

Microlite74

Swords & Sorcery Edition

Version 1.0 (Condensed Type Edition)

OGL20 Rules for Tabletop Swords & Sorcery Roleplaying Campaigns with Old School (0e) Flare



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Microlite74 Swords & Sorcery

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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*

Microlite74 Swords & Sorcery Edition, like its parent game, *Microlite20*, is a trimmed-down, sub-miniature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal of *Microlite74* games, however, is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974.

The *Microlite74 Swords & Sorcery Edition* rules are based on three little booklets found in the boxed set of the 1974 0e edition, the four 0e supplements, material from the publisher's official magazine and third party products of the time and the author's house rules from the late 1970s. The rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages *Swords & Sorcery* old-school play without strictly old-school rules. *Microlite74 Swords & Sorcery Edition* is based on the third edition of the original *Microlite74* rules.

These rules assume a basic familiarity with tabletop role-playing games in general and with the basic principles of "D20" based rules. If you are completely new to tabletop role-playing games, you will want to start by playing with someone who is familiar with how they work.

The Rules

Stats

There are 4 stats: Strength (STR), Dexterity (DEX), Mind (MIND), and Charisma (CHA).

Roll 3d6, total the 3 dice, and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/3, round toward zero.

Races

Humans get +1 to any 2 stats.

Special Abilities: none

Classes

The classes are Adventurers and Sorcerers. Characters normally begin at Level 1 (unless directed otherwise by the GM).

Adventurers can wear any kind of armor, can use any weapon and may use shields. *Hit Points* (HP), *Physical Combat Bonus* (PCB), *Magical Combat Bonus* (MCB), *Saving Throw* (Save), and *Minimum Experience Points Required for Level* (XP) are listed on the table below. Maximum Level is 6.

Level	HP	PCB/MCB	Save	XP
1 - Adventurer	1d8+STR	+1/+0	14	0
2 - Explorer	2d8+STR	+2/+1	12	3100
3 - Champion	3d8+STR	+3/+2	10	12500
4 - Hero	4d8+STR	+5/+3	8	50000
5 - Superhero	6d8+STR	+7/+4	6	120000
6 - Lord	8d8+STR	+10/+5	4	250000

Sorcerers can wear any type of armor, can use any weapon, may use shields – however, wearing armor and using anything but one-handed light weapons will interfere with spell casting. *Hit Points* (HP), *Physical Combat Bonus* (PCB), *Magical Combat Bonus* (MCB), *Saving Throw* (Save), and *Minimum Experience Points Required for Level* (XP) are listed on the table below. Maximum Level is 6.

Level	HP	PCB/MCB	Save	XP
1 - Apprentice	1d6+STR	+0/+1	16	0
2 - Conjurer	2d6+STR	+1/+2	14	4000
3 - Sorcerer	3d6+STR	+2/+3	12	15000
4 - Warlock	4d6+STR	+3/+5	10	60000
5 - Wizard	5d6+STR	+4/+7	8	150000
6 - Mage	7d6+STR	+5/+10	6	300000

Class Special Abilities

Some classes have special abilities which are described in this section.

Adventurer Special Abilities: All Adventurers have the following special ability:

Cleave - After an Adventurer kills an opponent, he may immediately make another attack against any still-standing foe within 5 feet. The maximum number of attacks he can make in one round is equal to twice his level.

Adventurers may select one special ability from the following list at levels 2, 4, and 6. Each special ability may only be selected once.

Accuracy – An Adventurer with this special ability rolls one die size larger for damage (1d6 instead of 1d4, 1d8 instead of 1d6, etc.) with thrown or missile weapons.

Berserker Rage – An Adventurer with this special ability may go into a berserker rage when in combat. During a berserker rage, the Adventurer always attacks the nearest foe (determine randomly if multiple foes in range). His ferocity adds his level to his attack roll and his damage. To break off combat (before all foes are dead) the berserk Adventurer must make a MIND save versus a DC of 10 (plus 2 for every opponent still standing) in order to break off from fighting. Each round the Adventurer is berserker costs him 2 hp, subtracted immediately after the berserker rage ends. A berserk Adventurer cannot use any combat stunts nor the Find Weakness, Leadership, or Tactical Expertise special abilities.

Brutal Attack – An Adventurer with this special ability rolls one die size larger for damage (1d6 instead of 1d4, 1d8 instead of 1d6, etc.) with melee weapons.

Danger Sense: An Adventurer with this special ability has a sixth sense for danger and can never be surprised so long as he is conscious and aware.

Dodging - When not wearing armor (and conscious and able to move), an Adventurer with this special ability may add his level (plus 1 for every point of dexterity above 15) to his AC.

Find Weakness - When attacking an unaware opponent, an Adventurer with this special ability may ignore any AC bonus the opponent has due to armor worn. He is hitting at his opponent's weak, exposed areas.

Leadership - When an Adventurer with this special ability is leading a group of hirelings under their command, the hirelings subtract the Adventurer's level in any morale checks and add the adventurer's level to their attack and damage rolls.

One Shot – An Adventurer with this special ability incapacitates opponents (knocks unconscious or otherwise out of combat) whose hit dice or level are less than or equal to the Adventurer's level on a critical hit (in addition to the normal effects of a critical hit).

Read Sorcerer Scrolls: An adventurer with this special ability has mastered the art of reading magic scrolls. He can cast spells from Sorcerer-only scrolls just as if they were specially written to be read by anyone. Roll a D20 for spells higher than 2nd level, on a roll of less than the spell level, the spell is misread from scroll and misfires weirdly.

Striker – An Adventurer with this special ability makes a critical hit on a natural roll of 19 or 20.

Tactical Expertise – An Adventurer with this special ability has a number of Tactics Points per day equal to twice his level plus one

for every point of intelligence above 13. These points are spent directly before the attack roll of anyone in the adventurer's party, giving a +1 per point spent. Tactics Points can also be spent before any enemy's attack roll, giving a -1 per point spent.

Terrifying Style: An Adventurer with this special ability has a terrifying combat style. Opposing side must check morale every time he makes a critical hit.

Unarmed Combat – An Adventurer with this special ability does 1d6 damage with his bare hands (instead of the standard 1d2 bare handed damage).

Sorcerer Special Abilities: All Sorcerers have the following special abilities.

Minor Magic - Sorcerers can cast minor "everyday/non-combat" magic at will. Basically, any everyday thing someone could do mundanely, a sorcerer can do with minor magic. Attempting something the GM considers abusive fails and causes the Sorcerers wand or other implement to explode (doing 1d6 backfire damage to the Sorcerer unless a MIND save is made). Usable once per round if no other action taken. Requires waving a handmade wand. Minor Magic is considered Grey Magic and each use costs HP equal to 1 + the number of corruption points the caster has (if any).

Some examples: Light a candle or pipe with a flame from the wand tip. Dust things – at first level a minor magic spell might be needed for each shelf or piece of furniture, while at third level a single spell might dust a room and at sixth level the Sorcerer's the entire floor of a house or tower. Tie or untie a knot. Float coins from the Sorcerers coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.

A Sorcerer knows how to create the handmade wand required for this ability. The wand must be made by the Sorcerer using it to function. Creating the wand requires a knife, a living tree to cut the wand from, and 12 minus the Sorcerer's level hours (minimum of 1 hour) of uninterrupted time.

Cast Spells (From Memory) – Sorcerers can memorize and cast directly cast (without a ritual) first and second level spells as described in the magic section of these rules. Any sorcerer may memorize and directly cast first level spells. Second level spells can be memorized and directly cast once sorcerer reaches fourth level.

Scribe Scrolls – Sorcerers with this ability may create scrolls from spells recorded in their spell books, provided that the level of the spell being copied is less than their level. Creating a scroll costs 100 gp for materials and one day of full time careful effort per level of the spell being copied. (For example, a scroll with the 3rd level spell Hold Person would cost 300 gp and take three days to scribe.)

Scrolls created in this manner can only be used by Sorcerers. A scroll can be created so that anyone able to read the language it is written in can use it. Such a scroll costs 200 gp for materials and 3 days of full time careful effort per level of the spell and requires a successful MIND Saving Throw or the scroll is ruined and useless.

When cast from the scroll, the spell costs 50% of its normal cost in hit points and costs the normal amount of corruption points if the spell is black magic. Copying a third through fifth level spell to a scroll allows it to be directly cast from the scroll. Scrolls are consumed by magic energy when the spell they hold is cast.

Bind Spirits: Sorcerers know how to bind spirits they defeat in spirit combat. Binding a Spirit costs 15 HP and causes the spirit to invisibly hover around the binder. Binding a spirit to an object requires a non-magical item and costs 25 HP. A spirit bound to an

item may be given to another person (even the other person is not a Sorcerer) as the spirit treats the owner of the item it is bound to as its binder. If the item is severely damaged or destroyed, the spirit is freed. A spirit who is not bound to an item is freed immediately upon his binder's death.

Bound Spirits will obey their binder and use their special abilities (if any) at his command. If bound to an item the item is like a magic item possessing the spells or special powers of the spirit. Spirits without special powers or spells bound to a weapon can give the weapon magical hit bonus for limited periods of time. The bonus is determined by the maximum Power of the spirit (5-15: +1; 16-30: +2; 31+: +3) which each round the bonus is used costing the spirit 5 points of power. If not bound to an item, the spirit may be ordered to attack another in spirit combat and the binder may use the power of a bound spirit as HP to power a spell or ritual. Power used by a bound spirit for any reason regenerates 1d6 points each day. Hostile spirits may attempt an Ego Roll once a week to attempt to break free of the binding. (Spirits bound to an object may do so only once per month.)

A Sorcerer may only bind a spirit if its Power is less than the Sorcerer's Level times 6. A Sorcerer may possess no more than his level plus his CHR Bonus bound spirits at any one time. Attempts to bind more automatically fail. Spirits bound to an item and given to another intelligent being do not count against this total.

The Cost of Sorcery: Delving into the mystic arts takes a toll on the Sorcerer's body. A Sorcerer must accept one of the following handicaps at levels 2 and 5. Except for Phobia, each handicap can only be taken once. The handicap may be determined randomly or the GM may allow the player to select.

Frail: the Sorcerer is unhealthy and weak of frame, subtracting 1 from the number of hit points gained at each level (minimum 0).

Meager Fortitude: Character is sickly and weak of stomach, taking a -3 penalty on STR saves.

Noncombatant: The Sorcerer's intensive studies have left him inept at melee combat; take a -2 penalty on all melee attack rolls.

Phobia: The Sorcerer has acquired a fear of some common object or situation so strong it can overwhelm him. Phobias can be temporarily overcome with a MIND save.

Poor Reflexes: The Sorcerer's lack of time for physical activity has left him with poor reflexes -- he zigs when he should zag -- taking a -3 penalty on DEX saves.

Shaky: The Sorcerer has become slightly shaky and is relatively poor at ranged combat, taking a -2 penalty on all ranged attack rolls.

Unlucky: The Sorcerer has delved into things man was not meant to know and has developed bad luck, usually at the worst possible time. The GM will arbitrarily make something go wrong for the character each game session. This bad luck cannot kill the character outright, but just about anything else goes.

Unreactive: The Sorcerer is so caught up in his mental preparations that he is slow to react to danger, taking a -4 penalty on initiative checks.

Background

Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge. If the campaign setting includes multiple cultures, a third word representing the character's home culture may be added. Example backgrounds: Burglar, Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a

player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

Skills

There are no specific skills in Microlite74 Swords & Sorcery. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation, taking into account the characters' classes and backgrounds. If the GM decides a random success chance is truly needed he may resolve the situation with a roll of his choice or he may call for one of the following rolls:

Primary Skill Roll: $1d20 + \text{Stat Bonus} + \text{Class Level}$ if the character is attempting something directly related to their class or background.

Secondary Skill Roll: $1d20 + \text{Stat Bonus} + (\text{Class Level}/2, \text{round up})$ if the character is attempting something only loosely related to their class or background.

Minor Skill Roll: $1d20 + \text{Stat Bonus} + (\text{Class Level}/3, \text{round down})$ if the character is attempting something not really related to their class or background.

When the GM calls for a skill roll, he will declare the type of skill roll, which stat the skill roll falls under, and any situational modifiers and the player will make a skill roll. (The GM should make the roll in secret if seeing the result would give the player more information than his character should have.)

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll. Suggested Difficulty Classes: Easy - 8, Normal - 12, Difficult - 16, Hard - 20, Very Hard - 24, Legendary - 28, Unbelievable - 32.

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

Languages: All humans speak common and their national/cultural language. Other intelligent beings speak their own languages (30% chance of also speaking common). Beings with a MIND over 10 may speak one additional language per point of MIND over 10 (these are in addition to any languages known by race).

Talents: At level 2 (and every level thereafter), characters may select one narrow area of skill where they are better than average: something they are "Good at." This talent should be either something directly related to their class or background -- or something they have spent game time and/or money learning. If the player wishes (and the GM approves), instead of selecting a new talent a talent the character is already "Good at" be improved to "Expert at" at a later level and a talent the character is "Expert at" may be improved a final time to "Master at" at yet a later level. The GM will consider the character's talents just as he would the character's class and background when deciding if a character will succeed with an action.

Talents let characters choose to be better than average in some specific, limited field. For example, while any character can try to

swing from vines, a character that is "Good at: Swinging from Vines" is going to be more successful at it than the average character. If you need to assign numerical benefits to talents for when a success roll is needed, +2 per level is a good place to start for most talents (i.e. Good at +2, Expert at +4, Master at: +6).

Saving Throws

When subject to an unusual or magical attack, characters generally get a saving throw to avoid or reduce the effect. To make a saving throw, roll 1d20, add modifiers based on the type of saving throw (and any circumstantial modifiers set by the GM). A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, the saving throw is successful if the total of the roll and modifiers is greater than the saving throw listed for the character's level.

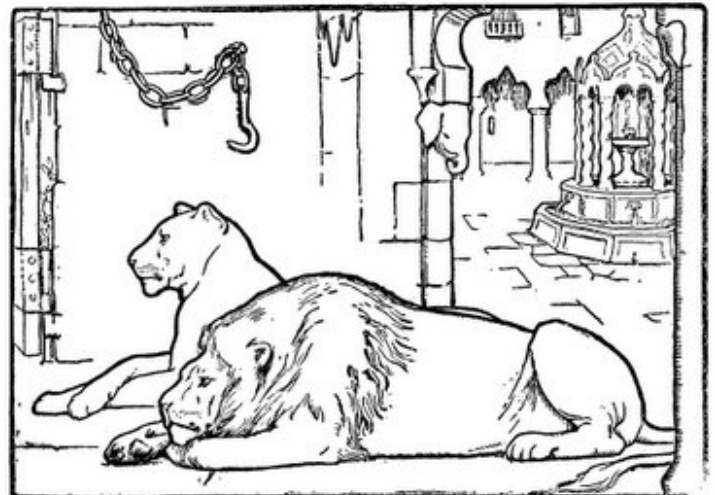
Types of Saving Throws: There are five types of saving rolls: A Basic Saving Throw which is made with any attribute modifiers, a STR Saving Throw where the character's STR bonus is added to the die roll, a DEX Saving Throw where the character's DEX bonus is added to the die roll, a MIND Saving Throw where the character's MIND bonus is added to the die roll, and a CHA Saving Throw where the character's CHA bonus is added to the die roll.

Avoiding Save-or-"Die" (Optional): There are a number of effects which cause the character to be taken out of play permanently or for a long period of time unless a saving throw is made (e.g. instant death, turn to stone, etc.). If this standard rule seems too harsh, try the following instead. If a character fails a save-or-"die" roll, the negative effect happens immediately but it can be reversed if the character receives 5 minutes of careful care in a non-combat environment starting within a number of minutes/melee rounds equal to the affected character's CON stat. The GM may rule that certain issues still require further treatment within 24 hours or the effect recurs (e.g. poison must still be neutralized) or may not be handled this way at all.

Alignment

There are no alignments as such in *Microlite74 Swords & Sorcery*. Instead, as in real life, each character has virtues (admirable character traits) and vices (not so admirable character traits). Players select six traits from the lists below, at least two virtues and two vices must be selected as no character is perfect. Players can select virtues and vices not on the list with GM approval.

Players are expected to roleplay their virtues and vices when they would come into play. However, while they should be apparent in the character's everyday personality, they need not dominate it to the extent the character becomes a caricature. The exception is a character who has become Corrupt (his Corruption Points are greater than his MIND stat), such a character's vices must be played up whenever possible or the character will only gain 50% of earned XP for the session.



Virtues	Vices
Academic	Arrogant
Austere	Bigoted
Bold	Capricious
Cheerful	Cowardly
Compassionate	Egoistical
Courageous	Fearful
Daring	Hateful
Determined	Hidebound
Fair	Impulsive
Faithful	Insensitive
Friendly	Lazy
Generous	Manipulative
Gregarious	Miserly
Honest	Petty
Hopeful	Power Hungry
Industrious	Rude
Just	Self-Centered
Kind	Spendthrift
Patriotic	Stubborn
Thoughtful	Thoughtless
Thrifty	Vengeful

Corruption

Corruption is a measure of how much a character has been affected by black magic and is measured in Corruption Points. Characters begin the game with zero Corruption Points. Most Adventurers will seldom if ever gain Corruption Points. Sorcerers who cast spells of Black Magic will easily gain Corruption Points, gaining Corruption Points equal to the spell's level any time he casts a black magic spell or ritual. Corruption points will also be gained by any character who uses a magic item that duplicates a black magic spell effect or that is designated by the GM as an item of black magic, generally only one Corruption Point will be gained per use of such an item.

The only effect having a few Corruption Points has on a character is that it costs him more to cast spells of white or grey magic. However, if a character's Corruption Point total is greater than his MIND stat, the character is considered Corrupt and the following effects come into play:

- The character's vices become much more noticeable and exaggerated (See Alignment rules)
- The character can no longer cast White magic or use magic items associated with white magic. They simply do not work for the character.
- The character can no longer reduce his Corruption Point total by a week of meditation. Only the sixth level spell Restoration will reduce his Corruption point total and the character will not cooperate in its casting.
- The character no longer gains XP from spending treasure unless that treasure is spent on doing nasty and evil things in the character's name.

Provided a character has not become Corrupt, he may reduce his Corruption Point total by 1d4 points (to a minimum of zero) by spending a week in quiet meditation and contemplation costing 100gp times the character's level.

Magic

Sorcerers can cast any first spell from the spell list and can cast second level spells once they reach level 4. A Sorcerer starts with Read Magic and 1d2 additional first level spells in his spell book (which must be approved by the GM) and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. A Sorcerer can memorize up to Level + MIND bonus spells and these spells can be directly cast (others spells may be cast via a casting ritual). Spells of the third level and higher may only be cast via a casting ritual. A Sorcerer requires his spell book and 1 hour of time to change the spells he has memorized. A Sorcerer cannot cast spells if wielding a medium or

heavy weapon (or any two-handed weapon).

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character.

Casting Cost: Casting a spell of any kind costs Hit Points. The cost depends on the type of the spell.

- *Spells of White Magic* cost 1 + the level of the spell being cast + double the number of Corruption points the caster has (if any).
- *Spells of Grey Magic* cost HP equal to 1 + double the level of the spell being cast + the number of corruption points the caster has (if any).
- *Spells of Black Magic* cost HP equal to 1 + triple the level of the spell being cast and add the spell's level to the caster's corruption points.

The table below gives the casting costs for each type of magic assuming the caster has no corruption points.

Spell Level	1	2	3	4	5	6
HP Cost - White Magic	2	3	4	5	6	7
HP Cost - Grey Magic	3	5	7	9	11	13
HP Cost - Black Magic	4	7	10	13	16	19

Although there are ways to reduce the cost of casting spells, the casting cost cannot be reduced below 2 Hit Points.

Cost of Wearing Armor: Armor interferes with the direct casting of spells. Spells cast while wearing armor take more effort to cast, adding the Armor Bonus of all armor worn to the HP casting cost of the spell.

Spell Difficulty Class: For purposes of things like dispelling, the Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Signature Spells: Select one 'signature' spell per caster level that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use. A signature spell is always in memory and does not count against the number of spells a caster can memorize.

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round.

Ritual Magic: A Sorcerer can perform ritual magic to cast spells of any level (and other special rituals that might be found in old books or scrolls) provided the caster has a written copy of the spell or ritual, any needed materials (mainly required by special rituals), and the time and space needed to perform the ritual. Ritual magic is normally the only way to cast third level or higher spells.

Ritual casting of a spell of a level the caster is able to cast normally (a first level spell or after reaching 4th level, a second level spell) takes 10 minutes and costs 1 HP per level of the spell being ritually cast. Ritual casting of a spell of a level the caster is not yet able to cast normally takes 10 minutes per level of the spell and costs as many hit points as it would to cast directly. Ritual casting of a special ritual takes as long and costs as many HP as the ritual states (that is, the GM assigns these as needed when he creates the special ritual). Multiple Sorcerers may participate in a casting a special ritual with the HP cost of casting divided among them. Sorcerers participating in a ritual casting of any type may not wear armor or be armed with combat weapons. (Required ritual items like sacrificial knives do not count as weapons.)

Optional Sacrifices - One or more beings with human or better intelligence may be sacrificed during ritual magic. Each sacrifice made adds 10 minutes to the ritual and provides 10 plus the being's level or hit dice in HP to power the ritual. This amount is tripled if the being is truly a willing sacrifice. Some special rituals may require the sacrifice of intelligent beings. The sacrifice of intelligent beings is normally against the law in civilized societies. Any spell cast with sacrifices is considered black magic and adds the spell's level to the caster's corruption points (double the spell's level if the spell was black magic to begin with).

Hit Points and Healing

Hit Points (HP): Hit Points for Adventurers equal STR + 1d8 per Level. Hit Points for Sorcerers equal STR + 1d6 per level. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduces Body Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. Optional: To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

Body Points (BP): Adventurers have 20 Body Points. Sorcerers have 10 Body Points. If Body Points reach 0, the character is dead. Each two points of body damage an Adventurer (each point of body damage a Sorcerer) has suffered gives a -1 to all attack, success, saving, and similar rolls (also to strike speed).

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

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

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

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

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

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

Combat

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round. If attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. A side cannot be surprised if it is aware of the other.

Combat Stance: Any character able to act may select a combat stance. Any character who has not announced their combat stance before initiative is rolled automatically selects "Standard." Combat Stances (and their effects) are *Full Defense* (Attack: no attack possible; AC: +2 bonus, +4 bonus with shield, +6 bonus with large shield; Strike: -5), *Active Defense* (Attack: -2 penalty; AC: +1 bonus, +2 with shield; Strike: -2), *Standard* (Attack: Normal; AC: Normal; Strike: normal), *Active Attack* (Attack: +1 bonus; AC: -1 penalty; Strike: +1), and *Full Attack* (Attack: +2 bonus; AC: -2 penalty; Strike: +2). Spell casters casting a spell cannot select the Full Defense or Active Defense Stance. The Stance Strike modifier is optional.

Initiative: Roll 1d20 for initiative for each side. The side with the higher roll gets a +5 to strike speed for the round. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

Actions: Combat is very abstract. Each combat round lasts a minute and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not count as an action.

Strike Speed: Characters and monsters act in order of their strike speed from high to low. Base Strike Speed is determined by their action type in the table below. Characters/Monster add +5 to the Base Strike Speed if their side has initiative. Adventurers add their level. Monsters add one-half their hit dice, rounded down if the GM classes them as fighters. (Ties in Strike Speed are resolved by Character Level/Monster Hit Dice, with the higher acting first.) The Strike modifier from a character's combat stance is added if the GM use this option.

SS	Weapon/Attack Action
1	Read Scroll
2	Cast Spell
3	Short Length Weapon
4	Medium Length Weapon
5	Long Weapon
6	Very Long Weapon
7	Pole Arms
8	Missile Fire/Arcane Blast
9	Breath Weapon
10	Glance

Attack Rolls: Add attack bonus to d20 roll. A natural roll equal to or less the target's Natural Defense (which is 1 unless otherwise stated in the monster description) always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit.

Melee attack bonus = STR bonus + Physical Combat Bonus
 Missile attack bonus = DEX bonus + Physical Combat Bonus
 Magic attack bonus = MIND bonus + Magical Combat Bonus

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2. *Option:* Armor bonus is as listed in parenthesis for the armor type on the equipment table.

Critical Hits: A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage and doing a number of body points damage equal to the number of damage dice rolled (normally 1). Most monsters do not have body points, so a critical hit will do maximum damage plus a normal damage roll to them and cause them to lose their next attack.

Critical Hit Special Effects (optional): When an Adventurer (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.

Critical Miss Special Effects (optional): When an Adventurer (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.

Light Weapons: Adventurers can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead if wielding a light weapon. Fighting classes can wield 2 light weapons and attack with both in a round (making one attack roll at -2). Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is. Optional: If exact distances are known, penalty is -1 per range increment after the first as listed on the equipment table.

Minimum Strength (optional): Characters wielding weapons who lack the minimum strength needed for the weapon as listed on the equipment table are at -1 to hit for each point their STR is below the listed MinSTR.

Cover: Characters behind an object gain +2 to +10 to their AC against ranged attacks, depending on the extent of the cover (light cover = +2 to nearly complete = +10). In some situations, the GM may allow half this AC bonus to apply to saves.

Damage: Light weapons do 1d4 damage. Medium weapons do 1d6 damage. Heavy weapons do 1d8 damage. Add STR bonus and any class damage bonus to Melee damage (x2 for two-handed weapons). *Option*: Weapons do the damage listed for the specific weapon (in parenthesis) on the equipment table.

Shield Special: A character with a shield may choose to have it completely absorb all the damage from any attack (including a critical hit). A non-magical shield shatters when it does so. A magical shield permanently loses one point of its magical AC bonus when it does so, becoming a non-magical shield if its magical AC bonus is reduced to zero.

Special Combat Situations:

Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack is in addition to their normal attack for the round. If the attack is successful, the opponent takes damage and can move no further that round.

Ranged Attack into Melee: Shooting or throwing into a crowded melee is not a good idea: there is a 50% chance you'll hit a friend instead of an opponent. Adventurers may take -4 to hit to avoid hitting a friend.

Dodge: A character who is not making an Active or Full Attack may forgo his next attack at any time and dodge out of the way. Roll 1d20 + DEX bonus + Physical Combat Bonus (PCB). The total is the character's effective AC until his next attack. If it's lower than his real AC, well, the character zipped when he should've zagged. The GM may modify the roll by +2 or -2 (or more) to reflect the terrain and cover of the area.

Aid Another: A character who can make a melee attack on an opponent engaging an ally in melee combat can help that character attack or defend by distracting or interfering with an opponent. Make an attack roll against AC 10. If successful, the ally gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack (aiding character's choice), as long as that attack comes before the beginning of the aiding character's next turn. Multiple characters can aid the same ally.

Grapple: A character can make a grapple attack on an adjacent target. A successful attack roll means they are then grappled with their target. When grappled, both the attacker and the defender's AC becomes 10 and neither can make move actions. When grappled, the defender can't make normal actions and must make opposed rolls (1d20 + PCB) against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

Knockout Blow: A character can attempt an armed melee attack against an adjacent creature to stun them. On a successful hit the target is stunned one minute for every point the attacker rolled higher than their defense. An Adventurer with the Find Weakness special ability adds their level in minutes to this time.

Combat Tricks/Stunts: Declare what the trick/stunt attack is going to do. It could be anything from knocking a weapon from your opponent's hand to blowing his hat off or extinguishing a lantern. Other possibilities could be stapling the target to the wall through his clothing with a thrown weapon, tying him up with a bola, tripping him and so on.

The attack roll is made at -6 (-3 for Adventurers). If the roll is successful and the target is alive and aware of the attack, the

target makes a defense roll (a normal attack roll) against a DC equal to the adjusted attack roll (with the to hit penalty). If the defense roll fails, the target suffers the exact effect described. If the defense roll succeeds, then the attack is treated as a normal attack against the target's AC (with the penalty), which may result in normal damage. *Option:* The defense roll is automatically failed if the target has a combat stance of Active Attack or Full Attack.

Against an inanimate object, if the attack roll (with the penalty) is successful, the stunt works. No defense roll is needed.

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

Energy Drain: Certain undead and demonic monsters can drain energy levels from characters. Each energy level drained reduces the character's level by one. The character may regain the level normally via experience. If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Group Initiative (Optional): Each side rolls a d20 (reroll ties). High roll wins initiative. Strike Speed rules are not used. The combat order changes to the following: 1) Side that lost initiative declares actions. 2) Side that won initiative declares actions. 3) Side that won initiative acts. 4) Side that lost initiative acts. 5) Any bookkeeping is done.

Action Points

All characters receive 1 action point at level 4, a second at level 5 and a third at level 6 (and additional action points may be purchased with Epic Points, see Level Advancement). Actions points may be used to simulate a heroic effort by a character or to simulate a lucky break. Action Points recover 1 per day of total rest in safe surroundings.

Heroic Effort: Each action point spent on heroic effort allows the player to roll a 1d6 and adjust any single die roll affecting the character or made as a result of the character's actions in the character's favor by the amount rolled. The action point must be expended before the die roll to be adjusted is made. *Optional:* Spending three action points on heroic effort allows the player to roll 2d6 instead of 1d6. Spending six action points on heroic effort allows the player to roll 3d6 instead of 1d6.

Luck: Spending one action point for luck will cause a minor bit of good luck to come the character's way. Spending two action points for good luck will cause a major bit of good luck to come the character's way. In both cases, the GM decides exactly what the good luck is, but it should be helpful in a minor/major way to the character's immediate situation.

Shake Off Fatigue: Spending one action point allows the character to recover half his lost hit points instantly. This counts as an action.

Strike Now: Spending one action point allows the character to take his action right now instead of waiting for his normal strike speed position to come up. This cannot be used if the character has taken a defensive Combat Stance for the round (Full Defense or Active Defense).

Try Again: Spending two action points allows the character to try any roll again that he has failed. The character must abide by the result of the second roll even if it is worse than the first roll.

Hirelings

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

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

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

Hireling Morale (Optional): Bearers have a base Morale Rating (MR) of 4. Green Men-At-Arms have a base MR of 7. Veteran Men-At-Arms have a base MR of 9. Base MR is modified by how well the hirelings are treated: -4 for bad treatment, -2 for poor treatment, +1 for good treatment, and +2 for exceptional treatment; and by the CHA bonus of the person paying the hireling. A hireling's MR may also be used to determine how loyal the hireling is to the PCs in cases or attempted bribery and the like.

Henchmen (Optional): Characters may acquire followers in play. These may be common men with special backgrounds or even NPC Adventurers/Sorcerers (of a level no greater than 50% of the character they follow). Henchmen (also called retainers) negotiate their own pay and benefits. While henchmen are generally more loyal than hirelings, the generosity of their pay and benefits will affect their loyalty. Henchmen are far more likely than hirelings to give their own opinion on things and to help out without being specifically told to.

Monsters

See the Microlite74 Swords & Sorcery Monster List or use the monster descriptions in any Oe game (substituting d8 for hit dice if needed). In most swords & sorcery campaigns, the main "monsters" will be humans. Fantastic creatures will be relatively rare in most areas. To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, Save DC = 19 – level (minimum 3), all attack bonuses = level, damage = 1d8 for ordinary claws, bites, and weapons, 2d8 for large maws, giant clubs, 3d8 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Natural Defense is 1 for all but the most powerful or unusual creatures. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

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

consulting this table.

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

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

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

Spirits

Spirits of many types occupy the spirit plane. These spirits can be summoned to the material world and even bound by intelligent material beings. When a spirit is encountered it will generally either attack or flee. If a spirit attacks, the spirit rolls a d20 and adds its power. The material being makes a magic attack roll. The higher roll wins and does the difference between the rolls in spirit damage. Spirit damage reduces a spirit's power, but just accumulates in a physical being. If the spirit's power reaches zero it loses the combat and may be bound (if the defender wishes and knows how). If the material being takes a total of 20 points of spirit damage from a specific spirit, it is unconscious and may be possessed by the attacking spirit (becoming a NPC until the spirit is exorcised).

Spirits have names, personalities, intelligence (which gives them a MIND stat), power, and may have special powers that they can manifest if they possess a body or are bound.

MIND: 2d6+6

Power: Weak: 2d6; Average: 2d6+6; Above Average: 2d6+12; Strong: 2d6+18; Powerful: 2d6+24; Very Powerful (2d6 +32) If bound by a spell-caster, their Power points may be used by their binder as HP to cast spells. Power points regenerate daily.

Languages: Spirits know one language for each point of intelligence above 10.

Spells: There is a 50% chance a spirit knows a handful of spells that they can cast if they possess a body or can be forced to manifest on command if they are bound. The total number of levels of spells known depends on the power level of the spirit: Weak: 1d2 (max level 1); Average: 1d4 (max level 2); Above Average: 1d6 (max level 3); Strong: 1d8 (max level 4); Powerful: 1d10 (max level 4); Very Powerful: 1d12 (max level 5). Roll a d20 to determine the level of a spell known (rerolling if the level is higher than the max level): 1-8: Level 1; 9-14: Level 2; 15-18: Level 3; 19: Level 4; 20: Level 5. Spells cast drain twice the spell level in hp from the spirit's total.

Powers: Spirits who do not know any spells have a 50% chance having a number of supernatural powers that they can manifest if

they possess a body or can be forced to manifest on command if they are bound. Roll on the Spirit Powers tables below (the GM may modify or replace these with tables). Some spirits may also take physical form to act as combatants in service of their binder.

Spirit Powers:

d20 Roll	Number of Powers
1-6	1 lesser
7-10	2 lesser
11-13	2 lesser, 1 greater
14-16	3 lesser
17-18	3 lesser, 1 greater
19	2 greater
20	3 greater

Lesser Spirit Powers:

d20 Roll	Power
1-2	Charm Person 1/day
3-4	Crystal Ball 3/day
5-6	Cure Light Wounds 3/day
7-8	Inflict Light Wounds 3/day
9-10	Knock 1/day
11-12	Light or Dark 1/day
13-14	Telekinesis, 10 pounds, 3/day
15-16	Purify or Putrefy Food and Drink 1/day
17	Read Languages 3/day
18	Read Magic 3/day
19	Speak with Animals 3/day
20	Take physical form 1 hour/day; AC 12, HD 2

Greater Powers:

d20 Roll	Power
1	Animate Dead, 2d6 undead, 1/week
2-3	Contact Other Plane 1/week
4	Cure Serious Wounds 2/day
5	Dimensional Door 1/day
6	Dispel Magic, 1/day
7-8	Fly for 1 hour/day
9	Hold monster 1/day
10	Invisibility 1/day
11-12	Levitate, 1 turn duration, 3/day
13-14	Phantasmal Force, 1/day
15	Protection from Normal Missiles 1/day
16-17	Remove Curse 1/day
18-19	Take physical form 1 hour/day; AC 14, HD 5+2, Move 6
20	Telekinesis, 100 pounds, 1/day

Ego Conflicts: Each spirit will have an ego equal to its intelligence +1 for every lesser power and +5 for every greater power. The Ego of a material being is equal to its intelligence + charisma + level. A possessed being may try once per day to throw out a possessing spirit, however, its ego for future attempts falls by one for every unsuccessful attempt. Ego conflict is resolved by each side rolling 1d20 and adding their Ego, higher result wins. If a bound spirit's ego is greater than his binder's ego, the spirit may elect to restart spirit combat in an attempt to break its binding.

Other Hazards

Falling: 1d6 damage per 10', half damage on DEX save. DC=depth fallen in feet

Spikes: add +1 point to falling damage per 10' fallen, max +10

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

Extreme Heat & Cold: If not wearing suitable protection, STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

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

Dehydration: Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25%

of his full HP and BP in damage (and no longer heals).

Experience Points and Level Advancement

Experience Points (XP): Characters get Experience Points (XP) through adventuring, defeating monsters, spending money from treasure, etc.

XP from Defeating Monsters: Each monster defeated is worth a base XP equal to the monster's hit dice squared multiplied by 5. If a monster has both hit dice and a character level the higher is used as "hit dice" in this formula. Many monsters have special abilities which make them more dangerous than their hit dice indicate. For each such special ability, add 50% (round down) of the monster's base XP. Example: A party defeats 3 Hippogriffs. Hippogriff has 3 hit dice and one special ability (flight), so each hippogriff is worth 67 XP for a total of 201 XP.

At the end of an adventure, the total XP earned from defeating monsters is divided by the number of characters in the party. Henchmen/Retainers count as 1/2 person and hirelings count as 1/10 person (round up for PCs, round down for others). Example: A party of 5 player characters, 2 retainers, and 10 men-at-arms and other hirelings earns 1200 XP from defeating monsters. Each PC earns 172 XP from defeating monsters, each retainer earns 85 XP, and each hireling earns 17 XP. (Note that XP for hirelings is earned but usually not actually tracked.)

XP from Treasure Spent: Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns XP equal to the treasure so spent in gp divided by his current level. Note that XP from treasure is an abstract method of rewarding the various adventuring actions like finding traps that allow one to get treasure. Example: A 2nd level Sorcerer spending 1000gp on wine, women, and song earns 500 XP.

XP from Exploration: The GM may reward exploration with XP be designing special points on the map as worthy of XP for reaching them. The GM should generally not inform players in advance as to what, if any, special locations on the map are worth XP. Example: reaching the top of the tallest mountain on the map for the first time might be worth 150 or 200 XP for each character making it to the top or entering a well-hidden sub-level of a dungeon might be worth 50 XP.

XP from other Activities: The GM may award XP for excellent roleplaying, other important actions in the game (successfully completing a quest, for example), etc. In general, the total award from this category for any one session should not be more than 100 XP times the character's current level. No XP may be awarded in this category if the character refuses to even attempt to play his virtues and vices or other character limitations.

Level Advancement: At the end of every adventure (or, at the GM's option, at the end of every session), total up the XP earned and added them to your character's total XP. If a character's XP total is higher than that the *Minimum Experience Points Required* for the next level on the character's class chart. The character goes up a level and gains all the benefits thereof (increased HP, PCB, MCB, improved Saving Throw, etc.). Note that a character may only go up one level per session. Any additional XP earned in that session that would put the character above 50% in his new level are lost.

Advancement After Level 6: Although there are no levels beyond sixth level, characters do not stop earning XP after reaching level 6. Every 50000 XP earned after reaching level 6 gives the character one Epic Point. Epic Points may be spent to acquire additional Talents, Action Points, etc. as described below.

Epic points may be spent on the following special features. They

may be saved for future use on special features that cost multiple Epic Points. Unless noted in the description, all special features may be used by either Adventurers or Sorcerers.

Epic Point Cost	Special Feature Description
1	Survival: The character miraculously survives an event that should have killed him. How the character survives and any side effects are determined by the GM. The character's survival need not be immediately apparent.
1	Action Point Gained: The character gains a single action point.
2	Talent Gained: The character gains a new talent or greater mastery of a talent she already has.
3	Adventurer Special Ability: An Adventurer may gain a new special ability.
4	Third Level Spell: A Sorcerer gains the ability to cast one (specific) third level spell from memory. There is a 15% chance that learning to cast a new third level spell from memory will give the Sorcerer a new Sorcerer disability (see The Cost of Sorcery).
4	Stat Increase: The character may increase one stat by one point, provided the increase does not take the stat above 17. For double the epic point cost, a stat or 17 or higher may be increased by one point to a maximum of 20.
5	Additional Background: Subject to the approval of the GM, the character gains an additional background. The GM should only approval this where it makes sense for the character to have acquired this new background due to his experiences in the game. For example, a character who has spent several years as a Pirate in the Bay of Jarm would probably be eligible for the Jarmian Pirate background.
6	Fourth Level Spell: A Sorcerer gains the ability to cast one (specific) fourth level spell from memory. A sorcerer can never have the ability to cast more fourth level spells from memory than the number of third level spells he can cast from memory. There is a 35% chance that learning to cast a new fourth level spell from memory will give the Sorcerer a new Sorcerer disability (see The Cost of Sorcery).

Equipment

Suggested starting packs for new characters:

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

Finally, add the following, based on your Class:

Adventurer: Medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Sorcerer: Spellbook with all spells known, a dagger, and 5 gold pieces

Players, with the permission of the GM, may elect to roll their

starting wealth in gold pieces and buy equipment piece by piece from the equipment list later in the rules. If this is done, each character starts with $120 + (3d6 \times 5)$ gold pieces. The GM is free to modify the equipment list to suit the starting location in his campaign.

Encumbrance (Optional): Characters can carry twelve (plus STR bonus) items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item.

Oe Conventions

Almost any material you come across for Oe or other early editions of the world's most popular roleplaying game can be used in Microlite75 with little modification. However, there are some descriptive conventions that Oe used that may need explanation.

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

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

Descending Armor Class: Oe and other pre-SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Microlite74 uses the ascending Armor Class system used in the OGL SRD. If you have old adventures using the original descending AC system and wish to use them, it is easy to convert descending ACs to ascending ACs.

Unarmored AC is 9: If the adventure is for Oe (or other edition where the unarmored AC is 9), subtract the descending AC listed in the adventure from 19 to get the ascending AC used by Microlite74.

Unarmored AC is 10: If the adventure is for 1e or 2e (where the unarmored AC is 10), subtract the descending AC listed in the adventure from 20 to obtain the ascending AC used by Microlite74.

Dungeon Exploration Conventions

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

Seeing Monsters: Unless surprised, characters will see monsters when they are $2d4 \times 10$ feet apart. Surprise distance is $1d3 \times 10$ feet.

Wandering Monsters: The GM should roll 1d6 every 1d3 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

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

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

Doors: Most dungeon doors must be forced open by strength; a character may make a STR save to attempt to force a door open. Doors with locks must be picked or forced at a minus equal to the dungeon level. Most dungeon doors will automatically close unless held or spiked open (spikes slip 20% of the time). Dungeon doors usually open automatically for monsters unless held closed.

Characters may wish to listen at doors before opening them. Unless a character has special listening abilities, a roll of 1 on a d6 will allow the character to hear through the door – if there is anything to be heard.

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

Secret Passages: Unless a character has racial abilities with secret passages, characters will detect secret doors/passages doors on a $d20 + \text{MIND bonus}$ roll (normal DC 16). A 10 x 10 foot area may be searched in a turn by a single character.



Wilderness Exploration Conventions

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

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

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

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

Terrain Chart

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



Donate to the RetroRoleplaying Cancer Fund and Get Some PDF Goodies

Many Microlite74 gamers know that Randall Stukey, the author of Microlite74 and other M20-based old school games is trying to raise funds to pay the bills from [his wife's oral cancer](#) treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they 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 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård. This Special Edition incorporates the rules from the first supplement. 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>

Support Microlite74: Please donate if you can!

Microlite74 Swords & Sorcery Spell Lists

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration. T: is spell type (white, grey, or black).

1st Level

Charm Person: Puts one living humanoid totally under your influence. R: 120 feet. D: until dispelled. T: Grey.

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

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

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

Endure Elements: Target (and equipment) can exist comfortably in hot or cold environments (between -50 and 140 degrees F). R: touch. D: 24 hours. T: White.

Feather Fall: Target creature or object falls slowly and takes no damage from landing. R: 60 feet. D: 1 minute/caster level. T: White.

Floating Disc: Creates 3-ft.-diameter horizontal disk that holds 100 lb./caster level. R: 10 feet. D: 1 hour/caster level. T: Grey.

Hold Portal: Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes. T: Grey.

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

Magic Missile: Creates magic arrow which hits its target for 1d6 damage. An additional missiles are created every level (e.g. total 2 at level 2, total 3 at level 3, etc.). R: 150 feet. D: instant. T: Black.

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. T: White.

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. T: White.

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

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

Read Languages: Read any written language. D: 1 or 2 readings. T: Grey.

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

Shield: Improves caster's armor class to 17 versus missile attack and to 15 versus melee attacks. R: caster. D: 20 minutes. T: White.

Sleep: Puts 4d6 HD of beings into magical slumber. Creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's discretion. T: Grey.

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. T: Grey.

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes. T: Grey.

2nd Level

Alarm: Alarm sounds a mental or audible alarm (caster's choice) each time a creature enters the warded area (20 ft. radius) without speaking the password (set at casting). R: 60 feet. D: 2 hours/caster level. T: White.

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. T: Grey.

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. Type: White.

Augury: Tells, for the immediate future, whether an action will be good or bad. R: caster. D: 1 minute trance. T: White.

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

Continual Light: object lights circle with 120 ft. radius until dispelled, not full daylight. R: 120 feet. T: White.

Darkness, 15' Radius: Magical darkness which even blocks infravision and darkvision. R: 120 feet. D: 1 hour. T: White.

Detect Evil: Reveals evil thoughts/intent or evil items. R: 60 feet. D: 20 minutes. T: White.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour. T: White.

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

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

Fool's Gold: Makes up to 1 cubic foot of metal (about 2000 coins) look like gold. Save to detect fraud. R: touch. D: 1 hour/caster level. T: Grey.

Forget: 1d4 targets forget last level/2 (round up) minutes. R: 30 feet. D: instant but effects permanent. T: Black.

Gentle Repose: 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. T: Black.

Hypnotism: Acts like a Charm person spell with a +2 chance of success, it is necessary for the subject to look the caster in the eyes. R: 80 ft. T: Black.

Identify: Determines one unknown property of a magic item, including how to activate that function, and how many charges are left. Caster is in trance for duration. R: touch. D: 1 hour. T: Grey.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until it attacks. R: 240 feet. T: Grey.

Knock: Unlocks/unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant. T: Grey.

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

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

Magic Mouth: Mouth appears on target object and delivers up to 30 word message when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled. T: Grey.

Magic 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. T: Black.

Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour. T: Grey.

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. T: Grey.

Pyrotechnics: Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour. T: Grey.

Remove Fear: Cancels fear effects or gives +4 on saves against fear for one subject + one per four levels. R: 30 feet. D: 10 minutes. T: White.

Shatter: Causes one normal item (up to 10 pounds/caster level) to shatter into pieces. R: 60 feet. D: instant but effects permanent. T: Grey.

Silence, 15' Radius: Magical silence for 15 feet around target, moving with target. No sound within area can be heard from outside it. R: 180 feet. D: 2 hours. Type: grey.

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

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

Stinking Cloud: Creatures within 20 foot cloud must save or be

unable to act for 1d4+1 minutes. Unaffected must save every round they are within cloud. R: 60 feet. D: 1 minute/caster level. T: Black.

Strength: Adds 1d6+1 to a single Adventurer's Strength. Maximum Strength is 18. R: touch D: 8 hours. T: White.

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. T: Grey.

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

Turn Undead: Sorcerer makes a Magic Attack versus a DC of 10 + twice the Hit Dice of the undead. One undead flees per point over the roll needed. R: 60 feet. D: instant. T: White.

Wall of Fog: Creates an opaque wall of rolling, boiling fog with no other effect than blocking vision. Wall lasts as long as caster concentrates on it. R: 160 feet. T: Grey.

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. T: Grey.

Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell. R: 10 feet. T: Grey.

3rd Level

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

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

Continual Sunlight: object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet. T: White.

Cure Blindness/Deafness: Cures normal or magical blindness or deafness. R: touch. D: instant but effects permanent. T: White.

Cure Disease: Cures person of any diseases, including magical diseases. R: touch D: instant but effects permanent. T: White.

Dispel Magic: Cancels magic effects and spells. (Magic Attack vs. Spell's DC for success) Duration: instant but effects permanent for spells or 10 minutes/level for items. Range: 120 feet. T: White.

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. T: White.

Fire Ball: 1d6/level fire damage, 20 foot burst. R: 240 feet. D: instant. T: Black.

Fly: Subject can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/level. (GM rolls secretly.) T: Grey.

Haste Spell: Subjects (up 24 beings in a 60 foot radius of target) double in speed, taking two actions at a time. (Counters Slow) R: 240 feet. D: 30 minutes. T: Grey.

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. T: Grey.

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

Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks. T: Grey.

Lightning Bolt: 1d6/level electrical damage. R: 240 feet, bolt is 10 feet wide, 60 feet long. D: instant. T: Black.

Monster Summoning I: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d6 giant rats, 2-1d3 goblins, 3-1d3 hobgoblins, 4-1d6 kobolds, 5-1d3 orcs, 6-1d3 skeletons. D: 6 minutes. T: Black.

Protection from Evil, 10' radius: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around subject. D: 2 hours. T: White.

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

Remove Curse: Frees subject from a single curse. R: 10 feet. D: instant but effects permanent. Type: White

Rope Trick: Caster tosses rope into the air. It hangs there. Caster

and up three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/level. T: Grey

Slow Spell: Subjects (up 24 beings in a 60 foot radius of target) slowed by 50%. (Counters Haste) R: 240 feet. D: 30 minutes. T: Grey.

Speak with Dead: Ask three questions of a corpse. Age of corpse affected: Sorcerer under level 5: 1d4 days, level 5: 1d4 months, level 6: any age. R: 10 feet. D: 10 minutes. T: Black.

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. T: Grey.

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. T: Grey.

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

4th Level

Cause Serious Wounds: Causes 3d2+3 body points (3d6+3 hit points on beings without BP) damage. R: touch. D: instant but effects permanent. T: Black.

Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest. R: 60 feet. Type: Grey.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours. Type: Grey.

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

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

Dimension Door: Teleports subject a short distance (up to 360 feet). D: instant. R: 10 feet.

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. Type: Grey.

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

Ice Storm: 30 foot cubic vortex of ice, snow, and hail appears doing 5d6 damage to all within. R: 120 feet. D: 1 minute. Type: Black.

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. T: Grey.

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

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

Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet. Type: Grey.

Polymorph Others: Change one humanoid (but not self) into the form of another being. Change is complete and includes gaining special abilities and mind of creature. R: 60 feet. D: until dispelled. T: Grey.

Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only. D: 60 + 60/level minutes. T: Grey.

Protection from Evil, 10' radius: +2 to AC and saves, counter mind

control, hedge out elementals and enchanted monsters to all within 10 foot circle around caster. R: caster. D: 2 hours. T: White.

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

Spirit Sealing: Seals a spirit bound to an item to the item. If such a spirit wins ego conflict and the subsequent spirit combat, it is not freed from the item, instead the owner is controlled by the spirit until a successful remove curse is cast. R: touch. D: instant but effects permanent. T: Grey.

Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour. Type: Grey.

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

Wall of Ice: Creates wall of ice with 15 hp +1/level. Wall lasts as long as caster concentrates on it. R: 60 feet. T: Grey.

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. T: Black.

5th Level

Animal Growth: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours. T: White.

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

Cloudkill: creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour. T: Black.

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. T: Black.

Contact Higher Plane: Lets Caster ask yes/no question of other planar entity, 1 question per level. Chance of correct answer 5% per level, maximum 95%. T: Black.

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

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

Feeblemind: Subject's MIND drops to 1. R: 240 feet. D: until dispelled. T: Grey.

Finger of Death: Instantly kills target. R: line of sight. D: instant but effects permanent. T: Black.

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

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. T: White.

Magic Jar: Moves caster's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs. DC of (10 + MIND bonus + target level or hit dice). New save every level days. Duration: until dispelled or caster ends spell. Type: Grey.

Monster Summoning III: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d4 bugbears, 2-1d2 harpies, 3-1d2 ochre jellies, 4-1d2 wererats, 5-1d2 wights, 6-1d2 wild boars. D: 6 minutes. T: Black.

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

Rock-Mud: Transforms rock to mud or vice-versa, up a 300x300 foot area. R: 120 feet. D: 3d6 days. T: Grey.

Telekinesis: Moves object by mental power. Up to 20 pounds per level. R: 120 feet. D: 1 hour. T: Grey.

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

Wall of Iron: creates a wall of iron in any shape. 1000 square feet (3 inches thick). R: 60 feet. D: 2 hours. T: Grey.

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. T: Grey.

6th Level

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

Animate Object: "Brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the caster's commands, attacking his foes or performing other actions on his behalf. GM determines the combat attributes of the objects, such as armor class, speed, hit dice, and hit bonuses as needed as no the object animated. A stone statue would be considerably more sturdy and dangerous than wooden furniture, for example. R: 60 feet. D: 1 hour. T: Grey.

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

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

Disintegrate: Makes one creature or non-magical object vanish, turning it to fine dust. R: 60 feet. D: permanent. T: Black.

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

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

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. T: White.

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

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

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. T: Grey.

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

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. T: Grey.

Reincarnation: Restores dead person to life in a random (usually humanoid) form. R: touch. D: instant. T: Black.

Repulsion: Any being trying to move toward spell target finds itself moving away instead. R: 120 feet. D: 1 hour. T: Grey.

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

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



Microlite74 Swords & Sorcery Monsters

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

ANIMALS

ANIMAL, HERD SMALL: AC: 12 HD: 2d8 AT: attack+2 (1d4) ST: 17 MR: 4 S: Small herd animals like wild goats, deer, etc.

ANIMAL, HERD LARGE: AC: 12 HD: 4d8 AT: attack+4 (1d8) ST: 15 MR: 5 S: Large herd animals like cattle, oxen, caribou, etc.

ANT, GIANT: AC: 16 HD: 3d8 AT: bite +3 (1d6) ST: 16 MR: 12 S: acid (2d6).

APE, GORILLA: AC: 13 HD: 4d8 AT: bite +4 (1d6), claws +4 (1d3) ST: 15 MR: 8

APE, CARNIVORIOUS: AC: 6 HD: 5d8 AT: bite +5 (1d8), claws +5 (1d6) ST: 14 MR: 9

BABOON: AC: 12 HD: 1d8 AT: bite +1 (1d4) ST: 18 MR: 6: S: Tribal

BADGER: AC: 15 HD: 1d8 AT: bite +1 (1d3), claws +1 (1d2) ST: 18 MR: 7 S: burrows

BADGER, GIANT: AC: 15 HD: 3d8 AT: bite+3 (1d6) claws +3 (1d3) ST: 16 MR: 8 S: burrows, twice normal size

BAT: AC: 10 HD: 1d4, bite+1 (1d2) ST: 19 MR: 6

BAT, GREATER: AC: 12 HD: 4d8 AT: bite +4 (1d10) ST: 15 MR: 8 S: Human-sized.

BAT, MONSTER: AC: 13 HD: 8d8 AT: bite +8 (2d8), claws +8 (1d6) ST: 11 MR: 8 S: Twice the size of a human.

BEAR, BLACK: AC: 12 HD: 3d8 AT: bite+3 (1d6) paw+3 (1d3) ST: 16 MR: 7 S: 2d4 Hug if paw hit on 18+

BEAR, BROWN: AC: 13 HD: 5d8 AT: bite+5 (1d8) paw+5 (1d6) ST: 14 MR: 9 S: 2d6 Hug if paw hit on 18+

BEAR, CAVE: AC: 13 HD: 6d8 AT: bite+6 (1d12) paw+6 (1d8) ST: 13 MR: 11 S: 2d8 Hug if paw hit on 18+

BEE, GIANT: AC: 12 HD: 1d4 AT: sting+0 (1d3) ST: 19 MR: 9 S: poison sting (save or incapacitated with pain, die in 2d6 rounds)

BEETLE, GIANT BOMBARDIER: AC: 15 HD: 2d8 AT: bite+2 (2d8) ST: 17 MR: 7 S: farts acid cloud (3d6) and save vs stun (2d4 rounds).

BEETLE, GIANT FIRE: AC: 15 HD: 1d8 AT: bite +1 (2d6) ST: 18 MR: 7 S: Light glans glow for 1d6 days after death.

BEE, GIANT STAG: AC: 16 HD: 7d8 AT: bite+7 (4d6) horns+7 (2d6) ST: 12 MR: 9

BISON: AC: 12 HD: 5d8 AT: trample (1d8) ST: 14 MR: 8 S: Herd may charge, doubling trample damage.

BOAR, WILD: AC: 12 HD: 3d8 AT: gore +3 (3d4) ST: 16 MR: 9 S: attacks for 2 rounds after death.

CAMEL: AC: 13 HD: 3d8 AT: bite+3 (1d4) ST: 16 MR: 6

CAT: AC: 14 HD: 1d2 AT: claws+0 (1d2) ST: 18 MR: 7

CENTIPEDE, GIANT: AC: 14 HD: 4d8 AT: bite +4 (1d6) ST: 15 MR: 7 S: poison (1d6 DEX).

CHEETAH: AC: 15 HD: 3d8 AT: bite+3 (1d6), claws+3 (1d3) ST: 16 MR: 8 S: excellent smell

CRAP, GIANT: AC: 17 HD: 3d8 AT: pinchers+3 (2d6) ST: 17 MR: 7 S: if hit, DEX save or captured (autohit each round until freed).

CROCODILE: AC: 15 HD: 3d8 AT: bite+3 (1d8), tail slap+3 (2d6) ST: 16 MR: 10

CROCODILE, GIANT: AC: 16 HD: 7d8 AT: bite+7 (2d8), tail slap+7 (2d12) ST: 12 MR: 11 S: Swallow on bite critical

DOG: AC: 11 HD: 1d8 AT: bite+1 (1d4) ST: 18 MR: 7

DOG, WAR: AC: 13 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 11 S: can wear armor

DONKEY: AC: 12 HD: 2d8 AT: bite+2 (1d2) ST: 17 MR: 9

EAGLE: AC: 15 HD: 1d8 AT: talons+1 (1d4), bite+1 (1d3) ST: 18 MR: 10

EAGLE, GIANT: AC: 11 HD: 3d8 AT: talons+3 (2d4), bite+3 (2d3) ST: 16 MR: 10

ELEPHANT: AC: 16 HD: 11d8 AT: gore+11 (3d8), slam+11 (2d6) MR: 9 S: Tramples downed foes for 2d8

HAWK: AC: 15 HD: 1d8 AT: talons+1 (1d2) ST: 18 MR: 10

HORSE, RIDING: AC: 12 HD: 2d8 AT: bite +2 or kick +2 (1d4) ST: 17 MR: 7

HORSE, WAR: AC: 12 HD: 3d8 AT: bite +3 (1d6) or kick +3 (2d6) ST: 16 MR: 9 S: can wear armor; MR 11 when defending downed rider.

HYENA: AC: 14 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 9

LEOPARD: AC: 15 HD: 3d8 AT: bite+3 (1d6) claws+3 (1d3) ST: 16 MR: 8 S: rake on critical 1d3

LION: AC: 15 HD: 5d8 AT: bite+5 (1d8) claws+5 (1d4) ST: 14 MR: 9 S: rake on critical 1d4

MANTA RAY: AC: 12 HD: 4d8 AT: ram+4 (1d6) ST: 15 MR: 7

MONKEY: AC: 11 HD: 1d8 AT: bite+1 (1d3) ST: 18 MR: 6

MULE: AC: 12 HD: 2d8 AT: Kick +2 (1d4) ST: 17 MR: 8

OCTOPUS: AC: 16 HD: 2d8 AT: bite+2 (1d3) ST: 17 MR: 6 S: Arms grab and hold (auto bite if held), black ink jet acts as darkness

OCTOPUS, GIANT: AC: 16 HD: 8d8 AT: bite+8 (1d8) ST: 11 MR: 6 S: Arms grab and hold (auto bite if held, 1d4 grab damage), black ink jet acts as darkness

PORPOISE: AC: 14 HD: 3d8 AT: head butt+3 (1d6) ST: 16 MR: 10 S: Highly Intelligent, Sonar, breathes air

RAT, GIANT: AC: 12 HD: 1d8 AT: bite +1 (1d3) ST: 18 MR: 8 S: 1 in 20 chance of disease from bite.

RAT, MONSTROUS: AC: 13 HD: 3d8 AT: bite or claws +3 (1d6) ST: 16 MR: 7 S: 1 in 20 chance of disease from bite.

SCORPION, GIANT: AC: 17 HD: 4d8 AT: 2 claws +4 (1d10), sting +4 (1d4, poison) ST: 15 MR: 11 S: poison causes paralysis and loss of 1 BP per minute.

SHARK: AC: 15 HD: 4d8 AT: bite +4 (2d6) ST: 15 MR: 7

SHARK, GIANT: AC: 16 HD: 10d8 AT: bite +10 (3d10) ST: 19 MR: 7

SLUG, GIANT: AC: 11 HD: 12d8 AT: bite +12 (2d6) ST: 7 MR: 10 S: spits acid (2d6).

SNAKE, CONSTRICTOR: AC: 14 HD: 2d8, AT: constriction (1d3) ST: 17 MR: 7 S: On successful attack, automatic 1d3 damage thereafter until dead.

SNAKE, GIANT CONSTRICTOR: AC: 14 HD: 6d8 AT: constriction +4 (1d6) ST: 13 MR: 7 S: On successful attack, automatic 1d6 damage thereafter until dead.

SNAKE, GIANT VIPER: AC: 14 HD: 4d8 AT: bite +4 (1d3 + poison) ST: 15 MR: 7 S: Poison bite does 2 BP per minute.

SNAKE, VIPER: AC: 14 HD: 1d8 AT: bite +1 (1hp + poison) ST: 18 MR: 7 S: Poison bite does 1 BP per minute.

SPIDER, GIANT: AC: 13 HD: 2d8+2 AT: bite +2 (1d8) ST: 17 MR: 8 S: bite causes paralysis via poison, surprise on 1-5.

TICK, GIANT: AC: 15 HD: 3d8 AT: bite+3 (1d6) ST: 16 MR: 7 S: attaches on a hit and will deal 1d6 damage automatically every round.

TIGER: AC: 13 HD: 6d8 AT: bite+6 (1d8), claws+6 (1d4) ST: 14 MR: 9 S: Surprise on 1-4.

TIGER, SABRE-TOOTH: AC: 14 HD: 8d8 AT: bite+8 (2d8), claws+8 (1d8) MR: 10

TOAD, GIANT: AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 19 MR: 6 S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue pulls victims in to bite making bite attack like pole arms.

WASP, GIANT: AC: 11 HD: 1d6 AT: sting+0 (1d4) ST: 19 MR: 7 S: poison sting (save or incapacitated with pain, die in 2d6 rounds)

WHALE, KILLER: AC: 13 HD: 6d8 AT: bite+6 (2d10) ST: 13 MR: 10 S: swallows small creatures whole (1d6 damage per round)

WHALE, GREAT: AC: 13 HD: 36d8 AT: bite+15 (3d20) ST: 4 MR: 10 S: swallows human-sized creatures whole (3d6 damage per round), may attack ships

WOLF: AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 8 (6 if not in pack)

WOLF, DIRE: AC: 13 HD: 4d8 AT: bite+4 (2d4) ST: 15 MR: 8

DINOSAURS

Although the term "dinosaur" is rather specific, these statistics can be used for any large prehistoric creature likely to be found in a "lost world" area.

DINOSAUR, AQUATIC LARGE: AC: 14 HD: 16d8 AT: bite+15 (3d6) ST: 12 MR: 9 S: Any larger aquatic dinosaur such as a plesiosaur or mosasaur.

DINOSAUR, AQUATIC SMALL: AC: 13 HD: 4d8 AT: bite+4 (1d6) ST: 12 MR: 7 S: Any smaller aquatic dinosaur such as an ichthyosaur.

DINOSAUR, CARNIVORE LARGE: AC: 15 HD: 20d8 AT: 2 claws+15 (2d6), bite+15 (5d8) ST: 11 MR: 9 S: Any larger carnivorous land dinosaur such as a tyrannosaur or a spinosaur.

DINOSAUR, CARNIVORE SMALL: AC: 14 HD: 3d8 AT: 2 claws+3 (1d3) bite+3 (1d8) ST: 15 MR: 9 S: Any smaller carnivorous land dinosaur such as a deinonychus or a dimetrodon.

DINOSAUR, HERBIVORE LARGE: AC: 14 HD: 25d8 AT: Tail+15 (2d8), Trample+15 (4d8) ST: 13 MR: 7 S: Any larger herbivorous land dinosaur such as a sauropod.

DINOSAUR, HERBIVORE SMALL: AC: 14 HD: 6d8 AT: Horn+6 (2d6) ST: 15 MR: 7 S: Any smaller herbivorous land dinosaur such as a triceratops or ankylosaur.

HUMANS, INDIVIDUALS

COMMON MAN: AC: 10 HD: 1d2 AT: improvised weapon-2 (1d2) ST: 19 MR: 4 S: Background skill (+1 per 10 years of age over 20)

SPECIALIST, APPRENTICE: AC: 10 HD: 1d2 AT: improvised weapon-2 (1d2) ST: 19 MR: 4 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Skilled

SPECIALIST, JOURNEYMAN: AC: 10 HD: 1d6 AT: improvised weapon-1 (1d2) ST: 19 MR: 4 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Expert, 1 Talent-Skilled

SPECIALIST, MASTER: AC: 10 HD: 1d2 AT: improvised weapon+0 (1d2) ST: 19 MR: 4 S: Background skill (+1 per 8 years of age over 10), 1 Talent-Master, 1 Talent-Expert, 1 Talent-Skilled

MILITIA MAN: AC: 10 HD: 1d4 AT: improvised weapon+0 (1d3) ST: 19 MR: 6 S: Background skill (+1 per 10 years of age over 20)

MAN-AT-ARMS, GREEN: AC: 10+1d4 HD: 1d6 AT: weapon+0 (1d6) ST: 19 MR: 7 S: Background skill (+1 per 10 years of age over 20)

MAN-AT-ARMS, VETERAN: AC: 12+1d4 HD: 1d6+2 AT: weapon+1 (1d8) ST: 18 MR: 8 S: Background skill (+1 per 10 years of age over 20)

MAN-AT-ARMS, SERGEANT: AC: 13+1d4 HD: 2d8 AT: weapon+2 (1d8) ST: 15 MR: 9 S: Background skill (+1 per 10 years of age over 20)

MAN-AT-ARMS, OFFICER: AC: 14+1d4 HD: 3d8 AT: weapon+3 (1d10) ST: 13 MR: 9 S: Background skill (+1 per 10 years of age over 20)

MAN-AT-ARMS, CAPTAIN: AC: 15+1d4 HD: 2d8+8 AT: weapon+3 (1d10) ST: 12 MR: 10 S: Background skill (+1 per 10 years of age over 20)

HUMANS, GROUPS

NA-Number Appearing (Wandering/In Lair) OB: Order of Battle
BERSERKERS: NA: 2d10/10d10 OB: 20% Veteran Men-at-Arms, 80% Green Men-at-Arms. 1 Sergeant per 10 men. 1 Officer per 25 men. 1 Captain per group. 5% per 50 men of 1 Sorcerer (level 1d3). S: Battle Lust: Berserkers never check morale and attack at +2.

BRIGANDS: NA: 3d10/10d20 OB: 40% Veteran Men-at-Arms, 60% Green Men-at-Arms. 1 Sergeant per 20 men. 1 Officer per 60 men. 1 Captain if over 100 men. 15% per 50 men of 1 Sorcerer (level 1d3). If in lair: 50% chance of 2d6 prisoners. 90% chance of camp followers equal to 30% of group size.

BUCCANEERS: NA: varies by ship size (50-300) OB: 60% Veteran Men-at-Arms, 40% Green Men-at-Arms. 1 Sergeant per 25 men. 1 Officer per 50 men. 1 Captain per ship. 15% per 50 men of 1 Sorcerer (level 1d3). 30% chance of 1d6 prisoners.

DERVISHES: 4d10/30d10 OB: 80% Veteran Men-at-Arms, 20% Green Men-at-Arms. 1 Sergeant per 30 men. 1 Officer per 50 men, 1 Captain per 100 men. Leader: 1 Priest (Sorcerer level 1d3). In Lair: 50% chance of 2d6 prisoners. 50% of camp followers equal to 30% group size.

MERCHANT CARAVAN: NA: 30d10 OB: 10% actual merchants (Specialists), 10% drovers, 80% Men-at-Arms (20% Veteran/80% Green, 1 Sergeant per 20 men, 1 officer per 40 men, 1 captain) Merchandise worth 1d12 times 5000gp, 10 pack animals or 1 wagon needed per 2500gp. 5% per 5000gp of 1 Sorcerer (level 1d2).

NOMADS: 4d10/30d10 OB: 40% Veteran Men-at-Arms, 60% Green Men-at-Arms. 1 Sergeant per 30 men. 1 Officer per 50 men, 1 Captain per 100 men. 20% per 50 men of 1 sorcerer (level 1d3) In Lair: 50% chance of 2d6 prisoners. Camp followers equal to 100% group size.

TRIBESMEN: 3d10/30d10 OB: 30% Veteran Men-at-Arms, 70% Green Men-at-Arms. 1 Sergeant per 30 men. 1 Officer per 50 men, 1 Captain per 100 men. 25% chance per 50 men of 1 Sorcerer (level 1d3). In Lair: Camp followers equal to 200% of group size.

HUMANS, CULTISTS

Members of strange, often chaotic cults centered on a minor entity (deity, demon, etc.) from another plane. The entity grants powers in exchange for service, sacrifices, and/or worship. Cultists often take have some sort of aberrant appearance hinting at the entity they serve. The power level and usefulness of strange cult powers and cult magic items vary with the power of the cult focus entity and in some cases the size of the cult. Cult magic items only work properly for members of the cult.

CULTIST: AC: 10 HD: 1d2 AT: improvised weapon-2 (1d2) ST: 19 MR: 8 S: Background skill (+1 per 10 years of age over 20), 30% chance of 1 strange cult power beyond the normal rules usable 1d4 times per day, 5% chance of 1 cult magic item.

CULTIST, GUARD: AC: 12+1d4 HD: 1d6+2 AT: weapon+1 (1d8) ST: 18 MR: 9 S: Background skill (+1 per 10 years of age over 20), 50% chance of 1 strange cult power beyond the normal rules usable 1d4 times per day, 25% chance of 1 cult magic item.

CULTIST, GUARD SERGEANT: AC: 14+1d4 HD: 3d8 AT: weapon+3 (1d10) ST: 13 MR: 10 S: Background skill (+1 per 10 years of age over 20), 1d2 strange cult powers beyond the normal rules each usable once per day. 70% chance of 1 cult magic item.

CULTIST, GUARD LEADER: AC: 15+1d4 HD: 2d8+8 AT: weapon+3 (1d10) ST: 12 MR: 11 S: Background skill (+1 per 10 years of age over 20), 1d2 strange cult powers beyond the normal rules each usable once per day, 1d2 cult magic items.

CULTIST, LESSER PRIEST: AC: 10+1d4 HD: 2d6+6 AT: weapon (1d4) ST: 17 MR: 9 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Skilled, Knows 1d4 first level spells, Has 1d3 strange cult powers beyond the normal rules.

CULTIST, PRIEST: AC: 12+1d4 HD: 3d6+6 AT: weapon+2 (1d4) ST: 15 MR: 10 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Expert, 1 Talent-Skilled, Knows 1d4+2 first level spells, 1d3 second level spells, Has 1d3+1 strange cult powers beyond the normal rules, 1d2 cult magic items.

CULTIST, HIGH PRIEST: AC: 14+1d4 HD: 5d6+6 AT: weapon+4 (1d4) ST: 12 MR: 11 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Master, 1 Talent-Expert, 1 Talent-Skilled, Knows 1d4+4 first level spells, 1d3+2 second level spells, 1d2 third level spells, Has 1d3+2 strange cult powers beyond the normal rules, 1d2+2 cult magic items.

HUMANS, WIZARDS

Wizards are really semi-human. They are sorcerers who have used evil rituals to make pacts with or even take on a part of a magical entity from another plane, such as a demon. As such they have

powers and abilities beyond those of normal humans and are subservient to the will of that entity. Most have the spells, powers, and magic items one would expect of a Sorcerer in addition to the abilities listed below.

PL=Power Level: the Sorcerer Level of the Wizard.

NECROMANCER: PL: 2d3 AC: 10+PL HD: PL*8 AT: weapon+PL (1d4) ST: 16-PL MR: 5+PL S: 11 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Master, 1 Talent-Expert, 1 Talent-Skilled, Can create PL skeletons/zombies per day, Can control up to PL*PL*20 skeletons and zombies and up to PL*PL levels of greater undead. PL*15% chance of 1d2 other necromantic powers beyond the normal rules.

MAGE: PL: 1d3+3 AC: 10+PL HD: PL*8 AT: weapon+PL (1d4) ST: 16-PL MR: 5+PL S: 11 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Master, 1 Talent-Expert, 1 Talent-Skilled, Has 1d2+PL strange magic powers beyond the normal rules, Has 1d6 unusual and powerful minions, Has 1d6 unique and powerful magic items.

WARLOCK: PL: 2d3 AC: 10+PL HD: PL*8 AT: weapon+PL (1d4) ST: 16-PL MR: 5+PL S: 11 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Master, 1 Talent-Expert, 1 Talent-Skilled, Has 1d2+PL strange magic powers beyond the normal rules, Has 1d2+PL bound demons, Can summon and command PL demon legions (PL*100 minor demons in each) for PL*2 days PL times a year.

WITCH: PL: 1d4+2 AC: 10+PL HD: PL*8 AT: weapon+PL (1d4) ST: 16-PL MR: 5+PL S: 11 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Master, 1 Talent-Expert, 1 Talent-Skilled, Has 1d2+PL strange magic powers beyond the normal rules, Can brew potent potions, poisons and elixirs, Can completely enthrall PL*PL beings (each of a level less than her PL) so long as a take a potion at least once a week.

FANTASTIC CREATURES

ANGEL: AC: 25 HD: 20d8 AT: 2 weapon + 15 (2d8) , ST: 3 MR: 12 S: Natural Defense: 4, Immune to spells less than 5th level, Cast as level 6 sorcerer, teleport at will, special powers as granted by patron deity

ANHKEG: AC: 16 HD: 5d8 AT: bite +5 (1d10) ST: 14 MR: 8 S: Squirt acid (3d6).

BADGER, GIANT: AC: 15 HD: 3d8 AT: 2 claws +3 (1d6), bite+3 (1d6) ST: 16 MR: 8

BANSHEE: AC: 20 HD: 7d8 AT: claw +7 (1d8) ST: 12 MR: 12 S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments.

BASILISK: AC: 15 HD: 6d8 AT: bite +6 (1d10) ST: 13 MR: 9 S: petrifies onlookers (FORT save).

BLACK PUDDING: AC: 13 HD: 10d8 AT: slam +10 (3d8) ST: 9 MR: 12 S: immune to everything but fire, divides when hit, corrodes metal.

BLINK DOG: AC: 15 HD: 4d8 AT: bite +6 (1d6) ST: 15 MR: 6 S: teleports, hate coeurls.

BRAIN EATER: AC: 14 HD: 8d8 AT: mouth tentacles +8 (1d6, special) or weapon +8 ST: 11 MR: 7 S: on hit by tentacles 1d4 turns later tentacles reach brain, killing victim; Psi Blast (8d6 cone of mental force, save to confused), 90% magic resistant.

BROWN HULK: AC: 17 HD: 8d8 AT: 2 claws (2d6) or bite +8 (2d4) ST: 11 MR: 9 S: burrows through rock, eyes cause confusion.

BUGBEAR: AC: 14 HD: 3d8 AT: bite +3 (2d4) or weapon +3 ST: 16 MR: 9 S: surprise foes on a 1-3.

CATOBLEPAS: AC: 12 HD: 6d8 AT: tail +6 (1d3 + stun) ST: 13 MR: 8 S: gaze (FORT save).

CARCASS CREEPER: AC: 16 HD: 3d8 AT: 8 tentacles +3 (paralysis) ST: 16 MR: 8 S: walk on walls and ceilings.

CENTAUR: AC: 15 HD: 4d8 AT: 2 kick +4 (1d6) or weapon +4 ST: 15 MR: 8

CHIMERA: AC: 15 HD: 9d8 AT: 2 claws +9 (1d3), goat gore +9 (1d4), lion bite +9 (2d4), dragon bite +9 (3d4) ST: 10 MR: 9 S: breathes fire (3d6), flies.

COCKATRICE: AC: 13 HD: 5d8 AT: bite +5 (1d3) ST: 14 MR: 7 S:

petrifying bite.

COEURL: AC: 15 HD: 6d8 AT: tentacles +6 (2d6) ST: 13 MR: 9 S: appear 3 feet from actual position (+2 to defense and saves), hate blink dogs.

DEMON, BAAL-ROG: AC: 17 HD: 9d8 AT: sword or flaming whip+9 (2d6) ST: 8 MR: 9 S: flies, flaming (3d8 damage to all in contact), darkness, 10 ft. r., natural defense: 4, 75% magic resistance, immune to non-magic weapons. Spell-like powers: cause fear, detect magic and invisible, read magic and languages, pyrotechnics, dispel magic, suggestion, telekinesis, symbols (fear, discord, and sleep), and gate demons 70%.

DEMON, LEMURE: AC: 17 HD: 3d8 AT: claws (1d6) ST: 14 MR: 7 S: regenerate 1 HP/minute.

DEMON, SUCCUBUS: AC: 10 HD: 6d8 AT: 2 claws (1d6) or kiss (drain 1 energy level) ST: 11 MR: 9 S: immune to non-magic weapons, natural defense: 2, 70% magic resistance, darkness 5 ft. r. Spell-like powers: Ethereal, charm person, ESP, clairaudience, suggestion, shape change (humanoid forms only), gate demons 40%.

DJINN: AC: 15 HD: 7d8 AT: fist or weapon +7 ST: 12 MR: 12 S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.

DOPPELGANGER: AC: 14 HD: 4d8 AT: claw +4 (1d12) ST: 15 MR: 8 S: imitate humanoids, immune to sleep and charm. +5 on magic saves.

DRAGON, BLACK: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (3d6) ST: 10 MR: 9 S: flies, breathes line of acid (7d8).

DRAGON, BLUE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, breathes line of lightning (9d8).

DRAGON, BRASS: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (4d4) ST: 10 MR: 9 S: flies, breathes cloud of sleep or fear gas.

DRAGON, BRONZE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, breathes lightning (9d8) or repulsion.

DRAGON, COPPER: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (5d4) ST: 9 MR: 9 S: flies, breathes acid cloud (8d8) or slow.

DRAGON, GREEN: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (2d10) ST: 9 MR: 9 S: flies, breathes cloud of chlorine gas (8d6).

DRAGON, GOLD: AC: 19 HD: 11d8 AT: 2 claws +11 (1d6), bite +11 (3d12) ST: 6 MR: 10 S: flies, breathes cloud of poisonous gas or cone of fire (11d8), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, RED: AC: 17 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) ST: 7 MR: 9 S: flies, breathes cone of fire (10d8), uses magic as MU of level 1 to 6 (by age - 2).

DRAGON, SILVER: AC: 18 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) ST: 7 MR: 9 S: flies, breathes cloud of poisonous gas or cone of cold (10d8), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, WHITE: AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (2d8) ST: 11 MR: 9 S: flies, breathes cone of cold (6d8).

DRAGON TURTLE: AC: 21 HD: 20d8 AT: 2 claws +15 (1d8), bite +15 (10d6) ST: 3 MR: 10 S: natural defense: 3, swims well, slow on land, breathes steam cloud (20d8) only when in water.

DRYAD: AC: 14 HD: 2d8 AT: weapon +2 ST: 17 MR: 6 S: charm.

DWARF: AC: 15 HD: 1d6+1 AT: warhammer +1 (1d8) ST: 16 MR: 10 S: standard dwarf abilities.

EFREET: AC: 16 HD: 10d8 AT: slam +10 (2d8) ST: 9 MR: 12 S: flies, wall of fire, creation of things, create illusions, invisibility, and immune to mundane weapons.

ELEMENTAL, AIR: AC: 19 HD: 12d8 AT: slam +12 (2d8) ST: 7 MR: 10 S: whirlwind, extra damage against foes in the air.

ELEMENTAL, EARTH: AC: 19 HD: 12d8 AT: slam +12 (4d8) ST: 7 MR: 10 S: tear down stone, extra damage against foes standing on the ground (1d8).

ELEMENTAL, FIRE: AC: 19 HD: 12d8 AT: slam +12 (3d8) ST: 7 MR: 10 S: ignite materials.

ELEMENTAL, WATER: AC: 19 HD: 12d8 AT: slam +12 (3d10) ST: 7 MR: 10 S: overturn boats, extra damage against swimming foes (1d6).

ELEPHANT: AC: 14 HD: 9d8 AT: 2 Tusks +9 (2d4) or Trample +9 (4d8) ST: 10 MR: 8 S: can make charge attack.

ELF: AC: 14 HD: 1d8 AT: sword or longbow (1d6) ST: 16 MR: 8 S: standard elf abilities.

EYE GLOBE: AC: 17 (Eye Stalks: 15) HD: Body 40 HP, Eye Stalk 10 HP each AT: 1d4 eyes ST: 8 MR: 8 S: floats about; large body eye generates anti-magic ray; 12 smaller eyes do: 1-charm person ray, 2-charm monster ray, 3-death ray, 4-2d6 damage ray, 5-sleep ray, 6-telekenesis ray, 7-slow ray, 8-fear ray, 9-stoning ray, 10-disintegration ray, 11-turn/control undead ray, 12-mind reading ray.

GARGOYLE: AC: 14 HD: 4d8 AT: 2 claws +4 (1d3) or bite +4 (1d6), horns +4 (1d4) ST: 15 MR: 11 S: fly.

GELATINOUS CUBE: AC: 11 HD: 4d8 AT: slam +4 (2d4) ST: 15 MR: 12 S: touch paralyses, immune to lightning and cold, surprise foes on a 1-4.

GHAST: AC: 13 HD: 3d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) ST: 16 MR: 9 S: undead immunities touch paralyses, humans slain by ghouls rise again as ghouls in 24 hours. Regenerate 1 HP/minute until slain.

GHOUL: AC: 13 HD: 2d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) ST: 17 MR: 9 S: undead immunities touch paralyses, humans slain by ghouls rise again as ghouls in 24 hours.

GIANT, CLOUD: AC: 17 HD: 13d8 AT: weapon +13 (6d6) or hurl rocks +13 (3d6) ST: 6 MR: 10 S: only surprised on a 1.

GIANT, FIRE: AC: 16 HD: 12d8 AT: weapon +12 (5d6) or hurl rocks +12 (3d6) ST: 7 MR: 9 S: immune to fire.

GIANT, FROST: AC: 15 HD: 11d8 AT: weapon +11 (4d6) or hurl rocks/ice +11 (3d6) ST: 8 MR: 9 S: immune to cold.

GIANT, HILL: AC: 15 HD: 8d8 AT: weapon +8 (2d6) or hurl rocks +8 (3d6) ST: 19 MR: 11

GIANT, STONE: AC: 20 HD: 9d8 AT: stone club +9 (3d6) or hurl rocks +9 (3d6) ST: 10 MR: 9

GIANT, STORM: AC: 18 HD: 16d8 AT: weapon +16 (8d6) or hurl rocks +16 (3d6) ST: 3 MR: 10 S: control weather.

GNOLL: AC: 14 HD: 2d8 AT: weapon +2 ST: 17 MR: 8

GNOME: AC: 14 HD: 1d8 AT: weapon +1 ST: 16 MR: 8

GOBLIN: AC: 12 HD: 1d6-1 AT: weapon +1 ST: 18 MR: 7 S: -1 to hit in sunlight.

GOLEM, FLESH: AC: 10 HD: 12d8 AT: 2 fists +12 (2d8) ST: 7 MR: 11 S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most magic.

GOLEM, IRON: AC: 16 HD: 13d8 AT: fists or weapon +13 (4d10) ST: 6 MR: 11 S: Poison gas, immune to all weapons +2 or less, natural defense: 2, slowed by lightning, healed by fire, immune to most magic.

GOLEM, STONE: AC: 14 HD: 16d8 AT: fist +15 (4d8) ST: 3 MR: 11 S: Unaffected by +2 or lesser weapons, natural defense: 2, slowed by fire, damaged by rock to mud (healed by rock to Mud reversed), immune to most magic.

GORGON: AC: 17 HD: 8d8 AT: gore +8 (2d6) ST: 11 MR: 8 S: breathes petrifying gas.

GREEN SLIME: AC: n/a HD: n/a AT: organics and metal turn to green slime if touched ST: 18 MR: n/a S: killed by cold or fire. Cure Disease stops transformation to green slime.

GREMLIN: AC: 12 HD: 1d8 AT: weapon +1 ST: 10 MR: 12 S: chaos aura causes physical actions with 10 feet to fail 50% of the time in a chaotic manner.

GREY OOZE: AC: 12 HD: 3d8 AT: strike +3 (1d6) ST: 16 MR: 12 S: acid (destroys armor in one round, deals automatic damage after the first hit), immune to blunt/crushing attacks, spells, fire and cold.

GRIFFON: AC: 16 HD: 7d8 AT: 2 claws +7 (1d4), bite +7 (2d8) ST: 12 MR: 8 S: flies.

HALFLING: AC: 12 HD: 1d6 AT: weapon+1 (1d6) ST: 16 MR: 8 S:

nearly invisible in outdoor cover.

HARPY: AC: 12 HD: 3d8 AT: 2 talons +3 (1d4) or weapon +3 ST: 16 MR: 7 S: flies, siren-song (Charm person).

HELL HOUND: AC: 15 HD: 5d8 AT: bite +5 (1d6) ST: 14 MR: 9 S: breathe fire (10 HP damage)

HIPPOGRIFF: AC: 14 HD: 3d8 AT: 2 claws +3 (1d6), bite +3 (1d10) ST: 16 MR: 8 S: flies.

HOBGOBLIN: AC: 14 HD: 1d8+1 AT: weapon +1 ST: 18 MR: 8

HYDRA: AC: 14 HD: 5-12d6 AT: 5-12 bites +HD (1d6) ST: 14-MR: 11 S: 1 HD per head, 20% chance of fire-breathing or regenerating.

INVISIBLE STALKER: AC: 16 HD: 8d8 AT: 1 bash +8 (4d4) ST: 8 MR: 12 S: flies, invisible.

KOBOLD: AC: 13 HD: 1d4 AT: weapon +0 (1d6) ST: 18 MR: 9

LEPRECHAUN: AC: 11 HD: 1d4 AT: theft, magic ST: 16 MR: 7 S: invisible, polymorph non-living objects, illusions and ventriloquism at will; steal small valuable item (75% successful, 25% chance if dropping per turn chased), 80% magic resistant, never surprised.

LICH: AC: 20 HD: 12-18d6 AT: touch +HD (1d10) or weapon +HD ST: 7-MR: 10 S: undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD, Sorcerer level equals hit dice.

LIZARDMAN: AC: 14 HD: 2d8 AT: claws +2 (1d6) or weapon +2 ST: 17 MR: 11 S: breathe underwater.

LURKER RAY: AC: 13 HD: 10d8 AT: wing smother +10 (1d8) ST: 9 MR: 9 S: those hit take 1d8 damage/turn and smother in 1d6 turns.

LYCANTHROPE, WEREBEAR: AC: 17 HD: 7d8 AT: 2 claws +7 (2d4), bite +7 (1d8) ST: 12 MR: 10 S: lycanthropy, extra 2d6 damage if both claws hit.

LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d8 AT: tusks +6 (2d6) ST: 15 MR: 9 S: lycanthropy, attack +6 instead of +4 because of rage.

LYCANTHROPE, WERERAT: AC: 13 HD: 3d8 AT: bite (1d4) or weapon +3 ST: 16 MR: 8 S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WERETIGER: AC: 16 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d6) ST: 14 MR: 10 S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d8 AT: 2 claws +4 (1d4) bite +4 (2d4) ST: 15 MR: 8 S: lycanthropy.

MANTICORE: AC: 15 HD: 6d8 AT: claws +6 (1d4) or bite +6 (2d4) ST: 13 MR: 9 S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total.

MEDUSA: AC: 14 HD: 6d8 AT: weapon +6 ST: 13 MR: 8 S: onlookers turn to stone (FORT save), hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks.

MERMAN: AC: 13 HD: 1d8 AT: weapon +1 ST: 16 MR: 8 S: breathe water, swim.

MINOTAUR: AC: 13 HD: 6d8 AT: weapon +6 or bite +6 (1d6) or Head gore +6 (1d6) ST: 13 MR: 12 S: never lost in mazes.

MUMMY: AC: 16 HD: 6d8 AT: touch +6 (2d6) ST: 13 MR: 12 S: mummy rot curse if hit (no more healing), undead immunities, hit only by magic weapons (for half damage), spells, and fire.

NAGA, GUARDIAN: AC: 14 HD: 12d8 AT: bite +12 (1d4 + poison), spit +12 (30 range, poison), constrict +12 (1d8/rd until freed) ST: 7 MR: 9 S: spells as 4th level sorcerer.

NAGA, SPIRIT: AC: 14 HD: 10d8 AT: bite +10 (1d4 + poison) ST: 9 MR: 8 S: spells as 6th level Sorcerer, gaze (permanent charm).

NAGA, WATER: AC: 14 HD: 8d8 AT: bite +10 (1d3 + poison) ST: 11 MR: 7 S: spells as 5th level Sorcerer (no fire or lightning).

NIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d6) ST: 16 MR: 6 S: swims, charm.

OCHRE JELLY: AC: 11 HD: 6d8 AT: acid strike +6 (2d6) ST: 13 MR: 6 S: a hit destroys organic material, lightning divides jelly

into three jellies, each doing +2 (1d6) damage.

OGRE: AC: 14 HD: 4d8 AT: weapon +4 (2d6) ST: 15 MR: 10
OGRE MAGE: AC: 15 HD: 5d8 AT: weapon +5 (2d6) ST: 13 MR: 9
S: flies, magic use (turn invisible, darkness 10' radius, sleep, charm person, cone of frost).

ORC: AC: 13 HD: 1d8 AT: weapon +1 ST: 16 MR: 8

OWLBEAR: AC: 14 HD: 5d8 AT: 2 claws or bite +5 (1d8) ST: 14 MR: 9 S: hug for additional 2d6 if both claws hit.

PEGASUS: AC: 13 HD: 4d8 AT: 2 hooves +4 (1d6) ST: 16 MR: 8 S: flies.

PHOENIX: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (2d6) ST: 10 MR: 10 S: +3 or better weapon to hit, immune to charm/hold/fire attacks, 3d6 fire damage to all within 10 feet.

PIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d4) ST: 14 MR: 7 S: flies, charm, naturally invisible.

PURPLE WORM: AC: 13 HD: 15d8 AT: bite +15 (2d8) or sting +15 (1d8) ST: 4 MR: 10 S: poison sting (1d6 STR), swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every round.

ROC: AC: 15 HD: 12d8 AT: 2 claws +12 (1d8) or bite +12 (2d10) ST: 7 MR: 9 S: flies

RAKSHASA: AC: 23 HD: 7d8 AT: claws, bite +7 (1d8) or weapon +7 ST: 12 MR: 8 S: spells as 1d3 level Sorcerer, immune to non-magic weapons, below +3 weapons do 50% damage, blessed crossbow bolt kill instantly.

RUST MONSTER: AC: 17 HD: 5d8 AT: touch +5 (special) ST: 14 MR: 7 S: touch of (or touching) the rust monster causes metal items to turn to rust.

SALAMANDER: AC: 15 HD: 7d8 AT: bite +8 (1d6) or constrict +8 (1d8) ST: 12 MR: 10 S: heat does 1d8 to nearby creatures, immune to fire.

SCORPIONMAN: AC: 17 HD: 8d8 AT: weapon +8 (1d10), sting +4 (1d4, poison) ST: 11 MR: 9 S: poison causes paralysis and loss of 1 BP per minute.

SEA SERPENT: AC: 17 HD: 30d6 AT: bite +15 (4d6) ST: 3 MR: 9 S: natural defense: 2, swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn.

SHADOW: AC: 12 HD: 3d8 AT: touch +3 (1d4, special) ST: 16 MR: 12 S: drains 1 STR per hit, hit only by magical weapons, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow. Not undead.

SHRIEKER: AC: 11 HD: 3d8 AT: none ST: 16 MR: 12 S: large toadstool, if disturbed (light 60 feet/movement 30 feet) emits loud shriek for 1d3 minutes which stuns small (rat-sized) creatures.

SKELETON: AC: 12 HD: 1d8 AT: weapon +1 ST: 18 MR: 12 S: undead immunities.

SPECTRE: AC: 17 HD: 7d8 AT: touch +7 (1d6) ST: 10 MR: 11 S: undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.

SPHINX: AC: 19 HD: 12d8 AT: 2 claws +12 (3d6), bite +12 (2d8) ST: 7 MR: 10 S: Males are level 2 Sorcerers. Females are level 4 sorcerers. Roar (2/day) save or flee in terror

SPRITE: AC: 14 HD: 1d4 AT: none ST: 16 MR: 7 S: can curse (effects funny rather than dangerous, wears off after 1d20 hours)

STIRGE: AC: 12 HD: 1d8 AT: sting +1 (1d4) ST: 18 MR: 9 S: attaches on a hit and will deal 1d4 automatically damage every round.

TREANT: AC: 17 HD: 10d8 AT: branches +10 (3d6) ST: 9 MR: 9 S: Control trees and can make them move and attack.

TITAN: AC: 22 HD: 16d8 AT: weapon+15 (5d6) ST: 3 MR: 11 S: natural defense: 3, Spells.

TROLL: AC 15 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (1d10) ST: 11 MR: 10 S: regenerate 3 hp per round (except acid or fire

damage).

UNICORN: AC: 17 HD: 5d8 AT: 2 hoofs +5 (1d8) or horn +5 (1d8) ST: 14 MR: 7 S: double damage for charge, 25% magic resistance, teleport, horn can cure damage or disease.

VAMPIRE: AC: 17 HD: 9d8 AT: bite +9 (1d6) or weapon +9 ST: 8 MR: 11 S: undead immunities, hit only by magical weapons, regenerate 3 hp per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator.

WIGHT: AC: 14 HD: 3d8 AT: claw +3 (1d6) ST: 16 MR: 12 S: undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wight.

WILL-O-THE-WISP: AC: 27 HD: 9d8 AT: shock +9 (1d6+4) ST: 10 MR: 10 S: flies.

WORG: AC: 13 HD: 4d8 AT: bite +4 (2d6) ST: 15 MR: 8

WRAITH: AC: 16 HD: 4d8 AT: touch +4 (1d6) ST: 13 MR: 11 S: undead immunities, only hit by magic or silver weapons, arrows do a max 1 HP damage, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wraith.

WYVERN: AC: 16 HD: 8d8 AT: bite +8 (2d8) or sting +8 (1d6) ST: 11 MR: 9 S: poison sting (1d6 STR), flies.

YELLOW MOLD: AC: n/a HD: n/a AT: 1d6 if touched ST: 18 MR: n/a S: if struck, 50% releases spore cloud (choke to dead in 6 rounds unless cure disease), destroyed by fire.

ZOMBIE: AC: 11 HD: 2d8 AT: weapon +2 or claws +2 (1d8) ST: 15 MR: 12 S: undead immunities always lose initiative.



Equipment

Many players prefer to select their equipment rather than use the standard quick packs. The GM may use these lists or GM created lists if the GM allows equipment selection.

Weapons	Range	MinSTR	Cost	Damage
Arrows (20)		--	1gp	—
Axe, throwing	10ft	--	8gp	M (1d6)
Battle axe		13	10gp	H (1d8)
Bolts, crossbow (10)		--	1gp	—
Bullets, sling (10)		--	1sp	—
Club	10ft	11	—	M (1d6)
Crossbow, heavy	100ft	15	50gp	H (1d10)
Crossbow, light	80ft	13	35gp	M (1d8)
Dagger	20ft	--	2gp	L (1d4)
Dart	20ft	--	5sp	L (1d4)
Falchion		11	75gp	H (2d4)
Flail		13	8gp	H (1d8)
Flail, heavy		13	15gp	H (1d10)
Gauntlet		--	2gp	L (1d3)
Gauntlet, spiked		--	5gp	L (1d4)
Glaive-gisarme		13	18gp	H (1d8)
Great axe		15	20gp	H (1d12)
Great club		13	5gp	H (1d10)
Greatsword		17	50gp	H (2d6)
Halberd		15	10gp	H (1d10)
Hammer, light	20ft	--	1gp	L (1d4)
Hand axe		--	6gp	M (1d6)
Javelin	30ft	10	1gp	M (1d6)
Lance		15	10gp	H (1d8)
Longbow	90ft	13	75gp	H (1d8)
Longbow, composite	100ft	13	100gp	H (1d8)
Long Spear		13	5gp	H (1d8)
Longsword		13	15gp	H (1d8)
Mace, heavy		13	12gp	M (1d8)
Mace, light		--	5gp	L (1d6)
Morningstar		13	8gp	M (1d8)
Net	10ft	--	20gp	—
Pick, heavy		13	8gp	M (1d6)
Pick, light		--	4gp	L (1d4)
Quarterstaff		--	—	L (1d6)
Rapier		11	20gp	L (1d6)
Scimitar		11	15gp	M (1d6)
Scythe		11	18gp	H (2d4)
Shield, heavy		15	—	M (1d4)
Shield, light		13	—	L (1d3)
Short bow	50ft	10	30gp	M (1d6)
Short bow, composite	60ft	10	75gp	M (1d6)
Short Spear	15ft	10	1gp	M (1d6)
Sickle		11	6gp	M (1d6)
Sling	50ft	--	—	L (1d4)
Sword, bastard		15	35gp	H (1d10)
Sword, short		10	10gp	M (1d6)
Trident	10ft	13	15gp	H (1d8)
War Axe, Dwarven		15	30gp	H (1d10)
War Hammer		13	12gp	H (1d8)
Whip		--	1gp	L (1d3)

Armor	Cost	Bonus
Leather	10 gp	L (+2)
Studded leather	25 gp	L (+3)
Scale mail	50 gp	M (+4)
Chain mail	150 gp	M (+5)
Splint mail	200 gp	M (+6)
Half-plate	600 gp	H (+7)
Full plate	1,500 gp	H (+8)
Shield, Buckler	15 gp	+1
Shield, light wooden	3 gp	+1
Shield, light steel	9 gp	+1
Shield, heavy wooden	7 gp	+2

Shield, heavy steel 20 gp +2

Goods	Cost
Backpack (empty)	2 gp
Bedroll	1 sp
Blanket, winter	5 sp
Block and tackle	5 gp
Bottle, wine, glass	2 gp
Caltrops (covers 5 ft. sq.)	1 gp
Candle	1 cp
Canvas (sq. yd.)	1 sp
Case, map or scroll	1 gp
Chalk, 1 piece	1 cp
Chest (empty)	2 gp
Crowbar	2 gp
Fishhook	1 sp
Fishing net, 25 sq. ft.	4 gp
Flask (empty)	3 cp
Flint and steel	1 gp
Grappling hook	1 gp
Hammer	5 sp
Ink (1 oz. vial)	8 gp
Inkpen	1 sp
Lamp, common	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Mirror, small steel	10 gp
Oil (1-pint flask)	1 sp
Paper (sheet)	4 sp
Parchment (sheet)	2 sp
Pick, miner's	3 gp
Piton	1 sp
Pole, 10-foot	2 sp
Pouch, belt (empty)	1 gp
Rations, trail (per day)	5 sp
Rope, hempen (50 ft.)	1 gp
Rope, silk (50 ft.)	10 gp
Sack (empty)	1 sp
Sealing wax	1 gp
Sewing needle	5 sp
Signal whistle	8 sp
Signet ring	5 gp
Spade or shovel	2 gp
Spyglass	1,000 gp
Tent	10 gp
Torch	1 cp
Vial, ink or potion	1 gp
Water skin	1 gp

Mounts/Animals	Cost
Bit and bridle	2 gp
Dog, guard	25 gp
Dog, riding	150 gp
Donkey or mule	8 gp
Feed (per day)	5 cp
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp
Warhorse, heavy	400 gp
Warhorse, light	150 gp
Warpony	100 gp
Saddle, Military	20 gp
Saddle, Pack	5 gp
Saddle, Riding	10 gp
Saddlebags	4 gp



Microlite74 Treasure

Here is a list of sample treasure items appropriate to a Microlite74 campaign. Maps to possible hoards of such treasures are also a common treasure item. Of course, any magic item you like from the SRD can be used, but higher powered items may be too powerful for most Microlite74 games.

Money: 1 gold piece (gp) = 10 silver pieces (sp); 1 silver piece = 5 copper pieces (cp).

Gems: Most range in value from 10gp to 1000gp, with 50% of gems being worth about 100gp.

Magic Items: Most magic items in a swords & sorcery setting will be potions, scrolls, or items created by Sorcerer's binding spirits (see the Sorcerer and the Spirits rules). Spell Wands and magic weapons and armor will also be somewhat common. The other items in the lists below will normally be very rare: created by ancient or lost civilizations whose method of creation has been lost.

Magic Item Descriptions:

Potions:

There is a 70% chance that a potion bottle holds 1 dose, otherwise 1d6 doses. A quick taste of a potion can be used to identify it without consuming a dose. There is a 5% that a potion has decayed with age and has become a potion of delusion (60% chance) or poison (40% chance). Useless otherwise noted, the effects of a dose will last 1d6+6 10 minute turns.

Most potions on the list below can be made by any sorcerer (or non-sorcerer with the potion brewing talent) who has the recipe for the potion and the materials and time, see the Potion Recipe scroll for more information. In addition to the potions listed here, those with the potion brewing talent can brew a large number of everyday potions (e.g. cures for specific diseases, antidotes for a specific natural poison, household cleaning potions, etc.). The brewer will know the specific formula for a specific everyday potion on a MIND-based skill roll. If he has the needed materials and brewing equipment, he may brew the everyday potion (succeeding on a MIND-based skill roll). The GM will set the time (generally ranging from a few hours to a week) and materials costs for everyday potions. Many everyday potions can be purchased at an apothecary.

Animal Control: The drinker may control one or more animals with a total hit dice of 3d6 or less. When the effect of the potion wears off, the animals will flee.

Antidote: The drinker becomes immune to all poisons of up to a specific strength for the duration of the potion. Poison from non-creature sources (e.g. a Potion of Poison) should be considered to be as if from a 7HD creature. The strength of the potion should be determined by rolling 1d10: 1-4 = Poison from 3HD creatures, 5-7 = Poison from 7HD creatures, 8-9 = Poison from 15HD creatures, 10 = All poison.

Blending: The drinker may change color to blend in with their surroundings. When hiding, the drinker will have a 90% chance to go unnoticed unless the viewer can see invisible creatures.

Bug Repellent: Any normal or giant bug (an insect, spider, scorpion, centipede, or other arthropod) will completely ignore the drinker unless magically controlled. If the bugs are magically controlled to attack the drinker, the drinker gets a +4 bonus to any saving throws against the controlling effect that allow the damage done by the insects to be reduced.

Clairaudience: While concentrating, the drinker may listen as if at any point within 60' of their current location.

Clairvoyance: While concentrating, the drinker may see as if at

any point within 60' of their current location.

Climbing: The drinker may walk on walls and ceilings as if a spider.

Defense: This potion only lasts 10 minutes. The drinker gets a bonus to their armor class based on the power of the potion. To determine the power of the potion, roll 1d10: 1-3 = +1, 4-5 = +2, 6-7 = +3, 8-9 = +4, 10 = +5.

Delusion: This potion will have no effect when drunk. However, if tasted, it will falsely give the taster the impression that it is another type of potion from this list. Multiple tasters will all get the same impression. An Analyze spell will correctly identify this potion as one of Delusion rather than as the type it tastes like.

Diminution: The drinker shrinks down to 6" in height. While in this state they cannot hurt creatures larger than 1' tall with physical attacks, and have a 90% chance of being able to hide. If this potion is drunk while a Potion of Growth is in effect, they will simply cancel each other rather than making the drinker sick.

Dragon Control: The drinker of this potion can control up to three dragons of sub-adult or younger. The dragons do not get saving throws, but older dragons are not affected. Each potion of dragon control will only control one type of dragon. The controlled dragons will do anything that is commanded (other than suicidal commands) although they are not capable of casting spells. When the control ends, the dragons will become hostile to the drinker and will either flee or attack depending on their impression of the drinker's power. Roll 1d10 to see which type of dragon is affected: 1-2 = Black, 3-4 = Blue, 5-6 = Green, 7-8 = Red, 9-10 = White.

Dreamspeech: This potion only lasts for 10 minutes. The drinker can speak to one paralyzed, petrified or sleeping creature within 30' (only one creature can be spoken with per potion) and can hear the responses of the creature via ESP. The drinker will automatically understand the language of the target, but the target is under no compulsion to speak the truth (or even respond at all) if they do not wish to.

Elasticity: This potion only lasts for 10 minutes. The drinker may stretch and deform themselves and their equipment to fit through gaps as small as 1" and reach as far as 30'. The drinker cannot cast spells or attack while stretched, and items carried cannot be used or dropped unless they are in normal form. However, while stretched the drinker only takes half damage from blunt and bashing attacks.

ESP: This potion has the same effect as the spell of the same name.

Ethereality: This potion gives the drinker the ability to shift from the Prime Plane to the Ethereal Plane. The drinker may shift at any time before the potion's duration runs out, and may then spend up to 24 hours on the ethereal plane before shifting back. Once the drinker has shifted to the ethereal plane and back, the potion's duration immediately expires.

Fire Resistance: The drinker becomes immune to normal fire, gains a +2 bonus on all saving throws against fire or heat based attacks, and takes -1 point of damage per die (to a minimum of 1 point per die) from magical fire attacks.

Flying: This potion has the same effect as the Fly spell.

Freedom: The drinker is immune to paralysis and to all forms of Hold spell or effect.

Gaseous Form: The drinker's body transforms to a cloud of gas for up to 1 hour, causing all their equipment and carried items to fall to the floor. The drinker keeps control of their body, and can

move through any non-airtight barrier. While in gaseous form, the drinker cannot attack, but has an armour class of -2 and can only be hit by magical weapons.

Giant Control: The user may control up to four giants of a certain type, but each one gets a saving throw. The giants will normally be hostile once control ends. To determine the type of giant affected, roll 1d6: 1 = Cloud, 2 = Fire, 3 = Frost, 4 = Hill, 5 = Stone, 6 = Storm.

Giant Strength: The drinker gains the strength of a giant, and can do double damage with melee weapons or throw large rocks (range: 60/130/200) for 3d6 damage. This potion does not stack with other strength enhancing items such as Gauntlets of Ogre Power.

Growth: The drinker grows to twice normal size, and be able to do double damage with melee attacks. If this potion is drunk while a Potion of Diminution is in effect, they will simply cancel each other rather than making the drinker sick.

Healing: This potion will either cure 1d3+1 body points of damage to the drinker or cure their paralysis. This potion has an instant effect, rather than a duration.

Heroism: The drinker will temporarily gain one or more levels as follows:
Common Man (no class): +3 Adventurer levels.
Adventurer/Sorcerer: 1-12: +1 level, 13-19: +2 levels, 20: +3 levels
All damage (including energy drains) is taken from the extra levels and hit points first.

Human Control: The drinker may control up to 6 levels of humans, similar to a Charm Person spell. The targets can only be controlled while within 60' of the drinker, and the effect lasts only for the duration of the potion.

Invisibility: This potion has the same effect as the spell of the same name.

Invulnerability: The drinker gains a +2 bonus to armor class and all saving throws for the duration of the potion. If a second Potion of Invulnerability is drunk within a week, the only effect is sickness.

Levitation: This potion has the same effect as the spell of the same name.

Longevity: The drinker immediately becomes 10 years younger. The effect is an instant one rather than an ongoing one, and therefore cannot be dispelled. This potion will not reduce the age of the drinker below 15 years old.

Luck: This potion lasts only for 1 hour. The potion makes the drinker extremely lucky. The player of the drinking character may choose any one roll that they make on behalf of the drinking character within the duration and simply place the dice on the result of their choice rather than having to actually roll them.

Merging: This potion allows the drinker to merge other creatures into their own body. The drinker can merge up to seven other creatures, and both the drinker and the other creatures must be willing. Creatures simply step "into" the drinker and disappear along with their items and equipment. While merged with the drinker, the creatures do not take damage if the drinker is hit, and they cannot take any actions other than speaking. The merged creatures can step "out of" the drinker at any time.

Plant Control: The drinker may control all mundane plants and all plantlike creatures in a 30'x30' area up to 60' away. Mundane plants may entangle creatures in their area, but cannot

otherwise attack.

Poison: This potion looks like any other, but it is poisonous. Anyone taking even a taste of the potion must save vs STR or die.

Polymorph Self: This potion has the same effect as the spell of the same name.

Sight: This potion lasts for 10 minutes. While this potion is in effect, the drinker can temporarily see despite any blindness conditions. Additionally, the drinker may see invisible things.

Speech: The drinker can understand all languages that they hear, and can respond in those same languages. This potion does not give the drinker the power to speak a language unless they first hear it spoken.

Speed: The drinker may move at double normal speed and attack twice per round.

Super Healing: This potion will either cure 2d3+3 body points of damage to the drinker. This potion has an instant effect, rather than a duration.

Treasure Finding: When the drinker concentrates, they can detect the distance and direction to the largest amount of treasure within 360'. The drinker gains no insight about the nature of the treasure or how to get to it.

Undead Control: The drinker can control up to 18HD in total of undead creatures of 9HD or less. The undead will be hostile when the duration ends.

Water Breathing: This potion lasts for four hours, and has the same effect as the spell of the same name.

Scrolls

Most scrolls contain spells and can only be used by sorcerers although a few spell scrolls can be used by any intelligent being. Special scrolls (protection, etc.) can generally be used by anyone able to read them. Roll 1d20 to determine the type of scroll: 1-12: Spell Scroll (Sorcerers only); 13-15: Spell Scroll (Anyone); 16-20: Special.

Spell Scroll (Sorcerer): These scrolls can only be used by Sorcerers. They contain 1d6 spells. Roll 1d20 to determine the level of each spell: 1-5: level 1; 6-10: level 2; 11-14: level 3; 15-17: level 4; 18-19: level 5; 20: level 6. Each spell may be cast once (or copied into a Sorcerer's spell book) then it fades from the scroll.

Spell Scroll: These scrolls can be used by anyone able to read them. They contain 1d4 spells. Roll 1d20 to determine the level of each spell: 1-8: level 1; 9-14: level 2; 15-19: level 3; 20: level 4 (or GM choice). Each spell may be cast once (or copied into a Sorcerer's spell book) then it fades from the scroll.

Potion Recipe Scroll: These scrolls can be used by anyone able to both read them and brew potions. They contain 1d4 potion recipes.

Protection from Demons: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Demons cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 20 minutes, or until someone inside the zone attacks an elemental in hand-to-hand combat.

Protection from Drowning: All within a 10 foot radius of the reader gain the ability to breathe underwater (or similar non-harmful liquid) for 1 full day.

Protection from Elementals: This scroll can only be used once.

When read aloud, it produces a 10 foot radius zone of protection. Elementals cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 30 minutes, or until someone inside the zone attacks an elemental in hand-to-hand combat.

Protection from Lycanthropes: This scroll can only be used once.

When read aloud, it produces a 10 foot radius zone of protection. Lycanthropes cannot enter the zone, but can use missile and spell attacks against those inside the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks a lycanthrope in hand-to-hand combat.

Protection from Magic: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection.

Mortal level magic (whether from spells or items) cannot enter or leave the zone. The zone lasts for 60 minutes, and can only be broken extremely powerful magic, like a wish.

Protection from Metal: Metal weapons or other items cannot harm or damage the reader for a period of 60 minutes.

Protection from Poison: Poison cannot harm the reader for a period of 6 hours, and any poison already in his system is completely removed/n.

Protection from Undead: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Undead cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks an undead in hand-to-hand combat.

Curse: Anyone who reads this scroll and who fails a save is cursed (GM's choice of effects) until a Remove Curse is successfully cast.

Special Ritual: This scroll contains a special ritual (see Ritual Magic) of the GM's design. The more powerful the ritual the more expensive and complex the ritual should be. Many such rituals should be black magic and require especially gruesome sacrifices.

Potion Recipe: This scroll contains a recipe for one of the potions listed in the above list specifying the materials and brewing procedure/time. Any sorcerer (or any non-Sorcerer with the potion brewing talent) can follow the directions and brew the potion with a successful INT roll.

Wands and Staves

Most wands and all staves are magical devices that contain spell-like enchantments.

Wands are normally thin sticks around 18" long. They can only be used by sorcerers. A wand will hold 5d10 charges, and each time it is used one charge will be used up. Once all the charges are used up, a wand is simply a non-magical stick. Treat the effects produced a wand as if created by a 4th level caster.

Staves are the bigger cousins of wands. They are normally 5'-6' long, and made of wood. They can only be used by sorcerers. Staves tend to be more versatile and powerful than wands, although they still use charges. A staff will have 10d10 charges when found, and each use of the staff may use one of more of these charges. Once all the charges are used up, a staff is simply a non-magical stick, even powers that do not use a charge fail. Treat the effects produced a staff as if created by a 5th level caster. A staff can be used in melee as if a quarterstaff.

Some wands, called spell wands, simply have a spell impressed on them. A sorcerer with such a wand in hand can directly cast the spell it is impressed with regardless of the spell's level for the

normal cost in HP (and corruption points if the spell is black magic).

Most wands and staves can only be made if instructions for the specific special ritual needed are discovered. The more powerful the wand or staff the more costly in time and material the ritual. Certain wands and staves may only be available as relics of ancient or lost civilizations (GM option) as the method of creating them has been lost.

Spell Wand: A spell wand contains one spell that a sorcerer using the wand can directly cast for the normal HP cost (and corruption point cost if the spell is black magic). Determine the level of spell and the spell impressed in the wand randomly. Spell level: 1-7: level 1, 8-13: level 2, 14-16: level 3, 17-18: level 4, 19: level 5, 20: level 6.

Wand of Cold: Each time a charge is expended, this wand creates a cone of cold, 60' long and 30' wide at the end. All creatures within the cone must take 6d6 damage.

Wand of Enemy Detection: Each time a charge is expended, all creatures with hostile intent towards the user within 60' will glow as if on fire. This includes Invisible or hidden enemies; in which case the glow may give away their positions. The glow lasts for 10 minutes before fading.

Wand of Fear: Each time a charge is expended, this wand creates a cone of fear, 60' long and 30' wide at the end. All creatures within the cone must make a saving throw vs MIND or flee in terror for 5 minutes.

Wand of Fireballs: Each time a charge is expended, this wand creates a Fireball up to 240' away. Anyone in the area of effect takes 6d6 damage. Save for half damage.

Wand of Illusion: Each time a charge is expended, this wand creates a Phantasmal Force as the spell of the same name. The caster must concentrate to maintain the illusion.

Wand of Lightning Bolts: Each time a charge is expended, this wand creates a Lightning Bolt up to 240' away and then extending 60' from that point. Anyone in the path of the lightning takes 6d6 damage. Save for half damage.

Wand of Magic Detection: Each time a charge is expended, all magical items and active spells within a 20' radius will glow for 6 rounds (1 minute).

Wand of Metal Detection: Each time a charge is expended, the wand will point towards a type of metal named by the user if there is at least 1,000cn of it within 20'.

Wand of Negation: Each time a charge is expended, this wand will cancel the effects of another wand or staff. If the effect that is being negated is an effect with a duration, it will be negated for a single round.

Wand of Paralyzation: Each time a charge is expended, this wand creates a cone 60' long and 30' wide at the end. All creatures within the cone must make a saving throw or be paralyzed for 1 hour.

Wand of Polymorphing: Each time a charge is expended, this wand produces the effect of either a Polymorph Self on the user of the wand or a Polymorph Other on a target that the wand is pointed at. Unwilling targets may make a saving throw to avoid the effect.

Wand of Secret Door Detection: When this wand is activated, it will point the user towards all secret doors within 20'. This expends one charge per secret door revealed.

Wand of Trap Detection: When this wand is activated, it will point the user towards all traps within 20'. This expends one charge per trap revealed.

Staff of Cancellation: This rod may be used by any character, but may only be used once. When activated, it will permanently drain any magical item (except an artifact) that is touched by it of all power. The GM may require an attack roll to touch a magic item carried or worn by another creature, normally against armor class 10.

Staff of Dispelling: This staff is usable by any character. When the staff is used and a charge is expended, it will cast Dispel Magic as if by a 5th level caster, except with a range of only touch. The staff can be used to dispel magic items. When it is used against an item and a charge is expended it will automatically destroy any potion or scroll; and will cause any other magic item to temporarily cease working for 1d4 rounds. Note that magic weapons and armor still work as mundane weapons and armor even when their magical properties are temporarily suppressed.

Staff of Harming: Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 1d6+1 damage to the creature in addition to the normal damage that the staff does. The wielder of the staff can also activate it as normal to use any of the following effects as if casting the reverse of the curing spells (using up a variable number of charges):

- 2 charges = Cause Blindness
- 2 charges = Cause Disease
- 3 charges = Cause Serious Wounds
- 4 charges = Create Poison

Staff of Healing: The wielder may activate the staff to cure 1d2 body damage to a target. This does not use a charge, but each target can only be cured once per day by the staff. The staff can also be activated to cure other things, although this uses charges as follows:

- 1 charge = Cure Blindness
- 1 charge = Cure Disease
- 2 charges = Neutralize Poison
- 3 charges = Restoration

Staff of Power: This staff holds a reservoir of hit points which the wielder can use to cast spells instead of (or in addition to) his own. This reservoir will hold 10d10 hit points. When the reservoir drops below 50% capacity, the staff will automatically use a charge and refill the next day (at dawn).

Staff of Striking: Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 2d6 damage to the creature in addition to the normal damage that the staff does.

Staff of Withering: The wielder of the staff may activate the staff and expend a charge to touch a target and cause the target to make a saving throw or age 10 years. This staff does not work on undead.

Rings

Magical rings like those listed below are generally beyond the ability of current civilizations to create. They are the creations of ancient and/or lost civilizations.

A magical ring must be worn on a finger or thumb to operate, and a character can only wear one magical ring per hand. If a second ring is put on the same hand as an existing ring, neither ring will function (with the exception of a Ring of Weakness). Rings are usually either constant in effect or are activated by a "use item" action.

Animal Control: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Animal Control with the

exception that the wearer only gets a single attempt to control creatures per use.

Delusion: This ring will appear to function as a different type of ring if an Analyze spell is used on it. Once the ring is worn, it will be completely nonfunctional, but cannot be removed without a Remove Curse being cast on it.

Djinn Summoning: Once per week, the wearer of this ring can summon a djinn, who will serve them for a day. If the djinn is killed, the ring loses its magical power.

Ear: Three times per day this ring can be removed from its wearer's finger and placed against any surface. Until the wearer recovers the ring, they will be able to hear everything that happens around the ring as if their ear were in the ring's location.

Elemental Adaption: To determine the exact type of ring found, roll 1d100: 01-21 = Air, 22-42 = Earth, 43-63 = Fire, 64-84 = Water, 85-91 = Air and Water, 92-98 = Earth and Fire, 99-00 = All Elements.

The wearer of the ring is protected from environmental hazards in the elemental plane that matches the elemental alignment of the ring, and is able to breathe in those planes despite lack of air.

Fire Resistance: This ring makes its wearer immune to natural fire, gives a +2 bonus to all saving throws against magical fire, and reduces all magical fire damage done to the wearer by one point per die (to a minimum of one point per die).

Human Control: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Human Control with the exception that the wearer only gets a single attempt to control people per use.

Invisibility: This ring may only be used once per turn. When activated it affects the wearer as if they had cast an Invisibility spell on themselves.

Life Protection: This ring will protect its wielder from 1d6 levels worth of energy drain. If overloaded (for example if it has only a single level of protection left and the wearer is drained two levels) then it will successfully protect the caster and then turn to dust. If it is exactly used up without being overloaded, it will become a Ring of Protection +1 once its levels of protection have been used up.

Memory: This ring can only be used by a spell caster. Once per day, the caster may activate it to recover one spell that they have cast within the previous ten minutes. That spell will be available for casting again as if freshly prepared.

Plant Control: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Plant Control with the exception that the wearer only gets a single attempt to control creatures per use.

Protection: This ring gives a bonus to its wearer's armor class and to all saving throws equal to its magical bonus. If a character wears a Ring of Protection on both hands, only the larger of the two bonuses applies.

Quickness: Once per day, the wearer of this ring can move at double speed and take two actions per combat round for ten minutes.

Regeneration: The wearer of this ring will recover 1 hit point per ten minutes, and can slowly re-grow lost body parts. A limb will re-grow over the course of a week, whereas a finger or ear would re-grow over the course of a single day. This ring will not

stop working when the wearer is on 0 hit points, and will not prevent the wearer from dying. It will also not heal damage from fire or acid (although will re-grow limbs lost to fire or acid).

Remedies: Once per day, this ring will duplicate the effect of a Cure Blindness, Cure Disease, Remove Curse or Neutralize Poison spell as if cast by a 6th level sorcerer. The spell can be cast on the wearer or on a target that the wearer touches.

Safety: This ring acts like a Potion of Luck except that it has 1d4 charges and uses up a charge each time a die is placed instead of rolled. Once all the charges have been used up, this ring becomes non-magical.

Seeing: Once per day this ring enhances the character's sight for 30 minutes: 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. Blindness is temporally "cured" when this ring is active.

Spell Eating: This ring appears to Analyze spells to be a Ring of Spell Turning and operates as one. However, if the wearer of the ring casts a spell themselves, the ring immediately "eats" all the remaining prepared spells that the caster has. The ring can then no longer be removed except by the use of a Remove Curse cast by a 25th level caster. Once the curse has been activated, the wearer can prepare new spells as normal, but will lose them again when they next cast one.

Spell Storing: This ring will contain 1d6 different spells (determined randomly as if spells on a Spell Scroll) when found. The wearer of the ring can cast these spells once each, even if not a spell caster. The spells will always be cast as if by a caster of the minimum level needed to cast them, even if the wearer of the ring is a caster of higher level. Each spell can be recharged by having a spell caster cast it directly into the ring. The ring cannot "catch" spells generally cast at the wearer; the spells must be cast directly at the ring with the purpose of recharging it.

Spell Turning: Each day, this ring will reflect the first 2d6 spells (roll each day) cast at the wearer back at their casters. This only effects actual spells, not the spell-like powers of monsters or magic items. Once it has absorbed as many spells as it can, the ring has no other powers until the following day.

Survival: This ring will contain 1d100+100 charges when found. Each charge spent will allow the wearer to go for 24 hours without food and drink or for 1 hour without breathing. When the ring is down to its last five charges, it will turn black; and when it runs out of charges it will crumble to dust.

Telekinesis: This ring can be activated to produce an effect identical to the Telekinesis spell, capable of moving objects weighing up to 2,000cn.

Truth: Three times per day, this ring can be activated to telepathically warn its wearer whether a spoken statement that they have just heard is true in the opinion of the speaker. Note that there is a difference between the speaker being untruthful and the speaker merely being honestly wrong about something.

Truthfulness: This ring appears to be a Ring of Truth when examined with an Analyze spell, and will work as a Ring of Truth. However, once worn it cannot be removed except by a Remove Curse spell cast by a 26th level caster, and it compels its wearer to always speak the truth. The wearer may not knowingly lie while wearing the ring (but the ring doesn't prevent them from accidentally being wrong).

Truthlessness: This ring appears to be a Ring of Truth when

examined with an Analyze spell, and will work as a Ring of Truth. However, once worn it cannot be removed except by a Remove Curse spell cast by a 26th level caster, and it compels its wearer to always speak lies. The wearer may not knowingly make any true statement while wearing the ring (but the ring does not prevent them from making a statement that is accidentally true if they genuinely don't know that it is).

Water Walking: This ring allows its wearer to walk on the surface of any liquid without sinking.

Weakness: 1d6 rounds after this ring is worn, it will immediately lower its wearer's strength score to 3. The ring can not be removed until it has had a Remove Curse spell cast on it.

Wishes: This ring will grant from one to four wishes (as the Wish spell) before crumbling into dust. To determine the number of wishes contained in the ring, roll 1d10: 1-4 = 1, 5-7 = 2, 8-9 = 3, 10 = 4.

X-Ray Vision: The wearer of this ring can see up to 30' through stone or up to 60' through wood. It cannot be used to see through metal. To use the ring, the wearer must stand still and concentrate and can view a 10'x10' area per use. It takes 10 minutes to scan such an area, and the ring can only be used once per hour.

Ancient and Wondrous Items

Rings of power were not the only magic items produced in ancient times by civilizations all-but-forgotten today. Many wonderful magic items existed then. Most of these items are very rare today even if they were fairly common ages ago. Some of these items may be one of a kind or have never existed outside of legends. Like magic rings, the methods used to create these items are generally lost to the mists of time.

Amulet of Scrying Protection: This item protects its wearer from being scried on via a Crystal Ball, and makes them immune to all types of ESP.

Bag of Devouring: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5'x1'x1' or smaller). Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn. However, any item left in the bag for more than two hours will vanish completely. This will not affect living creatures that are stuffed into the bag.

Bag of Holding: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5'x1'x1' or smaller). Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn. Boat, Undersea: This boat can be operated as a fully functional skiff. However, when a command word is given, it will dive under the water while simultaneously radiating a Water Breathing effect that protects all passengers who are touching the boat. The pilot of the boat can control its movement underwater as if on the surface.

Boots of Leaping: The wearer of these boots can make leaps of up to 10' vertically and up to 30' horizontally.

Boots of Levitation: The wearer of these boots may Levitate as per the spell of the same name. There is no limit to the duration of the levitation. Boots of Speed: When travelling overland, the wearer of these boots travels at the speed of a riding horse. However, the wearer can only move at this speed for a single day and then must rest for a day.

Bowl of Water Elementals: Once per day, this bowl can be filled with water and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice water elemental. Conjuring the elemental takes 10 minutes.

Brazier of Fire Elementals: Once per day, this brazier can be lit and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice fire elemental. Conjuring the elemental takes 10 minutes.

Broom of Flying: This broom will carry its owner through the air at a speed of 80' per round. The owner of the broom must concentrate to move, and the broom will hover if the owner stops concentrating. The broom can also carry a passenger, but in this case its speed is reduced to 60' per round.

Censer of Air Elementals: Once per day, this censer can be filled with incense and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice air elemental. Conjuring the elemental takes 10 minutes.

Chime of Time: This simple metal chime can be commanded to keep track of time. It will sound every hour until commanded to stop, and can be clearly heard within a 60' radius. If the chime is in a Silence 15' Radius spell when it is time to chime, it will automatically dispel the spell as it chimes. The chime can also be used like a hourglass. If commanded, it will slowly change color from one end to the other taking exactly one hour to do so.

Crystal Ball: A crystal ball is a scrying device that can only be used by a Sorcerer. The crystal ball can be used three times per day to see any place or object that they desire; and a current image of that place or object will appear and last for 10 minutes. The clarity of the image will be based on the familiarity that the user has with the object or area.

Crystal Ball with Clairaudience: This works just as a normal Crystal Ball, except that by concentrating the user can hear what is going on at the far end as if through the ears of any living creature shown in the ball. Only a Sorcerer can use this item.

Crystal Ball with ESP: This works just as a normal Crystal Ball, except that by concentrating the user can read the thoughts of the main subject of the vision if it is a living creature. Only a Sorcerer can use this item.

Displacer Cloak: This item makes the wearer appear to be 5' from their actual position. This makes all attacks against the wearer take a -2 penalty to their hit rolls, and gives the wearer a +2 bonus to all saving throws.

Drums of Panic: These are a pair of large kettle drums. When played, they have no effect on creatures within 10' of them, but creatures from 10' to 240' from them must make a saving throw vs MIND or flee in terror for 30 minutes.

Efreeti Bottle: This 3' tall heavy jug contains an efreeti. The stopper may be opened once per day, and the efreeti will come forth and serve the opener. If the efreeti is slain, the bottle becomes non-magical. The efreeti is reluctant to serve, and will do its best to use loopholes in the commands that it is given in order to cause harm to the owner of the bottle.

Egg of Wonder: This is a painted hollow eggshell. When dropped or throw (up to 60') it will break and an animal will emerge and grow to full size. For the next hour, the animal will obey the user of the egg to the best of its ability; and then it will disappear. To determine the type of animal that is summoned, roll 1d12: 1 = Ape (Rock Baboon), 2 = Bat (Giant), 3 = Bear (Black), 4 = Bear (Grizzly), 5 = Boar, 6 = Cat (Mountain Lion), 7 = Cat (Panther), 8 = Ferret (Giant), 9 = Lizard (Giant Gecko), 10 = Lizard (Giant Draco), 11 = Snake (Racer), 12 = Wolf.



Elven Boots: These boots give their wearer a Move Silently ability of 75%, like a thief.

Elven Cloak: This cloak is just like a Ring of Invisibility except that its invisibility is not perfect. When the wearer is in the presence of creatures that might notice them, their faint outline will be seen if a 1 is rolled on 1d6.

Flying Carpet: This carpet will carry one passenger at a speed of 100' per round, two at a speed of 80' per round, three at a speed of 60' per round, four at a speed of 40' per round, or five at a speed of 20' per round. The owner of the carpet must concentrate to make it move, and the carpet will hover in place if the owner stops concentrating.

Gauntlets of Ogre Power: The owner of these gauntlets has a strength of 18 while wearing the gauntlets, but taking them off return's the owner's strength back to its normal value.

Girdle of Giant Strength: Anyone who wears this girdle does double damage with whatever melee attacks they make.

Helm of Blindness: Anyone wearing this helmet is immediately made blind. The blindness cannot be cured until the helmet has been removed, and the helmet cannot be removed without a Remove Curse spell being cast on it.

Helm of Reading: This helmet allows the wearer to read any language or cipher, and allows them to identify magical scrolls. However, it does not allow the wearer to use Spell Scrolls if they are not normally able to do so. This helmet is rather delicate, and has a 10% chance of being broken each time its wearer is struck in combat.

Helm of Telepathy: The wearer of this helmet can transmit their thoughts to any creature within 60'. The target creature will understand the thoughts of the wearer despite language differences. The wearer may also use the ESP spell to read the thoughts of others.

Helm of Teleportation: This helm is only usable by Sorcerers. The wearer of the helm may use the Teleport spell as often as they like to teleport themselves, with the normal chances of failure. The wearer may also use the helm to Teleport another creature (again, as if casting the spell). However, doing this discharges

the helmet and it can no longer be used for any teleporting until it is recharged by having a Teleport spell cast into it.

Horn of Blasting: This horn can be blown once per ten minutes. When it is blown, it creates a cone of sound 100' long and 20' wide at the end. Everyone in the area must take 2d6 damage and make a saving throw vs STR or be deafened for ten minutes. Buildings and ships in the area of effect take 1d8 damage.

Hurricane Lamp: When this lamp is opened for the first time in a day, a hurricane of wind and rain emerge. Everyone within 30' of the lamp is knocked to the floor for three rounds, and must make a saving throw vs DEX to avoid having all loose items or items held or carried by them (including weapons, but not including clothing) is scattered throughout the area. Once the hurricane has ended, the lamp may be used as a Lamp of Long Burning, although the hurricane will reset each day and must be triggered again before the lamp can be used.

Lamp of Long Burning: This lamp must be filled with oil and lit like any other lantern, but it will burn forever without using any of the oil that it contains. The lamp can be put out and re-lit repeatedly like any other lamp. If the lamp is ever completely submerged in water while lit, it will immediately stop working and lose its magical properties.

Medallion of ESP: This medallion allows the wearer to use the ESP spell at will, with a range as given in the item listing (either 30' or 90'). However, each time it is used, there is a 1 in 6 chance that instead of letting its wearer read minds, it will broadcast its all of its wearer's thoughts out loud for the next ten minutes.

Mirror of Life Trapping: If the owner of this mirror presents it to a creature of human size or smaller and activates it, the creature must make a saving throw vs MIND or be sucked into the mirror, complete with everything they are wearing and carrying. The mirror can hold up to 20 creatures, who exist in a state of suspended animation while in the mirror, not needing food, drink or air and completely unable to take any actions.

Anyone looking into the mirror can see the reflections of the faces of all those trapped inside, and can wake any of them up temporarily to talk with them. No special communication powers are granted, so the viewer and victim need to share a common language to talk in. If the mirror is broken, all the creatures inside are instantly freed. However, the only way to free a single creature without breaking the mirror is to is a Wish spell.

Muzzle of Training: This muzzle will automatically reshape and resize itself to fit any creature with a mouth. When put on a creature and locked with a command word, the creature is magically prevented from biting, talking and casting spells; but it can still eat, drink and breathe normally. The owner of the muzzle can unlock it with a second command word, but otherwise it is locked with the equivalent of a Wizard Lock cast by a 6th level caster.

Nail, Finger: This appears to be a Nail of Pointing if checked with an Analyze spell. However, when someone tries to use it as such it will disappear. The next time that person tries to be unnoticed (by disguise, Invisibility or hiding), an illusion of a large glowing hand will appear above their head pointing them out. After that first instance, there is a 25% chance each time the person tries to go un-noticed that the hand will re-appear. This will continue to happen until the victim has a Remove Curse spell cast on them.

Nail of Pointing: This appears to be a simple 6" iron nail. Once per day, it can be commanded to point to a mundane (not magical or living) object, and for the next ten minutes the nail will point at the closest instance of that type of object (distance is irrelevant).

Ointment: This creamy white salve is normally found in small jars. To use the ointment, the whole jar must be applied to someone's skin. When the ointment is applied in this manner, it will have a random effect, rolled on 1d6: 1 = The user gets a +2 bonus to armor class and saving throws for the next ten minutes, 2 = The user is healed 2d6+2 points of damage, 3 = The user must make a saving throw vs STR or die, 4 = The user takes 2d6 points of acid damage, 5 = The user is cured of all burn damage, whether magical or normal, 6 = The user's skin turns bright orange for the next 1d4 months.

Pouch of Security: If this large sack is stolen, it will shout "Help! I am being stolen!" in common repeatedly for the next hour. The sack's owner can command it to be quiet before the end of the duration.

Quill of Copying: When supplied with 1,000gp worth of rare inks, any spell user can command this quill to copy a Spell Scroll containing one or more spells of a type that they can cast onto a blank parchment. There is a 75% chance that the spells will be copied correctly, creating two identical Spell Scrolls, and a 25% chance that the quill will burst, becoming useless and depositing its ink over both parchments (both ruining the original and failing to make a copy).

Rope of Climbing: On command, this 50' rope will wriggle along the ground like a snake, and even up walls and on ceilings. It can fasten itself onto any solid protrusion on a surface that it is climbing up, and will support up to 10,000cn of weight. A second command will cause the rope to loosen itself and re-coil.

Scarab of Protection: This charm has 2d6 charges. Each time a curse is placed on the wearer, it will immediately target the wearer with a Remove Curse as if by a 36th level caster. Each Remove Curse uses up one charge. Additionally, it will block any Finger of Death or Obliterate spell (the reverse of the Raise Dead and Raise Dead Fully spells) cast at the wearer; and this also uses up one charge. When the scarab has run out of charges, it crumbles to dust.

Slate of Identification: This 3' square framed sheet of slate is used to identify magic items. The slate has ten charges per day, and is used by placing it on a horizontal surface and then placing a magic item on it. When activated, the slate will identify the magic item (if it has enough charges left to do so) and chalk writing will appear on the slate indicating type of magic item and what command words it has (if any). If asked to identify an artifact, the slate will shatter.

The slate is incapable of identifying cursed items, even those that fail to fool an Analyze spell (such as a Potion of Poison). If it is asked to identify a cursed item, the slate will identify it as being a random type of similar but useful item.

The number of charges needed to identify different types of item are: Potion = 2 charges, Scroll = 3 charges, Ammunition = 3 charges, Wand = 4 charges, Staff = 5 charges, Weapon = 6 charges, Armor or shield = 7 charges, Ring = 8 charges, Wondrous item = 9 charges.

Stone of Earth Elementals: Once per day, this stone can be buried in the earth and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice earth elemental. Conjuring the elemental takes 10 minutes.

Talisman of Travel: This talisman allows the wearer to cast either a Conjure Elemental or Summon Elemental spell in reverse. Instead of the spell summoning an elemental to the caster, the reversed spell will transport the caster to the elemental plane of their choice. While the caster continues to wear the talisman, they are protected from environmental damage on the elemental plane, such as choking or burning, and can breathe normally.

Wheel of Floating: When put on a cart or wagon, this wheel will allow the cart to be pulled on the surface of water rather than sinking. A single Wheel of Floating will hold up a vehicle of up to 10,000cn in weight, with every additional Wheel of Floating adding 5,000cn to that weight. Although these wheels will keep the vehicle above water, they do not effect whatever animal or animals are pulling the vehicle.

Wheel, Square: This wheel is the size of a wagon or cart wheel, but is square rather than round. It cannot be used on normal terrain, but when fitted to a wagon or cart it will allow the cart to travel over desert or mountain as if being pulled along a road.

True Magic Weapons and Armor

Most magic weapons and armor are created by binding spirits to weapons as described elsewhere. Such items only have magical bonuses for rounds where the spirit spends Power to activate the effect. True magic weapons and armor can be made by any master weaponsmith or master armorer, provided he or she has enough meteoric iron and time. A +1 item will take a full year to create. A +2 item will take 4 more years (total of 5 years). A +3 item is a lifework, requiring first creating a +2 item and doing 20 years additional work on it -- for a total of 25 years. +4 and +5 items are possible in theory but would be the work of generations of craftsmen as a +4 item would require 125 years to create and a +5 item 600 years to create, with the original/current craftsman's specially trained apprentice taking over the task -- if the chain of master training replacement gets broken, the item can no longer be successfully improved.

The magic bonuses of true magic weapons and armor are always active. True magic weapons and armor are especially good for binding spirits (spirits bound into such an item are automatically spirit sealed in the item, as the 4th level spell) so once you have the magic item, giving it intelligence and additional powers is relatively easy. Naturally, most +3 or better weapons and armor will be the stuff of legend.

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Notes on "Swords & Sorcery"

Swords & Sorcery is a genre of fantasy fiction somewhat different from the type of "Heroic Fantasy" more common today. Heroic Fantasy tends to be about characters who are or will become heroes that take on larger than life quests, save the world (or at least a major part of it), or both. The Lord of the Rings is a well-known example of Heroic Fantasy. Most modern fantasy role-playing games are designed around Heroic Fantasy.

Swords & Sorcery is a more gritty level of fantasy. Characters aren't heroes; they are normal people out to make a place for themselves in the world, and to acquire riches in the process. They may do heroic deeds on occasion, but these are likely to be little things, like saving a princess from a dragon or preventing a vampire from taking over a small town, rather than the stuff of epic tales of saving the world. Robert E. Howard's Conan stories are excellent examples of Swords & Sorcery, as are Fritz Lieber's Fafhrd and the Gray Mouser stories.

Here are some elements that make a Swords & Sorcery setting different from a Heroic Fantasy setting.

Human-Centric

Swords & Sorcery settings tend to be human-centric. Intelligent non-human species are the enemy, out to eliminate or enslave humans, and return the world to non-human rule. The demi-human species common in most fantasy RPGs either do not exist or are the enemy too. All player characters are humans.

Magic is Untrustworthy and Often Bad

In Heroic Fantasy, magic tends to be trustworthy and good, even if the Enemy abuses it for evil purposes. Mages are generally at least not-distrusted members of society. In Swords & Sorcery, magic is not trustworthy, as its use often has bad side-effects on those who use it, and magic is used for evil far more than it is for good.

Humans can barely control magic. It was invented by the non-human races that once ruled the world and is alien to mankind. Sorcerers are generally not trusted, as they generally have to deal with alien beings from beyond sanity, human sacrifices, and the like to have much power at all. Even those who avoid such things are seen as threats, and they might turn to black magic at any time to gain more power.

In Swords & Sorcery settings, normal humans can only cast simple spells directly; more complex spells require lengthy rituals. Therefore, sorcerers are often tempted to make pacts with demons and evil godlings to gain more power and escape the limitations of human magic use.

While humans may be able to create some minor magic items, most powerful magic items were created by the inhumans who ruled the world before the dominance of humankind. Few of these remain, and wars have been fought over newly discovered powerful magic items.

There are no Wizard guilds or schools of magic. The only ways to learn magic are either from forgotten tomes of lore, by serving an often dangerous and/or demeaning apprenticeship to an experienced sorcerer, or by joining the cult of some demon or godling in the hope being trained by the sorcerers that serve as its clergy.

The Gods are Distant or Evil

Powerful deities in Swords & Sorcery settings tend to be either distant and aloof, or evil. The gods of humankind generally grant no special powers to their priests, other than occasional hints and vague directions in dreams and visions -- and the promise of a good afterlife to those who follow them faithfully. The demons and godlings that do grant powers are generally evil, and aim to turn their priests and followers to evil.

Shades of Grey

In Heroic Fantasy, competing sides are often black and white: it is easy to tell the good guys from the bad. Swords & Sorcery worlds are all about shades of grey. It's hard to find black and white, as good and evil come all mixed together. Even the most heroic character will have to make morally questionable decisions and even do bad things for good purposes from time to time. This is especially true because the morally correct path is seldom immediately clear. NPCs within the world suffer similar problems. Their motives are seldom obvious or clear, and even the best probably have dark stains on their souls. A ruler may be secretly supporting an evil cult, not because he is evil or even likes it, but because supporting that cult is the only way to prevent even worse things. An evil sorcerer who has sacrificed hundreds in his life might be the only person holding back an invasion of non-humans – your character may have to choose between killing the evil sorcerer (saving the future sacrifices, but allowing part of the civilized world to be overrun by inhumans) and allowing the sorcerer to continue both his evil ways and continue to hold back the inhuman horde.

The World is Grim and Gritty

In Heroic Fantasy, the world is often a beautiful place, with cities and towns of great beauty. If there are slum areas, they are bypassed, unless they are of great importance. Cities, towns and life in general are more like their real-world medieval counterparts: grim, gritty, and often filthy. Characters' goals are seldom lofty — more like staying alive and getting more for themselves and/or their family and friends. Idealists certainly exist, but they aren't common as adventurers.

Notes on "Old School" Play

While Microlite74 games are designed using tried and true "D20" systems filtered through the Microlite20 rules, they are designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This section will give a brief overview of "old school" play.

What is "Old School" Play?

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

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

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

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

No Skills: Unlike in most modern RPGs, there aren't any skills in Microlite74 -- not even the streamlined four skills of Microlite20. Players are intended to have their characters act like adventurers. So don't search your character sheet or the rules for the perfect solution in Microlite74. Instead, you just tell the GM what your character is trying to do. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

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

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

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Microlite74 takes this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasure finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience – and monsters don't have to be killed to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. "Reality/Common Sense" as interpreted by the GM always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules

say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don't have a top and bottom (so prone penalties make no sense) and a 10 foot cube can't fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game, the GM ignores the rule because it makes no sense in the specific situation.

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

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

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

Styles of "Old School" Play

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

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as "Killer GMs" (who often found

themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

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

Wargaming: This is probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure.

Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

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

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters' actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

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

The important thing to take from this section isn't the four styles

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

Advice for the New Old School Game Master

If you are comfortable running a rules-light game like standard Microlite20, you’ll probably have no trouble running Microlite74 as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You’ve learned to just make a ruling that you think fits the situation and keep the game moving.

Running a Game Without Skills

The greatest change between Microlite20 and Microlite75 is the removal of all character skills. If you are used to just allowing players to just say “I’m searching the room. What do I find?” and make search skill roll or just say “I’ll try to persuade the baron to loan us a catapult.” and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players’ thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if their description of what they are doing a) would most likely solve the problem, b) wouldn’t have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only option d would require a die roll.

Let’s take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough; the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to “click on one exact pixel on the screen” to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don’t fall into the trap of doing it as it turns players off fast.

Let’s say a player says “I’ll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I’m not touching it yet.”

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn’t a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character’s class or background as such a trap isn’t visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn’t see a trap, something still doesn’t seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn’t hard – unless you choose to

make it hard. It’s just different. After a few sessions both you and your players will find that it really isn’t as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can’t trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use “skill” rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based “skill” roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character succeeds, but just barely. A successful skill roll means the character’s plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

Guidelines Not Rules

Finally, remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite74 so please change anything you do not like.

Adventures and Settings

There are a large number of adventures and campaign settings available for TSR editions of the world’s most popular fantasy RPG. Playing copies of most of original adventures from TSR can be found on eBay for very low prices. TSR era adventures can be used with any pre-WOTC edition or retroclone with only very minor conversion.

There are also a large number of free and low cost adventures available in PDF format on the web. A good place to start looking for free adventures is on the Dragonsfoot forum web site (see the link under Old School Internet Resources below).

The best settings and adventures, however, are those you create yourself for your campaign. They don’t need to be nearly as elaborate as those produced for use by others, let alone as fancy as those written for professional publication. Many Oe GM adventure location keys (including those of the game’s original designers) were nothing but room/location numbers with something like “8 hobgoblins, leader has 20gp, trapdoor in floor hides skeleton with silver dagger (animates if dagger touched)” or “Small village, 27 families, 10 orc slaves, Headman: Mongar the Brown (Adv 4th lvl, +1 sword) Mongar’s wife, Rose is a 3rd lvl sorcerer.” You can do that.

Microlite20 Notes

Microlite20 is a trimmed down sub-miniature version of the OGL 3.5 SRD. In its most basic form, Microlite20 has only two pages of rules but can be used with most fantasy OGL and d20 adventures and supplements with little or no conversion. Since M20 was

published in 2006, many people who prefer rules-lite games have been using it for their d20 games and/or writing expansions, supplements and other material especially for M20. You can find out more about the original Microlite20 and find more variants like Microlite74 on the Microlite20 web site: <http://microlite20.net/>

Retroroleplaying Web Site

The author of Microlite74 maintains a web site devoted to out of print and out of style tabletop roleplaying games. He is always willing to discuss and answer questions about Microlite74 in the Microlite74 board on the Retroroleplaying forum.

Web Site: <http://www.retroroleplaying.com/>

Blog: <http://blog.retroroleplaying.com/>

Forum: <http://microlite74.com/forum/>

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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



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Microlite74 Swords & Sorcery

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 Swords & Sorcery* 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. This version of *Microlite74* is designed for Swords & Sorcery settings. If the fantasy stories of Robert E. Howard, Fritz Lieber, Clark Ashton Smith, C.L. Moore, Karl Edward Wagner, and David Gemell are more to your taste than those of Tolkien or Eddings, this version of *Microlite74* may be just what you are looking for.

Other versions include *Microlite74 Basic*, *Microlite74 Standard*, and *Microlite74 Extended*. *Microlite74 Basic* rules are complete but basic: There are only two classes (Fighter, Magic-User, and Cleric). Spells are limited and levels top out at 12 to 14. *Microlite74 Standard* includes many more classes and spells – all over those included in the original edition and its supplements. *Microlite74 Extended* includes all the material in the standard version extended with a number of house rules the author used in his 0e campaigns starting in the late 1970s. *Microlite74 Companion* volumes add even more options.



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