moves 180'/minute)	Tough (+1 AC)	Only hit by magic weapons
2 Flies	Immune to 1st and 2nd-level spells (Except Protection from Evil)	Cast 3 spells of level 3 or less
3 Scaly (+1 AC)	Swift (+20' all forms of movement)	Regenerate 1 HP/round
4 Immune to 1st-level spells (Except Protection from Evil)	Ranged energy attack (Fire, cold, or lightning), 1d6 damage, 50' range	Hulking (+1 HD)
5 Infravision	Paralyzing claws (Touch paralyzes as ghoul)	Become invisible
6 Conjures a +1 weapon to fight with (self only)	Causes Fear effect	Webs (save or entangled)
d6 Type 4	Type 5	
1 Change shape	Conjures a +3 weapon to fight with (self only)	
2 Poisonous sting or bite (Paralyzed and 2 BP/round damage)	Breath weapon (any type, damage equal to half HD)	
3 Raise 1d6 skeletons or zombies	Teleports	
4 Razor claws (+3 to claw damage)	Death Spell 1/day	

- | | | |
|---|----------------------------------|---|
| 5 | Deadly teeth (+3 to bite damage) | Gaze causes petrification like a medusa or basilisk |
| | Conjures a +2 | |
| 6 | weapon to fight with (self only) | Gate demons 50% |

Traps

Most of these traps represent a potentially dangerous threat. Successfully disabling them is equivalent to beating an enemy and should be rewarded with an appropriate amount of XP. If a character whose background or talents might justify them having some expertise in jamming mechanical devices such as most of these traps are, then they may attempt to do so. Most traps are Difficult (DC 17) to disarm. Some might be made deliberately harder or more dangerous, and accordingly equivalent to a higher-HD opponent. Traps with the "magical" quality usually can't be detected or disarmed except by spells or other magical effects.

Acid Jets: Effective HD: 2 Attack: Reflex save vs. 2d6 damage. Variants: More intense spray (higher damage, +1 HD for each additional d6), spray of burning oil or liquid nitrogen (fire or cold damage)

Bear Trap: Effective HD: 0 Attack: No save if triggered, 1d4 damage, 1 in 6 chance of broken leg (reduce movement by half). Special Qualities: Easily triggered (2 in 6), easy to disarm, portable, can be purchased for 20 GP. Variants: Ogre trap (Larger, 1d6 damage, 1 in 4 chance of breaking a medium creature's leg), chained bear trap (Immobilized unless stake and chain is removed).

Caltrops: Effective HD: 0 Attack: Move at reduced speed through area or take 1d4 damage. Special Qualities: Easy to disarm, can be purchased for 1 GP per bag sufficient to cover 5-foot area.

Crossbow Bolt Launcher: Effective HD: 1 Attack: Bolt +1 (1d6) Variants: Fusillade (2d4 bolts at once, +2 HD), Repeater (Can fire up to 1d6 times, +1 HD), Spear Launcher (1d8 damage +1 HD), Dart launcher (1d4 damage), More Accurate Shot (+1 HD for every +2 to hit)

Collapsing Bridge: Effective HD: 4 Attack: Reflex save or be dumped into gap bridge spans (With attendant falling damage). Variants: Collapsing stone bridge (2 in 6 chance of falling rocks, +1 HD).

Compacting Room: Effective HD: 6 Attack: Walls or ceiling squish occupants in 5 rounds (Instantly fatal). Special Qualities: Can attempt to disarm after already activated. Variants: Faster (Compacts in 3 rounds, +2 HD), Slower (compacts in 1 turn, -1 HD), Spiked Walls (Reflex save or 3d8 damage during the final round, +2 HD, spikes could be poisoned).

Contact Poison: Effective HD: 1-5 Attack: Fortitude save or affected by poison (1HD: Paralysis 2HD: 1 BP per minute or 1d2 STR or DEX 3HD: 1 BP per minute and paralysis 4HD: 2 BP per minute or 1d6 STR or DEX 5HD: Incapacitated by pain, die in 2d6 rounds). Special Qualities: Easy to disarm, some types may be available for purchase from an alchemist. Variants: Hallucinogen (Confusion spell for 1d4 turns instead of damage, 2 HD), Pathogen (carries disease, HD depends on severity)

Deafening Alarm: Effective HD: 2 Attack: Reflex save or deafened for 1 turn. Special Qualities: 20-foot cone of effect, Loud noise is likely to alert guards or wandering monsters. Variants: Continuous siren (attacks again every round for 5 rounds, +2 HD), String of firecrackers (1d6 damage to anyone within 5 feet, but easy to disarm)

Elevator: Effective HD: 2 per level descended Attack: Room descends to lower level of dungeon at a rate of 1 level per round. Variants: Two-way elevator (operated by lever, can ascend as well as descend), Tower of Terror (1 in 6 chance of bottom of elevator falling out and plummeting to the bottom of the shaft, +3 HD)

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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 live in Texas and have no children. Donna (successful so far) cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the RetroRoleplaying Cancer Fund (via PayPal) and help them pay their bills.

Can You Help Pay the Cancer 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.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite74 3.0 Extended Special Edition -- two PDFs designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård. The text has been reformatted into a single column in a large enough font to easily read.

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>

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Falling Block/Controlled Cave-in: Effective HD: 4 Attack: Reflex save or 3d8 damage and pinned under heavy stone. Special Qualities: 10x10 foot area of effect, blocks passage, hard to disarm. Variants: Ton of bricks (doesn't block passage, but does cause rough terrain, -1 HD), falling boulder or anvil (single target, doesn't block passage, -1 HD), falling brick or stone (single target, 1d8 damage, doesn't pin or block passage -3 HD).

False door, spring-loaded: Effective HD: 2 Attack: Opener must make Reflex save or be thrown violently back 20 feet across the room, 1d8 damage if you hit a wall. Variants: Spikes on opposing wall, Springboard (Set into floor instead of wall, 1 in 6 chance of accidentally triggering), door appears to be locked and launches when successfully picked.

False door, unhinged: Effective HD: 1 Attack: Reflex save or lands on opener for 1d8 damage and pinned under door. Variants: Contact poison (paralysis) on handle (no reflex save if affected), door is actually hungry mimic, door appears to be locked and falls when successfully picked.

False Illusion: Effective HD: +1 to monster HD, otherwise 2HD Attack: Will save or believe real object (bridge, monster, treasure, etc.) to be an illusion until confronted with incontrovertible proof. Special Qualities: Magical

Flame Jets: Effective HD: 1 Attack: Reflex save or 2d6 fire damage, hair, clothing, and flammable gear may ignite. Variants: More powerful flame (higher damage, +1 HD for every additional d6), Dragon's-breath flame jet (Affects conical area like red dragon breath, +2 HD), Fuel reserve (Can trigger multiple times, or continuously burn for 1d8 rounds +1 HD)

Flooding Room: Effective HD: 3 Attack: Room fills with water in 4 rounds, drowning risk. Special Qualities: Can attempt to disarm after already activated. Variants: Room fills faster/slower (+/-1 HD for each round), Room fills with acid instead of water (1d8 damage per round immersed, +2 HD), room fills with fine sand (Fortitude saves made to hold breath are at -2 penalty, +2 HD)

Foothold Pit: Effective HD: 1 Attack: Immobilized, 1d6 damage if foot extraction is attempted without disarming. Special Qualities: easy to disarm Variants: can be poisoned.

Gas Chamber: Effective HD: 2-7 Attack: Releases gas into room, fortitude save every round or affected by gas, gas disperses in 1d4 rounds. Variants: Sleeping gas (Save or lose consciousness for 1d6 turns, 2 HD), Natural gas (Save or begin suffocating, ignites if exposed to open flame (5d6 damage, reflex save for half), 5 HD), Carbon Monoxide (Save or begin suffocating, 3 HD), Monster Pheromones (no save, increased likelihood of wandering monsters until you take a bath, 3 HD), Tear Gas (Save or unable to act for 1d4+1 minutes, 2 HD), Pepper Gas (Save or blinded for 1d4+1 minutes, 2 HD), Joker Gas (Save or incapacitated with laughter, die in 2d6 rounds, 7HD), Chlorine Gas (Save or 8d6 damage, disperses in 1 round, 6 HD), Fear Gas (Save or panic and flee uncontrollably, 4 HD), Nerve gas (Save or 1d6 MIND damage, die if MIND is reduced to 0, 5 HD), Slow gas (Save or affected by *Slow* spell, 3 HD)

Glue Trap: Effective HD: 1 Attack: No save, immobilized unless glue is dissolved with alcohol or acid. Variants: Glue attached to object or handhold instead of floor (restrains arm as well)

Greased Chute: Effective HD: n/a Attack: Treat as fall of 1.5 times the depth of the chute (rounded up) Special Qualities: Can't really be disarmed, only avoided; extremely difficult to climb back up without rope or other aid. Variant: Waterslide (half damage, drowning risk)

High-pressure Hose: Effective HD: 1 Attack: +2 spray (no damage, target is pushed back 2d6 feet). Special Qualities: Water tank allows continuous spray for 1d10 rounds. Variants: Hose sprays acid or burning oil (2d6 damage/round, +2 HD)

Illusory Bridge: Effective HD: 2 Attack: Will (or Pre?) save or believe bridge is safe to walk on. Special Qualities: Magical. Variants: False illusory bridge (Save or believe safe bridge is an illusion)

Invisible Bridge: Effective HD: 2 Attack: N/A Special Qualities: Magical. Variants: Serpentine-shaped invisible bridge (2 in 6 chance of falling if not probing ahead, +1 HD per angle)

Landmine: Effective HD: 2 Attack: Triggers with an audible click,

triggering creature is immobilized until trap is disarmed or else explosion deals 4d6 damage (Reflex save half) in 10-foot radius. Special Qualities: Can (Rarely) be purchased for 100 GP. Variants: Proximity mine (Magical, triggers if anything enters area of explosion, +2 HD), sea mine (floats in water, hard to disarm, explosion automatically activated by impact with swimming creature or ship, likely to cause ship to sink, +1 HD) *Lever Corridor*: Effective HD: 4 Attack: fall equal to between half and two thirds the length of the corridor. Variants: Balance corridor (either side tilts if weight difference exceeds 20 lbs, creatures on lighter side fall full length of corridor, +2 HD)

Magnetic Ceiling Tile: Effective HD: 1 Attack: Unattended or held metal objects are yanked loose, Reflex save to hang on to up to two items. Special qualities: Always activates. Variants: Wall or floor tile (STR check to pull self away if wearing metal armor), Electromagnet (1d6 lightning damage each round while stuck to it, +2 HD)

Moving Room or corridor: Effective HD: 1 per 100 feet travelled. Attack: Moves or rotates on horizontal plane around same level of dungeon, potentially disorienting. Special Qualities: Hard to disarm Variants: Multiple stops (+1 HD per additional stop), two-way (as elevator).

Pit: Effective HD: N/A Attack: falling damage Special Qualities: Cannot really be disarmed. Variants: Covered pit (2 in 6 chance of accidentally collapsing, 1 HD, can be disarmed by making cover stable), Pit is full of acid (1d8 damage per turn spent immersed, +1 HD), pit is partly full of oil (really hard to climb out of without anchored rope, highly flammable 1 HD), Pit combined with falling anvil trap (+2 HD).

Poisoned Needle: Effective HD: 1+HD of contact poison Attack: Spring-loaded needle +10 (0 damage and exposure to Contact poison, make Fortitude save at -2). Variants: Needle shooter (Needle range increases to 10 feet)

Portcullis: Effective HD: 2 Attack: 10-20x1 foot area, Reflex Save or 2d4 damage and pinned, blocks passageway. Special Qualities: STR check to raise out of the way. Variants: Locking portcullis (Must be unlocked before it can be raised, +1 HD), Falling cage (5x5 area, Reflex save or be trapped inside, 1d8 damage if too large to fit inside cage or save failed by more than 5, +1 HD and -2 to save for each additional 5x5 area the cage spans)

Razor Tripwire: Effective HD: 2 Attack: Reflex save or 1 damage if not specifically avoided, 2d8 damage and half speed (no save) and reflex save or fall prone if run into at full speed. Special Qualities: Easy to notice and disarm, can be the trigger for another trap. Variants: Neck-level razor tripwire (3d4 damage and Reflex save or head cut off if run into at full speed, +4 HD) *Rolling boulder*: Effective HD: 7 Attack: Overrun 4d8 damage (Reflex save half) Special Qualities: Rock rolls down corridor until blocked, building up to full speed of 12 feet/round over the course of 1d4+1 rounds.

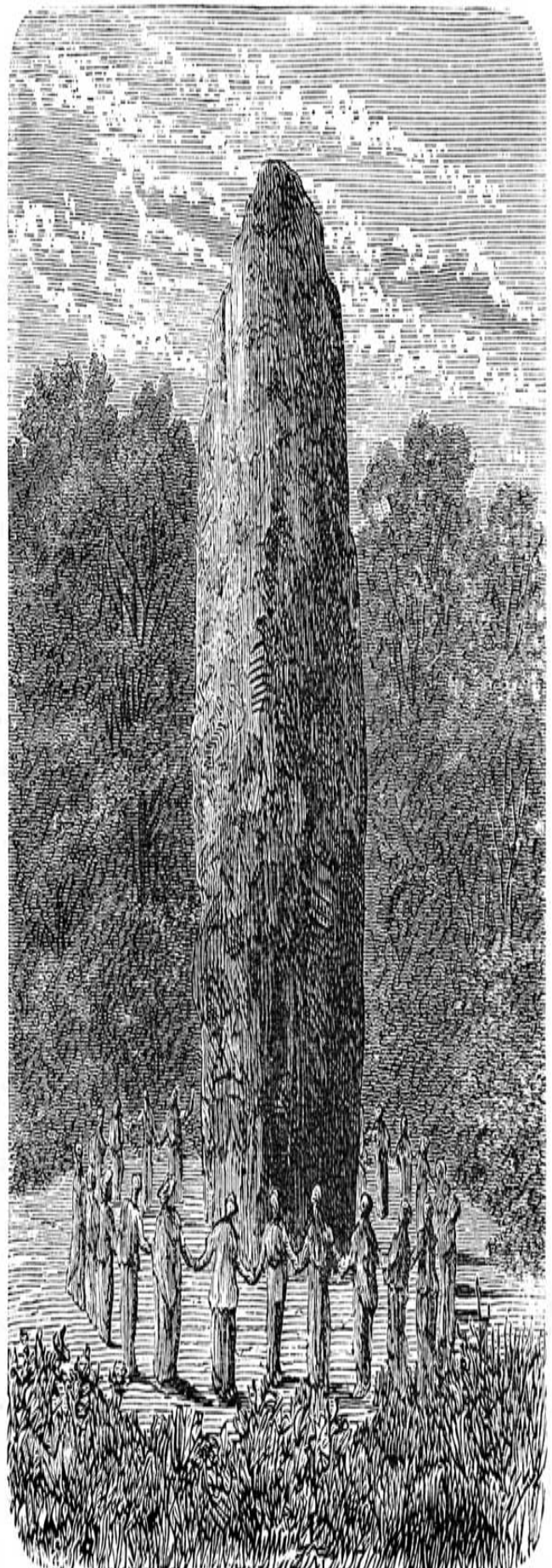
Scything Blade: Effective HD: 2 Attack: Bladed pendulum +2 (2d4) Variants: Deadlier blade (+1 HD for every +2 to hit), Simultaneously Triggered Line of Blades (Each blade needs a 5x10 foot space and attacks one additional creature, +1 HD per additional blade) Whirling Blades (Makes two or more attacks, each does 1d6 damage, +1 per each additional blade), Weighted blade (Continues to attack for 1d4 rounds before slowing to a stop, +1 HD)

Snare: Effective HD: 0 Attack: Reflex save or be immobilized until cut loose. Special Qualities: Easy to disarm, can be improvised out of a length of rope. Variants: Suspending snare (-2 to AC, Reflex saves, and attacks while upside down), Net trap (targets 10x10 area instead of specific target)

Stair Chute: Effective HD: 3 Attack: Steps flatten, falling damage equal to half the length of the staircase. Variants: Greased steps (Hard to climb back up without rope, 1d8 extra damage, can't really be disarmed, +1 HD)

Strobe Light: Effective HD: 1 Attack: Reflex save or dazzled (-1 to attacks and AC) for 1 turn. Special Qualities: Affects anyone looking in direction of light within 30 feet. Variants: Blinding flash (Blinded for 1 turn instead, +1 HD)

Swinging Gate: Effective HD: 2 Attack: Swing (Reflex save or 1d8 damage and pushed along arc of gate, possibly pinned to



wall, STR check to push aside). Variants: Locking gate (must be unlocked before it can be pushed aside)

Swinging Log: Effective HD: 3 Attack: Slam +2 (2d4 and knocked prone) Variants: Heavier log (+1 HD per +2 to hit or +1d4 damage)

Teleporter: Effective HD: 1 Attack: Teleport triggering creature to specific location in same dungeon. Special Qualities: Magical. Variants: Random teleporter (teleport to random location in dungeon, +2 HD), Portal (Connects two unconnected rooms in same dungeon, two-way, may be set into a door, +1 HD)

Thrusting Spikes: Effective HD: 1 Attack: Spike +1 (1d6) Variants: brace of spikes (Additional attack, up to 6 can strike at one medium target, +1 HD per each additional spike), Long Spike (15 feet instead of the usual 6, +1 HD), stronger spring (+1 HD per +2 to hit)

Triggered Spell: Effective HD: Equal to level of spell Attack: Spell is targeted at or centered on triggering creature, favorites include Fireball, Lightning Bolt, Bestow Curse, Geas. Could also be a beneficial spell. Special Qualities: Magical

Tripwire: Effective HD: 1 Attack: Reflex save or 1 damage and fall prone if run into at full speed. Special Qualities: Easy to notice and disarm, can be the trigger for another trap.

Webbing: Effective HD: 2 Attack: Difficult to push through, takes 20+3d6 rounds to push through a 10-foot area, likely evidence of giant spiders. Variants: Sticky (2 in 6 chance of acting as glue trap each round), barbed wire (cannot be burned through, 1d4 damage for each round spent attempting to push through unless deliberately moving at half speed).

Natural Hazards

Bad Air: Effective HD: 4 Attack: Fortitude save each round or begin suffocating. Special Qualities: Hard to notice, cannot be disarmed. Variants: Natural gas pocket (ignites if exposed to open flame (5d6 damage, reflex save for half) +2 HD)

Bad Water: Attack: Fortitude save or 1-5 chance develop Dysentery (3d4 days or until cured, no natural HP healing or second wind) or else Cholera (2d4 days or until cured, lose 1d6 BP per day, no natural healing)

Falling Tree: Effective HD: 3 Attack: Reflex save or 3d8 damage and pinned under heavy log. Special Qualities: 10x5 foot area of effect, can block path for carts or donkeys, easy for anyone experienced with outdoor survival to notice.

Flash Flood: Effective HD: 3 Attack: river valley fills with water in 1 turn, drowning risk, risk of being swept away 1d4x50 feet by flowing water. Special qualities: potentially enormous area of effect, may throw around debris. Variant: Tsunami (At sea, Water rises in 1d4 rounds instead)

Poison Oak: Effective HD: 0 Attack: Fortitude save unless wearing protective clothing or heavy armor or develop severe rash (-1 to any task requiring concentration or stillness). Special Qualities: anyone skilled in wilderness survival can identify, burning releases deadly gas. Variant: Poison Joak (No rash, puts a silly curse like that of a sprite on anyone affected, +1 HD.)

Quicksand: Attack: Drowning risk, Strength check required to move (External help provides +2 bonus to check) without sinking, immediately sink below surface (Reflex save to take a deep breath before you submerge) if charged into at running speed.

Rot Grub Larvae: Attack: Reflex save or burrow into victim, can only be healed by immediately (within 1 round) applying flame (causing 1d6+1 damage) or cure disease spell, 1d3 STR damage per round, fatal when STR reaches 0. Variants: Ear Seeker Worms (damage is dealt to MIND instead, lay dormant for 1d6 hours), Dungeon Leeches (2d4 leeches, can be cut off for 1 HP damage per leech, drain 1 BP per leech per round)

Diseases

Filth Fever: Attack: Fortitude save each day or no natural HP or BP healing or Second Wind, cured after one successful save. Special Qualities: Commonly carried by giant rats, otyughs, and

other monsters that live in disgusting conditions

Plague: Attack: Fortitude save each day or stuck at 0 HP, no natural HP or BP healing or second wind, and -1d6 STR, die at 0 STR, cured after three successful saves. Variations: Zombie Plague: Those that die reanimate as independent but aggressive zombies after 1d4-1 days (treat 0 as 8 hours), Malaria (Shivering convulsions cause -2 to all Dexterity-related tasks)



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Microlite74 Companion 3: More Optional Rules
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Note: This is a Companion volume for Microlite74, a variant of Microlite20 designed to have the "feel" of the original "Oe" edition of the world's most popular fantasy roleplaying game. You can obtain a free copy of Microlite74 here:

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Microlite74

Companion III: More Optional Rules

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 D20-based versions.

The *Microlite74* 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. These 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.

Microlite74 Companion III: More Optional Rules contains a large number of optional rules a GM may elect to include in a campaign. Each optional rules section is independent and can be included or excluded on its own. Most optional rules are usable with any of the three versions of *Microlite74*: *Basic*, *Standard*, or *Extended*.

This book includes optional rules for:

- Additional races and classes
- Race as class
- Witch class and spell list
- Necromancer class and spell list
- Shaman class and spell list
- Thaumaturge class and spell list
- Additional monsters
- Spell Spheres
- Traps
- And more

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