

A number of rules supplements were published for that very first ("0e") fantasy roleplaying game published back in 1974. All those supplements contained material that the GM could choose to allow (or not allow) into her campaign on a case-by-case, rule-by-rule basis. Wary's Grimoire, the second supplement to Microlite74, has a number of the more popular ideas from those old 0e supplements converted for easy use with Microlite74.

You will find new classes, more (and higher level) spells, variable weapon damage and the increased hit dice and variable damage for monsters introduced in this second supplement. Many of these were taken from Microlite75 but stripped of the house rules that are the main feature of Microlite75, thus providing a more pure 0e experience than Microlite75 provides.

## Supplemental Rules

The following rules are used in addition to the rules in standard Microlite74. In some cases these rules are meant to replace similar rules in standard Microlite74 so if there is any conflict between these additional rules and the standard rules, these supplemental rules should be used.

### Races

Level limits for non-human races are modified as listed below:

**Dwarves** can be Fighters (max level 6) or Thieves (suggested max level as humans, 12-14).

**Elves** can be Bards, Fighters, Illusionists, or Magic-Users (max level 8) or Thieves (suggested max level as humans, 12-14).

**Halfings** can be Fighters (max level 6) or Thieves (suggested max level as humans, 12-14).

The following additional race is available:

**Half-Elves** can be Bards, Fighters, Rangers, Illusionists or Magic-Users (max level 8) or Thieves (suggested max level as humans, 12-14).

*Special Abilities:* Can use elf-made magic armor and magic weapons even as a magic-user/illusionist; note secret/hidden doors (D20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls. If the optional Demi-Human Restrictions rule is used, Half-Elves add +7 to their Experience Base.

### Classes

The Fighter class is modified as listed below:

**Fighters** can wear any kind of armor, can use any weapon and may use shields. *Physical Combat Bonus* is equal to their class level/2, round up. Experience Base is 20. They add +1 to all attack and damage rolls. This increases by +1 at 4th level and every four levels thereafter. After a fighter kills an opponent in melee combat, he may immediately make another attack against any still-standing foe in range. The maximum number of attacks he can make in one round is equal to his level.

The following additional classes are available:

**Rangers** can wear light or medium armor, may use shields, and can use any weapon. *Physical Combat Bonus* is equal to their class level/2, round up. Experience Base is 20. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. They are expert at wilderness tracking and survival and good at moving quietly and hiding in cover in the wilderness.

**Paladins** can wear any armor, may use shields, and can use any weapon. *Physical Combat Bonus* is equal to their class level/2, round up. Experience Base is 20. They add +1 to all attack, damage and saving rolls. This increases by +1 at 5th level and

every five levels thereafter. Paladins are immune to disease, detect evil within 60 feet by concentrating, and heal 2 HP per level per day by laying on hands. Paladins must be true to the tenets of the religion or philosophy they follow to gain experience.

**Monks** (also known as **Martial Artists**) cannot wear armor or use shields. While they can use light weapons, they are most effective with their bare hands and feet. *Physical Combat Bonus* is equal to their class level/2, round up. Experience Base is 20. They add +1 to all attack and damage rolls in unarmed combat. This increases by +1 at 4th level and every four levels thereafter. They cause 1d8 + STR bonus + class level/2 (round up) damage in unarmed combat. So long as they are able to move at all their armor class is 11 + class level/2 (round up) + one per point DEX is over 14. They are good at moving quietly and hiding in cover.

**Illusionists** wear no armor and can only use daggers, slings or staves as weapons. *Physical Combat Bonus* is class level/4, round up. Experience Base is 20. They cast illusionist spells.

**Druids** can wear light or medium armor and use shield and can use any light weapon. *Physical Combat Bonus* is level/3, round up. Experience Base is 20. Druids can cast druid spells, have immunity to woodland fey, the ability to Pass Without Trace at 3rd Level, and can shapeshift to a small/medium animal up to 3 times per day at 7th Level. When shapeshifting back to their original form, the Druid can heal 2 HP per level of damage. They are good at wilderness survival.

**Thieves** can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, round up. Experience Base is 20. They have the Sneak Attack special ability which adds the Thief's class level to the damage of his first attack, if he successfully sneaks up on a foe. They can use a spell from an arcane scroll successfully on a roll of 1d20 + MIND bonus + level/2 versus a DC of 10 + (2 x spell level). Spell fades as if used on failure and backfires on a natural roll of the spell level or less. Thieves are experts at urban survival as well as picking pockets, hiding, sneaking, and other tasks associated with theft.

**Bards** can wear light armor, use shields, and use any light or medium weapon. *Physical Combat Bonus* is level/3, round up. Experience Base is 20. A Bard's musical abilities allow him to play songs with the effect of Druid or Illusionist spells (starting at 6th level as if he were 5 levels lower in the chosen class -- which cannot be changed once chosen), can counter sound-based effects within a 30 foot radius, and Charm Person or Remove Fear once per day (plus one additional time per day at 5th level and every five levels thereafter).

### Skills

Certain classes (Thieves and Rangers, for example) have abilities that members of those classes are good at -- or even expert at. The GM must be sure to take such strong abilities into consideration when deciding success or failure of a related action. If a roll is made, a "good at" is worth +2 and an "expert at" is worth +4.

### Magic

Illusionists can cast any spell from the Illusionist spell list with a spell level equal or below 1/2 their class level, rounded up. Like a Magic-User, an Illusionist starts with three first level spells in his spell book. Like Clerics, Druids do not need spell books and automatically have access to all druid spells of a level they can cast.

**Casting Cost:** Direct casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	1	2	3	4	5	6	7	8	9
HP Cost	3	5	7	9	11	13	15	17	19

### Combat

**Weapon 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). Fighters wielding two weapons roll the damage for each and use the higher roll.

**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.

### Monsters

See the Supplemental Monster List in this supplement or use the monster descriptions in any Oe game (substituting d8 for hit dice if needed). To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, magic save = 10 + level, all attack bonuses = level, damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

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

### 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
waterskin	waterskin	Waterskin
iron rations for four days	iron rations for four days	iron rations for four days

Finally, add the following, based on your Class:

**Fighter/Ranger/Paladin:** Vial of holy water, medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

**Monk:** Vial of holy water, two light weapons and 10 gold pieces.

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

**Cleric/Druid:** Silver holy symbol, light armor (AC +2), a one handed weapon + shield, and 5 gold pieces

**Thief:** lockpicking tools, light armor (AC +2), light weapon, and 5 gold pieces.

**Bard:** musical instrument, light armor (AC +2), light weapon, and 5 gold pieces.

## Supplemental Spell Lists

In addition to the standard spells from Microlite74 (including those marked with an asterisk), the following additional spells are available.

### Arcane (Magic-User) Spells

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

#### 7th Level

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

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

**Delayed Blast Fireball:** 1d6/caster level fire damage, 20 foot burst. The actual blast can be delayed for up to 10 minutes as set by the caster. R: 240 feet. D: instant.

**Limited Wish:** An extremely weak version of the "wish" spell. It is not even powerful enough to create or bring treasure to the caster, and under some circumstances only a part of the wish might actually be fulfilled. The spell does have the power to reach for a limited period of time into the past or future as well as the present. R: variable. D: variable.

**Mass Invisibility:** Up to 6 dragon-sized objects or 300 men and horses are invisible until spell broken by caster, some outside force, or until one attacks. R: 240 feet

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

**Phase Door:** Creates an invisible door that can only be opened by the caster. Similar to a Passwall but invisible and only the caster can open the door. R: 10 feet. D: 7 uses

**Power Word Stun:** A single powerful word that stuns those hearing it for 2d6 10-minute turns if the creature has up to 35 hit points or for 1d6 10-minute turns if the creature has between 36 and 70 hit points. The word has no effect on creatures who are currently over 70 hit points. R: 120 feet.

**Reverse Gravity:** Within a cubic area of 30 feet on a side gravity reverses itself. Those within the area fall upwards with the force of a normal fall, and then fall again when the spell expires. R: 90 feet. D: 1 minute.

**Simulacrum:** Creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (Animate Dead will work). A Limited Wish (along with the actual simulacrum spell) is then used to imbue the animated form with intelligence and knowledge of the person being simulated. The simulacrum gains 1d4+2 times 10% of the simulated creature's knowledge and experience. The simulacrum

follows its creator's orders. A simulacrum is not a perfect copy of the original. Side by side, the differences are obvious, and the simulacrum is detectable with a Detect Magic spell. If the original of the simulacrum dies, the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).

### 8th Level

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

**Mass Charm:** A Charm Person/Monster which affects up to 30 levels, i.e. 30 level 1 creatures, 15 level 2 creatures, 10 level 3 creatures, etc. in any combination. Saving throws are made -2. R: 120 feet. D: until dispelled.

**Mind Blank:** Makes the target immune to any form of detection by magic or psionics including ESP, Clairvoyance, Clairaudience, Crystal Ball gazing or any other form of scrying), Wishing, Commune, Contact Higher Plane, etc. R: 10 feet. D: 1 day.

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

**Permanency:** This spell makes the effect of another spell permanent -- unless a Magic-user of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. GM discretion required: many spells should not be subject to being made permanent. R: 10 feet.

**Polymorph Object:** Spell allows any object to be turned into another object, animal, vegetable, or mineral. The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes, and mineral-to-mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into an orc, or turning a wall into a pile of sand, would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. R: 240 feet. D: GM decides.

**Power Word Blind:** A single powerful word that blinds those hearing it for 2d4 days if the creature has up to 40 hit points or for 1d4 days if the creature has between 41 and 80 hit points. The word has no effect on creatures who are currently over 80 hit points. R: 120 feet.

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

Symbol of Death: Deals 80 hit points of damage

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

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

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are affected as by a Power Word, Stun.

### 9th Level

**Astral Spell:** The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as

a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet/10-minute turn. With special study, this spell can also be used to travel to other planes.

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

**Maze:** This spell puts its victim in an extra-dimensional maze. After the determined time has elapsed the creature will reappear at the spot where it disappeared. Creatures with intelligence of 12 or better will require 1d4 10 minute turns to escape, those with intelligence under 6 will require from 1d4+8 10 minute turns to escape, others require 1d4+4 10 minute turns to escape. R: 60 feet.

**Meteor Swarm:** Either a group of four Fire Balls each doing 6D10 points of damage or a group of eight Fire Balls of one-half normal diameter and 5d6 points damage may be thrown. They may be thrown in whatever pattern the caster desires. R: 240 feet.

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

**Power Word Kill:** A single powerful word that kills those creatures hearing it. The word has no effect on creatures who are currently over 50 hit points. R: 120 feet.

**Prismatic Sphere:** A sphere of seven colors whirls about the caster with a radius of ten feet. The glowing colors form a layered spectrum; to destroy the sphere, each layer must be destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1d6 turns. Anything attempting to cross into the sphere suffers the effects of each color that has not been negated.

Red: Causes 12 points of damage to the touch. Stops any magic arrows or missiles (including the spell Magic Missile). Negated by Ice Storm or other cold-based attack.

Orange: Causes 24 points of damage to the touch. Stops arrows and any other non-magical missile. Negated by Lightning Bolt or other electrical attack.

Yellow: Causes 48 points of damage to the touch. Blocks all breath weapons. Negated by Magic Missile spell or a magical arrow.

Green: Causes death (saving throw allowed) to the touch. Blocks any scrying and detection-type spells from seeing within. Negated by Passwall spell or other earth-moving magic.

Blue: Turns flesh to stone when touched (saving throw allowed). Blocks all divine (Clerical/Druid) magic from passing through. Negated by Disintegrate spell/effect.

Indigo: Causes death and destroys the soul utterly when touched (saving throw allowed). Negated by Dispel Magic.

Violet: Causes permanent insanity when touched. Blocks all arcane (Magic-user) spells. Negated by Continual Light.

R: caster D: 1 hour.

**Shape Change:** Change self into the form of another being. Change is complete and includes gaining special abilities of the creature, but the caster retains his own intelligence and ability to cast magic. The caster may change form at will while the spell lasts. R: caster. D: (1d6 + 10 + caster's level) 10 minute turns  
**Time Stop:** This spell freezes time in a 30 feet cubic area surrounding the caster. The user may move freely, but any other creatures within the area, or which subsequently enter it, will be stopped in time with respect to the caster. D: 1d4+1 minutes (GM

rolls)

*Wish:* This spell grants a wish of limited scope (although much more powerful than a Limited Wish). The Referee's discretion will rule what sort of wishes are within the spell's power. After casting a wish spell, the Magic-user is too mentally drained to cast spells for a period of 1d4 days.

### Arcane (Illusionist) Spells

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

#### 1st Level

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

*Color Spray:* A sheet of bright conflicting colors affecting 1-6 levels/hit dice of creatures (plus 1 level/hit dice for every 5 levels of the caster), rendering them unconscious (for 1 minute/caster level) through confusion. Targets selected randomly. No saving throw if fully affected. Creatures not fully affected get a save with +1 per level/die after the first not affected. Creatures over 6th level not affected. R: 240 feet.

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

*Detect Illusion:* Detects any illusion for what it is. R: 60 feet, D: 30 minutes.

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

*Gaze Reflection:* A spell that simply acts as a perfect mirror, reflecting the gaze of a creature such as a Basilisk or Medusa as if a mirror was in front of their eyes. R: 80 ft. D: 10 minutes.

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

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

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

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

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

*Ventriloquism:* allows caster to "throw his voice" absolutely convincingly. R: 90 feet. D: 50 minutes.

*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.

#### 2nd Level

*Blindness:* Causes the target to become blind (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.

*Blur:* Caster's appearance is blurred, making -2 on being hit, and +2 on saves vs. magic. R: self. D: 10 times 1d4+4 minutes.

*Deafness:* Causes the target to become deaf (if save failed). R: 120 feet. D: until cancelled by caster or dispelled.

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

*Dispel Illusion:* Automatically dispels any illusion caused by a non-Illusionist. Versus those created by Illusionists, it functions like Dispel Magic. R: 120.

*Fog:* A cloud of opaque fog that acts like a Cloudkill except that it has no effect but to obstruct vision. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.

*Hypnotic Pattern:* A pattern that the Illusionist projects in front of him that will hold anyone looking at the pattern motionless. It can catch 4d6 1st level types, 3d6 2nd level types, 2d6 3rd or 4th level types, 1d6 5th or 6th level types. D: as long as caster concentrates plus 1d6+3 turns afterwards. Range: 120 feet.

*Improved Phantasmal Forces:* As regular Phantasmal Forces but the caster can move while employing the spell and the illusion will last up to 30 minutes after the caster has stopped concentrating. R: 360 feet.

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

*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.

*Misdetection:* cause a detect spell (Detect Good, Evil, Magic, etc.) to malfunction. (Magic Attack vs. Spell's DC for success) R: 120 feet. D: instant but effects permanent.

*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/caster level.

#### 3rd Level

*Continual Darkness:* Magical darkness which even blocks infravision and darkvision within a circle with 120 ft radius until dispelled. R: 120 feet.

*Continual Light:* Object lights circle with 120 ft radius until dispelled, full daylight. R: 120 feet.

*Dispel Exhaustion:* This spell temporarily gives its recipient the illusion of being well rested and healthy, restoring the target to full hit points, but the target will be totally exhausted and unable to do anything for 8 hours when the spell expires. If the target has taken body damage, the target immediately suffers an additional 1d2 points of body damage. D: 4 hours

*Fear:* Causes creatures who fail their saving throw to flee fear. Affect 4d10 1st level types, 3d10 2nd level types, 2d10 3rd level types, 1d10 4th level types, 1d6 5th level types, 1d4 6th level types. R: 180 feet. D: 10 times 1d6+level minutes.

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

*Illusionary Script:* Allows the caster to write in a script which can only be read by whom the caster sets it to be read by (like Magic Mouth), any others who attempt to read it must save vs. magic or be confused for 6d10 minutes. One spell is suitable for a full page per level of the caster of writing.

*Invisibility 10' Range:* Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

*Non-Detection:* Prevents Detection spells from working against the target using it and acts like an Amulet vs. ESP and Crystal Balls. R: touch. D: 20 minutes/caster level.

*Paralyzation:* Paralyzes twice as many hit dice as the caster's level: R: 180 feet. D: until dispelled or caster removes it.

*Phantasmal Killer:* Creates an illusionary horrible beast formed from the target's own fears whose touch causes death. The beast is visible only to the target and is immune from all attacks and barriers as it exists only in the target's mind. Target must save vs. magic twice. If the target fails one save, he is unconscious for 1d6 hours. If both saves fail, the target is dead. Range: 60 feet.

*Spectral Forces:* As Improved Phantasmal Forces, but includes sound, smell and temperature illusions. Spectral Forces are not destroyed by touch and they last up to 50 minutes after the caster has stopped concentrating. R: 360 feet.

*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.

#### 4th Level

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

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

*Emotions:* Projects a selected emotion. The emotions that can be

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

*Improved Invisibility:* Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until 1d4+caster level minutes after the first attack is made by one under this spell.

*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.

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

*Shadow Magic:* This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 4 caster levels) or Death Spell (Affects 1d8 creatures of 1 HD). R: as original spell D: instant but effects permanent.

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

### 5th Level

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

*Chaos:* This spell affects a 30 foot x 30 foot area. All those caught within the affected area will become confused until they leave the area. Fighters and Illusionists over the caster's level are not affected by this spell. R: 120 feet. D: concentration.

*Create Spectre:* This spell creates a spectre from a target deceased person. The spectre has Hit Dice equal to 1/2 the deceased character's level (rounded up). The deceased character must have been at least 2nd level in order to be raised as a spectre. The spectre is raised with both its mind and memory intact (and does not automatically become evil). The spectre retains its independence. The deceased must be raised within 24 + 6 times the caster's level turns from the target creature's death. R: 10 feet. D: Permanent.

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

*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.

*Shadow Magic II:* This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt/Fire Ball (1d6 damage per 2 illusionist levels) or Death Spell (Affects 1d8 creatures of up to 2 HD).

*Shadow Monsters II:* This spell allows the caster to conjure semi-real monsters. Monsters summoned have 40% the number of HD of the original (Original HP X 0.4. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 11, and do not possess

any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 1.5 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level.

*Summon Shadows:* Similar to an Invisible Stalker spell, but summons Shadows instead. The number of Shadows summoned is equal to 1 + 1 per level over 5. D: until mission completed.

### 6th Level

*Conjure Animals:* Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the caster. R: 30 feet. D: 100 minutes.

*Mass Suggestion:* Area version of the suggestion spell, affecting 1d8 creatures or 1 creature at -4 saving throw. The same suggestion must be made to all on whom it is cast. R: 30 feet. D: 1 week.

*Permanent Illusion:* As Spectral Forces, but lasts until dispelled. R: 360 feet. D: Until dispelled.

*Programmed Illusion:* As Spectral Forces, but illusion performs pre-set instructions without the caster's concentration. For example, a dragon flies to the camp, circles it for 30 minutes, roars every other pass, then flies off while the Illusionist escapes. R: 720 feet. D: 120 minutes.

*Shadow Monsters III:* This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HP X 0.6. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 12, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). A number of monsters whose combined original HD are equal to 2 times the caster's level may be created. Shadow Monsters take double damage from silver weapons. R: 30 feet. D: 1 minute per level

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

### 7th Level

*Alter Reality:* Works like the Magic-User spell Limited Wish, but the caster must first cast an illusion of what is being wished for, then cast the Alter Reality spell on the illusion to turn it into reality. R: variable. D: variable.

*Astral Spell:* The caster projects his astral form into other places; the astral form is invisible to all creatures but those also on the astral plane. If the caster's physical body is moved beyond the range of the spell from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. The spell range has no other effect. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When astral traveling above the ground, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is 120 feet per 10-minute turn. With special study, this spell can also be used to travel to other planes.

*Maze:* This spell puts its victim in an extra-dimensional maze. After the determined time has elapsed the creature will reappear at the spot where it disappeared. Creatures with intelligence of 12 or better will require 1d4 10 minute turns to escape, those with intelligence under 6 will require from 1d4+8 10 minute turns to escape, others require 1d4+4 10 minute turns to escape. R: 60 feet.

*Prismatic Spray:* Creates a stream of rainbow colored energy, 90 feet long, 10 feet wide. Roll 1d8 for each being/object hit by it. On a roll of 1 to 7, the effects are as if the being/object passed

through the corresponding layer in a prismatic wall. A roll of 8 means the being/object has been hit by two colors, roll again twice, ignoring 8s. R: 90 feet. D: instant but effects permanent. *Prismatic Wall*: As the Magic-User spell Prismatic Sphere, but in the form of a wall. R: 60 feet. D: 1hour.

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

### Divine (Cleric) Spells

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

#### 6th Level

*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.

*Blade Barrier*: Creates a barrier of whirling blades up to 30 feet in diameter which do from 7d10 points of damage upon anyone or anything which attempts to pass through it. R: 60 feet. D: 120 minutes.

*Conjure Animals*: Conjures 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.) which will immediately appear. The animals conjured will obey the Cleric. R: 30 feet. D: 100 minutes.

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

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

*Word of Recall*: The cleric teleports without error back to his previous prepared sanctuary. R: infinite. D: instant.

#### 7th Level

*Aerial Servant*: Summons a servant from the elemental plane of air to fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC 3 [16], Atk Bonus +17, Atk 1 (4d4), Move 240 ft. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him. D: until task completed or insanity.

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

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

*Earthquake*: Causes a powerful earthquake in an area 60 feet x 60

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

*Holy Word*: Speaking of a holy word affects all those within the range as follows: creatures of less than 5 hit dice are slain, creatures of 5 to 8 hit dice are stunned for 2d10 turns, and creatures with 9-12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected. R: 40 feet.

*Part Water*: Creates a gap through water, to a depth of 20 feet lasting for 2 hours. At 18th and every level thereafter, the cleric adds 10 feet to the depth of water parted, and 1 additional hour to the spell's duration. R: 240 feet. D: see above.

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

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

*Symbol*: Creates a magical trap in the shape of a holy rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible but none may cause permanent harm to the target.

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are affected as by a Power Word, Stun.

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

### Divine (Druid) Spells

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

#### 1st Level

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

*Detect Snares/Pits*: This spell allows the caster to discover snares, pits, and other outdoor traps. R: 10 feet/caster level. D: caster level + 1 hours.

*Locate Animals*: Senses direction toward an animal (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.

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

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

#### 2nd Level

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

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

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

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

being held in the hand is dropped. R: 30 feet. D: 2 combat rounds.

*Locate Plants:* Senses direction toward a plant (specific or type) R: 60 +10/caster level feet. D: 1 minute/caster level.

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

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

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

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

### 3rd Level

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

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

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

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

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

*Protection/Fire:* Cast upon a non-druid, this spell renders the target invulnerable to normal fire. Cast upon a druid, this spell also protects from magical fire, but such magical flames will immediately cancel the spell on the next turn. R: touch. D: 30 + 10/caster level minutes.

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

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

### 4th Level

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

*Control Temperature, 10':* Allows the druid to vary the temperature in a given area (10' radius) by +/- 50 degrees. Mistletoe is required to cast this spell. R: 60 feet. D: 30 + 10/caster level minutes.

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

*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 for items. Range: 120 feet.

*Hallucinatory Forest:* This spell creates an illusionary forest covering an area of 30' x 30' per level. Creatures within this area will absolutely believe they are in a forest, acting and reacting appropriately to their surroundings. Other druids, magical woodland creatures, and ents are never fooled by this spell. R: 60 feet to forest edge. D: until dispelled.

*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.

*Plant Door:* Allows the druid to pass through thick/dense vegetation. This 3' X 6' "door" is usable only by the caster, but another druid or a dryad may follow. This spell may also be used to pass through solid tree trunks. The druid may decide to stay within the truck for up to the duration of the spell to hide from

others. R: caster. D: 30 + 10/caster level minutes.

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

*Protection from Lightning:* This spell negates the effects of electrical attacks upon the target. The spell ceases after such an attack. R: touch D: 1 hour + 10/caster level minutes.

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

### 5th Level

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

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

*Anti-Plant Shell:* Similar to the magic-user spell Anti-Magic Shell but instead of protecting from spells, it protects against attacks from plants and living vegetables. R: caster. D: 2 hours.

*Commune with Nature:* Same as the cleric spell Commune but must be performed outdoors and the answers received will only pertain to Nature. R: caster. D: 3 questions.

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

*Hold Plant:* Similar to the magic-user spell Hold Monster but affects living, magical or animated plants. This spell affects both treants and fungoid life forms. R: 30 feet + 10 feet/caster level. D: 1 hour + 10/caster level minutes.

*Pass Plant:* Allows the druid to enter one tree and emerge from another of the same species. The base distance travelled this way is 480 yards + modifier based on the tree type (Oak +120 yards. Ash, yew, linden, and elm -120 yards. Other deciduous trees -180 yards. Coniferous trees -240 yards). The tree's girth must be large enough to engulf the druid. Travel must be from one living tree to another. If no such tree exists within the range of the spell, then the spell fails and the druid re-emerges from the starting tree. R: see above. D: 10 minutes.

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

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

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

### 6th Level

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

*Anti-Animal Shell:* Same as the Anti-Plant Shell spell, but focuses on natural or giant animals. While affected by this spell, those inside the shell are protected from all animal attacks (excluding fantastic or magical creatures), but are unable to attack, be it by normal or magical means. R: 20 foot hemisphere. D: 30 + 10/caster level minutes.

*Conjure Fire Elemental:* Similar to the magic-user's Conjure Elemental spell but is limited to summoning a 16 HD fire elemental. On a roll of 1-2 on d20 the caster may choose to summon 1d3 salamanders instead, and on a roll of 1 on d20, the druid may choose to summon a 20 HD fire elemental. The elemental will not turn upon the druid but will regard him as a friend of sorts. R: 30 feet. D: 1 hour.

*Feeblemind*: Subject's MIND drops to 1. R: 240 feet. D: until dispelled.  
*Finger of Death*: Target must save or die. Will only work if druid's life in dire peril. R: 120 feet. D: instant but effects permanent.  
*Transport via Plant*: Allows the druid to pass from one plant to any other plant of similar species anywhere, as long as the druid has seen the plant at one time. Should the emergence fail, the druid will instead emerge from another plant which may be miles away. A druid may choose to remain inside a plant instead of transporting from it, and may remain so for up to 24 hours. While within a plant in this manner, the druid is completely aware of his surroundings. D: instant or up to 24 hours.  
*Turn Wood*: Creates a wall of force which moves away from the druid. Any wooden objects in the wall's path (weapon hafts, spear shafts, arrows, etc.) are pushed back, dragging back any creature holding such items. The length of the wall runs 60' to either side of the druid, and moves at a rate of 40' per turn. R: 20 x level feet. D: 10 + 10/caster level minutes.

**7th Level**

*Animate Rock*: Similar to a cleric's Animate Object spell, but only affects stone. Up to approximately 2 x level cubic feet of stone can be animated. The rock will move at 2-4" per turn, the faster speeds for rock-masses which are basically of an ambulatory shape such as statues. R: 60 feet. D: 1 hour.  
*Confusion*: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.  
*Conjure Earth Elemental*: Similar to the magic-user's Conjure Elemental spell but is limited to summoning a 16 HD earth elemental. The elemental will not turn upon the druid but will regard him as a friend of sorts. R: 30 feet. D: 1 hour.  
*Control Weather*: Caster can adjust weather. D: GM decision.  
*Creeping Doom*: Summons a horde of 1D10 times 1000 small and deadly insects and arachnids. They appear within 1 to 3 minutes. They then move forward to attack whatever they are commanded to, provided it is within 60 feet at the time of the command. They will pursue until the prey is beyond a 240 foot range (or until it or they are otherwise destroyed). Can be used indoors or outdoors. R: 60 feet. D: see above.  
*Fire Storm*: Creates a fire of intensity equal to a "wall of fire" in a large area. This magical conflagration lasts only 10 minutes, but all combustible material within the area affected will continue to burn thereafter. The spell can be reversed to extinguish normal fires in an area twice that of the maximum possible area of the druid's fire storm. There is a 5% chance per per caster level of the reversed version extinguishing magical fires of up to the normal area. Area: 3 square inches x caste level. R: 60 feet.  
*Metal-Wood*: Cast upon any metal (up to 5 pounds per level of the caster) it will permanently change it into some type of wood (caster's choice). R: 60 feet. D: instant but effects permanent.  
*Reincarnate*: Restores dead person to life in a random (usually animal or nature-oriented humanoid) form. R: touch. D: instant.

**Supplemental Monsters**

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

ANT, GIANT: AC: 16 HD: 3d8 AT: bite +3 (1d6) MR: 12 S: acid (2d6).  
 ANHKHEG: AC: 16 HD: 5d8 AT: bite +5 (1d10) MR: 8 S: Squirt acid (3d6).  
 BADGER, GIANT: AC: 15 HD: 3d8 AT: 2 claws +3 (1d6), bite+3 (1d6) MR: 8  
 BANSHEE: AC: 20 HD: 7d8 AT: claw +7 (1d8) 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) MR: 9 S: petrifies onlookers.  
 BAT, GREATER: AC: 12 HD: 4d8 AT: bite +4 (1d10) MR: 8 S: Human-sized.  
 BAT, MONSTER: AC: 13 HD: 8d8 AT: bite +8 (2d8), claws +8

(1d6) MR: 8 S: Twice the size of a human.  
 BEETLE, GIANT FIRE: AC: 15 HD: 1d8 AT: bite +1 (2d6) MR: 7 S: Light glands glow for 1d6 days after death.  
 BLACK PUDDING: AC: 13 HD: 10d8 AT: slam +10 (3d8) MR: 12 S: immune to everything but fire, divides when hit, corrodes metal.  
 BLINK DOG: AC: 15 HD: 4d8 AT: bite +6 (1d6) MR: 6 S: teleports, hate coeurls.  
 BOAR, WILD: AC: 12 HD: 3d8 AT: gore +3 (3d4) MR: 9 S: attacks for 2 rounds after death.  
 BRAIN EATER: AC: 14 HD: 8d8 AT: mouth tentacles +8 (1d6, special) or weapon +8 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) MR: 9 S: burrows through rock, eyes cause confusion.  
 BUGBEAR: AC: 14 HD: 3d8 AT: bite +3 (2d4) or weapon +3 MR: 9 S: surprise foes on a 1-3.  
 CATOUBLEPAS: AC: 12 HD: 6d8 AT: tail +6 (1d3 + stun) MR: 8 S: gaze (save vs. death).  
 CARCASS CREEPER: AC: 16 HD: 3d8 AT: 8 tentacles +3 (paralysis) MR: 8 S: walk on walls and ceilings.  
 CENTAUR: AC: 15 HD: 4d8 AT: 2 kick +4 (1d6) or weapon +4 MR: 8  
 CENTIPEDE, GIANT: AC: 14 HD: 4d8 AT: bite +4 (1d6) MR: 7 S: poison (1d6 DEX).  
 CHIMERA: AC: 15 HD: 9d8 AT: 2 claws +9 (1d3), goat gore +9 (1d4), lion bite +9 (2d4), dragon bite +9 (3d4) MR: 9 S: breathes fire (3d6), flies.  
 COCKATRICE: AC: 13 HD: 5d8 AT: bite +5 (1d3) MR: 7 S: petrifying bite.  
 COEURL: AC: 15 HD: 6d8 AT: tentacles +6 (2d6) MR: 9 S: appear 3 feet from actual position (+2 to defense and saves), hate blink dogs.  
 DEMON, BAAL-ROG: AC: 17 HD: 9d8 AT: sword or flaming whip+9 (2d6) MR: 9 S: flies, flaming (3d8 damage to all in contact), darkness, 10 ft. r., 75% magic resistance, immune to non-magic weapons. Spell-like powers: cause fear, detect magic and invisible, read magic and languages, pyrotechnics, dispel magic, suggestion, telekinesis, symbols (fear, discord, sleep), gate demons 70%.  
 DEMON, LEMURE: AC: 17 HD: 3d8 AT: claws (1d6) MR: 7 S: regenerate 1 HP/minute.  
 DEMON, SUCCUBUS: AC: 10 HD: 6d8 AT: 2 claws (1d6) or kiss (drain 1 energy level) MR: 9 S: immune to non-magic weapons, 70% magic resistance, darkness 5 ft. r. Spell-like powers: Ethereal, charm person, ESP, clairaudience, suggestion, shape change (humanoid forms only), gate demons 40%.  
 DJINN: AC: 15 HD: 7d8 AT: fist or weapon +7 MR: 12 S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.  
 DOPPELGANGER: AC: 14 HD: 4d8 AT: claw +4 (1d12) 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) MR: 9 S: flies, breathes line of acid (7d8).  
 DRAGON, BLUE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) MR: 9 S: flies, breathes line of lightning (9d8).  
 DRAGON, BRASS: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (4d4) 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) MR: 9 S: flies, breathes lightning (9d8) or repulsion.  
 DRAGON, COPPER: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (5d4) MR: 9 S: flies, breathes acid cloud (8d8) or slow.  
 DRAGON, GREEN: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (2d10) MR: 9 S: flies, breathes cloud of chlorine gas (8d6).  
 DRAGON, GOLD: AC: 19 HD: 11d8 AT: 2 claws +11 (1d6), bite +11 (3d12) 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) MR: 9 S: flies, breathes cone of fire (10d8), uses magic as MU of level 1 to 6 (by age -2), assume human form.  
 DRAGON, SILVER: AC: 18 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) 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) MR: 9 S: flies, breathes cone of cold (6d8).  
 DRAGON TURTLE: AC: 21 HD: 20d8 AT: 2 claws +15 (1d8), bite +15 (10d6) MR: 10 S: swims well, slow on land, breathes steam cloud (20d8) only when in water.  
 DRYAD: AC: 14 HD: 2d8 AT: weapon +2 MR: 6 S: charm.  
 DWARF: AC: 15 HD: 1d6+1 AT: warhammer +1 (1d8) MR: 10 S: standard dwarf abilities.  
 EFREET: AC: 16 HD: 10d8 AT: slam +10 (2d8) MR: 12 S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons.

ELEMENTAL, AIR: AC: 19 HD: 12d8 AT: slam +12 (2d8) MR: 10 S: whirlwind, extra damage against foes in the air.  
 ELEMENTAL, EARTH: AC: 19 HD: 12d8 AT: slam +12 (4d8) 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) MR: 10 S: ignite materials.  
 ELEMENTAL, WATER: AC: 19 HD: 12d8 AT: slam +12 (3d10) 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) MR: 8 S: can make charge attack

ELF: AC: 14 HD: 1d8 AT: sword or longbow (1d6) 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 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) MR: 11 S: fly.  
 GELATINOUS CUBE: AC: 11 HD: 4d8 AT: slam +4 (2d4) MR: 12 S: touch paralyzes, 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) MR: 9 S: undead immunities touch paralyzes, 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) MR: 9 S: undead immunities touch paralyzes, 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) MR: 10 S: only surprised on a 1.  
 GIANT, FIRE: AC: 16 HD: 12d8 AT: weapon +12 (5d6) or hurl rocks +12 (3d6) MR: 9 S: immune to fire.  
 GIANT, FROST: AC: 15 HD: 11d8 AT: weapon +11 (4d6) or hurl rocks/ice +11 (3d6) MR: 9 S: immune to cold.  
 GIANT, HILL: AC: 15 HD: 8d8 AT: weapon +8 (2d6) or hurl rocks +8 (3d6) MR: 8

GIANT, STONE: AC: 20 HD: 9d8 AT: stone club +9 (3d6) or hurl rocks +9 (3d6) MR: 9  
 GIANT, STORM: AC: 18 HD: 16d8 AT: weapon +16 (8d6) or hurl rocks +16 (3d6) MR: 10 S: control weather.  
 GNOLL: AC: 14 HD: 2d8 AT: weapon +2 MR: 8  
 GNOME: AC: 14 HD: 1d8 AT: weapon +1 MR: 8  
 GOBLIN: AC: 12 HD: 1d6-1 AT: weapon +1 MR: 7 S: -1 to hit in sunlight.

GOLEM, FLESH: AC: 10 HD: 12d8 AT: 2 fists +12 (2d8) MR: 11 S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.  
 GOLEM, IRON: AC: 16 HD: 13d8 AT: fists or weapon +13 (4d10) MR: 11 S: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.  
 GOLEM, STONE: AC: 14 HD: 16d8 AT: fist +15 (4d8) MR: 11 S: Unaffected by +2 or lesser weapons, slowed by fire, healed/damages by rock to mud, immune to most magic.  
 GORGON: AC: 17 HD: 8d8 AT: gore +8 (2d6) MR: 8 S: breathes petrifying gas.  
 GREEN SLIME: AC: n/a HD: n/a AT: organics and metal turn to green slime if touched MR: n/a S: killed by cold or fire. Cure Disease stops transformation to green slime.

GREMLIN: AC: 12 HD: 1d8 AT: weapon +1 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) 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) MR: 8 S: flies.  
 HALFLING: AC: 12 HD: 1d6 AT: weapon+1 (1d6) MR: 8 S: nearly invisible in outdoor cover.  
 HARPY: AC: 12 HD: 3d8 AT: 2 talons +3 (1d4) or weapon +3 MR: 7 S: flies, siren-song (Charm person).

HELL HOUND: AC: 15 HD: 5d8 AT: bite +5 (1d6) MR: 9 S: breathe fire (10 HP damage)  
 HIPPOGRIFF: AC: 14 HD: 3d8 AT: 2 claws +3 (1d6), bite +3 (1d10) MR: 8 S: flies.  
 HOBGOBLIN: AC: 14 HD: 1d8+1 AT: weapon +1 MR: 8  
 HORSE, RIDING: AC: 12 HD: 2d8 AT: bite +2 or kick +2 (1d4) MR: 7  
 HORSE, WAR: AC: 12 HD: 3d8 AT: bite +3 (1d6) or kick +3 (2d6) MR: 9

HUMAN, BANDIT/SOLDIER: AC: 12 HD: 1d8 AT: weapon +1 MR: 8  
 HUMAN, BERSERKER: AC: 12 HD: 1d6+2 AT: weapon +1 MR: 12 S: Berserking (+2 to hit)  
 HUMAN, COMMON MAN: AC: 10 HD: 1d8-2 AT: weapon +0 MR: 6  
 HUMAN, SERGEANT-AT-ARMS: AC: 14 HD: 3d8 AT: weapon +3 MR: 8  
 HYDRA: AC: 14 HD: 5-12d6 AT: 5-12 bites +HD (1d6) MR: 11 S: 1 HD per head, 20% chance fire-breathing or regenerating.

INVISIBLE STALKER: AC: 16 HD: 8d8 AT: 1 bash +8 (4d4) MR: 12 S: flies, invisible.  
 KOBOLD: AC: 13 HD: 1d4 AT: weapon +0 (1d6) MR: 9  
 LEPRECHAUN: AC: 11 HD: 1d4 AT: theft, magic MR: 7 S: invisible, polymorph non-living objects, illusions and ventriloquism at will; steal small valuable item (75% successful, 25% chance if dropping per turn chased), 80% magic resistant, never surprised.  
 LICH: AC: 20 HD: 12-18d6 AT: touch +HD (1d10) or weapon +HD MR: 10 S: undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD, Magic-User or cleric level equals hit dice.  
 LIZARDMAN: AC: 14 HD: 2d8 AT: claws +2 (1d6) or weapon +2 MR: 11 S: breathe underwater.

LURKER RAY: AC: 13 HD: 10d8 AT: wing smother +10 (1d8) 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) MR: 10 S: lycanthropy, extra 2d6 damage if both claws hit.  
 LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d8 AT: tusks +6 (2d6) MR: 9 S: lycanthropy, attack +6 instead of +4 because of rage.  
 LYCANTHROPE, WERERAT: AC: 13 HD: 3d8 AT: bite (1d4) or weapon +3 MR: 8 S: lycanthropy, surprise foes on a 1-4.  
 LYCANTHROPE, WERETIGER: AC: 16 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d6) S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d8 AT: 2 claws +4 (1d4) bite +4 (2d4) MR: 8 S: lycanthropy.  
 MANTICORE: AC: 15 HD: 6d8 AT: claws +6 (1d4) or bite +6 (2d4) MR: 9 S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total.  
 MEDUSA: AC: 14 HD: 6d8 AT: weapon +6 MR: 8 S: onlookers turn to stone, hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks.  
 MERMAN: AC: 13 HD: 1d8 AT: weapon +1 MR: 8 S: breathe water, swim.  
 MINOTAUR: AC: 13 HD: 6d8 AT: weapon +6 or bite +6 (1d6) or Head gore +6 (1d6) MR: 12 S: never lost in mazes.

MULE: AC: 12 HD: 2d8 AT: Kick +2 (1d4) MR: 8  
 MUMMY: AC: 16 HD: 6d8 AT: touch +6 (2d6) 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) MR: 9 S: spells as 6th level Cleric.  
 NAGA, SPIRIT: AC: 14 HD: 10d8 AT: bite +10 (1d4 + poison) MR: 8 S: spells as 6th level Cleric and 7th level Magic-User, gaze (permanent charm).  
 NAGA, WATER: AC: 14 HD: 8d8 AT: bite +10 (1d3 + poison) MR: 7 S: spells as 5th level Magic-User (no fire or lightning).

NIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d6) MR: 6 S: swims, charm.  
 OCHRE JELLY: AC: 11 HD: 6d8 AT: acid strike +6 (2d6) 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) MR: 10  
 OGRE MAGE: AC: 15 HD: 5d8 AT: weapon +5 (2d6) 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 MR: 8

OWLBEAR: AC: 14 HD: 5d8 AT: 2 claws or bite +5 (1d8) MR: 9 S: hug for additional 2d6 if both claws hit.  
 PEGASUS: AC: 13 HD: 4d8 AT: 2 hooves +4 (1d6) MR: 8 S: flies.  
 PHOENIX: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (2d6) 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) MR: 7 S: flies, charm, naturally invisible.  
 PURPLE WORM: AC: 13 HD: 15d8 AT: bite +15 (2d8) or sting +15 (1d8) MR: 10 S: poison sting (1d6 STR), swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every round.

RAT, GIANT: AC: 12 HD: 1d8 AT: bite +1 (1d3) MR: 8 S: 1 in 20 chance of disease from bite.  
 RAT, MONSTROUS: AC: 13 HD: 3d8 AT: bite or claws +3 (1d6) MR: 7 S: 1 in 20 chance of disease from bite.  
 ROC: AC: 15 HD: 12d8 AT: 2 claws +12 (1d8) or bite +12 (2d10) MR: 9 S: flies  
 RAKSHASA: AC: 23 HD: 7d8 AT: claws, bite +7 (1d8) or weapon +7 MR: 8 S: spells as 1d3 level Magic-User and 1st level cleric, immune to non-magic weapons, below +3 weapons do 50% damage, blessed crossbow bolt kill instantly.  
 RUST MONSTER: AC: 17 HD: 5d8 AT: touch +5 (special) 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) S: heat does 1d8 to nearby creatures, immune to fire.  
 SCORPION, GIANT: AC: 17 HD: 4d8 AT: 2 claws +4 (1d10), sting +4 (1d4, poison) MR: 11 S: poison causes paralysis and loss of 1 BP per minute.  
 SCORPIONMAN: AC: 17 HD: 8d8 AT: weapon +8 (1d10), sting +4 (1d4, poison) MR: 9 S: poison causes paralysis and loss of 1 BP per minute.  
 SEA SERPENT: AC: 17 HD: 30d6 AT: bite +15 (4d6) MR: 9 S:

swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn.  
 SHADOW: AC: 12 HD: 3d8 AT: touch +3 (1d4, special) 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.

SHARK: AC: 15 HD: 4d8 AT: bite +4 (2d6) MR: 7  
 SHARK, GIANT: AC: 16 HD: 10d8 AT: bite +10 (3d10) MR: 7  
 SHRIEKER: AC: 11 HD: 3d8 AT: none MR: 12 S: large toadstool, if disturbed (light 60 feet/movement 30 feet) emits loud shriek for 1d3 minutes which stuns small (tat-sized) creatures.  
 SKELETON: AC: 12 HD: 1d8 AT: weapon +1 MR: 12 S: undead immunities.  
 SLUG, GIANT: AC: 11 HD: 12d8 AT: bite +12 (2d6) MR: 10 S: spits acid (2d6).

SNAKE, CONSTRICTOR: AC: 14 HD: 2d6, AT: constriction (1d3) MR: 7 S: On successful attack, automatic 1d3 damage thereafter until dead.  
 SNAKE, GIANT CONSTRICTOR: AC: 14 HD: 6 AT: constriction +4 (1d6) M&: 7 S: On successful attack, automatic 1d6 damage thereafter until dead.  
 SNAKE, GIANT VIPER: AC: 14 HD: 4d8 AT: bite +4 (1d3 + poison) MR: 7 S: Poison bite does 2 BP per minute.  
 SNAKE, VIPER: AC: 14 HD: 1d8 AT: bite +1 (1hp + poison) MR: 7 S: Poison bite does 1 BP per minute.  
 SPECTRE: AC: 17 HD: 7d8 AT: touch +7 (1d6) MR: 11 S: undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.

SPHINX: AC: 19 HD: 12d8 AT: 2 claws +12 (3d6), bite +12 (2d8) MR: 10 S: Males are level 12 magic-users. Females are level 12 clerics. Roar (2/day) save or flee in terror  
 SPIDER, GIANT: AC: 13 HD: 2d6+2 AT: bite +2 (1d6) MR: 8 S: bite causes paralysis via poison, surprise on 1-5.  
 SPRITE: AC: 14 HD: 1d4 AT: none MR: 7 S: can curse (effects funny rather than dangerous, wears off after 1d20 hours)  
 STIRGE: AC: 12 HD: 1d8 AT: sting +1 (1d4) MR: 9 S: attaches on a hit and will deal 1d4 automatically damage every round.  
 TREANT: AC: 17 HD: 10d8 AT: branches +10 (3d6) MR: 9 S: Control trees and can make them move and attack.

TICK, GIANT: AC: 15 HD: 3d8 AT: bite+3 (1d6) MR: 7 S: attaches on a hit and will deal 1d6 damage automatically every round.  
 TITAN: AC: 22 HD: 16d8 AT: weapon+15 (5d6) S: Spells.  
 TOAD, GIANT: AC: 12 HD: 2d8 AT: bite +2 (1d6) MR: 6 S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue pulls victims in to bite making bite attack like pole arms.  
 TROLL: AC 15 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (1d10) 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) 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 MR: 11 S: undead immunities, hit only by magical weapons, regenerate 3 hp per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator.  
 WAR DOG: AC: 12 HD: 2d8 AT: bite +2 (1d6) MR: 9  
 WIGHT: AC: 14 HD: 3d8 AT: claw +3 (1d6) MR: 12 S: undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wight.  
 WILL-O-THE-WISP: AC: 27 HD: 9d8 AT: shock +9 (1d6+4) MR: 10 S: flies.

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Many Microlite20 gamers know that Randall Stukey (of RetroRoleplaying.com), the author of Microlite74, is trying to raise funds to pay the bills from his wife's oral cancer treatments. 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.

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- 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 -- with artwork is by Håkan Ackegård and incorporating the rules from the supplement, giving you all the rules currently available for Microlite74 in one booklet. The text has been reformatted into a single column in a large enough font to easily read.

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WOLF: AC: 12 HD: 2d8 AT: bite +2 (1d6) MR: 8

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

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

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

YELLOW MOLD: AC: n/a HD: n/a AT: 1d6 if touched MR: n/a S: if struck, 50% releases 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) MR: 12 S: undead immunities, always lose initiative.

*Wary's Grimoire  
A Microlite74 Version 2.0 Supplement  
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*Note: This is a supplement for Microlite74, a variant of Microlite20 designed to have the "feel" of the original "0e" edition of the world's most popular fantasy roleplaying game. You can obtain a free copy of Microlite74 here:*

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